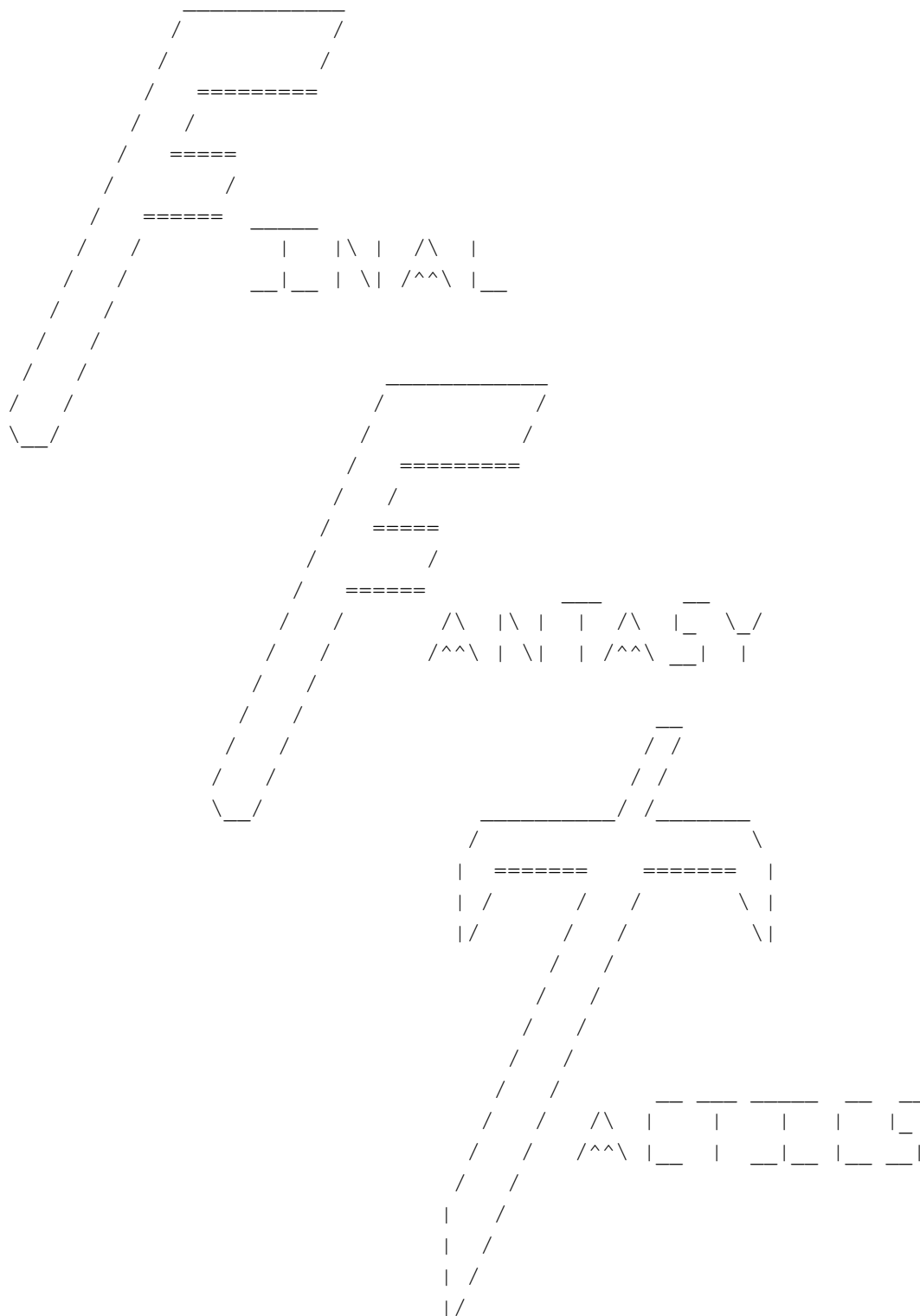


Final Fantasy Tactics FAQ/Walkthrough

by Overated

Updated to v0.87 on Aug 14, 2004



ASCII by Scythe Marshall

I would like to thank Neokamek for his great GameShark Helper which helped me get most of the Ability formulas, sqpat and MalcolmMasher for getting some very detailed Zodiac Monster information, Goryus for his Battle List FAQ info, and AeroStar for his excellent Battle Mechanics Guide. This FAQ is under the name BoardFourSixNineFour because it is planned as the joint work of a number of contributors and to help raise the profile of the FFT Challenge Board:

<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=4694>

-Overated
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I. FAQs [1.0]

-- Your guide is big. How do I find stuff? --

Use ctrl + F to bring up a search box. Type in the word or phrase you want to find. Copy the brackets and the stuff inside of them to then paste it inside the find box to get to the desired section.

-- What's the deal with evasion? --

Every character has natural physical evasion that makes it harder to hit them when attacking their front. Shields add evasion when units are attacked from the front or the sides. Basically try to attack people from the back or the sides to have a higher chance of succeeding with your attack.

-- How many saves should I have? --

Often the game will let you save in a place that you cannot leave until you beat the battle. However sometimes you are not strong enough to beat the level and the game will not let you leave. Make sure you have multiple save files so you do not get trapped in any unbeatable predicaments.

-- What's the deal with abilities? --

Every human unit has five different ability slots: Primary, Secondary, Reaction, Support, and Movement. The primary slot is determined by what job your character has. The rest of the abilities must be equipped. Secondary skill sets can be any primary from a another class. For example a Squire always has Basic Skill as a primary, but for another class to use a Basic Skill ability in battle they need to have it equipped as their secondary. Reaction abilities trigger in response to different actions performed on a unit and include things like Counter and Auto Potion. Support abilities allow you to equip different equipment or strengthen your stats. Movement abilities increase your movement range or give you a movement bonus like Move HP-Up.

-- What do Brave and Faith do? --

Brave affects how often your reaction abilities trigger and how much damage you deal with your fists. Reaction abilities trigger Brave % of the time. Fist damage is [Brave*Physical Attack]*Physical Attack. If your Brave goes below 10 you turn into a chicken.

Faith determines how much damage your spells deal and how often your spells succeed. Higher Faith means more damage and a higher success rate for your spells. High Faith also means you take more magic damage and are more vulnerable to enemy spells.

Check out section ten for more Brave and Faith information.

-- How do Males and Females Differ? --

Every generic unit starts with two available classes: Squire and Chemist. Getting enough Job Points (JP) as a Squire unlocks certain jobs and getting enough JP as a Chemist unlocks other jobs. The jobs that Squire unlocks tend to be more physical and the jobs that being a Chemist unlocks are mainly magical. Females naturally have a better Magic Attack stat and more MP while Males naturally have a better Physical Attack stat and more HP. Generally males are better at the jobs Squire unlocks and Females are better at the jobs being a Chemist unlocks. Good Faith is also very important in being effective at the jobs Chemist unlocks.

-- What is PA, MA, and Speed and what do they do? --

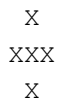
PA is your physical attack stat, MA is your magical attack stat, and Speed determines how often your character gets a turn. Greater PA makes your attacks stronger and greater MA makes your spells stronger.

Unlike most Final Fantasy games, leveling up does very little to increase your stats until you get that coveted Speed, PA, or MA point. MA and PA increase differently in different classes. Some classes have naturally high MA (Wizard) and naturally high PA (Knight). For average Speed Growth you can get Speed Points at these levels:

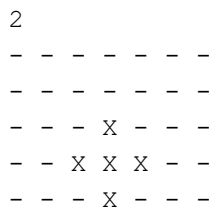
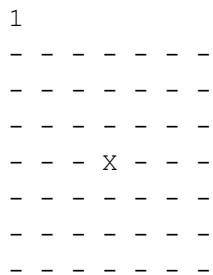
- Level 18 - 7 Speed
- Level 35 - 8 Speed
- Level 52 - 9 Speed
- Level 69 - 10 Speed
- Level 86 - 11 Speed

-- What is Area of Effect? --

Area of effect is how much of an area a skill or spell covers. In the game a typical listing is 2 Vertical 1. That means the skill covers the area denoted in the '2' (see chart below) and has a vertical tolerance of 1. So a spell with 2 can hit up to five squares:



However if the vertical tolerance is only 1 that means if the middle of the target is at 5 Height, then it will only target panels next to it if they are 4, 4.5, 5, 5.5, and 6 Height since $5 + 1 = 6$ and $5 - 1 = 4$.



```

- - - - -
- - - - -
3
- - - - -
- - - X - - -
- - X X X - -
- X X X X X -
- - X X X - -
- - - X - - -
- - - - -

```

```

4
- - - X - - -
- - X X X - -
- X X X X X -
X X X X X X X
- X X X X X -
- - X X X - -
- - - X - - -

```

```

8
- - - - -
- X X X X X X X X -
- - - - -

```

(Punch Art's Earth Slash and Draw Out's Kiku only, can go in one of four directions)

-- What is the AT Menu? How can I tell who gets to go when? --

During battle, before hitting circle to select which action you are going to do press right. That brings up the AT menu and tells you if you select that action when the action is going to be performed. This is useful for magic spells since they do not occur instantly. Check the AT to make sure the spell will resolve before the unit you are targeting gets a chance to move out of the way. The AT menu can also be brought up by hitting triangle during battle.

-- How does the battle flow and what are CT, Clockticks and CTR? --

CT is a very prominent stat listed below HP and MP in battle. When a unit reaches 100 CT they get a turn. So what determines CT? Speed and Clockticks. The Speed stat can be found in the status menu, a Clocktick is far more nebulous. A Clocktick is the Final Fantasy Tactics measure of time but cannot be measured in a standard way. Basically every Clocktick, every unit gains Speed points to their CT. If a unit has 10 Speed, after 1 clocktick they have 10 CT. After 10 Clockticks they have 100 CT and get a turn.

CTR is shorthand for Clockticks 'til resolution. That stat tells you how long it takes for a spell to resolve. If a spell has 2 CTR then it takes two clockticks for the spell to resolve. CTR is determined by dividing 100 by the speed number found in the ability menus. If a spell has higher speed then it has a lower CTR and thus resolves faster.

For a better explanation of all this, read "Aaditya Rangan's Theory of Gameflow" section located in Aerostar's Battle Mechanics Guide:

<http://www.fftactics.net/fftmech/fftmech52.txt>

Sweegy Woods [2.1c]
 Dorter Trade City [2.1d]
 Sand Rat Cellar [2.1e]
 Thieves Fort [2.1f]
 Lenalia Plateau [2.1g]
 Fovoham Plains Windmill Shed [2.1h]
 Fort Zeakden [2.1i]

||| Strategies |||

/ Operate as a Team \

Have your units actions be coordinated. Try to gang up on specific enemies and eliminate them one at a time. Dealing fatal damage to one unit is a much more effective way of winning the battle than hurting each enemy unit a little.

/ Bring Healing \

Your ability to heal and revive units gives you a major advantage over the AI, exploit it. Most of the time when an enemy unit is KO'ed it is dead for good. Your party on the other hand should be able to heal and revive units with at least one and preferably two different characters.

```

~~~~~ _ _ _ _ _ _ _ _ _ _ ~~~~~
[2.1a] //\\ Gariland //\\
~~~~~ ===== ~~~~~

```

// Things to Learn \\

- 1.) When an enemy loses all HP it collapses. When the counter reaches 0 it permanently dies.
2.) When the battle has been decided, have units not working on killing the remaining enemies beat on each other (to get JP and experience).

// Height Map \\

	A	B	C	D	E	F	G	H	I	J
1]	30	25	10	10	10	10	20	xXx	20	20
2]	30	25	20	10	20	40	20	20	20	20
3]	25	25	20	10	20	70	80	20	10	10
4]	20	xXx	20	10	20	80	80	20	10	20
5]	10	20	20	20	20	70	70	10	10	20
6]	10	20	20	20	20	20	20	20	10	20
7]	50	40	20	10	10	20	70	80	10	20
8]	70	70	20	10	10	20	80	80	20	20
9]	80	80	20	20	10	20	70	70	20	10
10]	80	70	20	20	10	40	50	30	20	10


```

11] 10 20 20 20 10 20 10 10 10 10
12] 20 20 10 10 10 20 20 20 20 10
13] 25 25 20 25 25 20 20 75 80 75
14] 30 25 20 10 10 40 60 85 100 85
15] 30 25 10 10 10 40 70 85 90 85

```

```

10: 1.0 Height, 15: 1.5 Height, etc
xXx: Unable to target or stand on panel

```

```
// Starting Grid \\
```

```

          F 12 G 12
C 13 D 13 E 13 F 13 G 13
C 14

```

```
// Guest Starting Position \\
```

```
Delita starts on B 13
```

```
// Enemy Starting Positions \\
```

```

C 5: Male Chemist
E 5: Male Squire
D 6: Male Squire
G 4: Female Squire
I 2: Male Squire

```

```
// Move-Find Item \\
```

```
None (there are some but you do not have Move-Find Item for this battle)
```

```
// Terrain Map \\
```

```

      A  B  C  D  E  F  G  H  I  J
=====
1 ]  H  H  W  W  W  W  H  xXx  H  H
1 ]  H  H  H  W  C  C  C  C  H  H
1 ]  H  H  C  W  D  G  D  C  W  W
1 ]  H  xXx  C  W  C  G  G  C  W  C
1 ]  W  C  C  K  C  G  G  W  W  C
1 ]  W  C  C  K  C  C  C  C  W  C
1 ]  C  D  C  W  W  D  G  G  W  C
1 ]  G  G  C  W  W  C  G  G  C  C
1 ]  G  G  C  C  W  D  G  G  D  W
1 ]  G  G  C  C  W  D  D  C  C  W
1 ]  C  C  C  C  W  C  W  W  W  W

```

```

1 J H C W W W H H H C W
1 J H H C K K H H G G G
1 J H H C W W D D G G G
1 J H H W W W D D G G G

```

P - Pitfall (Natural Surface, Wasteland, Road)
W - Water Ball (Waterway, River, Lake, Sea, Waterfall)
H - Hell Ivy (Grassland, Thicket, Water planet, Ivy)
C - Carve Model (Gravel, Stone floor, Stone wall, Mud wall, Tombstone)
L - Local Quake (Rocky cliff, Lava rocks)
K - Kamaitachi (Book, Tree, Brick, Bridge, Furniture, Iron plate, Moss, Coffin)
D - Demon Fire (Wooden floor, Rug, Box, Stairs, Deck)
Q - Quicksand (Swamp, Marsh, Poisoned marsh)
S - Sand Storm (Sand area, Stalactite, Salt)
B - Blizzard (Snow Ice)
G - Gusty Wind (Roof, Sky, Chimney)
A - Lava Ball (Lava, Machine)
xXx - Unable to target or stand on panel

-- Controls for Choosing Your Party --

Circle - Place/Remove Unit
Square - Brings up unit Status menu
Triangle - Put cursor over an enemy and hit Triangle to Bring the unit's description to the top of the screen.
R1 - Cycle through the units
L1 - Cycle through the units
Start - Begin the battle
Select - Help

There is not much to be concerned with in this battle. The enemy consists of four Squires and a Chemist. While the Chemist can be annoying, you outnumber the enemy six to five and Delita and Ramza are stronger than the average Squire. Use Potions and Wish to replenish your health. Concentrate your attacks on ganging up and killing units--the enemy has no way to revive them--while keeping your units within range so they can be healed.

```

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
--= Overated Holds Your Hand ==
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

```

The first battle puts you in command of the standard five units. Ramza is mandatory in all story battles but the rest of the party is yours to choose. Pick wisely as these units will become the backbone of your army. Take the Females with the two highest Faiths, a Male with the highest Brave and a Chemist. Place them such:

Starting Grid:

```

X
XXXXX
XX

```

Place Your Units:

X

XXCFR

FM

F - Female Units

C - Chemist

M - Male Unit

R - Ramza

In my case, the two female units happened to be Squires who have one additional movement range then Chemists. The Female and Male units on the left will travel together and go forward, up the house and double team the Squire marked 'U' on the map. Move both the Male and Female unit as far up onto the roof of the house as you can and attack the U on your first turn if you can.

Have Ramza attack the 'S' Squire who just attacked Delita. Move the other Female Unit behind Ramza and wait, facing west. Move the Chemist to the left of the second Female Unit and heal Delita with a Potion. Hopefully on Delita's next turn he will kill a Squire.

With your next round of attacks, focus on killing the U Squire on the house with the two nearby units. If the S Squire did not die, take its back with your Female unit and attack. By now the battle should be well within hand. Ramza and Delita will combine to finish off the S enemy and your Chemist should heal the most damaged unit (probably the Male Unit). With your third round of attacks, finish off the U Squire, heal your most hurt unit with the Chemist and have Ramza and the Female Unit either retreat (if hurt) or work on dispatching another unit. By now you have the enemy outnumbered six to three. I led you to the water hole, now drink.

:__: Between Battles :__:

Ah, the world map. Hit Triangle to bring up the menu and go to the Data option to save your game. The Brave Story lets you look at character bios and review some tasks that you have done. The Formation Menu lets you outfit your units, teach and equip new abilities on them, and change jobs.

Most blue circles on the map are towns. In town you can buy items and equipment from shops, check the bar for the latest rumors or go to the soldier office to hire a new unit. Different towns sell different equipment.

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

-- Overated Holds Your Hand --

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

The two Female Units with the best Faith and the male with the best Brave are the only generic units you need to concern yourself with outfitting. To make things easier, I will call the male unit Zach and the female units Annette and Laura. Correspond these names to the units that you choose.

Go to the Formation Menu and unequip everything from the units you will not be using. Then go to the Order Unit option and order them by HP. Turn Annette and Laura into Chemists and have Ramza, Delita and Zach be Squires. If Ramza has over 200 JP, teach him Gained JP Up and equip it as a Support. Give Zach, Ramza and Delita Item secondary and the girls Basic Skill secondary. Make sure all of them have the Potion ability learned and have Ramza and one of the Chemist learn Phoenix Down.

D 9: Male Thief
H 10: Male Squire
J 11: Male Squire
L 9: Red Panther
G 13: Male Squire

// Move-Find Item \\

This map will be open after this battle. You can get the items found here later if you wish.

Coordinates: High Brave, Low Brave

L 1: Potion, Dagger
H 5: Hi Potion, Broad Sword
D 7: Eye Drop, Oak Staff
H 13: Antidote, Rod

!! Objective !!

This battle begins with a question: choose to do your duty and destroy the Death Corps or save the man who is under attack. Choosing "1. Our duty is to destroy the Death Corps." will give you 10 additional Brave for the battle and 2 permanent Brave points. That choice would sort of go against the spirit of what your father told you to do on his deathbed though. If you choose "2. Saving him is our priority." and the man dies then you will lose the battle.

\\ Enemy Party //

The enemy consists of four Squires, a Thief and a Red Panther. Beware of attacking the Panther, as all monsters have innate Counter. If he survives your attack he will Counter Brave % of the time with an attack of his own. The Panther also has the Poison Nail skill that can inflict Poison on your units. The Thief is slightly stronger than the rest of the enemy units but usually lacks any decent Steal Skills. The enemy possesses no healing.

This battle is very easy. Focus on eliminating targets when they present themselves, heal frequently and move damaged units out of enemy range until they can be healed.

?? Units to Have, Skills to Use ??

Have all your units have Item as a secondary and you should have no problem with this battle.

^^=^^=^^=^^=^^=^^=^^=^^
-- Overated Holds Your Hand --
^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

X XXX
X X X

Place Your Units:

Z LXX
A R X

A - Annette
L - Laura
Z - Zach

R - Ramza

This battle is very easy. The only bit of strategy I can offer you is to place Annette as recommended and give her Battle Boots. That allows her to heal Albus on her first turn. Play the battle conservatively and you should have no problem. Have the Chemist heal anyone who is hurt on their turns.

:__: Between Battles :__:

Save your game and move Ramza to Igros Castle.

^^=^^^==^^^==^^^==^^^==^^^
--- Overated Holds Your Hand ---
^^=^^^==^^^==^^^==^^^==^^^

If Delita has enough Squire JP, 200, learn Move +1 and equip it. Change him into a Knight. Give Albus Item secondary. If Zach, Laura, or Annette have 200 Squire JP teach, equip Gained JP up. Zach, Ramza, and Albus are still Squires; Delita is a Knight and Annette and Laura are Chemists.

Time to outfit this group. Go to the store and buy enough Potions so that you have around 25. Buy Delita a Long Sword, a Escutcheon, a Bronze Helmet, and a Linen Cuirass. Buy Ramza and Zach Long Swords. Sell some of your unused stuff so that you can buy a pair of Battle Boots for Delita. Give Zach, Ramza and Delita your three pairs of Battle Boots (remove Albus's pair).

Move your party to Gariland Magic City. There is a 50% chance or so that passing over a green dot, in this case Mandalia Plains, will give you a random battle. If you get the battle, fighting it should not be that hard and will give you some helpful JP and experience. If you do not want to do the battle do a soft reset.

At Gariland Magic City, sell your unused equipment and your Holy Water. Buy Feather Hats for Ramza, Zach, Laura and Annette and Leather Outfits for Laura and Annette. Go to Sweegy Woods for the next battle.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.1c] //\ Sweegy Woods //\  
~~~~~ ===== ~~~~~

// Things to Learn \\
1.) Monsters can have good front evade (C-EV) but have no side or back evade.
2.) If one of your guest loses all their HP, they cannot die permanently.

// Height Map \\
A B C D E F G H I J K L
=====

| | A | B | C | D | E | F | G | H | I | J | K | L |
|-----|----|-----|----|----|----|----|----|----|----|-----|----|----|
| 1] | 35 | 35 | 25 | 20 | 20 | 20 | 15 | 10 | 30 | 40 | 45 | 45 |
| | | | | | | | | d1 | | | | |
| 2] | 30 | 180 | 25 | 25 | 25 | 25 | 15 | 10 | 15 | 35 | 35 | 40 |
| | | | | | | | | d1 | | | | |
| 3] | 25 | 25 | 25 | 25 | 30 | 30 | 25 | 10 | 10 | 170 | 30 | 20 |
| | | | | | | | | d1 | d1 | | | |
| 4] | 15 | 20 | 20 | 25 | 30 | 30 | 30 | 10 | 10 | 10 | 20 | 15 |
| | | | | | | | | d1 | d1 | d1 | | |
| 5] | 10 | 20 | 20 | 25 | 25 | 30 | 25 | 10 | 20 | 10 | 20 | 10 |
| | d1 | | | | | | | d1 | | d1 | | d1 |

```

6 J 20t170 20 15 20 10 10 10 10 10 20 15
      d1 d1 d1 d1 d1
7 J 20 20 20 10 20 10 20 10 10 15 20 30
      d1 d1 d1 d1
8 J 40 20 25 25 20 10 10 10 10 15 30 35
      d1 d1 d1 d1
9 J 30 30 30 30 25 25 10 10 45 45 45 45
      d1 d1
10J 25 30t180 30 30 25 10 30 45 50t200 50
      d1
11J 25 35 35 35 30 10 15 25 45 50 50 50
      d1

```

10 = 1 H, 15 = 1.5 H, etc.

t - unable to stand on panel but able to target

d1 - depth I water (refers to coordinates listed above)

// Starting Grid \\

```

      D 2 E 2 F 2
C 3 D 3 E 3 F 3 G 3
      D 4 E 4 F 4

```

// Guest Starting Position \\

Delita starts on C 2

Albus starts on G 2

// Enemy Starting Positions \\

```

E 9: Black Goblin
D 10: Bomb
H 10: Red Panther
J 10: Goblin
G 11: Goblin
I 11: Bomb

```

// Move-Find Item \\

This map will be open after this battle. You can get the items found here later if you wish.

Coordinates: High Brave, Low Brave

```

B 1: Echo Grass, Bow Gun
J 2: Phoenix Down, Escutcheon
L 6: Potion, Leather Helmet
G 7: Hi Potion, Leather Hat

```

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Easy

\\ Enemy Party //

~~ Two Bombs ~~

3 Move 3 Jump 10% C Ev

Innate: Float, Cannot Enter Water, Absorb Fire, Half Ice, Weak to Water

Slow, poor movement range and are weak to water elemental. Beware, if damaged down to low levels the can use Self Destruct, an area explosion that damages units by HP minus HP lost.

~~ Two Goblins ~~

3 Move 3 Jump 18% C Ev - Innate: Weak to Ice

Slow and not very strong. Have Tackle and Eye Gouge (inflicts darkness). Darkness is not a troublesome status in this battle because all it does is double the evade of targets, so side and back attacks on monsters are still 100%.

~~ Black Goblin ~~

3 Move 3 Jump 20% C Ev - Innate: Weak to Ice

Slow and poor movement range. Has the Turn Punch ability that can hit more than one target (and up to four). Turn Punch:

X
XGX
X
G - Black Goblin
X - Squares Goblin can hit with one Turn Punch

~~ Red Panther ~~

4 Move 4 Jump 23% C Ev - Innate: Ignore Height, Cannot Enter Water

Good Mobility and decent speed. Can use Poison Nail to inflict units with poison.

^^ Be Wary of... ^^

The Bombs Self Destruct technique. A hurt Bomb can explode and deal damage equal to the amount that it lost in a wide area. A 50 HP bomb that has only 5 HP left can self destruct and hurt all nearby units for 45 damage each.

?? Units to Have, Skills to Use ??

Bring a some people with Potion and Phoenix Down learned and you should have no problem with this battle. Goblins are weak to Ice.

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
-- Overated Holds Your Hand --
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXX
XXXXXX
XXX

Place Your Units:

XXX
XALXX
ZRX

Z - Zach, R - Ramza, L - Laura, A - Annette

Move Ramza four squares forward and attack the Black Goblin. Move Zach five


```

7 ] 60 70 30 30 30 30 30 30 30 30
8 ] 30 30 30 30 30 30 30 30 30 30
9 ] 30 30 30 70 70 60 50 50 30 30
      ^ ^
10] 30 30 30 <80 90 90 90 100 80 80
11] 30 30 30 <80 90 90 80 80 90 90
12] 30 25 25 100 90 90 80 80 70 60
13] 30 20 20 35 35 80 80 100 40 40
14] 15 20 20 20 10 15 15 20 20 20
      d1
15] 15 15 15 10 10 10 15 15 15 10
      d1 d1 d1 d1
16] 10 10 10 10 10 10 10 10 10 10
      d1 d1 d1 d1 d1 d1 d1 d1 d1 d1

```

10 = 1 H, 15 = 1.5 H, etc.
ld = depth I water
< or > or ^ or v panel slopes in that direction

```
// Starting Grid \\  


```

Ramza always starts on C 3

```
A 1 B 1 C 1 D 1 E 1
A 2 B 2 C 2 D 2
```

```
// Guest Starting Position \\  


```

Delita starts on D 3
Albus starts on B 3

```
// Enemy Starting Positions \\  


```

```
J 2: Male Archer
J 12: Male Wizard
I 12: Male Archer
B 13: Male Wizard
C 12: Male Knight
I 9: Male Archer
```

```
// Move-Find Item \\  


```

This will be your only chance to get these items here, but you can buy these items in stores at some point in the game.

Coordinates: High Brave, Low Brave

```
G 2: Echo Grass, Mythril Knife
A 5: Antidote, Leather Armor
E 13: Eye Drop, Clothes
H 15: Phoenix Down, Long Sword
```

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Average

\\ Enemy Party //

The enemy consists of a Knight, two Wizards and three Archers. This is generally regarded as the first challenging battle.

Male Knight - A strong fighter with evade. Sometimes has Item as a secondary and deals strong physical attacks.

Two Male Wizards - Very annoying. These guys are your biggest threats. Bolt is strengthened by the rain.

Three Male Archers - The highest Archer can attack you from the beginning of the battle. For some reason Delita and Albus always have a personal grudge against this guy and like to run up to this Archer and attack him. On the plus side one of the Archers forgot his bow.

^^ Be Wary of... ^^

The Wizards. Bolt is strengthened in this rain and Wizards are very powerful early in the game.

?? Units to Have, Skills to Use ??

Bring at least one person who knows Phoenix Down and a few who know Potion. Healing is a necessity as you will be taking damage before you even get a chance to move.

Have a Wizard of your own with Bolt so you can deal some heavy damage to the enemy. Beware of the enemy Wizards and try to Bolt them before they Bolt you. Try to keep your units separated so that Bolt will not fry more than one of them. Send a unit with good movement or a ranged attack to finish off the high Archer so that Delita and Albus can get back into the other part of the battle.

^^=^^^==^^^==^^^==^^^==^^^==^^

-- Overated Holds Your Hand --

^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

XXXXX

XXXX

Place Your Units:

XXXXZ

XAXL

L - Laura, A - Annette, Z - Zach

It doesn't matter where you place Ramza as he will always start in the same position.

Annette is going to earn her keep this battle. Have Laura heal whoever the enemy Archer targeted and move one square forward. Move Annette three spaces forward and if she can Charge Bolt on the Knight and Wizard. If she cannot just hit the Knight with Bolt. Bolt has an area affect so you can target the

panel next to him and still hit him. Before hitting Circle and selecting Bolt, hit right to see where in the AT Bolt will resolve. Move Zach as far up the hill as you can and wait. Have Ramza Yell at Annette and wait.

Have Zach take the highest Archer's side and Dash him. Dash may do less damage than a normal attack but has a 50% chance of knocking said Archer off the cliff, thus doing more damage. Have Ramza Yell Annette up again and wait. Now it's Annette's turn. She will have some sort of spell charged on her. Unless you have horrible luck (best compatability with the enemy Wizard), Annette will survive the spell. Have Annette charge Bolt on the Wizard and Knight (killing them both) and have her move two spaces forward to the seven height piece. Move Laura one square forward and one right and heal Annette with a Potion.

Move Annette back one space and one to the right and have her wait. If the Knight survived the two Bolt spells, have Ramza finish him off with his next turn. If the Knight is already dead Yell at Annette. If the Archer was knocked off the hill, move Zach down the hill. If not attack the Archer again. Laura should heal the most damaged unit and wait. Now it's Annette's turn. Move and target the last enemy Wizard with Bolt, thus killing him. The battle is practically over by now as the most serious enemy targets have been eliminated. Wipe up the rest of those Death Corps scum.

:__: Between Battles :__:

Restock in Dorte Trade City before moving onto Sand Rat Cellar.

```
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
-- Overated Holds Your Hand --
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
```

Teach Ramza and Zach Move +1 and equip it. Teach Laura Protect and equip White Magic as a secondary. Change Ramza into a Chemist and give him Guts as a secondary. Equip a Linen Robe on Annette and an Iron Sword on Zach.

At the store, buy enough Potions to give you around 25. Buy a Leather Outfit for Zach and Battle Boots for Ramza and Laura. Buy a Feather Hat and a Leather Outfit for Albus and a Rod for Laura. Time for some Sand R-a-a-a-ts.

```
~~~~~ _ _ _ _ _ _ _ _ _ _ ~~~~~
[2.1e] //\\ Sand Rat Cellar //\\
~~~~~ ===== ~~~~~
```

// Things to Learn \\

1.) The game will often split up your squad at the beginning of battle.

// Height Map \\

| | A | B | C | D | E | F | G | H | I | J |
|-----|----|----|----|----|----|----|-----|----|----|------|
| 1] | 30 | 20 | 20 | 15 | 05 | 00 | t80 | 30 | 45 | 50 |
| 2] | 25 | 05 | 05 | 00 | 00 | 00 | 10 | 25 | 25 | t100 |
| 3] | 00 | 00 | 00 | 00 | 00 | 00 | 05 | 15 | 25 | 40 |
| 4] | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 05 | 25 | 30 |

```
5 J t60 00 t70 55 00 t60 00 05 15 25
6 J 00 00 00 t60 00 00 00 05 15 20
7 J 00 00 20 t60 70 65 00 05 05 20
8 J 00 00 00 00 00 t80 00 00 00 30
9 J 00 00 00 00 00 t90 00 00 05 40
      u00
10J 00 00 00 00 00 t80 00 00 15 40
11J 00 00 00 00 00 65 00 00 20 30
```

10 = 1 H, 15 = 1.5 H, etc.

t - unable to stand on panel buy able to target panel

u - two panels of different height located here, u is the underneath panel

// Starting Grid \\

Party 1

```
D 1 E 1 F 1      H 1
      F 2 G 2 H 2
```

Party 2

```
J 4
I 5 J 5
I 6 J 6
I 7 J 7
```

// Guest Starting Position \\

Delita starts on E 2

Albus starts on J 8

// Enemy Starting Positions \\

```
B 6: Male Monk
B 9: Male Monk
C 8: Male Knight
C 10: Male Archer
D 9: Male Knight
E 11: Male Knight
```

// Move-Find Item \\

This will be your only chance to get these items here, but you can buy these items in stores at some point in the game.

Coordinates: High Brave, Low Brave

```
J 11: Eye Drop, Leather Outfit
C 7: Hi Potion, Feather Hat
A 11: Antidote, Linen Cuirass
E 6: Potion, Bronze Helmet
```

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Easy

\\ Enemy Party //

One Male Archer - His shots can arc over his own units and the awkward terrain to hit your units from unexpected places.

Two Male Monks - The only skill they are likely to know is Spin Fist, which allows them to attack all the panels adjacent to them in one attack. To calculate their fist damage it is $[PA * Brave / 100]$, truncate after the decimal point, then take that number and multiply it by PA. For example if they have 10 PA and 55 Brave:

$[10 * .55] = [5.5]$ (truncate) = 5

$5 * 10 = 50$ damage per punch

Three Male Knights - They have shields so even from the side they can evade attacks.

^^ Be Wary of... ^^

Often an enemy or two will have Item as a secondary. Check for which units have it and try to eliminate these guys first so they cannot heal their side.

?? Units to Have, Skills to Use ??

Wizards are very good for this battle. They can stay outside of the house and target spells on the units inside of it. Protect (White Magic) is a good spell to use too. It lessens physical damage to two-thirds of normal damage and in this battle all the enemy can inflict is physical damage.

^^=^^^==^^^==^^^==^^^==^^^==^^

--- Overated Holds Your Hand ---

^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

1st Squad

XXX X

XXX

2nd Squad

XXXX

XXX

Place Your Units:

1st Squad

ARX X

XXX

A - Annette, R - Ramza

2nd Squad

XXXX

ZLX

Z - Zach, L - Laura


```
// Height Map \\  

```

| | A | B | C | D | E | F | G | H | I | J |
|-----|----|----|----|----|-----|-----|-----|-----|----|----|
| 1] | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| | | d2 | d2 | d2 | | | | | d2 | d2 |
| 2] | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| | | d2 | d2 | d2 | | | | | d2 | d2 |
| 3] | 20 | 20 | 30 | 30 | 30 | 20 | 20 | 60 | 60 | 60 |
| | | d2 | d2 | | | d1 | d1 | | | |
| 4] | 20 | 20 | 50 | 50 | 50 | 25 | 25 | 60 | 60 | 60 |
| | | d2 | | | | | | | | |
| 5] | 20 | 35 | 50 | 50 | 50 | 35 | 35 | 60 | 60 | 60 |
| | | d1 | | | | | | | | |
| 6] | 20 | 35 | 50 | 50 | 50 | 45 | 45 | 70 | 60 | 60 |
| | | d2 | | | | | | | | |
| 7] | 20 | 20 | 30 | 40 | 55 | 55 | 45 | 70 | 60 | 40 |
| | | d2 | | | | | | | | |
| 8] | 20 | 20 | 20 | 40 | 65 | 65 | 35 | 130 | 60 | 30 |
| | | d2 | d2 | | v | v | | | | |
| 9] | 20 | 60 | 90 | 90 | 110 | 110 | 120 | 130 | 45 | 20 |
| | | d1 | | | | | u30 | | | |
| 10] | 20 | 60 | 80 | 90 | 30 | 30 | 30 | 110 | 25 | 20 |
| | | | | | | | | | | d1 |
| 11] | 20 | 60 | 80 | 80 | 30 | 30 | 30 | 100 | 20 | 20 |
| | | d1 | | | | | | | | d1 |
| 12] | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| | | d1 | d1 | d1 | d1 | d1 | d1 | d1 | d1 | d1 |

10 = 1 H, 15 = 1.5 H, etc.

```
// Starting Grid \\  

```

```
E 1 F 1 G 1 H 1  
  F 2     H 2
```

```
// Guest Starting Position \\  

```

```
Delita starts on G 2  
Albus starts on E 2
```

```
// Enemy Starting Positions \\  

```

```
F 11: Miluda  
G 11: Female Priest  
D 10: Male Thief  
I 10: Male Thief  
G 8: Male Thief  
F 8: Female Priest
```

```
// Move-Find Item \\  

```

This will be your only chance to get these items here, but you can buy these items in stores at some point in the game.

Coordinates: High Brave, Low Brave

```
A 1: Phoenix Down, Long Bow  
I 11: Antidote, Flame Rod  
E 10: Echo Grass, White Staff
```


You need someone with 4 Jump to reach this next coordinate:

H 10: Eye Drop, Ice Rod

!! Objective !!

Defeat Miluda - You must deal fatal damage

-- Battle Difficulty --

Average

\\ Enemy Party //

~~ Miluda ~~

Virgo - 68 Brave - 58 Faith - Level 7

4 Move - 3 Jump - 6 Speed - 10 C Ev - 16 S Ev - 5 W Ev - 6 PA - 4 MA

Battle Skill

Weapon Guard

Equip Change

Move+1

Iron Sword

Bronze Shield

Iron Helmet

Chain Mail

Power Wrist

Vulnerable to Berserk, Sleep, Poison, Slow, Stop, Don't Move, Blind, Faith,
Innocent, Silence, Confusion, Don't Act

A Knight with Weapon Guard, Miluda has good evade and high HP for this point in the game. She is aided by the two Priests who can heal her and Move +1. Try to attack her from her back as her evade will be significantly lower. Some of her equipment--Bronze Shield, Iron Helmet, Chain Mail, and Power Wrist-- is not available in stores yet but will be in the next Chapter. Steal Miluda's stuff if you want, but it is not worth the hassle.

Two Priests

These magi usually have Black Magic as a secondary. That makes them adept at both offensive attacks and defensive healing.

Three Thieves

Thieves are more of a speciality unit. Abilities like Steal and Secret Hunt are useful for getting equipment but they are not powerful fighters and can only equip Knives. They are more annoying than anything, especially when they have Steal Heart.

^^ Be Wary of... ^^

Miluda's excellent Knight range, her good evade and attack power. Keep your units spread or the Priests will punish you with Black Magic. The Thieves sometimes have Steal Heart but are not strong.

?? Units to Have, Skills to Use ??

Wizards with elemental rods are very powerful at this point. A Wizard with an Ice Rod casting Ice gets a 33% or so damage bonus. Ramza's Yell is very powerful at this point. The rain here strengthens Lightning elemental spells.

```
^^=^^=^^=^^=^^=^^=^^=^^
--- Overated Holds Your Hand ---
^^=^^=^^=^^=^^=^^=^^=^^
```

Starting Grid:

```
XXXX
X X
```

Place Your Units:

```
RXZX
L A
```

The enemy and guests go first as usual. One of the Priests will probably charge a Black Magic Spell on Laura. Your goal in the first set of actions is to take out at least one Thief and that Priest. Have Annette charge an Ice 2 on a Thief (sometimes two) and not move. Laura goes next. Move her next to the Priest so that the spell will resolve on both Laura and the enemy Priest (hoist by your own petard eh?). If the Thief will survive Annette's spell, charge Ice on it. If it will not survive the spell, smack the Priest with your Rod. Zach will wait without doing anything. Have Ramza move forward three squares and one to the right.

Now it's 6 units to 4 in your favor. Zach gets to go again. Have him move forward one and right one square and heal Laura if she needs it. If she is unscathed, Accumulate and move forward one and right one. A Thief may Steal Heart Annette or Ariel. Should you get to control these treacherous wenches, launch an Ice 2 and Ice on Miluda. Remember to target multiple enemy units if possible. Next is Ramza. Try to undo the damage a Charmed unit has done--like killing a revived enemy unit--or hit the Charmed unit out of Charm or if no Charm has been performed shoot Miluda.

Zach can heal a hurt ally, knock a unit out of Charm or simply Accumulate. Annette's and Laura's next round of spells and a Ramza attack will finish off Miluda.

:__: Between Battles :__:

Head back to Igros Castle, do the story stuff, and go to Gariland Magic City.

```
^^=^^=^^=^^=^^=^^=^^=^^
--- Overated Holds Your Hand ---
^^=^^=^^=^^=^^=^^=^^=^^
```

Equip an Iron Sword on Delita and give him Weapon Guard if he has enough JP for it. Go to the store and buy a Red Hood for Ramza and Zach. Buy a Leather Vest for Zach and Laura. Buy a few Phoenix Downs if you need them. Take a generic unit, make it a Chemist and give him some of your old equipment and Battle Boots. Teach him Phoenix Down if he does not know it.

```
~~~~~
[2.1g]          //\\ Lenalia Plateau //\\
~~~~~
=====
~~~~~
```

```
// Things to Learn \\  
1.) When you start a far distance from the enemy buff your stats before  
entering battle.
```

```
// Height Map \\  
  
A B C D E F G H I J K  
=====
```

| | | | | | | | | | | | |
|------|-----|-----|-----|----|----|----|----|----|----|----|----|
| 1] | 20 | 20 | 20 | 20 | 20 | 30 | 20 | 20 | 20 | 20 | 20 |
| | d1 | d1 | d1 | d1 | d1 | | | | d1 | d1 | d1 |
| 2] | 20 | 40 | 20 | 20 | 20 | 20 | 20 | 30 | 20 | 20 | 20 |
| | d1 | | d1 | | | | | | d1 | d1 | d1 |
| 3] | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 40 | 25 | 20 | 20 |
| | d1 | d1 | d1 | d1 | | | | | | d1 | d1 |
| 4] | 60 | 90 | 20 | 25 | 25 | 25 | 20 | 70 | 35 | 30 | 20 |
| | | | d1 | | | | | | | | d1 |
| 5] | 60 | 85 | 70 | 60 | 35 | 25 | 25 | 85 | 35 | 35 | 20 |
| | | | | | | | | | | | d1 |
| 6] | 55 | 55 | 70 | 40 | 40 | 35 | 65 | 90 | 50 | 50 | 25 |
| 7] | 55 | 65 | 70 | 50 | 40 | 40 | 50 | 70 | 50 | 60 | 40 |
| 8] | 75 | 80 | 75 | 65 | 50 | 50 | 70 | 90 | 50 | 65 | 30 |
| 9] | 100 | 100 | 100 | 75 | 60 | 60 | 60 | 80 | 40 | 70 | 30 |
| 10] | 85 | 90 | 95 | 85 | 65 | 50 | 45 | 85 | 25 | 20 | 20 |
| | | | | | | | | | | d1 | d1 |
| 11] | 75 | 90 | 90 | 85 | 65 | 40 | 45 | 90 | 25 | 20 | 20 |
| | | | | | | | | | | d1 | d1 |

10 = 1 H, 15 = 1.5 H, etc.

```
// Starting Grid \\  
  
F 1 G 1 H 1  
D 2 E 2 F 2 H 2  
E 3 F 3 G 3
```

```
// Guest Starting Position \\  
  
Delita starts on G 2
```

```
// Enemy Starting Positions \\  
  
C 10: Miluda  
E 10: Male Wizard  
F 9: Female Knight  
F 11: Female Time Mage  
H 11: Male Wizard  
J 9: Female Knight
```

```
// Move-Find Item \\  
  
This map will be open after this battle. You can get the items found here  
later if you wish.
```

Coordinates: High Brave, Low Brave

G 5: Hi-Potion, Iron Helmet

A 7: Eye Drop, Bronze Armor
F 11: Antidote, Red Hood
I 9: Potion, Buckler

!! Objective !!

Defeat Miluda -- You must deal fatal damage

\\ Enemy Party //

~~ Miluda ~~

Virgo - 68 Brave - 58 Faith - Level 8
3 Move - 4 Jump - 6 Speed - 10 C Ev - 16 S Ev - 10/10 A Ev - 5 PA - 4 MA

Battle Skill
Punch Art/Item/(there are probably some other possibilities)
Counter
Equip Change
Jump+1

Mythril Sword
Bronze Shield
Barbuta
Chain Mail
Power Wrist

Vulnerable to Blind, Faith, Innocent, Silence, Berserk, Confusion, Don't
Act, Sleep, Slow, Stop, Don't Move

Basically the same fighter as Thieves Fort Miluda but with slightly better
equipment. Be wary of attacking her at close range because of her Counter
Reaction Ability.

Two Wizards - Often have some level 2 spells. Powerful but Male so not as
good as they could be.

Time Mage - An annoying unit. Will Haste his allies or cast Slow or Don't
Move on you.

Two Knights - Female so not as strong as they could be but usually have
some breaks.

^^ Be Wary of ^^

The enemy Wizards and Time Mage. The Time Mage can Haste allied units or
Don't Move yours. These should be your major threats. Miluda has good evade
and Defend so try to neutralize her help before focusing on her.

?? Units to Have, Skills to Use ??

It is still the time of Wizards. Wizards with elemental Rods are very
effective at this time. Haste is also good.

^^=^^^==^^^==^^^==^^^==^^^==^^
--- Overated Holds Your Hand ---
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:
XXX

XXX X
XXX

Place Your Units:

XGX
ZXX X
ARL

R - Ramza, A - Annette, L - Laura, Z - Zach, G - Generic Chemist

While this set up leaves Annette vulnerable to a charged spell, it will draw the enemy into a vulnerable position. Laura's action will depend on how the enemy lines up. Move her into a position where she can target as many units as possible with Ice and Annette can back her up and charge an Ice 2 spell and redirect the spell charged on her for some fatal damage. Have Ramza Yell Annette and wait. Move Annette so she can redirect a spell onto some enemies (if she has one charged on her) and have her charge a spell to finish off a few units. Have Zach and your generic Chemist wait. At the end of this set of actions you should have two to four enemy units killed.

Zach gets to go. Move and heal Annette if she needs it or move and Accumulate. Have the generic Chemist wait again. Only move and use this guy if someone is hurt or dead. After Delita goes, have Ramza finish kill a wounded target or, if none are available, Yell Laura. Annette gets another turn and later Laura. Have them charge spells to finish off the mages. If the mages are already dead, target Miluda. A few rounds of Ice or Ice 2 will end the battle.

```
~~~~~ _ _ _ _ _ _ _ _ _ _ ~~~~~  
[2.1h] //\\ Fovoham Plains //\\  
~~~~~ ===== ~~~~~
```

// Things to Learn \\
1.) Sword Skills are powerful

// Height Map \\

| | A | B | C | D | E | F | G | H |
|------|-----|------|------|------|----|----|----|----|
| 1] | t40 | 40 | 40 | 30 | 30 | 35 | 40 | 40 |
| 2] | t40 | t200 | t200 | t200 | 30 | 30 | 40 | 40 |
| 3] | t40 | t200 | t200 | t200 | 40 | 25 | 30 | 35 |
| 4] | t40 | t200 | t200 | t200 | 50 | 20 | 20 | 30 |
| 5] | t70 | 115 | 115 | 115 | 60 | 20 | 20 | 25 |
| | | v | v | | | | | |
| 6] | 70 | 70 | 70 | 70 | 70 | 30 | 20 | 20 |
| 7] | 50 | 70 | 70 | 70 | 70 | 60 | 20 | 20 |
| 8] | 50 | 50 | 70 | 70 | 60 | 50 | 15 | 15 |
| 9] | t30 | 50 | 10 | 10 | 50 | 50 | 10 | 10 |
| 10] | 00 | 00 | 00 | 00 | 00 | 05 | 10 | 10 |

10 = 1 H, 15 = 1.5 H, etc.

// Starting Grid \\

E 1 F 1 G 1 H 1
F 2 H 2

// Guest Starting Position \\

Delita starts on G 2

// Enemy Starting Positions \\

F 9: Wiegraf
D 6: Female Knight
C 4: Female Monk
G 10: Boco the Chocobo
H 9: Female Knight

// Move-Find Item \\

This will be your only chance to get these items here, but you can buy these items in stores at some point in the game.

Coordinates: High Brave, Low Brave

B 1: Hi-Potion
E 5: Linen Robe
H 10: Echo Grass
C 9: Potion

!! Objective !!

Defeat Wiegraf -- Hurt him for 80% of his total HP

-- Battle Difficulty --

Hard

\\ Enemy Party //

~~ Wiegraf ~~

Virgo - 71 Brave - 64 Faith - Level 9 - White Knight
3 Move - 4 Jump - 6 Speed - 10 C Ev - 19 S Ev - 10/10 A Ev - 6 PA - 4 MA

Holy Sword
Charge/ (there are probably some other possibilities)
Counter
Gained Jp Up
Jump+1

Mythril Sword
Round Shield
Barbuta
Chain Mail
Small Mantle

Vulnerable to Don't Act, Poison, Slow, Stop, Don't Move, Blind, Faith,

Innocent, Silence

He uses deadly sword skills. Not only do they deal heavy damage and target areas but they inflict additional status effects like Stop, Death Sentence and even Dead.

Boco the Chocobo - Not strong but he has great movement and Choco Cure. Him and Delita also seem to have a personal grudge.

Knight - She has some break skills but is not very strong and starts too far away from your party to be much of a factor.

Two Monks - Female Monks that are hindered by their femininity. They sometimes have Wave Fist which allows them to deal some long range damage. I have seen one of these wenches with Elemental once but that is rare.

^^ Be Wary of... ^^

It is weird how Wiegraf always travels with females. Anyway Wiegraf is the only threat in this battle but he is a major threat. He deals high damaging attacks with harsh status bonuses.

?? Units to Have, Skills to Use ??

Wizards man, Wizards. Oracles are good too because they can inflict status effects that Wiegraf is vulnerable to. Weapon Break works well too. Breaking Wiegraf's sword keeps him from using any of his Sword Skills.

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
-- Overated Holds Your Hand --
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXXXX
XX X

Place Your Units:

XXZAL
XX R

Have Ramza yell Annette and wait. Have Laura move and target Wiegraf with Ice. Have Annette move and target Wiegraf with Ice 2. Zach will hit Delita with a Potion and wait. That should be the battle. If Wiegraf evades one of the spells have Ramza fire shoot an arrow at him and Annette charge another spell on him and run away.

~~~~~ \_ \_ \_ \_ \_ ~~~~~  
[2.1i] //\ Fort Zeakden //\  
~~~~~ ===== ~~~~~

Things to Learn

- 1.) Males have more PA than Females, Females have more MA than Males.
- 2.) Auto Potion is an excellent reaction ability.

** Defeat Albus before two of Albus's turns to maintain the Brave you got at Mandalia Plains. **

!! Objective !!

Defeat Albus -- You must deal fatal damage

-- Battle Difficulty --

Average

\\ Enemy Party //

Albus - Weak attacker with a low damage bow that sometimes adds Darkness. He is strong defensively with high HP, a shield, Auto Potion and his bow allows him to hang back from the front line and still attack you. His secondary shifts and sometimes has Basic Skill, Item or Punch Art.

Two Wizards - These females are very strong. Their female MA and Ice spells are strengthened by the cold weather. Approach these units with caution.

Three Knights - Male warriors. They are not most troublesome enemy but start far in front of the Wizards and will cut you down if you do not plan accordingly.

^^ Be Wary of ^^

The Wizards' spells. Ramza often has a high damage spell locked on him before he can move. If Ramza gets hit with such a spell try to redirect it onto an enemy. Notice that while the enemy usually does not have healing, Albus has Auto Potion and is capable of automatically restoring 30 HP when you damage him.

?? Units to Have, Skills to Use ??

Ice and Shiva are strengthened in this level. Wizards with Ice and Ice Rods dominate this level. If you can not dispatch Albus quickly, be able to neutralize the powerful enemy Wizards with strong offensive attacks, Silence Song, Shell or Auto Potion.

^^=^^^==^^^==^^^==^^^==^^^==^^

--- Overated Holds Your Hand ---

^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

1st Squad

XXXX

XXXX

XXX

X

2nd Squad

XXXX

XXXX

XXX

X

Place Your Units:

XXXX

RXXX

XXX

A

A - Annette, Ramza always starts in the same place

XXXXZ

Abilities section has useful information for that purpose.

:__: Between Battles :__:

Save your game after Fort Zeakden. Agrias will sometimes start with the ability Hi-Potion learned in case you want to reset until she knows it.

At Bars, Propositions are now available. Proposition allow you to send some of your excess units on trips for the chance to gain JP, gold, and rare treasures (which cannot be used but do offer a description in the Brave Story section).

^^=^^=^^=^^=^^=^^=^^=^^
--- Overated Holds Your Hand ---
^^=^^=^^=^^=^^=^^=^^=^^

Add Rad, Alicia, and Lavian into your party. You will not use them, but you can always sell their equipment. Unequip all their stuff. Equip Item secondary and Battle Boots on Agrias and Gafgarion.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.2a] //\\ Dorter Trade City II //\\  
~~~~~ ===== ~~~~~

!! Objective !!

Defeat all enemies

-- Battle Difficulty --

Easy

\\ Enemy Party //

Two Thieves - Not powerful but Steal Heart is annoying.

Two Archers - They have the advantage of height so they are able launch attacks on you from near the beginning of the battle. Female so not as strong as they could be.

Two Wizards - Have some level 2 spells. Keep your units spread apart to avoid excessive damage.

^^ Be Wary of ^^

Steal Heart. Keep your units from being too bunched and try to have your lower HP units hang back so Gaf and Agrias will soak up the damage. It would be very hard to have your party be wiped out by the enemy but they are capable of knocking out a unit or two.

?? Units to Have, Skills to Use ??

Gafgarion and Agrias. Haste and Wizards make this battle very easy.

^^=^^=^^=^^=^^=^^=^^=^^
--- Overated Holds Your Hand ---
^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXXXX

X XX

Place Your Units:

XZALX

R XX

If Laura or Annette have been hit by Steal Heart, have Ramza knock them out of Charm. If not Yell Annette up and wait. Annette and Laura should be able to kill at least two of the enemy. Prioritize the Wizards if they move into range, but if they do not go for who is available. Have Zach wait and Accumulate the whole battle unless someone is very injured or dead. This battle was over before it began.

:__: Between Battles :__:

Before moving to Araguay Woods to start the next battle, check out the new equipment.

^^=^^^==^^^==^^^==^^^==^^^==^^
--- Overated Holds Your Hand ---
^^=^^^==^^^==^^^==^^^==^^^==^^

Buy enough Potions so you have about 20 or so. Buy enough Hi-Potions so that you have around 15. Buy a pair of Spike Shoes. Buy two Oak Staffs. Go to the fitting room and buy Ramza a Headgear and a Leather Mantle. Equip Rad's Chain Vest. Turn Ramza into a Squire, Laura and Annette into Time Mages (Black Magic secondary) and leave Zach as a Chemist. Go into a random battle and level up enough to get Ramza enough JP for Cheer Up (it's a new Squire ability available only from Chapter 2 onwards), Zach enough for Auto Potion and Annette and Laura as much Time Mage JP as you can and Move+1 (spillover JP from Ramza's actions). Make sure that everyone reaches and is around level 8 by the end of the battle. Once you kill all but one enemy, a good leveling strategy is to have Ramza Yell, Zach Accumulate and heal himself and the mages attack Zach.

Teach Laura and Annette Move+1 and equip it. Turn them into Summoners. At Dorter Trade City buy Annette a Thunder Rod and a Silk Robe. Equip a Red Hood and Battle Boots on her. Give Laura an Ice Rod, Red Hood, Silk Robe and Battle Boots. Give them both Black Magic secondary. At the store sell of your Potions and buy some more Hi Potions. From now on when Auto Potion activates you will use a Hi-Potion and restore 70 HP.

Teach Ramza Cheer Up, change him into an Archer and give him Guts secondary. Cheer up is a great ability. It allows you to raise people brave by five per Cheer Up. For every four points you raise someone's Brave one point becomes permanent. Give Ramza a Bow Gun, Bronze Shield, Headgear, Chain Vest and Battle Boots. Turn Zach into a Knight. Teach him Auto Potion and equip it. Give him Basic Skill secondary. Have him equip the best available equipment and Battle Boots. He will only be a Knight long enough to get 200 JP so he can become a Monk. Move to Araguay Woods to start the next battle.

~~~~~ \_ \_ \_ \_ \_ ~~~~~  
[2.2b] //\\ Araguay Woods //\\  
~~~~~ ===== ~~~~~

Choose "2. Is he strong in a fight?" to make the objective save Boco.

Choose "1. We must leave now." to make the objective defeat all enemies and lose 10 Brave, 2 permanent.

!! Objective !!

Save Boco / Defeat all enemies

-- Battle Difficulty --

Very Easy

\\ Enemy Party //

5 Red Goblins, 1 Black Goblin

^^ Be Wary of ^^

A Power Outage

?? Units to Have, Skills to Use ??

Gafgarion with Item secondary or Agrias with Item Secondary can beat this battle by themself. Goblins are weak to Ice.

^^=^^^==^^^==^^^==^^^==^^^==^^
--= Overated Holds Your Hand --=
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

XXX
XXXX

Place Your Units:

XXX
RAZL

R - Ramza, Z - Zach, A - Annette, L - Laura

Choose "2. Is he strong in a fight?" to make the object save Boco. That makes the battle slightly harder but prevents you from losing Brave. Have Zach move forward five spaces and Accumulate. If Zach is unable to get a 100% hit on a Goblin make him Accumulate. Your goal is to get him 200 Knight JP so he can become a Monk. Have Ramza wait and yell at Annette. Move Annette five squares forward and wait. Laura can move and charge some Ice spells on Goblins for the rest of the battle.

Have Ramza Yell at Annette again and move forward. Move Annette and have her charge and Ice 2 on the Black Goblin. If that does not kill him have someone else kill him as soon as you can. Finish up the battle and add Boco to your squad.

^^=^^^==^^^==^^^==^^^==^^^==^^
--= Overated Hold Your Hand --=
^^=^^^==^^^==^^^==^^^==^^^==^^

Teach Ramza Concentrate and turn him into a Thief. Give him Battle Boots as an Accessory. Make Zach a Monk and give him Battle Boots Accessory. Unequip all of Gafgarion's equipment and secondary. Go to Zirekile to start the next battle.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.2c] //\\ Zirekile Falls //\\  
~~~~~ ===== ~~~~~

Unequip all of Gafgarion's equipment and skills to make this battle even easier.

!! Objective !!

Save Ovelia

-- Battle Difficulty --

Very Easy

\\ Enemy Party //

5 male Knights, Gafgarion

^^ Be Wary of ^^

...

?? Units to Have, Skills to Use ??

If you bring someone in the battle with an MP Restoring ability like Chakra and restore some of Ovelia's MP she will cast MBarrier again.

@@ Miscellaneous @@

You can exploit a glitch in this battle. If you steal Gaf's equipment you get it twice--once when stealing it and once when he leaves.

^^=^^^==^^^==^^^==^^^==^^^==^^
--- Overated Holds Your Hand ---
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

XXX
XX

Place Your Units:

XRL
AZ

R - Ramza, Z - Zach, L - Laura, A - Annette

This battle is so easy. Make sure Annette and Laura get 200 Summoner JP by the end of the battle. If Ramza has an extra turns, use Cheer Up.

Move to Zaland Fort City to start the next battle.

^^=^^^==^^^==^^^==^^^==^^^==^^
--- Overated Holds Your Hand ---
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Unequip all of Ovelia's equipment. Equip the Wizard Robe on Annette and the Triangle Hat on Laura. Equip Spike Shoes on Agrias. Teach Annette Ramuh and

teach Laura Shiva. Give Laura Item secondary.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.2d] //\\ Zaland Fort City //\\  
~~~~~ ===== ~~~~~

Choose "1. Don't want to get involved." to make the objective defeat all enemies. Your Brave will go up 5, 1 permanent.
Choose "2. We have to help him!" to make the objective save Mustadio. Your Brave will go up 10, 2 permanent.

I recommend choosing the first option. Mustadio will die a fair amount of the time no matter what you do. However Balbanes would probably choose the second option.

!! Objective !!

Defeat all enemies / Save Mustadio

-- Battle Difficulty --

Average / Hard

\\ Enemy Party //

Two Knights - Male fighters that are hampered by their average Move and Jump and the terrain. Sometimes have secondaries like Elemental, Item or Basic Skill. Check to see if they have Elemental as that will make them a much bigger threat.

Two Archers - Female. Their attack power is lessened but they have the terrain advantage and our capable or raining arrows down upon you.

Two Wizards - Male units but sometimes have level 3 spells. They are the main threat and will often kill Mustadio before you have a chance to help him.

^^ Be Wary of ^^

The Wizards and their powerful spells, the Knights sometimes having Elemental, and Mustadio wanting to die.

?? Units to Have, Skills to Use ??

It is nice to have a 4 Jump Agrias (Spike Shoes). That will get her into the battle very quickly. Bring healing for Mustadio and Haste if you plan to save him.

^^=^^=^^=^^=^^=^^=^^=^^=^^
--- Overated Holds Your Hand ---
^^=^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXXX
XXXX

Place Your Units:

LXXX
AZRX

Choose "1. Don't want to get involved." Have Ramza Yell Annette and wait.

yet.

Two Male Archers - Given some decent Charge abilities and the terrain advantage. Good at dispatching the units the Summoners wound.

Two Female Summoners - Slow but they are very powerful. This is the first battle with Summoners so their 100%, wide range, summons might take you by surprise. The Summons they have can be targeted at a range of four panels away and have an Area of Effect of:

```
X
XXX
XXXXX
XXX
X
```

Plan accordingly and try to hit them before they hit you.

^^ Be Wary of ^^

The enemy Summoners. With their limited MP it is unlikely for them to use more than two Summons but they are powerful.

?? Units to Have, Skills to Use ??

Skills that can neutralize the Summoners that can be used from a range. Magic Break with a gun, Silence Song, Earth Slash, Summons and Black Magic (reinforced with a Wizard Robe, Triangle Hat and an Elemental Rod) can take care of those pesky Summoners. Shell and Magic Defense Up are nice to have as the lessen Summon damage by roughly two thirds.

If you change Agrias into a Knight and give her Holy Sword secondary then she will be able to use her sword techniques and deal additional damage.

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^^=^^^==^^^==^^^==^^^==^^^==^^
-- Overated Holds Your Hand --
^^=^^^==^^^==^^^==^^^==^^^==^^
```

Starting Grid:

```
XXXX
XXXX
XXXX
```

Place Your Units:

```
XXXX
XXXX
ARZL
```

A - Annette, R - Ramza, Z - Zach, L - Laura

Have Zach Accumulate and wait. Laura will wait, Ramza will Yell Laura and wait and Annette will wait.

Make Laura move one square to her left and four squares forward. Target the closest Summoner with Shiva. Move Zach to the closest Knight and attack. Move Annette to a place where she can target the other Summoner with Ramuh. If Annette is hurt, move Ramza to her and Wish her some life. If she is not hurt, move and Yell her.

Laura and Annette can target two more Summons on their next turn which should finish off at least two more enemies. Zach can attack the best available

target and Ramza can use Cheer Up for the rest of the battle.

Move to Lionel Castle. Before heading to the place after Lionel, you can go back to Zaland Fort City to purchase new equipment (I recommend the Green Beret).

^^=^^^==^^^==^^^==^^^==^^^==^^

-- Overated Holds Your Hand --

^^=^^^==^^^==^^^==^^^==^^^==^^

Go back to Zaland Fort City. Go to the fitting room and get a Green Beret, Wizard Robe and Wizard Mantle on Laura and Annette. Buy a Green Beret for Mustadio. Teach him Seal Evil if he does not already have it learned. Change Ramza into a Monk, with Battle Boots and Adaman Vest equipped.

~~~~~  
[2.2f]                                    \_ \_ \_ \_ \_ Zigolis Swamp    //\\  
~~~~~  
 =====

This battle sometimes contains a Uribo. A Uribo is a very rare monster that if you Invite to your side and poach his offspring you will get good equipment.

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Very Easy

\\ Enemy Party //

Varies. It is mainly made up of undead who are weak to Fire, Cure, Item and Seal Evil.

^^ Be Wary of ^^

If you go into the water in this level you will be poisoned. Undead units will sometimes revive when their counter reaches 0.

?? Units to Have, Skills to Use ??

Seal Evil, Chemists with Phoenix Down, Cure/Fire Magic make this level very easy. Undead units are weak to Cure, Fire, and Phoenix Down provides 100% instant death.

^^=^^^==^^^==^^^==^^^==^^^==^^

-- Overated Holds Your Hand --

^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

X X X
XXX X
 X

Place Your Units:

B X X
ARL Z
X

This battle is very easy. Your Summons and Mustadio's Seal Evil practically guarantee a win. Have one of your Summoners hop onto Boco for extra movement range. Get Zach enough JP (300) for Wave Fist. Teach him Wave Fist after the battle.

:__: Between Battles :__:

WARNING: When you go into Goug Machine City you do not immediately start a battle but a battle will start when you try to leave. Do not save in Goug Machine City, save outside of it. Keep that outside save file even after you beat the Goug battle.

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~~~~~ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ ~~~~~  
[2.2g] //\\ Goug Machine City //\\  
~~~~~ ===== ~~~~~
```

!! Objective !!

Defeat All Enemies

-- Battle Difficulty: --

Hard

\\ Enemy Party //

Two Male Thieves - Often have some decent Steal Abilities like Steal Heart and Steal Helmet. One of them always has a Mage Masher.

Two Female Archers - Not strong but usually have Bows with a bonus like Poison Bow (add Poison) or Ice Bow. Have the terrain advantage.

Two Male Summoners - Sometimes have powerful summons but sometimes only have the Moogle Summon learned. Watch out for Ramuh.

^^ Be Wary of ^^

The Summoners--keep your units from being too close, Steal Heart, Poison from the Archers.

?? Units to Have, Skills to Use ??

Lightning Magic is strengthened in this level. Summons and Black Magic are very good for this stage. A neat strategy to fool around with is to equip Rubber Shoes on someone and Charge a Bolt 3 on them. The unit can advance on the enemy and attack them before the Bolt resolves, dealing damage to them and being defended by the Rubber Shoes.

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^^=^^=^^=^^=^^=^^=^^=^^=^^  
--- Overated Holds Your Hand ---  
^^=^^=^^=^^=^^=^^=^^=^^=^^
```

Starting Grid:
XXXXX

XXXXX

Place Your Units:

XXXXL

XXZAB

L - Laura, Z - Zach, A - Annette, B - Boco, Ramza will always start in the same place

Move Annette four squares forward and charge Ramuh on the two Summoners. Move Zach onto Boco and Accumulate. Have Ramza Yell Annette and move him four squares to the right. Move Laura to a place where she can Summon a Shiva on a Thief or two.

Annette's Summon should kill the two Summoners and Laura's should wound or kill the Thieves. Have Annette finish of the Thieves and get Ramza enough JP (350 total) to unlock Geomancer, before finishing the battle. Add Mustadio to your team after the battle.

:__: Between Battles :__:

You cannot go back but go forward to Warjilis Trade City. Stock up before going to the Bariaus Valley battle.

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-- Overated Holds Your Hand --

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Change Ramza into a Geomancer (Guts secondary): Mythril Sword, Gold Shield, Green Beret, Adaman Vest and Battle Boots. At Warjilis, buy 5 Lightning, Water and Fire Balls. Buy a Defense Ring and equip a Wizard Outfit on Ramza. Buy two more Wizard Mantles and four Rubber Shoes.

~~~~~  
[2.2h]                    //\\ \ Bariaus Valley //\\  
~~~~~  
=====

!! Objective !!

Save Agrias

-- Battle Difficulty --

Hard

\\ Enemy Party //

Two Male Knights - Have some good Break Skills and will sometimes have good secondaries like Elemental or Item.

Two Female Archers - The one on top of the hill has a huge terrain advantage and can fire on a wide range of targets. To make things worse she usually has a Lightning Bow that adds a Bolt 2 to attacks 25% or so of the time.

Two Male Wizards - Will sometimes have level three spells. Bolt 3 in this rain is not fun to get hit by.

^^ Be Wary of ^^

The Wizards and the Archer on the hill.

?? Units to Have, Skills to Use ??

Bring healing for Agrias in the form of a good ranged healing unit with Wish, Mogri, Hi-Potion, or Cure. Bringing someone with some good protection spells like Protect, Shell, or Golem helps too. Agrias is a Cancer. Bolt spells are strengthened in the rain so Wizards and Summoners are good to bring. Yelling Agrias can make her even more lethal.

^^=^^^==^^^==^^^==^^^==^^^==^^
--= Overated Holds Your Hand --=
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

1st Squad

X XXX
XXX

2nd Squad

XX X
XX
XXX X

Place Your Units:

1st Squad
X XXX
ZAR

2nd Squad

XX X
XX
BLX X

Z - Zach, A - Annette, R - Ramza, B - Boco, L - Laura

Ramza can Yell Annette and wait. Move Annette three spaces in front of Ramza and unleash a Ramuh on the Wizard and Knight. That should kill them both. Move Zach one square left and four squares forward. Have him Accumulate. Move Laura two spaces forward and target a Summon on the Archer and Wizard. When those two Summons resolve at last two and probably three or four of the enemy will be dead. Have Boco heal Laura if she needs it or kill an Archer or Wizard if they are charging something on her. While you can finish this battle on your next round of actions, get Ramza 200 total Geomancer JP first. Add Agrias to your party after the battle. You might have to get rid of a unit to add Agrias. Dump a generic or a Chocobo, never get rid of Mustadio.

:__: Between Battles :__:

Up next is Golgorand Execution Site, thought by many to be one of the top five toughest battles.

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--= Overated Hold Your Hand --=
^^=^^^==^^^==^^^==^^^==^^^==^^

Turn Ramza into a Ninja: Bare Hands, Green Beret, Wizard Outfit and Wizard Mantle. For abilities give him Guts, Auto Potion, Concentrate and Move+2. Teach him throw Ball. Teach Agrias Move+1 and equip it. Turn her into a Knight: Coral Sword, Gold Shield, Gold Helmet, Gold Armor and Wizard Mantle. Give her Holy Sword secondary.

```
~~~~~ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ ~~~~~  
[2.2i] //\\ Golgorand Execution Site //\\  
~~~~~ ===== ~~~~~
```

Gafgarion's Blood Sword is a nice steal that can never be bought.

!! Objective !!

Save Ovelia, oh no it's the ol' switcheroo! Defeat All Enemies

-- Battle Difficulty --

Very Hard

\\ Enemy Party //

Gafgarion - A Dark Knight with Night Sword. You do not have to deal fatal damage to get rid of him; only critical damage (80% of his total HP). His HP total alternates between ~240 and ~195. Steal Sword and Break Sword eliminate his Night Sword technique.

Three Male Knights - Have good breaks and can deal some harsh damage. Sometimes have Elemental secondary.

Two Female Archers - Nothing special about these two. The fake Ovelia one always has a Green Beret.

Two Female Time Mages - These units are versatile. They have Haste and sometimes Item or White Magic to aid their side and spells like Slow, Stop, Demi, Don't Move, or Black Magic to piss of your units.

^^ Be Wary of ^^

Gafgarion's Night Sword. Try to have him eliminated (you only need to deal 80% of his HP damage) before your second round of actions. The Time Mages are the next biggest threat. Kill them before they excessively buff their side or hinder your side.

?? Units to Have, Skills to Use ??

Steal Weapon, Weapon Break, and some Yin-Yang Magic spells are good to use on Gafgarion.

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^^=^^=^^=^^=^^=^^=^^=^^=^^  
--- Overated Holds Your Hand ---  
^^=^^=^^=^^=^^=^^=^^=^^=^^
```

Starting Grid:

1st Squad
XXXXX
XXXX

2nd Squad
XX

XX

Place Your Units:

1st Squad

XRXLA

XXXX

R - Ramza, L - Laura, A - Annette

2nd Squad

XX

GZ

G - Agrias, Z - Zach

Have Ramza Cheer Up himself and move forwards two spaces and left two spaces if Gafgarion has 3 Move. If Gafgarion has 4 Move, move Ramza two spaces in front of Annette. Move Laura forward and charge a Shiva on the two nearby Knights and Gafgarion. Move Annette forward and charge a Ramuh on the Knights and Gafgarion to hopefully kill all three of them. Have Zach move and Wave Fist the fake Ovelia Archer. If she is not in range, move and Accumulate. Agrias can use Stasis Sword on whichever Time Mage she can hit.

This battle is basically over. With Auto Potion your side should be at full health while the enemy has only five units left. Remember Ramza has 100% Ball Throw from a range of twelve spaces. Use your last two summons, Wave Fist, Throw, and Stasis Sword to complete this battle.

:__: Between Battles :__:

Head to Lionel Castle for the next series of battles. WARNING: have a save file outside of Lionel. You can save at the castle but will not be able to leave. Equip Rubber Shoes on everyone but Ramza before fighting the first battle. Four of the enemies at this battle have Lightning elemental weapons which are neutralized by Rubber Shoes.

You can move past Lionel Castle by clicking on Bariaus Hill or some other map point that is past Lionel.

~~~~~ \_ \_ \_ \_ \_ ~~~~~  
[2.2j] //\\ Lionel Castle //\\  
~~~~~ ===== ~~~~~

Move Ramza to panel next to the switch to open up the gate.

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Hard

\\ Enemy Party //

Gafgarion - Basically the same as Golgorand Gafgarion but this time he and Ramza are isolated. Night Sword is a hassle.

Rubber Shoes takes care of all the enemies outside of the gate except for the Summoner. Watch out for the Knight's break skills.

^^ Be Wary of ^^

Gafgarion and Ramza are isolated away from the rest of the units. Gafgarion's attack also heals him. Make sure Ramza has some way to neutralize Night Sword. Auto Potion, Item Secondary and Yell, Steal Weapon, Break Weapon, Zombie on yourself (Gaf will not be able to hurt you) and Sleep all work well.

?? Units to Have, Skills to Use ??

Equip Rubber Shoes on everyone but Ramza before this battle. Four of the enemies at this battle have Lightning elemental weapons which are neutralized by Rubber Shoes. All your party has to do outside of the gate is take care of the Summoner and they cannot be attacked by the enemy (watch out for the Knight's breaks).

Ramza has to have a way to neutralize Gafgarion's Night Sword. Auto Potion, Item Secondary and Yell, Steal Weapon, Weapon Break, Zombie on yourself (Gaf will not be able to use Night Sword on you but he can use the Attack Command) and Sleep all work well.

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^^=^^=^^=^^=^^=^^=^^=^^=^^
-- Overated Holds Your Hand --
^^=^^=^^=^^=^^=^^=^^=^^=^^
```

Starting Grid:

1st Squad

XX

XX

2nd Squad

XXXXX

XXXXX

XXXXX

Place Your Units:

1st Squad

Ramza always starts in the same place.

2nd Squad

XAGLZ

XXXXX

XXXXX

A - Annette, G - Agrias, L - Laura, Z - Zach

```
^^=^^=^^=^^=^^=^^=^^=^^=^^
-- Overated Holds Your Hand --
^^=^^=^^=^^=^^=^^=^^=^^=^^
```

Have Ramza move out of Gafgarion's range and Cheer Up. Have him continue to do so until his Brave is 100. Then he can Yell twice and kick the crap out of Gafgarion.

Have Zach move away from the Knights and Accumulate. Move Laura one space to the left and three spaces forward. Have her charge a Shiva on the two Knights

are much more important. The Black Hood costs more than the Green Beret and offers more HP but it would be foolish to unequip your Green Beret and lose that Speed Point. Pay attention to which equipment boosts which stats and tailor your units accordingly. Twist Headband and Power Sleeve are some of the best equipment in the game for Archers, Monks, and Ninjas.

/ Have a Balanced Attack \

There are three main ways of attacking the enemy: physical attack damage, magic attack damage, and status attacks. Try to have a balanced party that can attack the enemy in all three ways. Fighting an enemy with a lot of low Faith? Try Talk Skill, Elemental, or physical attacks.

New equips and Fur Shops are available in Chapter Three. Now if you Secret Hunt a monster you can buy poached items. Check out the Poaching Section for more details. Fur Shops can only be found in Trade Cities (e.g. "Dorter Trade City").

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
--= Overated Holds Your Hand ==-
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

Buy some more Hi-Potions so you have about 50 or so. Buy some more Balls if you need them and a few Flails. Equip a Brigadine on Ramza. Time for some leveling.

Equip gained JP Up on everyone who has it before going into the random battle. Make Annette and Laura Summoners. Turn Agrias into a Chemist, leave Zach as a Monk and make Ramza a Priest. Your goal for this battle is to get Annette and Laura enough JP for Moogle, Agrias enough JP for Auto Potion and Phoenix Down, Ramza 200 total JP and Zach enough JP for Chakra and Revive. Have everyone finish the battle at level 16. Have Ramza use Cheer Up as much as possible.

Teach Zach Chakra and Revive: Cross Helmet, Gold Armor, Battle Boots, Basic Skill, Auto Potion, Equip Armor, Move+1. Teach Ramza throw Hammer and make him a Ninja: Green Beret, Brigadine, Wizard Mantle, Guts, Auto Potion, Concentrate, Move+2. Teach Agrias Auto Potion. Agrias can become her base job, Holy Knight:
best remaining equips, Battle Boots, Item, Auto Potion, Move+1. Teach Annette and Laura Mogri. Turn them into Wizards with Summon secondary: Thunder Rod (Annette)/ Ice Rod (Laura), Green Beret, Wizard Robe, Wizard Mantle, Auto Potion, Short Charge, and Move+1. Move to Goland Coal City for the next battle.

~~~~~ \_ \_ \_ \_ \_ ~~~~~  
[2.3a] //\\ Goland Coal City //\\  
~~~~~ ===== ~~~~~

!! Objective !!

Save Olan

-- Battle Difficulty --

Easy

\\ Enemy Party //

Three Female Thieves - Annoying when they have Steal Heart but not much of a threat without it.

Two Male Chemists - They have Mythril Guns which deal 64 damage a shot. They are also able to revive and cure other units.

One Male Mediator - Not much to worry about.

^^ Be Wary of ^^

Olan's stupidity, he should use Galaxy Stop every single turn. The Chemists deal good damage from long range.

?? Units to Have, Skills to Use ??

It is good to bring healing for Olan like Cure, Mogri, or Item. Buffs like Protect and Haste also make saving Olan easier. Keep Olan alive, he'll use Galaxy Stop and you'll win.

^^=^^^==^^^==^^^==^^^==^^^==^^
--= Overated Holds Your Hand --=
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

XXXXX
XXXXX

Place Your Units:

XXZAL
XXXGR

A - Annette, L - Laura, Z - Zach, G - Agrias, R - Ramza

This battle's difficulty depends on how often Olan uses Galaxy Stop. Ramza can Yell Agrias and wait. Have your Wizards target summons on the Chemists and Agrias and Zach can take out the weaker units. If Olan gets hurt, Mogri him.

:__: Between Battles :__:

WARNING: Do not save on Lesalia. When you try to leave the battle will start.

^^=^^^==^^^==^^^==^^^==^^^==^^
--= Overated Holds Your Hand --=
^^=^^^==^^^==^^^==^^^==^^^==^^

Buy Agrias an Ancient Sword and a Flame Shield.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.3b] //\\ Lesalia Imperial Capital //\\  
~~~~~ ===== ~~~~~

!! Objective !!

Defeat Zalmo -- Hurt him down to 20% of his HP

-- Battle Difficulty --

Very Easy

\\ Enemy Party //

Zalmo - Zalmo has Arrow Guard, Half MP, Move HP Up, an Elf Mantle, and a stick. He has good restorative magic, but is more comic relief than menacing enemy.

Three Male Knights - Strong and have some good breaks. Are pretty slow though.

Two Female Monks - Sometimes have decent abilities like Stigma Magic and Wave Fist which make them unpredictable.

^^ Be Wary of ^^

The Female Monks sometimes have Stigma Magic that can heal most statuses that you might inflict.

?? Units to Have, Skills to Use ??

Bring someone who can restore Alma's MP so she can use MBarrier more than once. Chakra, Ether, and Angel Song work.

^^=^^=^^=^^=^^=^^=^^=^^=^^
--= Overated Holds Your Hand ==
^^=^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

1st Squad

X
X
X

2nd Squad

X
X
X

Place Your Units:

1st Squad

R
Z
A

A - Annette, Z - Zach, Ramza always starts in the same place

2nd Squad

X
G
L

L - Laura, G - Agrias

Have Ramza Cheer Up and wait. Move Annette and Zach as far as they can towards the enemy. Zach can Accumulate. Move Agrias towards the enemy. Alma will usually cast MBarrier on Ramza. This battle is all about Ramza kicking some ass. Move Ramza as close to Zalmo as you can and throw a Water Ball at him. Do what you see fit with the rest of your units. On Ramza's next two turns have him throw stuff at Zalmo and not move. That should be enough to

get him to run.

:__: Between Battles :__:

Before heading to Orbonne check out the new equips. Judo Outfit, Holy Miter, Germinas Boots, and Elf Mantle are some decent equips. Make sure to buy at least one Chameleon Robe and to have an extra save outside of Orbonne.

^^=^^^==^^^==^^^==^^^==^^^==^^

--- Overated Holds Your Hand ---

^^=^^^==^^^==^^^==^^^==^^^==^^

Buy Germinas Boots for Zach and Agrias. Move to Goland Coal City and buy a Judo Outfit for Ramza. Time again for a little more leveling, the last time in this chapter that I will ask you to do so. Teach Agrias Gained JP UP and have her stay has a Holy Knight. Turn Zach into a Thief with Gained JP UP and Punch Art Secondary. Turn Ramza into an Oracle and give him Gained JP Up. Turn Annette and Laura into Summoners with Gained Jp Up. Unequip Auto Potion on Zach and have Agrias attack him, the Summoners heal him, and Ramza use Cheer Up. Your goal is to get everyone to level 19. Ramza should get enough JP for Life Drain and Paralyze, Zach enough JP for Move+2, Agrias enough JP as she can get, and Annette and Laura enough JP for Leviathan and Lich.

Teach Zach Move+2: Cross Helmet, Judo Outfit, Germinas Boots, Basic Skill, Auto Potion, Equip Armor, Move+2. Teach Ramza Life Drain and make him a Ninja: Green Beret, Judo Outfit, Power Wrist, Guts, Auto Potion, Concentrate, Move+2. Teach Agrias Auto Potion. Turn Agrias into a regular Knight and learn Holy Explosion: best remaining equips, Germinas Boots, Holy Sword, Auto Potion, Gained Jp Up, Move+1. Teach Annette and Laura Leviathan. Turn them into Wizards with Summon secondary: Thunder Rod (Annette)/ Ice Rod (Laura), Holy Mitre, Wizard Robe, Wizard Mantle, Auto Potion, Short Charge, and Move+1. Move to Orbonne for the next battle.

~~~~~  
[2.3c]                                    \_ \_ \_ \_ \_  
~~~~~                                    //\ \ Orbonne I //\ \  
~~~~~                                    =====                                    ~~~~~

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Hard

\ \ Enemy Party //

Three Male Lancers - Lancers: high HP, good evasion, normal attacks have a range of two, and they can Jump. These Lancers only have a range of two or three on their Jump.

Male Chemist - Decent support unit. He can heal is side with Potion throws and sometimes has Phoenix Down, status heals, and Hi-Potion.

Two Male Time Mages - Can Haste the Lancers, making them more lethal ass kickers. Watch out for Stop, Don't Move, and Slow.

^^ Be Wary of ^^

The Time Mages casting Haste on the Lancers and the Lancers having certain protections. Sometimes the Lancers have Aegis Shields, elemental Shields, or Jade Armlets which all offer protection from different spells.

?? Units to Have, Skills to Use ??

Summons, Concentrate, Earth Slash, Holy Sword, and other attacks that ignore evade are nice to have. Without those type of attacks you are taking a chance that the percentages will go your way before the Time Mages can Haste the Lancers. Another thing to try is to send a strong attacking unit with Teleport or Ignore Height around the bookcase, and down the steep incline. Equip a Reflect Ring on this unit and he can distract the Chemist and the Time Mages.

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^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
-- Overated Holds Your Hand --
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
```

Starting Grid:

```
XX
XXXXX
XXXXX
XX
```

Place Your Units:

```
XX
XGLAR
XXXXX
XZ
```

G - Agrias, L - Laura, A - Annette, R - Ramza, Z - Zach

Ramza can Yell Zach and wait. Have Zach Accumulate and move behind Annette. Make Annette and Laura move and charge identical Leviathans on as many of the Lancers as you can get. Leviathan has a huge effect range so try to test out different placement spots to maximize damage. When those two Leviathans resolve, you should have killed at least half the side. Ramza and Agrias can mop up any survivors, Zach should Chakra to restore some of your Wizard's MP and the girls can charge a couple more Summons.

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~~~~~ _ _ _ _ _ _ _ _ _ _ ~~~~~
[2.3d] //\ Orbonne II //\
~~~~~ ===== ~~~~~
```

!! Objective !!

Defeat Izlude -- You must deal 80% of his total HP Damage

-- Battle Difficulty --

Easy

\\ Enemy Party //

Izlude - Has Jump, Counter, Maintenance, Ignore Height, and Innate Concentrate. He can Jump you from a range of 8 panels away so be careful. Try to have your units act directly after Izlude so that their CTs are too high for him to attempt a Jump (he has 8 Speed). If he Jumps in the air you cannot

hurt him until he comes down.

Two Male Knights - Not especially strong and they are hurt in this level by their poor mobility. Watch out for their Sleep Swords and elemental Shields.

Two Male Archers - These are some of the strongest Archers in the game, in comparison to your units. With Twist Headbands, Judo Outfits, and sometimes Power Wrists these guys have PA to spare.

Male Summoner - Not especially strong but he starts very close to your party. If you try to rush Izlude, he can get a clean shot in on you.

^^ Be Wary of ^^

Izlude's Jump and innate Concentrate. In addition to making his attacks and Counters 100%, Concentrate raises the percentage of his breaks, but it is better for him to break some of your equipment then for him to go into the air and be untouchable.

?? Units to Have, Skills to Use ??

Life Drain, Earth Slash, Summons, Holy Explosion, and other abilities that can hit people through a wall. It is also nice to have your mage users have a spell with a really long charge time so that if Izlude Jumps, you can greet him with a spell charged when he was in the air.

Germinas Boots provide a nice movement enhancement in this level as many of the wall are 4 H different from the rest of the terrain.

^^=^^^==^^^==^^^==^^^==^^^==^^  
--- Overated Holds Your Hand ---  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

X  
XXXX  
XXXX  
X

Place Your Units:

X  
XXGL  
XZRA  
X

G - Agrias, L - Laura, Z - Zach, R - Ramza, A - Annette

Have Ramza Yell Agrias and wait. This will draw a Jump from Izlude, but Ramza's high Brave and Auto Potion will counter it. Pay attention to where Izlude Jumps from. Make Agrias move two squares forward and two the her left and wait, facing the spot that Izlude jumped from. Annette can charge a Leviathan on a spot where it will resolve when Izlude comes down. Move Zach 5 squares forward and one to his left so that he is two squares in front of the Summoner. Hit the Summoner with a Wave Fist. Laura can wait.

If Izlude survives the Leviathan, move Ramza over to throw something at him and have Agrias Holy Explosion him.

---

~~~~~ - - - - - ~~~~~

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!! Objective !!

Defeat Wiegraf - You must deal fatal damage

-- Battle Difficulty --

Average

\ Enemy Party //

Wiegraf - He has some very powerful Holy Sword skills. However if you equip Chameleon Robes, he will not target you with them. His normal attack also has some strength due to Two Hands. His Counter reaction discourages attacks from adjacent panels. His HP will range from ~300 to ~360 depending on his equips.

Two Female Knights - Not much to worry about here.

Two Female Archers - Provide some ranged clean up attacks after Wiegraf wounds people.

Female Wizard - She can stay on the other side of the bookshelf and still target spells on you.

^^ Be Wary of ^^

Wiegraf and his sword skills. Lightning Stab is powerful and inflicts Silence. Try to spread out your units in the PBF so only 2 or 3 get hit.

?? Units to Have, Skills to Use ??

Chameleon Robe discourages Wiegraf from targeting you with Holy Sword but he will target the unit next to you and you might get some damage from that. Bring units with powerful attacks and equip stuff that boosts your PA and MA. This battle is usually decided in your first few turns. Either Wiegraf decimates you or you get him; the other enemies hardly factor in.

^^=^^=^^=^^=^^=^^=^^=^^=^^

-- Overated Holds Your Hand --

^^=^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXX  
XXX  
X X

Place Your Units:

AXG  
XXZ  
R L

A - Annette, G - Agrias, Z - Zach, R - Ramza, L - Laura

Have Ramza yell Annette and move four squares to Zach's right. The rest of the battle depends on what Wiegraf does but regardless you should be okay. Annette and Laura should charge Leviathan's, Agrias should use Holy Explosion or Split Punch, Ramza should Throw or attack from one panel away, and Zach should use Wave Fist.



---

:\_\_: Between Battles :\_\_:

To read the Germonik Scriptures, open the menu, go to Brave Story, Treasure, and Germonik Scriptures. Head to Dorter Trade City, then Grog Hill.

^^=^^=^^=^^=^^=^^=^^=^^=^^  
--- Overated Holds Your Hand ---  
^^=^^=^^=^^=^^=^^=^^=^^=^^

At Dorter, buy Annette and Laura Wizard Rods and 108 Gems. Buy Ramza and Zach Power Sleeves. Turn Agrias into a Geomancer with Holy Sword secondary. Buy her a Power Sleeve too and equip a Diamond Armet as her secondary, and a Green Beret for a helmet. At Lesalia, buy Agrias a Diamond Sword.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.3f] //\\ Grog Hill //\\
~~~~~ ===== ~~~~~

!! Objective !!

Defeat all enemies

-- Battle Difficulty --

Easy

\\ Enemy Party //

Two Male Chemists - Equipped with Mythril Guns that deal 100%, 64 HP damage at 8 squares or range. They are also adept healers and are capable of having Phoenix Down and X-Potion.

Female Thief - Sometimes has Steal Heart and always has either Steal Helmet or Steal Armor.

Male Archer - Has some PA boosting equipment and is able to fire on you from the beginning of the battle.

Two Male Squires - Low PA and not very strong. Sometimes they have Accumulate so they can get a little stronger.

^^ Be Wary of ^^

The Thief's Steal Heart, and the Chemists' sometimes excellent ability to heal their side. Try to eliminate the Chemists first.

?? Units to Have, Skills to Use ??

Germinas Boots offer a huge movement bonus as the terrain has a lot of 4 H difference. Geomancy and Haste are good for this battle too.

^^=^^=^^=^^=^^=^^=^^=^^=^^  
--- Overated Holds Your Hand ---  
^^=^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXXXX  
XXXXX



Starting Grid:

X XXX  
XXX X  
XXX

Place Your Units:

A XXX  
LXX X  
GZR

A - Annette, L - Laura, G - Agrias, Z - Zach, R - Ramza

If Agrias, Laura, Zach or Annette takes heavy damage from a Ninja Throw have Ramza Wish them. If not Yell Agrias. Move Agrias in the space not under the gate but in front of it and Holy Explosion the Ninjas. Have Zach Chakra Rafa. Laura can drop a Leviathan on as many units as she can get and move away from the enemy Summoners. Move Annette to the square that is one spot to his left and three spots forward. Charge another Leviathan.

---

:\_\_: Between Battles :\_\_:

Check out the new equips. Bracer is awesome but very expensive. Dracula Mantle is better than Elf but not much better. Sprint Shoes boost your speed by 1.

^^=^^=^^=^^=^^=^^=^^=^^=^^  
-- Overated Holds Your Hand --  
^^=^^=^^=^^=^^=^^=^^=^^=^^

Buy a Twist Headband for your inventory. Sell some of your old, unused equipment and buy a Bracer for Agrias. Sell all of your Hi-Potions and buy 20 or so X-Potions.

~~~~~  
[2.3h] //\\ Yugou Woods //\\
~~~~~  
=====

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Very Easy

\\ Enemy Party //

Two Female Time Mages - They like to Haste their allies and use spells like Slow, Don't Move, and Stop against you.

Two Male Wizards - Have level three spells.

Ghoul - Throw Spirit has range three damage and has Sleep Touch.

Revnant - Throw Spirit has range three damage and Drain Touch allows this unit to heal itself.

Gust - Throw Spirit has range three damage and Grease Touch is one of the

most comical abilities in the game.

^^ Be Wary of ^^

When the counter on undead units reaches 0, they will either boxilize, crystalize, or come back to life.

?? Units to Have, Skills to Use ??

Chemists with Phoenix Down deal 100% fatal damage with a range of four squares. Yin-Yang Magic's Petrify will keep the undead from reviving and Silence makes the mages worthless. Reflect Rings prevent the enemy mages from hindering your units. Undead are also weak to Fire.

^^=^^=^^=^^=^^=^^=^^=^^  
--- Overated Holds Your Hand ---  
^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXXXX  
XXXXX  
XXXXX

Place Your Units:

XXXXX  
XXXXX  
LZRG A

L - Laura, Z - Zach, R - Ramza, G - Agrias, A - Annette

Have Ramza Yell Agrias and move two squares forward. Move Agrias two squares to her left and two squares forward. Holy Explosion the enemy Time Mage. Move Annette forward and charge a Leviathan. Zach can attack whoever. When Laura moves forward, have her Leviathan's area of effect surround her (not necessarily target her but have the green surround her) to discourage a Sleep Touch.

---

:\_\_: Between Battles :\_\_:

Make sure to have an extra save outside of Riovanes Castle.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.3i] //\\ Riovanes Castle I //\\
~~~~~ ===== ~~~~~

!! Objective !!

Defeat all Enemies

-- Battle Difficulty --

Average

\\ Enemy Party //

Malak - Basically the same unit as Yardow Fort City Malak. If Rafa or Malak take enough damage both will run from the battle.

Three Female Archers - Not very strong but they have a huge terrain

advantage.

Three Male Knights - The one that starts in the water has Feather Boots, the only time you will see and enemy have Feather Boots. Sometimes they have Elemental which is annoying with all the Carve Model. Other than that they are not a threat.

^^ Be Wary of ^^

Sigh this is more rant than informative. After the really sweet battle at Yardow Fort City with Ninjas and Summoners it is more boring units. Who Knights and Archers, what is this Chapter 1? How about something neat like Samurai, more Ninjas or Geomancers?

?? Units to Have, Skills to Use ??

Carve Model Geomancy has the benefit of Petrify which is like add Death. Golem is also great as it blocks almost anything the enemy can do to damage you. Protect and Defense Up also cut enemy damage significantly.

^^=^^^==^^^==^^^==^^^==^^^==^^  
-- Overated Hold Your Hand --  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

1st Squad  
XXX  
XXX  
XXX

2nd Squad  
XXX  
XXX  
XXX

Place Your Units:

1st Squad  
XXX  
XXX  
LXR

L - Laura, R - Ramza

2nd Squad  
XXX  
XXX  
GAZ

G - Agrias, A - Annette, Z - Zach

Ramza can Cheer Up Laura and wait. Move Agrias four units forward and one to the right and wait. Move Laura forward and have her target a Leviathan on the Archers on top of the castle. If Annette took too much damage, Chakra her with Zach. If she is fine, move Zach to Punch the enemy Knight or move him forward and Accumulate. Move Annette two squares to the left of Agrias and target a summon so that it hits the Feather Boot Knight and the Knight Zach attacked.

Make Ramza move and punch the nearby Knight. If any of the Knights survived Annette's Leviathan, Holy Sword it. If they are both dead, go to the top of

the castle and Holy Sword the remaining Archer. Laura can Shiva the remaining Knight, Zach can Chakra Annette, and Annette can Leviathan the remaining Archer.

Ramza can take care of Malak.

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~~~~~ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ ~~~~~
[2.3j] //\ Riovanes Castle II //\
~~~~~ ===== ~~~~~
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!! Objective !!

Defeat Wiegraf -- Defeat Velius

-- Battle Difficulty --

Very Hard

\\ Enemy Party //

~~ Wiegraf ~~

White Knight - Virgo - 71 Brave - 64 Faith - Level 28  
4 Move - 3 Jump 10 PA - 6 MA - 8 Speed - 15 C Ev - 34/15 S Ev

Diamond Sword  
Diamond Shield  
Diamond Helmet  
Diamond Armor  
Diamond Armlet

In every other battle you fight Wiegraf he brings along all female companions (except for Boco who may or may not be female), but in this battle Wiegraf does not bring any females; he brings Diamond equipment. And what are diamonds? A girl's best friend. What does this have to do with defeating Wiegraf? Nothing and the alleged connection is tenuous at best and very disruptive considering how much trouble this battle usually gives people.

Holy Sword - He relies almost entirely on Lightning Stab which adds Silence 25% of the time.

Punch Skill - Wave Fist and Earth Slash  
Counter

Maintenance - Protects equipment from Steals and Breaks  
Move+1

Vulnerable to: Blind, Faith, Innocent, Silence, Brave manipulation

^^ Be Wary of ^^

Wiegraf's Holy Sword techniques. Velius's inherent Short Charge and powerful Summons and his Seal ability that gives 100% Petrify.

?? Units to Have, Skills to Use ??

The Wiegraf part of the battle can be beaten very easily by Ramza if you are prepared. Here are a few of the more common strategies:

1.) Equip a Chameleon Robe

Wiegraf will not target you with his Holy Sword skills if you have a Chameleon

Robe equipped. That leaves him with Earth Slash, Wave Fist, and his normal attack.

## 2.) Increase Your Speed and PA stats

By using Yell, Accumulate, Cheer Song, Speed Save, etc. Ramza can build up his Speed and PA so high that he will get multiple turns to Wiegraf's one turn and be able to kill Velius before he moves. Ramza's Guts skillset turns this battle into a cake walk.

## 3.) Auto Potion and HP Restore

Use Cheer Up to raise your Brave to a very high level and Auto Potion or HP Restore will restore any damage you might take. Remember to drop your Potions and Hi-Potions and stock up on X-Potions to maximize the effect.

## 4.) Get the Jump on Wiegraf

A character with 9 speed will go before Wiegraf. Give that character a powerful attack and you can kill Wiegraf before he moves.

~~ Velius ~~

Type: Monster  
Zodiac: Virgo  
Level: 31  
Move 5 Jump 5 C-EV 18%  
HP: 926 - 1005  
MP: 192 - 288  
PA: 12 - 14  
MA: 11 - 13  
8 Speed

Innate: Martial Arts, Short Charge, Cannot enter water,  
Vulnerable to: Silence, Don't Move

||| Skill Set |||

Seal - 100% Petrify on 1 panel at a range of 5 squares

Loss - 100% Confusion with a 2 vertical 0 area of effect at a range of 5 squares

Lose Voice - 100% Silence with a 2 area of effect at a range of 5 squares

Cyclops - Same as the Summoner Ability

Titan - Same as the Summoner Ability

||| Tends to Rely on |||

Cyclops, Titan, and physical attacks. He'll use Seal sometimes and the occasional Loss.

The Velius part of the battle can be pretty easy too. Any stat gains you gain against Wiegraf will carry over to Velius. If you feel that is cheap, here are some other good abilities to try:

Life Drain and Demi: Absorbs 1/4 of Velius's HP with every successful spell.

(Yin-Yang Magic and Time Magic respectively)

Lich: When it succeeds the enemy will lose half of its total HP. Two of these will kill Velius. (Summon Magic)

Demi 2: When it succeeds the enemy will lose half of its total HP. Two of these will kill Velius. (Time Magic)

Silence Song: Keeps Velius from casting spells. This may cause Velius to start using Seal more often though. (Yin-Yang Magic)

Jump: Even if Velius targets you with a Summon, Jump allows you to avoid it and deal damage to a target when you land.

^^=^^=^^=^^=^^=^^=^^=^^  
--- Overated Holds Your Hand ---  
^^=^^=^^=^^=^^=^^=^^=^^

Equip a Twist Headband, Power Sleeve, and Bracer on Ramza.

Starting Grid:

1st Squad  
XX  
XX

2nd Squad  
XXXX  
XXXX

Place Your Units:

1st Squad  
XX  
XG

G - Agrias, Ramza starts in a set position

2nd Squad  
XXZX  
AXXL

Z - Zach, A - Annette, L - Laura

Ramza takes a Lightning Stab from Wiegraf. As long as it is not a critical, Ramza will survive it. Have Ramza Cheer Up himself and wait. Ramza gets to go again. Move up to Wiegraf and punch him. To death. With your bare hands.

Now it is Velius's turn. Move Ramza up to him and punch him. Velius will move forward and charge something. Have Agrias wait. Move Ramza up to Velius and punch him. To death. With your bare hands. I believe the expression your are looking for is 'how do you like dem apples?' 'Boo Yah,' 'Fo Shizzle' or (if you really want to go old school) 'built like a tank yet hard to hit' will also suffice.

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~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.3k] //\\ Riovanes Castle III //\\
~~~~~ ===== ~~~~~

!! Objective !!





Germinas Peak [2.4h]  
Poeskas Lake [2.4i]  
Limberry Gates [2.4j]  
Elmdor [2.4k]  
Zalera [2.4l]  
Igro Castle [2.4m]  
Outside of Murond [2.4n]  
Inside of Murond [2.4o]  
Murond Chapel [2.4p]  
Underground Basement 4F [2.4q]  
Underground Basement 5F [2.4r]  
Murond Death City [2.4s]  
Lost Sacred Precincts [2.4t]  
Hashmalum [2.4u]  
Altima [2.4v]

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||| Strategies |||

---

/ Exploit the AI \

The AI may look impressive at times but it is fairly predictable and has some major oversights. The AI will almost never attack a unit with Death Sentence on it. However equipment like Judo Outfits, Chameleon Robes, and Angel Rings keep Death Sentence from killing you. A unit with a Judo Outfit and Death Sentence on it is basically invincible for two turns. The AI also follows a basic movement pattern. The AI will usually try to stay movement range panels away from you. You can use this knowledge to plan jumps or lay spells on where you think the AI will move to and then watch them move into an area and receive heavy damage.

---

Ramza gets the ability SCREAM at the start of Chapter Four. It takes 500 JP to learn but it is very much worth it. One Scream raises Speed, Brave, PA, and MA. Think about that.

There is some new equipment available. Angel Ring provides one Reraise per battle, Earth Clothes strengthen Earth attacks (Titan, Earth Slash) and absorb Earth. Ice Brand is one of the best swords. Ice damage, powerful, and sometimes deals Ice 2 as a bonus. Morning Star provides a 16 WP throw. For a 10 Speed Ninja, that is 160 damage a throw.

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

-- Overated Hold Your Hand --

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Buy a Platina Shield for Agrias. Buy enough X-Potions so that you have around 20 or so. Unequip the Bracer from Ramza and give it to Agrias. Buy a pair of Sprint Shoes for Ramza. Teach Ramza Scream, arguably the best ability in the game. Go to Doguola Pass.

~~~~~  
[2.4a] _ _ _ _ _
 //\\ Doguola Pass //\\
~~~~~  
                                         =====

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Hard

\\ Enemy Party //

Two Male Wizards - Sometimes have level 4 spells, which can go through Reflect.

Male Knight - Good strength. He starts near enough to you so he can get within range after a few turns.

Male Archer - This Archer has worthless equipment that does not boost Speed or PA.

Two Male Lancers - Have range three or range four Jump that deals ~180 damage.

^^ Be Wary of ^^

Jump. It has 100% accuracy and with these Lancers they deal about 180 damage. The Wizards sometimes have some decent spells too.

?? Units to Have, Skills to Use ??

Golem or Reflect Rings/Reflect are good to have. That way you can either go for the Wizards and Golem will protect you or go for the physical fighters and Reflect will protect you from the Wizards.

All of these units have 8 Speed. Scream, Green Berets and Haste will give you a huge Speed advantage over the enemy.

^^=^^^==^^^==^^^==^^^==^^^==^^  
--= Overated Holds Your Hand ==-  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

XX X  
XXXX  
XX X

Place Your Units:

XX X  
XXRZ  
GL A

R - Ramza, Z - Zach, G - Agrias, L - Laura, A - Annette

Ramza should Yell Agrias and wait. Have Agrias move five squares to her left and Holy Explosion the nearby Wizard. Move Annette and Laura to places where they can charge Leviathan on both Lancers. You will probably be able to hit a Wizard and a Knight in the blast. Have Zach move and kill the Wizard that Agrias damaged. Ramza can go mop up the Archer.

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~~~~~  
[2.4b] //\\ Bervenia Free City //\\
~~~~~  
=====

\*\*Chantage is awesome. It gives PERMANENT Reraise. If your unit dies, it will

be brought back to life on its next turn. Females are the only ones who can equip it.\*\*

!! Objective !!

Defeat Meliadoul -- Deal critical damage

-- Battle Difficulty --

Average

\\ Enemy Party //

Meliadoul - Has some great equips. Defender and Chantage are awesome. Steal these if you can. Her Mighty Sword skillset is very good against humans. She can deal 100% breaks with damage at a range of three. Her Chantage provides Regen.

Female Ninja - While Ninja is a physical class and males are generally better than females at physical classes (males have more PA), Ninja attacks are partially Speed based. She is still a strong Ninja with Ninja throw and Ninja range. Ninja.

Two Female Archers - They start about 15 H above you.

Two Female Summoners - Strong and at 7 Speed, they are not that slow. These ones have Black Robes so their basic summons are strengthened by roughly 33%.

^^ Be Wary of ^^

Miluda breaking your good equipment. The Summoners deal some good damage too.

?? Units to Have, Skills to Use ??

Maintenance protects completely against Miluda. Steal Accessory nets you a Chantage. Jump works well as it allows you to keep your unit away from the Summoner and sill jump on Miluda.

^^=^^^==^^^==^^^==^^^==^^^==^^  
--= Overated Holds Your Hand --=  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

1st Squad  
XXXXX  
XXXX

2nd Squad  
XXXX  
XX  
XX  
XXXX

Place Your Units:

1st Squad  
ZXXXX  
LXXX

Z - Zach, L - Laura, Ramza starts in a set position

2nd Squad  
XXXX  
XX  
XX  
XXGA

G - Agrias, Annette

Have Ramza throw a Flail at Meliadoul and wait. Move Agrias two squares forward and four to her left and wait. Move Laura three squares forward and one to the right and charge a Leviathan on Meliadoul. Zach can Chakra Annette or Laura if they are hurt. Have Annette charge a Ramuh or Leviathan on Meliadoul. After the battle buy and equip another of whatever it is Meliadoul broke.

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Up next is Finath River. There will always be six enemies that, unlike most story battles, they are around the level that the highest person in your party is.

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^^=^^=^^=^^=^^=^^=^^=^^
-- Overated Holds Your Hand --
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Teach Zach Earth Slash and buy him a Bracer.

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~~~~~ _ _ _ _ _ _ _ _ _ _ ~~~~~
[2.4c] //\ \ Finath River //\ \
~~~~~ ===== ~~~~~
```

\*\*This battle sometimes contains a Uribo. A Uribo is a very rare monster that if you Invite to your side and poach his offspring you will get good equipment.\*\*

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

It depends on your level and the enemy set up. It can range from Easy to Very Hard.

\ \ Enemy Party //

The enemy level will be around the level of your highest leveled unit. If your party is 15 level 20 guys and a level 70 guy, the enemies will be around level 70. The enemy will be made up of one of from each pool of these guys:

Pool 1: Red Chocobo or Chocobo

Pool 2: Red Chocobo or Chocobo

Pool 3: Red Chocobo or Chocobo

Pool 4: Red Chocobo or Chocobo

Pool 5: Uribo or Chocobo

Pool 6: Black Chocobo or Chocobo

So your enemy can range from 4 Red Chocobos and two Yellow Chocobos (hard), to 5 Chocobos and a Uribo (easy).

^^ Be Wary of ^^

You being at too high of a level. If that is the case go to a level like Fovoham Plains or Zeklaus Desert and go onto the panel that lowers your level by 1. Or you can Invite or Train a Mind Flare to use Level Blast on you.

?? Units to Have, Skills to Use ??

There is a lot of water in this stage so Teleport is a great movement ability to have.

^^=^^^==^^^==^^^==^^^==^^^==^^  
-- Overated Holds Your Hand --  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

1st Squad

XXXXX  
XXXXX  
XXXX  
XXX  
XXX

2nd Squad

X XX  
XX  
XX  
XX  
XXXX

This battle varies greatly on which enemies you fight. Use Scream, Leviathan, Earth Slash and Holy Explosion to dispatch the enemy.

---

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.4d] //\\ Zeltennia Castle //\\
~~~~~ ===== ~~~~~

!! Objective !!

Defeat Zalmo

-- Battle Difficulty --

Very Easy

\\ Enemy Party //

Zalmo -

Two Male Oracles -

Three Male Knights -

^^ Be Wary of ^^

?? Units to Have, Skills to Use ??

^^=^^^==^^^==^^^==^^^==^^^==^^  
--- Overated Holds Your Hand ---  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

XXXXX  
XXXXX

Place Your Units:

XXXAX  
XXZLG

A - Annette, Z - Zach, L - Laura, G - Agrias, Ramza starts in a set position

Have Ramza Yell Delita and move two squares to his right and two squares forward. Move Agrias as close to Ramza as she can get. Zach can Accumulate and Laura and Annette can kill Zalmo with Leviathans.

---

^^=^^^==^^^==^^^==^^^==^^^==^^  
--- Overated Hold ---  
^^=^^^==^^^==^^^==^^^==^^^==^^

At Bervenia City, before you go to Bed Desert, buy enough White Robes so that you have two, five Yagyu Darkness, and enough X-Potions so that you have 30 or so. Buy another Green Beret. Equip a White Robe and a Green Beret on Annette and Laura. Teach Ramza throw Shuriken.

~~~~~ \_ \_ \_ \_ \_ ~~~~~  
[2.4e] //\\ Bed Desert //\\
~~~~~ ===== ~~~~~

!! Objective !!

Defeat Balk -- You must deal fatal damage

-- Battle Difficulty --

Hard

\\ Enemy Party //

Balk - Balk is an Engineer, like Mustadio. He has Arm Aim and Leg Aim from a range of 8 at 50+Speed % accuracy. Unlike Mustadio, Balk has innate Defense Up, Magic Defense Up and a Spell Gun. Balk's Spell Gun has 20 WP and either fires Ice (70% of the time), Ice 2 (20% of the time), or Ice 3 (10% of the time). Combine that with high speed and Balk becomes a force to deal with.

Two Male Knights - Sometimes have Item or Elemental.

Two Male Archers - Nothing special about them.

Male Wizard - Often has level 4 spells. Their charge time is high but their power is very strong. If your Wizard gets hit by a level 4 spell and survives it, he will learn the spell.

^^ Be Wary of ^^

Balk's innate Defense Up and Magic Defense Up. Your attacks will do unexpectedly low damage because of it.

?? Units to Have, Skills to Use ??

Defense Armlet will protect you from Balk inflicting Don't Move and Don't Act and Ice Shields protect you from his Blaze Gun. If everyone has an Ice Shield and Defense Armlet equipped, Balk cannot do anything to harm you. That makes Geomancers and Lancers good classes to bring. Lich is a good way to quickly kill Balk.

Another good ability that you might not think to equip for this battle is Blade Grasp. For some reason Blade Grasp allows you to guard against bullets Brave % of the time.

Heal from Basic Skill, Stigma Magic from Punch Art, Esuna, and Regen provide healing from Poison. Equipping White Robes, Magic Defense Up, and Shell greatly reduce damage from Balk's gun.

^^=^^=^^=^^=^^=^^=^^=^^  
--- Overated Holds Your Hand ---  
^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXXXX  
XXXXX

Place Your Units:

XXXXX  
XGLAZ

L - Laura, G - Agrias, A - Annette, Z - Zach, Ramza's starting position is set

Balk will probably attack Laura, Annette, or Ramza since they have high Faith. The White Robes will on the girls will reduce the damage that they take and will allow them to survive Ice and Ice 2 shots (Ice 3 will kill them). If the girls are very hurt after the shots, Ramza can use Wish on them but with this set up Balk should attack Ramza which makes him move to a very desirable position. If the girls are fine have Ramza move forward and Shuriken Balk. Move Annette forward and Summon a Ramuh. Laura can go forward and summon Shiva on Balk. Move Agrias forward and wait. Move Zach forward five squares and Accumulate.

After those attacks, the best case scenario is everyone is alive (which should happen with some Auto Potion luck) and the worst case scenario is that two or three of your units are dead. Either way Balk has low HP and you have enough firepower left to kill him. Ramza should be in range for an attack or he can Throw, Annette and Laura can charge a Ramuh or Shiva, Agrias can use a Holy Sword skill, and Zach can Wave Fist or Earth Slash. Only one or two of those need to connect to kill Balk.

---

:\_\_: Between Battles :\_\_:

WARNING: Make an extra save outside of Bethla Garrison.

^^=^^=^^=^^=^^=^^=^^=^^  
--- Overated Holds Your Hand ---  
^^=^^=^^=^^=^^=^^=^^=^^



Reequip a Wizard Robe and Holy Mitre on Laura and Annette. Choose the South Wall of Bethla Garrison.

```
~~~~~ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ ~~~~~  
[2.4f] //\\ Bethla Garrison //\\
~~~~~ ===== ~~~~~
```

**\*\*South Wall\*\***

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Average

\\ Enemy Party //

Male Thief - Watch out for Steal Heart. Other than that he is a fast but rather harmless unit.

Male Ninja - Your main threat in this battle. Try to hit him early with a strong spell like a Summon, Flare, or Holy.

Two Male Archers - They start in the ramparts and are able to rain arrows down on you from the beginning. Once the Thief and Ninja are gone, focus on these guys.

Three Male Knights - Strong but their low mobility and speed cripple them at this point in the game. Usually have Ice Brands which means Ice Shields can protect you from any damage they might deal. One of them is at level 35 which grants him 8 Speed.

^^ Be Wary of ^^

The Thief's Steal Heart and the Ninja. He starts close enough to throw something nasty at you.

?? Units to Have, Skills to Use ??

Ice Shields are good protection from the Knights. Someone with a powerful magic spell should target the Ninja on their first turn. The Ninja is strong but does not have that much HP.

Golem protects against every attack the enemy can deal but makes it very hard to knock your unit out of Charm if the Thief uses Steal Heart. Protect and Defense Up also provide a lot of protection.

**\*\* North Wall \*\***

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Average

\\ Enemy Party //

Two Male Lancers - They have some decent Jumps but start a good distance from your starting party.

Male Monk - Has some mediocre Monk abilities. Sometimes he has Wave Fist (range three damage) or Secret Fist (inflicts Death Sentence). He starts next to your party so try to eliminate him first.

Two Male Archers - They start from a very high vantage point.

Male Summoner - Starts close enough to charge a Summon on your part and still hide behind a wall. Be wary of this unit.

^^ Be Wary of ^^

The Summoner. He starts close enough to your party to get a summon off on his first turn.

?? Units to Have, Skills to Use ??

I recommend bringing a unit with Summon Magic and 9 speed (or 8 speed and Short Charge) or a strong unit with Teleport so you can hurt the Summoner before his first turn. That way he will Moogle himself instead of attacking you. Silence Song on a 9 speed Oracle also works well as you can stay on the outside of the wall and still cast it.

Ignore Height is a neat ability to have on this level too. You can go from 2.5 Height to 18 Height in a single step.

Starting Grid:

```
XXXXX
XX XX
XXXXX
```

```
^^=^^=^^=^^=^^=^^=^^=^^=^^
--- Overated Holds Your Hand ---
^^=^^=^^=^^=^^=^^=^^=^^=^^
```

Choose the South Wall.

Starting Grid:

```
XXXXX
XX XX
XXXXX
```

Place Your Units:

```
XXXXX
AX XX
GLXZX
```

G - Agrias, L - Laura, A - Annette, Z - Zach, Ramza starts in a set position

Have Ramza Yell Zach and move up on the wall that the Ninja is on. Move Agrias two squares to her right and target a Holy Explosion on the Archer (you might be able to get the Ninja in the blast too). If one of your girl has been charmed or hurt, have Zach Dash or Chakra them. If healthy, move up on the wall with the Thief and Punch or Earth Slash him. Laura can move over and kill the Thief with a Shiva (use a Leviathan if you need it). Have Annette move up on the wall with Agrias and Ramza and Leviathan the Ninja and Archer.



Place Your Units:

1st Squad

GAX

XXR

XX

R - Ramza, G - Agrias, A - Annette

2nd Squad

XXX

XZX

L

Z - Zach, L - Laura

Have Ramza yell Annette and wait. Agrias can move and Holy Explosion one of the nearby Knights. Make Annette charge a Leviathan on the two nearby Knights and wait. If Laura can get a Leviathan off before being zapped by an enemy spell do so. If not have her charge a Shiva on the enemy that is targeting her and wait. Move Zach forward three spaces and Wave Fist the Wizard (if Laura's spell won't kill it) or Accumulate.

Ramza can punch a nearby Knight to make sure that Annette's Leviathan kill the two closest Knights. Annette can Moogle herself and wait if she is hurt or she can move forward and charge a Ramuh. Have Agrias move forward and either target the Archer or the Knight on the switch. Move Laura forward and Shiva the other Wizard. Zach can finish off the Wizard if she survives.

The Knights will stay on the switches until they are the last units so kill them before you kill the remaining Archers. Wait for the Knights to crystalize then step on the switches with Ramza to beat the level. Make sure Zach finishes the level with 400 JP and pick up the enemy boxes for some good equipment that you can sell or equip.

---

:\_\_: Between Battles :\_\_:

Take a look at Thunder God Cid. Look at Orlandu's stats. Look at his abilities. Look at EXCALIBUR. Yes it does say ALWAYS HASTE. That is freakin' powerful. There is a reason why most consider him the best unit in the game. Make sure to give him a Twist Headband, Power Sleeve, and a Bracer. That will make his Holy Sword skill dominate.

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

-- Overated Holds Your Hand --

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

Add Orlandu to your party and dismiss a Chocobo. I'm sure you're wondering which of your 5 units is going to be replaced by Orlandu in the battles. Agrias is very powerful but Orlandu is a God. A Thunder God.

If Orlandu does not start with Night Sword and Stasis Sword, go into a random battle until he gets enough JP to learn it. Turn Zach into a Geomancer. Teach him Stigma Magic and Martial Arts: Punch Art, Auto Potion, Martial Arts, Move+2, Flash Hat, Power Sleeve, Bracer. Go to Bervenian City and buy Zach, Laura, Ramza, and Annette Flash Hats. At Zeltennia Castle, buy Zach a Rune Blade and a Crystal Shield. Unequip all of Agrias's stuff. Equip her Bracer on Ramza. Equip a Power Sleeve and a Twist Headband on Orlandu.

---

:\_\_: Between Battles :\_\_:

WARNING: If you want to get all the secret characters, say "2.Ok, I'll buy it." at Zarghildas Trade City.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.4h] //\\ Germinas Peak //\\
~~~~~ ===== ~~~~~

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Easy

\\ Enemy Party //

Male Ninja - This guy is fast. He has 11 Speed which means he has great Throws and goes often. Eliminate this guy first.

Two Male Thieves - Be concerned about Steal Heart but other than that they do not have much.

Three Male Archers - Eh

^^ Be Wary of ^^

Some of the strange abilities these guys have. At times the Archer have Meatbone Slash as a reaction or a Thief will have Draw Out as a secondary.

?? Units to Have, Skills to Use ??

Orlandu. Watch Orlandu shine in this battle. Give him a Bracer, Twist Headband, Power Sleeve, and Night Sword and he can easily beat this battle buy himself. Easily.

^^=^^^==^^^==^^^==^^^==^^^==^^  
--= Overated Holds Your Hand ==-  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

1st Squad  
XXX  
XX  
XX

2nd Squad  
XXXX  
XXX  
XX

Place Your Units:

1st Squad  
XXX  
XL  
OR

L - Laura, O - Orlandu, R - Ramza

2nd Squad

XXXX

XXX

ZA

Z - Zach, A - Agrias

Move Orlandu within three spaces of the Ninja and Night Sword him. To death. Ramza can punch the nearby Thief to death. Move Laura four spaces forward and target Leviathan on as many units as you can. Have Annette move forward and do the same. Move Zach forward and Earth Slash someone. Orlandu get to go. Again. This is not looking good for the bandits.

---

~~~~~  
[2.4i] //\\ Poeskas Lake //\\
~~~~~  
=====

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Very Easy

\\ Enemy Party //

Female Summoner - Pretty powerful and deals some good damage.

Two Revnants - They can Throw Spirit from a range of three panels. Drain Touch allows the Revnants to heal themself.

Two Male Archers - Their innate height allows them to fire farther than normally.

Male Oracle - Yin-Yang Magic is good but the Oracle AI is incompetent.

^^ Be Wary of ^^

Undead units can come back to life when their counter reaches 0. All undead have innate Float so when targeting them act as if they were 1 H higher than normal.

?? Units to Have, Skills to Use ??

Chemists with Phoenix Down deal 100% fatal damage with a range of four squares. Yin-Yang Magic's Petrify will keep the undead from reviving and Silence makes the mages worthless. Undead are also weak to Fire.

^^=^^=^^=^^=^^=^^=^^=^^  
-- Overated Holds Your Hand --  
^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXXXX  
XXXXX  
XXXXX

Place Your Units:

XXXXX

XXXXX

OLZAR

O - Orlandu, L - Laura, Z - Zach, A - Annette, R - Ramza

Move Orlandu two squares to her right and two squares forward and Stasis Sword the Summoner to death. Move Ramza next to the nearby Revnant and kill it. Move Annette forward and target a Leviathan on an enemy. If anyone took too much damage from the Archers, Zach can Chakra them. If not Wave Fist the Revnant. Laura can move forward and target a Leviathan.

---

:\_\_: Between Battles :\_\_:

WARNING: Make an extra save outside of Limberry. Seriously. Do it.

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^  
--= Overated Holds Your Hand ==-  
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

Equip Germinas Boots on Orlandu.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.4j] //\\ Limberry Castle I //\\
~~~~~ ===== ~~~~~

\*\*In this battle Ramza can learn Ultima. He must be in his Squire base Job and he must take damage and survive the Ultima.\*\*

!! Objective !!

Defeat Celia or Lede -- Deal Critical Damage

-- Battle Difficulty --

Easy

\\ Enemy Party //

Celia - Virgo - 65 Brave - 70 Faith  
5 Move - 7 Jump - 9 Speed  
Use Hand Skill Set:  
Seal - Petrify the Enemy  
Stop Braclet - Inflict Dead on Enemy from one panel  
Stop - 100% Stop from a range of three panels  
Charm - High % from a range of three panels

Lede - Sagittarius - 65 Brave - 70 Faith  
5 Move - 7 Jump - 9 Speed  
Use Hand Skill Set:  
Seal - Petrify the Enemy  
Stop Braclet - Inflict Dead on Enemy from one panel  
Stop - 100% Stop from a range of three panels  
Allure - High % from a range of three panels

Four Apandas - These units have innate Ignore Height and several Bio

spells. One Bio spell can inflict Frog.

^^ Be Wary of ^^

Celia and Lede's variety of status inducing attacks. The can inflict Petrify, Charm, Stop, or even Dead. The Apandas have innate Ignore Height so the can move around easily.

?? Units to Have, Skills to Use ??

Orlandu with Germinas Boots and Ramza in his base job with Excalibur and Teleport/Fly/Ignore Height allows you to easily kill the Assassins before they get to go. Move Orlandu within range of Lede and Stasis Sword or Lightning Stab her. Ramza can Teleport up and with Two Swords, Martial Arts and high PA etc. and finish Lede or Throw something from the ground.

^^=^^^==^^^==^^^==^^^==^^^==^^  
--- Overated Holds Your Hand ---  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

XXXXX  
XXXXX

Place Your Units:

XXXXX  
XZOAL

Move Orlandu five squares forward and hit Lede with a Stasis Sword. Have Ramza Throw a Yagy Darkness at her to finish her off.

---

^^=^^^==^^^==^^^==^^^==^^^==^^  
--- Overated Holds Your Hand ---  
^^=^^^==^^^==^^^==^^^==^^^==^^

Equip a Bracer on Orlandu and 108 Gems on Ramza.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.4k] //\\ Limberry Castle II //\\
~~~~~ ===== ~~~~~

\*\*In this battle Ramza can learn Ultima. He must be in his Squire base Job and he must take damage and survive the Ultima.\*\*

!! Objective !!

Defeat Elmdor -- You Must Deal 90% or more of his total HP Damage

-- Battle Difficulty --

Very Hard

\\ Enemy Party //

~~ ELMDOR ~~

Gemini - 70 Brave - 70 Faith  
3 Move - 5 Jump - 10 Speed - 16% C Ev - 43% S Ev - 13 PA - 9 MA - Lv. 41



Sword Spirt - Basically Draw Out  
Blood Suck - Inflicts 100% Undead on a unit. Has no vertical tolerance.  
Blade Grasp - Guards Attack, Jump, Charge, and Throw Brave % of the time.  
Martial Arts  
Teleport 2 - Can Teleport anywhere on the map at 100% success rate

Masamune

Genji Shield - 43%  
Genji Helmet - +130 HP  
Genji Armor - +150 HP  
Genji Gauntlet - PA +2, MA +2

~~ Lede ~~

Sagittarius - 65 Brave - 70 Faith  
5 Move - 7 Jump - 10 Speed - 28% C Ev

Use Hand:

Seal - Petrify the Enemy  
Stop Braclet - Inflict Dead on Enemy from one panel  
Stop - 100% Stop from a range of three panels  
Charm - High % from a range of three panels  
Throw - Throw damage = Speed\*WP, Throw range = Move range

~~ Celia ~~

Virgo - 65 Brave - 70 Faith  
5 Move - 7 Jump - 9 Speed - 30% C Ev

Use Hand:

Seal - Petrify the Enemy  
Stop Braclet - Inflict Dead on Enemy from one panel  
Stop - 100% Stop from a range of three panels  
Allure - High % from a range of three panels

^^ Be Wary of ^^

When the Assassins are killed they are replaced with Ultima Demons.

Elmdor has some very nice equipment that you can only get here. Take out the Assassins, lower his Brave, and steal away.

?? Units to Have, Skills to Use ??

Orlandu, people with attacks that get through Blade Grasp like: Summons, Holy, Black Magic, Life Drain, at least one attack from Two Swords etc. If you lower Elmdor's Brave with Threaten or Foxbird, his Blade Grasp will activate a lot less frequently. 108 Gems Protects from Blood Suck.

Lede has best compatability with Elmdor and it is not too difficult to redirect and Ultima from Lede onto Elmdor.

^^=^^=^^=^^=^^=^^=^^=^^  
-- Overated Holds Your Hand --  
^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXXX  
XXXX  
XXXX

Place Your Units:

ROXZ

XXXX

AXXL

R - Ramza, O - Orlando, Z - Zach, A - Annette, L - Laura

Have Orlando wait. Elmdor will go next. He will Teleport in between Annette and Laura and hit those two and Orlando with Draw Out. He'll probably kill one, and has a 20% chance of inflicting Death Sentence or Confusion on the other two. Ramza can move next to Elmdor and attack. If Annette and Laura survive, have them target Elmdor with Shiva or Ramuh. If all your units are fine, have Zach Wave Fist Elmdor. If Orlando is confused, Stigma Magic him healthy. Have Orlando Night Sword Elmdor and move to a safe spot. That should finish off Elmdor, but if it does not repeat the same attacks.

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^^=^^=^^=^^=^^=^^=^^=^^=^^

-- Overated Holds Your Hand --

^^=^^=^^=^^=^^=^^=^^=^^=^^

Equip a Bracer on Ramza, Sprint Shoes on Annette, Angel Ring on Laura, and a Defense Ring on Zach.

~~~~~  
[2.41] //\ \ Limberry Castle III //\ \
~~~~~  
=====

!! Objective !!

Defeat Zalera

-- Battle Difficulty --

Hard

\ \ Enemy Party //

~~ Zalera ~~

||| Angel of Death |||

Type: Male  
Zodiac: Gemini  
Level 44  
HP: 1098 to 1171  
MP: 680 to 736  
PA: 15  
MA: 10  
Speed: 11

Innate: Short Charge, Cannot enter water  
Vulnerable to:

||| Skill Set |||

Nightmare - 100% Sleep or Death Sentence on a 2 vertical 0 area of effect at a range of 5

Spell - 100% Stop on a 2 vertical 0 area of effect at a range of 5 squares

Flare 2 - 2 area of effect 3 vertical damage from a range of 4 squares, 50 Speed (2 CTR) with Short Charge, 35 MP cost  
[TargetsFaith/100\*CastersFaith/100\*38\*MA]

Toad 2 - Adds Frog, 50 Speed (2 CTR) with Short Charge, 35 MP Cost  
[TargetsFaith/100\*CastersFaith/100\*(160+MA)]

||| Tends to Rely on |||

Nightmare, Spell, and Flare. Uses an occasional Toad 2.

Two Undead Male Knights - They have no equipment. Their level depends on the highest level of your character.

Skeleton/Living Bone/Bone Snatch - Have Knife Hand (one square damage) and Thunder Soul/Ice Soul/Aqua Soul. Their level depends on the highest level of your character.

^^ Be Wary of ^^

The undead coming back to life and Zalera's myriad of status inflictions.

?? Units to Have, Skills to Use ??

Life Drain (Yin-Yang Magic) is great to have as it deals 1/4 total HP damage per spell. Lich (Summon Magic) is even better. It deals 1/2 total HP damage per spell. Demi and Demi 2 do the same things. Short Charge is a must as Zalera has very good (11) speed.

Black Costume, Judo Outfit, Defense Ring, and Angel Ring are nice as they provide protection from some of Zalera's status inflictions.

Chemists with Phoenix Down deal 100% fatal damage with a range of four squares. Yin-Yang Magic's Petrify will keep the undead from reviving and Silence makes the mages worthless. Undead are also weak to Fire.

^^=^^^==^^^==^^^==^^^==^^^==^^  
--= Overated Holds Your Hand --=  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

XXXX  
XX  
XX

Place Your Units:

OXXL  
XX  
AZ

O - Orlandu, L - Laura, A - Annette, Z - Zach, Ramza starts in a set position

Have Orlandu Stasis Sword the Skeleton and wait. Zalera's actions will vary widely. He might try to inflict different status effects on you or use Flare 2. Here is what your units should do but it will vary widely. Ramza forward should attack Zalera. Annette and Laura should use Lich, Zach should heal your side with Stigma Magic or Revive or Earth Slash Zalera. Orlandu should use Night or Stasis Sword. Take Meliadoul into your group and dismiss a

Chocobo.

---

:\_\_: Between Battles :\_\_:

Before going to Igros Castle, buy some Thief Hats. The Thief Hat is arguably the best hat in the game.

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

-- Overated Holds Your Hand --

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^

Equip a Bracer on Zach and 108 Gems on Laura and Annette. Orlandu needs to learn an ability before going to Igros. Teach Orlandu Gained Jp UP and equip it. Give him Item secondary. Equip gained Jp UP on Zach and unequip his Auto Potion. Buy enough X-Potions so that you have 20 or so and buy 99 Potions. To get Orlandu enough JP, have your Wizards beat on Orlandu and Zach and they can heal themselves with Potions. Ramza should use Cheer Up. Get Orlandu enough JP for Move+1 and Hellcry Punch, get Zach as much JP as possible, and have everyone finish the battle at level 27.

Teach Orlandu Move+1 and equip it. Teach him Hellcry Punch too. Teach Zach Pitfall, Hell Ivy, Carve Model, Kamaitachi, Demon Fire, Lava Ball, Gusty Wind, and Local Quake. Reequip Martial Arts and Auto Potion: Rune Blade, Crystal Shield, Flash Hat, Power Sleeve, and Bracer. At Dorter Trade City, buy Zach and Ramza Thief Hats. Buy another Twist Headband for your inventory. Sell all of your Potions and go to Igros Castle.

---

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.4m] //\\ Igros Castle //\\
~~~~~ ===== ~~~~~

!! Objective !!

Defeat Dycedarg -- You Must Deal Fatal Damage

-- Battle Difficulty --

Hard

\\ Enemy Party //

~~ Dycedarg ~~

Scorpio - 66 Brave - 77 Faith  
5 Move - 3 Jump - 10 PA - 8 MA - 9 Speed - 10 C Ev

Sword Skill - Includes Sword Break skills and Holy Sword skills. He has Lightning Stab, Crush Punch, Holy Explosion and others.

All Magic - Yes it is exactly as it sounds.

Catch - Catches Thrown items Brave % of the time

Defend - Doubles Evade, combine that with 50% M Ev on the Aegis Shield and magic that can be evaded, will be evaded

Move+1

Defender

Aegis Shield - 50% M Ev, 10% P Ev

Circlet

Carabini Mail

Power Wrist

Dycedarg has innate Defense UP.

Five Male Knights - They often have some interesting secondaries like Elemental, Draw Out, and Throw. However Knights do not deal very good damage with any of those skillsets. Watch out for the Elemental Knights and bring someone who can heal Petrify and equip a Jade Armlet on them.

^^ Be Wary of ^^

Dycedarg's unusual defensive strengths. He has strong defense against magic that can be evaded (Black Magic, most Yin-Yang Magic, some Time Magic), Catch and Defense Up. The Knights with Elemental can also cause some major trouble if they Petrify a few units.

?? Units to Have, Skills to Use ??

Hellcry Punch keeps Dycedarg from using his swordskills. Summons can get through his magic evade and Lancers with 9 Speed own Dycedarg.

This is all part of one battle but your opponents are much different. You can boost your stats in the first part of the battle and it will carry over into the second. To make this battle a breeze, disable the enemy and either Scream/Yell your unit up or Sing your unit up.

!! Objective !!

Defeat Adramelk

-- Battle Difficulty --

Hard

\\ Enemy Party //

~~ Adramelk ~~

Type: Monster  
Zodiac: Scorpio  
Level: 46  
Move 5 Jump 4 C-EV 19%  
HP: 1404 - 1525  
MP: 290 - 435  
PA: 14 - 16  
MA: 10 - 12  
10 Speed

Innate: Short Charge  
Vulnerable to: Silence, Don't Move

||| Skill Set |||

Seal - 100% Petrify on 1 panel at a range of 5 squares

Loss - 100% Confusion with a 2 vertical 0 area of effect at a range of 5 squares

Holy - Same as the Priest Spell, can be reflected

Bahamut - Same as the Summoner Spell

Odin - Same as the Summoner Spell

||| Tends to Rely on |||

Likes to use Seal often, Loss to a lesser extent, and loves Holy and Bahamut. Will do an occasional physical attack.

^^ Be Wary of ^^

His Seal ability that has 100% Petrify. He also has the Loss ability that gives 100% Confusion to a unit. Bring a unit with a Jade Armband who can heal Petrify and Confusion status.

Zalbag has a wider ranging choice of skillsets. Sometimes he will even have Auto Potion.

?? Units to Have, Skills to Use ??

A Chemist with a gun and Break Skill is nice. Speed Break is a very good attack against a Zodiac Monster. Slow Dance is nice too but it takes too long. Casting Haste on a Chemist before fighting Adramelk gives you excellent status healing capabilities and a debilitating attack option.

Lich and Life Drain (and to a lesser extent Demi and Demi 2) can deal heavy damage to Adramelk.

For defensive options, Carbunkle (reflect on the whole party) and other means of reflect are good at protecting against Adramelk's most powerful spell, Holy. Chameleon Robe and Excalibur absorb Holy too. Shell and Magic Defense up also limit Adramelk.

^^=^^=^^=^^=^^=^^=^^=^^=^^

-- Overated Holds Your Hand --

^^=^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXXX

XXXX

Place Your Units:

ALXX

XXZO

A - Annette, L - Laura, Z - Zach, O - Orlandu, Ramza starts in a set position

Move Orlandu into three spaces of Dycedarg and Hellcry Punch his sword. Move Ramza five spaces forward and Scream. Move Zach four squares forward and target an Elemental at the Knights standing above you. Move Laura four squares to her left and wait. Move Annette three squares forward and wait. Move Orlandu next to Zach and use a Stasis Sword on the Knight on above him.

Have Ramza Scream again and move so that he is within range of Dycedarg to move up and punch him on his next turn. Move Zach towards the staircase and have him Elemental a Knight or two. Dycedarg should be in a pickle now. Either Zalbag can finish him off or Laura can move and charge a Shiva on him. Have Annette Move next to Orlandu and wait. Now it's Adramelk's turn to get his ass handed to him.

The battle varies greatly from here. If Ramza and Orlandu get to act twice before Adramelk, have them rush him. Ramza should use his attack and Orlandu should use Stasis Sword. Your Annette and Laura should move into range and target Lich on Adramelk. Try to keep Zach close enough to heal anyone who needs it. If everyone is healthy, Elemental Adramelk.

---

:\_\_: Between Battles :\_\_:

WARNING: Make an extra save file outside of Murond Holy Place.

```
~~~~~
[2.4n] //\\ Murond Holy Place I //\\
~~~~~
=====
```

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Average

\\ Enemy Party //

Two Male Mediators - Watch out for their Threaten and Solution abilities. They have guns and can deal damage from a range of eight panels.

Male Summoner - Slow but he starts in range to charge a Summon on you and still be safe on top of the building.

Two Male Geomancers - Their status effects are more troublesome than their actual attacks. Gusty Wind from the rooftop adds slow and Hell Ivy from the grass adds Stop.

Male Priest - He has 10 Speed and often has revival capabilities.

^^ Be Wary of ^^

The Status bonuses that the Geomancer's Elemental can inflict. Slow and Stop can be annoying. Watch out for the Mediator's Threaten and Solution too. It is very accurate 90+MA % and permanently lowers your Brave or Faith by 5 points. The Priest can revive units.

?? Units to Have, Skills to Use ??

Ignore Height, Teleport, and Fly in the 1st Squad lets units get on the top of the building and damage the Summoner and Priest from the first turn. Shell and Magic Defense Up give protection from Summons and Elemental. Bring a unit that can cure statii that the Geomancers or Mediators might inflict.

White Clothes half damage from many summons.

```
^^=^^=^^=^^=^^=^^=^^=^^
--= Overated Holds Your Hand ==
^^=^^=^^=^^=^^=^^=^^=^^
```

Starting Grid:

1st Squad  
XXX

XXX  
XXX

2nd Squad  
XXXXX  
XXX X  
XXX

Place Your Units:

1st Squad  
XXX  
XXX  
ZAR

Z - Zach, A - Annette, R - Ramza

2nd Squad  
XXXXX  
XXX X  
OLX

Move Orlandu forward one square and Stasis Sword the two Mediators to death. Ramza can Yell Annette and move four squares to his right and one forward. That puts him in range of a Geomancer's attack but it is better for them to attack you from the front then to let them elemental you. Move Zach under the overhead (onto the Carve Model terrain) and Elemental the Summoner. Hopefully it will add Petrify. If the Summoner is not Petrified, move Annette forward and target a Ramuh or a Leviathan--whatever will kill it, else charge a Leviathan on the Priest. Move Laura forward and charge a Leviathan on a Geomancer.

Ramza and Orlandu can go to kill the nearest enemy. Focus Annette, Laura, and Zach's next actions on the Priest.

---

~~~~~  
[2.4o] //\\ \ Murond Holy Place II //\\ \
~~~~~  
=====

!! Objective !!

Defeat Vormav/Kletian/Rofel - Deal Critical Damage to Any of Them

-- Battle Difficulty --

Average

\\ Enemy Party //

~~ Rofel ~~

Capricorn - 60 Brave - 68 Faith - Level 45  
4 Move - 4 Jump - 9 Speed - 21 C Ev - 37/10 S Ev - 13 PA - 8 MA

Ice Brand  
Platina Shield  
Platina Helmet  
Platina Armor  
Diamond Armlet



Mighty Sword - Usually only has Shellbust Stab (destroys Armor/Clothes)  
and Blastar Punch (destroys Helmet/Hat)

---

Counter Flood  
Defense UP  
Jump+1

~~ Kletian ~~

Gemini - 51 Brave - 81 Faith - Level 44  
3 Move - 3 Jump - 8 Speed - 14 C Ev - 25/25 A Ev - 7 PA - 9 MA

Dragon Rod

---

Golden Hairpin  
Earth Clothes  
Elf Mantle

All Magic

---

Counter Magic  
Magic DefendUP  
Ignore Height

~~ Vormav ~~

Leo - 65 Brave - 70 Faith  
5 Move - 3 Jump - 9 Speed - 25 C Ev - 40/15 S Ev - 25/25 A Ev - 13 PA -  
9 MA

Rune Blade  
Crystal Shield  
Crystal Helmet  
Crystal Mail  
Elf Mantle

Mighty Sword - Usually only has Shellbust Stab and Blastar Punch

---

Counter  
Defense UP  
Move+1

^^ Be Wary of ^^

Vormav and Rofel's Mighty Sword skills. It can be a hassle to lose good equipment like Thief Hats and Power Sleeves and not have extra equipment around. If you unequip your head and body wear they cannot use their Mighty Sword techniques.

Take heed of Vormav and Rofel's Defense UP and Kletian's Magic DefendUP. Your attacks will do less (about two-thirds of normal) than expected due to those targets.

?? Units to Have, Skills to Use ??

Units with 10 or more speed are great. Orlandu with breaks and a Ninja can beat these guys before they get a chance to break you equipment. If you do not want to lose any stuff, unequip all of your helmets and armor and you will be fine.

^^=^^=^^=^^=^^=^^=^^=^^=^^  
-- Overated Holds Your Hand --  
^^=^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:

XXX  
XXX  
XXX

Place Your Units:

XXX  
XAX  
LOZ

A - Annette, L - Laura, O - Orlandu, Z - Zach, Ramza starts in a set spot

Move Orlandu five squares forward and Hellcry Punch Kletian. Ballgame.

~~~~~  
[2.4p] _
 //\\ Murond Holy Place III //\\
~~~~~

!! Objective !!

Defeat Zalbag -- You Must Deal Fatal Damage

-- Battle Difficulty --

Very Hard

\\ Enemy Party //

~~ Zalbag ~~

Cancer - 33 Brave - 77 Faith - Level 47  
5 Move - 4 Jump - 11 Speed - 22 C Ev - 40/15 S Ev - 13 PA - 10 MA

Rune Blade  
Crystal Shield  
Crystal Helmet  
Crystal Mail  
Germinas Boots

Destroy Sword - Includes some powerful stat breaking abilities like Speed  
Ruin  
    which lowers your speed by 3  
Blood Suck - 100% chance to inflict Undead, no vertical tolerance, restores  
HP  
Speed Save - Raises Speed by 1  
Defense UP - Physical damage reduced by approx. two-thirds  
Move-HP Up - Gain one tenth of total HP with every move

Two Archaic Demons - Around the same level as your highest level character.  
Have Lifebreak, Giga Flare, and Dark Holy Skills.

Ultima Demon - Around the same level as your highest level character. Has  
Dark Holy, Ultima, Nanoflare, and Hurricane.

^^ Be Wary of ^^

If you have not already, this is Ramza's last chance to learn Ultima. Sleep Zalbag, kill the Archaic Demons, Don't Move the Ultima Demon, and try to make his only option to Ultima Ramza.

Zalbag's Blood Suck skill. It has no vertical tolerance so if you are on 1.5 H and Zalbag is on 1 H then he will not be able Blood Suck you. On the same height, Blood Suck is 100%.

?? Units to Have, Skills to Use ??

Yin-Yang Magic dominates Zalbag. This sucker is vulnerable to Sleep and Paralyze, which both have great accuracy. You can disable Zalbag, take out the demons then finish the Z'ster off. Or you can flat out wreck his shit. Spell Edge (the best purchasable Ninja Sword) also inflicts Don't Act.

```
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
-- Overated Holds Your Hand --
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
```

Starting Grid:

```
XXX
XXX
```

Place Your Units:

```
AXZ
OXL
```

A - Annette, Z - Zach, O - Orlandu, L - Laura, Ramza starts in a set position

Move Orlandu four spaces forward and Hellcry Punch Zalbag. Have Ramza move forward and kill the Ultima Demon. Zach should move forward and Elemental Zalbag. Laura and Annette can move forward and target Shiva and Ramuh on Zalbag.

Vampire Orlandu can finish the deal. That must have been tough for Ramza. Zalbag moves forward and turns Orlandu into a Vampire and then Ramza tries to reason with him. Odd.

---

:\_\_: Between Battles :\_\_:

WARNING: Make an extra save file before going in to Orbonne.

For an optional side quest go to Warjilis Trade City.

```
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
-- Overated Holds Your Hand --
^^=^^=^^=^^=^^=^^=^^=^^=^^=^^
```

Time to stock up on equipment before going to Orbonne. Buy enough X-Potions so you have 30 or so. Buy three Thief Hats. Sell some of your old unused equipment and buy three Morning Stars. Teach Ramza the Throw Sword and Throw Knight Sword abilities. Buy two Black Costumes.

```
~~~~~ _ _ _ _ _ ~~~~~
[2.4q] //\ Orbonne I //\
~~~~~ ===== ~~~~~
```

!! Objective !!

Defeat All Enemies

-- Battle Difficulty --

Easy

\\ Enemy Party //

Three Male Knights - Sometimes have some decent secondaries like Draw Out or Elemental, but Knights are not good carriers and these guys are usually worthless.

Male Archer - Nothing special about him but he does have a Yoichi Bow, which you can not buy in stores.

Two Male Monks - Usually have some decent abilities like Earth Slash, Wave Fist, or Secret Fist.

^^ Be Wary of ^^

Elemental from the Knights and Secret Fist from the Monks.

?? Units to Have, Skills to Use ??

This is another example of a battle that could be much better if the enemy had some more variety. We are still fighting Archer and Knights? Still?

^^=^^^==^^^==^^^==^^^==^^^==^^  
-- Overated Holds Your Hand --  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

XXXXX  
XXXXX

Place Your Units:

XXXXX  
LZORA

Move Orlandu forward and Hellcry Punch this Archer. This will either kill him or make him wish he were dead. Have Ramza move forward two squares and one to the right and Scream. Zach can move three squares to his right and elemental the Knights or Chakra any hurt units. Have Annette move forward and Leviathan the Monks and Laura move forward and finish them with a Leviathan. These guys are meat.

---

~~~~~ \_ \_ \_ \_ \_ ~~~~~  
[2.4r] //\\ Orbonne II //\\
~~~~~ ===== ~~~~~

!! Objective !!

Defeat Rofel

-- Battle Difficulty --

Hard

\\ Enemy Party //

~~ Rofel ~~

Capricorn - 60 Brave - 68 Faith

5 Move - 4 Jump - 10 Speed - 21 C Ev - 40/15 S Ev - 30% W Ev - 14 PA - 8 MA

Save the Queen  
Crystal Shield  
Crystal Helmet  
Crystal Mail  
Germinas Boots

Mighty Sword - Has all of the skills except Icewolf Bite  
All Magic - Likes to use Yin-Yang Magic like Confusion and Berserk  
Weapon Guard - Save the Queen has 30% W Ev  
Defense UP  
Ignore Height

Two Male Wizards - These guys are comical. They have level 4 spells are so fast that they often go before the spell resolves. This makes it so they charge a spell, go before it resolves, and charge a new spell.

Male Time Mage - Will haste his allies. That makes him troublesome.

Two Male Summoners - Frequently know Fairy and Moogle. They will often heal units on their own side.

^^ Be Wary of ^^

Rofel's Mighty Sword. A good plan is to start a unit with high faith and no equipment in the lower right part of the starting grid. Rofel will charge a spell on that unit and the rest of your units will get a chance to hit Rofel mid charge.

?? Units to Have, Skills to Use ??

Maintenance protects against Rofel's Mighty Sword Skills. Hellcry Punch or Weapon Break on Rofel keeps him from using any of his Mighty Sword Skills.

^^=^^=^^=^^=^^=^^=^^=^^=^^  
-- Overated Holds Your Hand --  
^^=^^=^^=^^=^^=^^=^^=^^=^^

Starting Grid:  
XXXXX  
XXXXX

Place Your Units:  
AZXXL  
RXXOX

Have Orlandu wait. Ramza can Scream and wait. Rofel should come into range of Orlandu and Laura and charge some spell on them. Have Zach move into range and Wave Fist Rofel. Laura can Leviathan Rofel and wait or if she has a spell being cast on her she can Shiva Rofel. Annette can move and Leviathan Rofel. Have Orlandu Hellcry Punch Rofel and Ramza move up and punch him. Ramza or the Summoners should finish the job.

!! Objective !!

Defeat Kletian

-- Battle Difficulty --

Very Easy

\\ Enemy Party //

~~ Kletian ~~

Gemini - 51 Brave - 81 Faith - Level 54  
3 Move - 3 Jump - 10 Speed - 14 C Ev - 40/30 A Ev - 9 PA - 12 MA

Mace of Zeus

---

Flash Hat

Black Costume

Feather Mantle

All Magic

---

MA Save - Raises MA by 1 after HP damage Brave % of the time

Magic DefendUP

Fly

Two Male Ninjas - Have some mediocre Throws but are very fast, 13 Speed.

Two Male Time Mages - One of often has Jump as a secondary. He deals a whopping 24 damage per jump. Scary.

Two Male Samurai - Samurai Draw Outs are very good, but Samurai do not deal very good damage with them. Watch out for Kiku, which has is an 8 range 100% accurate attack.

^^ Be Wary of ^^

Kletian's Mace of Zeus is a nifty staff.

?? Units to Have, Skills to Use ??

Have your first squad have three 10 Speed, strong physical attackers. Kletian will rush forward on his first turn and charge something on you. Your 10 Speed users will go immediately after and get mid charge shots on Kletian.

^^=^^^==^^^==^^^==^^^==^^^==^^

-- Overated Holds Your Hand --

^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

1st Squad

XXXX

XXXXX

XXXX

2nd Squad

XXXX

XXXX  
XXX

Place Your Units:

1st Squad

XXXX  
XXXLX  
XXOR

L - Laura, O - Orlandu, R - Ramza

2nd Squad

XXXX  
XXXX  
AZX

A - Annette, Z - Zach

Have Orlandu move forward and Stasis Sword Kletian. Ramza can finish him off with an attack.

~~~~~ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ~~~~~  
[2.4t] //\\ Lost Sacred Precincts //\\
~~~~~ ===== ~~~~~

!! Objective !!

Defeat Balk

-- Battle Difficulty --

Very Hard

\\ Enemy Party //

~~ Balk ~~

Sagittarius - 64 Brave - 62 Faith - Level 55  
4 Move - 3 Jump - 13 Speed - 18 C Ev - 40/30 A Ev

Blast Gun - 22 WP, Bolt Damage 70% of the time, Bolt 2 20% of the time,  
Bolt 3 10% of the time

Thief Hat  
Light Robe  
Feather Mantle

Snipe - 63% Don't Move and 63% Don't Act  
--

Counter - Can Counter from a range of 8 squares  
Martial Arts  
Move-HP Up - Regains one tenth of his total HP with every move

Vulnerable: Slow

Male Chemist - He has a Glacier Gun that deals Fire damage 70% of the time, Fire 2 20% of the time, and Fire 3 10% of the time. His secondary varies wildly. I have seen him have Time Magic, White Magic, Sing, Basic Skill, and Black Magic. He is an unusual guy.

Dark Behemoth - Level 51

4 Move - 3 Jump - 9 Speed - 18% C Ev

Has Sudden Cry, a one panel attack that can add Dead. It has no Vertical tolerance. Stab Up has 2 Vertical tolerance and is a strong physical attack.

Hyudra - Level 48

4 Move - Fly - 9 Speed - 0% C Ev

Has Triple Attack. He must be next to you to attack you.

Hydra - Level 47

4 Move - Fly - 10 Speed - 0% C Ev

Has Triple Attack and Triple Flame. Triple Flame has a range of 3 and will target one to five panels with three Flame attacks. It deals major damage.

Tiamat - Level 50

4 Move - Fly - 10 Speed - 0% C Ev

Has Triple Brcelet that allows him to attack in multiple directions, Triple Flame and Triple Thunder (like Triple Flame except Thunder elemental).

^^ Be Wary of ^^

Balk has innate Defense UP and Magic DefendUP. His Counter will work from a range of 8. Triple Flame and Triple Thunder are devastating attacks. The Chemist can revive units and will have healing ranging from a Potion to Elixir.

Note that all the monsters except for the Behemoth can fly.

?? Units to Have, Skills to Use ??

White Robes cause Balk's gun to deal half damage. Rubber Shoes keep Balk's gun from dealing any damage at all. Combine that with a Thief Hat (Cancel Don't Act and Don't Move) and Balk cannot do anything to you. Flame Shields make you immune to the Chemists Glacier Gun. Flame Shield, Rubber Shoes, and White Robes can make you immune or lessen damage from the monsters Triple Flame/Thunder attacks.

The Tiamat, Hyudra, and Hydra are weak to Ice. Ice Brand attacks, throwing Ice Brands, Shiva, and Ice Magic are very effective against them.

^^=^^^==^^^==^^^==^^^==^^^==^^  
-- Overated Holds Your Hand --  
^^=^^^==^^^==^^^==^^^==^^^==^^

Starting Grid:

1st Squad

XXXX

XXXX

XX

2nd Squad

XX

XXX

XXX



Place Your Units:

XLOR

XXXX

XX

ZA

XXX

XXX

Z - Zach, A - Annette

Move Orlandu two squares to his right and back one and attack thin air. Move Ramza to the right of Orlandu and Scream. Have Zach wait. If Laura is still alive move her four squares to the right and wait. Have Annette wait.

Balk will move forward and target Annette with an attack. Have Orlandu advance and Stasis Sword Balk. Have Ramza take Balk's side and attack him. This is all dependent on Balk attacking Laura on his first turn and Annette on his second turn. If he does not do these things then unequip all of their equipment and Balk will attack them.

---

```
~~~~~ _ _ _ _ _ _ _ _ _ _ ~~~~~  
[2.4u] //\ Airship Graveyard //\
~~~~~ ===== ~~~~~
```

!! Objective !!

Defeat Hashmalum

-- Battle Difficulty --

Average

\\ Enemy Party //

~~ Hashmalum ~~

||| Regulator |||

Type: Male

Zodiac: Leo

HP: 1300-1400

Level: 59 Move 4 12% C Ev

HP: 1359 to 1450

MP: 764 to 818

PA: 17

MA: 11

Speed: 13

Brave: 65 to 70

Faith: 70

Innate: Short Charge

Vulnerable to: Slow, Don't Move, Blind

||| Skill Set |||

Spell- 100% Stop on a 2 vertical 0 area of effect at a range of 5 squares

Death Cold - 100% Slow to a 2 vertical 0 area or effect at a range of 5 squares

Meteor - Same as the Time Mage Spell

Quake - HP damage to a 4 vertical 3 area of effect at a range of 4 squares, 30 Speed (4 CTR) with Short Charge, Earth Element, 70 MP cost  
[TargetsFaith/100\*CastersFaith/100\*38\*MA]

Melt - HP damage to a 4 vertical 3 area of effect at a range of 4 squares, 30 Speed (4 CTR) with Short Charge, Fire Element, 70 MP cost  
[TargetsFaith/100\*CastersFaith/100\*38\*MA]

Tornado - HP damage to a 4 vertical 3 area of effect at a range of 4 squares, 30 Speed (4 CTR) with Short Charge, Wind Element, 70 MP cost  
[TargetsFaith/100\*CastersFaith/100\*37\*MA]

|||Tends to Rely on |||

Often uses Spell to start out the battle and then moves on to a mixture of physical attacks and magic.

^^ Be Wary of ^^

Hashmalum like to target Meteor. Even with his inherent Short Charge, it takes Meteor a long time to resolve. Try to move and redirect the Meteors onto Hashmalum.

?? Units to Have, Skills to Use ??

Jade Armlet and Black Costume provide protection to Spell, which Hashmalum loves to start battle off with.

Lich (Summon Magic), Life Drain (Yin-Yang Magic), and the Demi spells (Time Magic) allows you to kill Hashmalum in two to four spells. Jump is okay for evading spells, but it needs to be on a fast character.

^^=^^^==^^^==^^^==^^^==^^^==^^  
-- Overated Holds Your Hand --  
^^=^^^==^^^==^^^==^^^==^^^==^^

Before this battle starts equip Thief Hats and Black Costumes on Annette and Laura, Jade Armlet on Orlandu, and an Angel Ring on Zach.

Starting Grid:

X  
XXX  
XX XX

Place Your Units:

Z  
LXX  
OX XA

Z - Zach, L - Laura, O - Orlandu, A - Annette, Ramza starts in a set position

I cannot give you an exact play by play since Hashmalum's attacks vary widely. Laura and Annette should use Lich, Ramza should attack Hashmalum, Orlandu should use Stasis Sword, and Zach should Chakra and revive units as needed.

---

~~~~~  
[2.4v] //\\ \ Airship Graveyard II //\\
~~~~~  
=====

!! Objective !!

Defeat Altima

-- Battle Difficulty --

Hard

\\ Enemy Party //

~~ Altima ~~

||| Holy Angel |||

Type: Monster  
Zodiac: Virgo  
Level 56 11% C Ev  
HP: 1281 to 1391  
MP: 324 to 485  
PA: 13 to 15  
MA: 13 to 15  
Speed: 9

Reaction Ability: Absorb Used MP  
Innate: Short Charge, Float, Teleport II, Martial Arts  
Vulnerable to: Darkness, Don't Act, Slow

||| Skill Set |||

Grand Cross - 25% chance of adding each of these 8 effects: Petrify, Darkness, Confusion, Berserk, Frog, Poison, Sleep, Slow on 3 vertical 2 area of effect at a range of 4 squares, 40 Speed (3 CTR) with Short Charge

Ultima - HP damage on a 3 vertical 3 area of effect from a range of 4 squares, 20 Speed (5 CTR) with Short Charge, 40 MP  
[TargetsFaith/100\*CastersFaith/100\*30\*MA]

||| Tends to Rely on |||

Grand Cross, Ultima, and Physical Attacks.

^^ Be Wary of ^^

Alma's MBarrier. Keep her alive or bring her back to life. Her MBarrier is awesome in this battle and she has a spell that heals all almost all statuses. Keep her alive.

There are two outcomes when beating this part of the battle. Either you completely kill Altima and the battle ends immediately and you get a CT bonus starting the next battle or you force Altima into critical damage, all slow actions resolve and then the next part of the battle starts.

?? Units to Have, Skills to Use ??

Life Drain and Lich are great. Altima is also vulnerable to Don't Act.  
Paralyze (Yin-Yang Magic) or Arm Aim keeps Altima out of the battle long  
enough to heal Alma and kill the Ultima demons.

Bring a status healer with Remedy or Stigma Magic. Grand Cross can get kind  
or nasty.

!! Objective !!

Defeat St. Ajora

-- Battle Difficulty --

Hard

\\ Enemy Party //

~~ St. Ajora ~~

||| Arc Angel |||

Type: Monster  
Zodiac: Virgo  
10% C Ev  
Level 66  
HP: 3022 to 3281  
MP: 303 to 455  
PA: 16 to 19  
MA: 15 to 18  
Speed: 12

Reaction Ability: Face Up  
Innate: Short Charge, Float, Teleport II  
Vulnerable to: Holy, Slow, Don't Move

||| Skill Set |||

Grand Cross - 25% chance of adding each of these 8 effects: Petrify, Darkness,  
Confusion, Berserk, Frog, Poison, Sleep, Slow on 3 vertical 2  
area of effect at a range of 4 squares, 40 Speed (3 CTR) with  
Short Charge

Return 2 - Sets targets CT to 0 on a 3 vertical 3 area of effect at a range of  
4 squares, 30 Speed (4 CTR) with Short Charge, 0 MP  
[TargetsFaith/100\*CastersFaith/100\*(200+MA)]

Despair 2 - Cancels Float, Haste, Protect, Regen, Reraise, Shell, Transparent,  
Faith, and Reflect on a 4 vertical 3 area of effect at a range of  
4 squares, 30 Speed (4 CTR) with Short Charge, 0 MP  
[TargetsFaith/100\*CastersFaith/100\*(200+MA)]

All Ultima - HP damage to a 4 vertical 3 area at a range of 5, 14 Speed  
(8 CTR) with Short Charge, 50 MP  
[TargetsFaith/100\*CastersFaith/100\*37\*MA]

Tends to Rely on...

Physical Attacks, Grand Cross, All Ultima, and Despair 2.

?? Units to Have, Skills to Use ??

Zodiac Monsters like to physically attack you even when they have more effective attacks. Hamedo works well against them.

Life Drain and Lich, once again, are very good in this battle. St. Ajora is also weak to Holy which can easily deal 999, 100% damage. Combine that with Short Charge and you are dealing a lot of damage.

Bring a status healer with Remedy or Stigma Magic. Grand Cross can get kind or nasty.

^^=^^=^^=^^=^^=^^=^^=^^=^^=^^  
--= Overated Holds Your Hand ==-  
^^=^^=^^=^^=^^=^^=^^=^^=^^=

Equip a Bracer and a Thief Hat on Orlandu. Turn Ramza into a Squire, teach him Two Swords, give him Two Swords as a support, and Yin-Yang Magic Secondary: Ragnarok, Save the Queen, Thief Hat, Power Sleeve, Sprint Shoes. Keep the Thief Hats on Laura and Annette but give them Wizard Robes instead of Black Costumes.

Starting Grid:

XXXXX  
XX XX

Place Your Units:

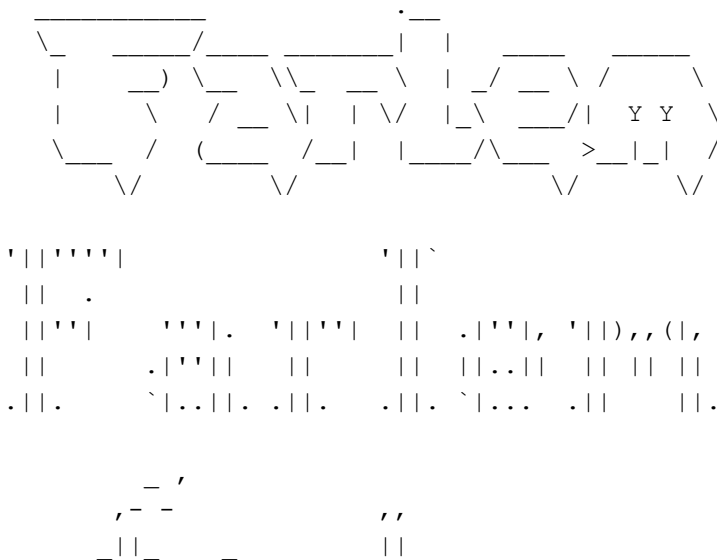
XXXXX  
AO LZ

A - Annette, O - Orlandu, L - Laura, Z - Zach, Ramza starts in a set position

Have Orlandu move forward five spaces and Stasis Sword Altima and the two Ultima Demons. Have Ramza take Altima's side and attack her. From here on out I cannot tell you what exactly to do. Zach should spend the rest of the battle Chakra Alma, reviving dead units, and curing people with Stigma Magic. Annette and Laura should use Shiva or Ramuh until Altima is dead.

For the second part of the battle, Ramza should use Life Drain and the girls should use Lich. Have Zach keep doing what he did in the first part of the battle.

Farlem.





-- Abilities --

Every human unit has five different ability slots: Primary, Secondary, Reaction, Support, and Movement. The primary slot is determined by what job your character has. The rest of the abilities must be equipped. Secondary skill sets can be any primary from another class. For example a Squire always has Basic Skill as a secondary, but for another class to use a Basic Skill ability in battle they need to have it equipped as their secondary. Reaction abilities trigger in response to different actions performed on a unit and include things like Counter or Auto Potion. Support abilities allow you to equip different equipment or strengthen your stats. Movement abilities increase your movement range or give you a movement bonus like Move HP-Up.

-- Brave and Faith --

Brave affects how often your reaction abilities trigger and how much damage you deal with your fists. Reaction abilities trigger Brave % of the time. Fist damage is  $[Brave * Physical Attack] * Physical Attack$ . If your Brave goes below 10 you turn into a chicken.

Faith determines how much damage your spells deal and how much your spells work. Higher Faith means more damage and a higher success rate for your spells. High Faith also means you take more magic damage and are more vulnerable to enemy spells.

-- Male vs. Female --

Every generic unit starts with two available classes: Squire and Chemist. Getting enough Job Points (JP) as a Squire unlocks certain jobs and getting enough JP as a Chemist unlocks other jobs. The jobs that Squire unlocks tend to be more physical and the jobs that being a Chemist unlocks are mainly magic. Females naturally have a better Magic Attack stat and more MP while Males naturally have a better Physical Attack stat and more HP. Generally males are better at the jobs Squire unlocks and Females are better at the jobs being a Chemist unlocks. High Faith is also very important in being effective at the jobs Chemist unlocks.

-- PA, MA, and Speed --

PA is your physical attack stat, MA is your magical attack stat, and Speed is determines how often your character gets a turn. Greater PA makes your attacks stronger and greater MA makes your spells stronger.

Unlike most Final Fantasy games, leveling up does very little to increase your stats until you get that coveted Speed, PA, or MA point. MA and PA increase differently in different classes. Some classes have naturally high MA (Wizard) and naturally high PA (Knight). For average Speed Growth you can Speed Points at these levels:

Level 18 - 7 Speed  
Level 35 - 8 Speed  
Level 52 - 9 Speed  
Level 69 - 10 Speed  
Level 86 - 11 Speed

-- Area of Effect --

Area of effect is how much of an area a skill or spell covers. In the game a typical listing is 2 Vertical 1. That means the skill covers the area denoted

in the '2' (see chart below) and has a vertical tolerance of 1. So a spell with 2 can hit up to five squares:

```
X
XXX
X
```

However if the vertical tolerance is only 1 that means if the middle of the target is at 5 Height, then it will only target panels next to it if they are 4, 4.5, 5, 5.5, and 6 Height since  $5 + 1 = 6$  and  $5 - 1 = 4$ .

```
1
- - - - -
- - - - -
- - - - -
- - - X - - -
- - - - -
- - - - -
- - - - -
```

```
2
- - - - -
- - - - -
- - - X - - -
- - X X X - -
- - - X - - -
- - - - -
- - - - -
```

```
3
- - - - -
- - - X - - -
- - X X X - -
- X X X X X -
- - X X X - -
- - - X - - -
- - - - -
```

```
4
- - - X - - -
- - X X X - -
- X X X X X -
X X X X X X X
- X X X X X -
- - X X X - -
- - - X - - -
```

```
8
- - - - -
- X X X X X X X X -
- - - - -
```

(Punch Art's Earth Slash and Draw Out's Kiku only, can go in one of four directions)

-- Ratings --

To get the HP, MP, Speed, PA, and MA rankings I looked at Zouf's growth charts and made the comparisons. Ratings are only in comparison to other generic classes and follow this rating system:

Best



Great+  
Great  
Good  
Average  
Poor  
Worst

The actual class ranking (out of the 20 classes) is listed next to the word.

<http://www.geocities.com/Zouf300/charts.html>

Underneath the ratings are a few short paragraphs. In them I discuss how the class is as a carrier (i.e. is it good for holding secondaries), the skillset, how the enemy class is, and the abilities in the class to consider.

```
----- /// Archer \\ -----  
----- \\ \\ _____ /// -----  
[3.ar]
```

3 Move || 3 Jump || 10% C Ev

Can equip Bows, Crossbows, Shields, Hats, and Clothes

## Ratings ##

HP || MP || Speed || PA || MA

---

Good - 6 || Poor - 13 || Average || Good - 7 || Average - 11

The Archer class is very ordinary. The Charge skillset gets weaker as the game progresses and is not very good to begin with. Charge +20 is arguably the worst ability in the game. Some of the later Bows are strong but the damage formula is based on both Speed and PA so it is hard to raise the damage they deal. The only good Crossbow, the Gastrifitis, does not come until the end of the game when Guns generally outclass it.

Enemy Archers can be neutralized with Arrow Guard. Take note that Bow range increases one panel for every 2 H panels the enemy is above you.

Speed Save and Concentrate are the Archer's best abilities.

++ To Unlock ++

Level 2 Squire

\_\_| CHARGE |\_\_

A set of actions that allows the user to build up physical attack power at the cost of time and increased vulnerability. Charge targets one panel. When charging, if a unit moves the charge will be broken.

Aided By: Attack Up, Increased PA, Two Swords (with Two Weapons equipped), Two Hands (applicable weapons only), Martial Arts (if barehanded only)

Protected Against With: Increased Evade, High Speed

Targeting Range: = Weapon range (swords 1 square, spears 2 squares, guns 8 squares etc.)

// Action Abilities \\  
 =====

| Name       | JP   | Speed (CTR) | Damage Formula |
|------------|------|-------------|----------------|
| Charge +1  | 100  | ( )         |                |
| Charge +2  | 150  | ( )         |                |
| Charge +3  | 200  | ( )         |                |
| Charge +4  | 250  | ( )         |                |
| Charge +5  | 300  | ( )         |                |
| Charge +7  | 400  | ( )         |                |
| Charge +10 | 600  | ( )         |                |
| Charge +20 | 1000 | ( )         |                |

// Reaction Abilities \\  
 =====

| Name        | JP  | Effect                                                                                                                           | Trigger   | #   | ?  |
|-------------|-----|----------------------------------------------------------------------------------------------------------------------------------|-----------|-----|----|
| Speed Save  | 800 | Speed +1                                                                                                                         | HP Damage | 3.8 | 10 |
| Arrow Guard | 450 | Protects unit from Crossbow and Bow attacks Brave % of the time. Also guards against Jump attacks from units with bows equipped. | Constant  | 2.3 | 23 |

// Support Abilities \\  
 =====

| Name           | JP  | Effect                                                   | #   | ?  |
|----------------|-----|----------------------------------------------------------|-----|----|
| Equip Crossbow | 350 | Allows any unit to equip a Crossbow                      | 1.8 | 25 |
| Concentrate    | 400 | Causes Evade to be ignored in offensive physical actions | 5.0 | 4  |

// Movement Abilities \\  
 =====

| Name   | JP  | Effect              | #   | ?  |
|--------|-----|---------------------|-----|----|
| Jump+1 | 200 | Increases Jump by 1 | 1.6 | 15 |

----- /// Bard \\  
 ----- \\  
 [3.ba]

Can equip Harps, Hats, and Clothes

## Ratings ##

HP || MP || Speed || PA || MA

Worst - 20 || Poor - 19 || Average || Worst - 20 || Average - 9

Look at Bard's rating. Look at them. They make me want to cry. Every single Bard in this game is Spooky. Their only decent stat is MA, but all Bards are Male so why bother with MA based abilities? Bards are a good class to open up, check out the neatness that is Bloody Strings, learn Move+3 and a few songs, and then find a better class to use Sing. A Sing unit combined with a Mime makes Sing much more effective and Angel Song combined with MP Switch can be put to good use.

You will never encounter enemy Bards but the Chemist at Lost Sacred Presincts sometimes has Sing.

Cheer Song, Angel Song, and Move+3 are the Bard's best abilities.

++ To Unlock ++

Male, Level 4 Mediator, Level 4 Summoner

\_\_| SING |\_\_

Sing contains a variety of songs that boost your parties stats. All songs target allied and guest units and work 100%, 50%, or 33% of the time on each unit depending on the Song. An exception is Last Song which only works 1/3 times. Songs are continually performed until the unit performs another action, halting the song.

Aided By: Increased MA boosts the effectiveness of Life Song

Protected Against With:

// Action Abilities \\

| Name          | JP  | Speed (CTR) | Effect                                                     |
|---------------|-----|-------------|------------------------------------------------------------|
| Angel Song    | 100 | 17 (6)      | Restores MP, 100% accuracy                                 |
| Life Song     | 100 | 17 (6)      | MA + 10 = HP Restored, 100% accuracy                       |
| Cheer Song    | 100 | 13 (8)      | Speed +1, 50% accuracy                                     |
| Battle Song   | 100 | 13 (8)      | PA +1, 50% accuracy                                        |
| Magic Song    | 100 | 10 (10)     | MA +1, 50% accuracy                                        |
| Nameless Song | 100 | 10 (10)     | Adds Regen, Haste, Protect, Shell or Reraise, 50% accuracy |
| Last Song     | 100 | 5 (20)      | CT is raised to 100, 33% accuracy                          |

// Reaction Abilities \\

| Name    | JP  | Effect  | Trigger   | #   | ?  |
|---------|-----|---------|-----------|-----|----|
| MA Save | 450 | MA +1   | HP Damage | 3.0 | 16 |
| Face Up | 500 | Faith + |           | 1.5 | 27 |

// Support Abilities \\  
None

// Movement Abilities \\  
Name || JP || Effect || # || ?

| Name   | JP   | Effect                                                                               | #   | ? |
|--------|------|--------------------------------------------------------------------------------------|-----|---|
| Move+3 | 1000 | Move +3                                                                              | 5.4 | 2 |
| Fly    | 1200 | Allows unit to fly over terrain. Prevents damage from being knocked from high places | 3.8 | 6 |

----- /// Calculator \\ -----  
----- \\ \\ -----

[3.ca]

3 Move || 3 Jump || 5% C Ev

Can equip Sticks, Dictionaries, Hats, Clothes, and Robes

## Ratings ##

HP || MP || Speed || PA || MA

Poor - 18 || Good - 7 || Worst || Poor - 19 || Poor - 18

Calculators are the embodiment of the phrase l-i-t-t-l-e m-o-n-e-y. They are agonizingly slow. Math Skill on the other hand is the games most versatile and powerful set of abilities. Most White Magic, Yin-Yang Magic, Black Magic, and Time Magic can be calculated instantly with no MP cost. Check out CT 5 Holy with a 10 Speed Calculator and your team equipped with Chameleon Robes for Final Fantasy Tactics at its most flawed.

Enemy Calculators are a hassle when they get a turn but are so slow that they should not present much of a problem.

Math Skill is the best skillset in the game and Damage Split is a great Reaction Ability.

++ To Unlock ++

Level 4 Priest, Level 4 Wizard, Level 3 Oracle, Level 3 Time Mage,

\_\_| MATH SKILL |\_\_

Math Skill is considered the most overpowered skill set in the game. When using Math Skill, you cast spells instantly with no MP loss. You can Math Skill spells from Time Magic, Black Magic, White Magic and Yin-Yang Magic skill sets. Spells formulas are calculated as they are normally, but who they

are calculated on depends on which Math Skill abilities you use. Spells cast with Math Skill can not be reflected.

Aided By: Increased MA and Faith, Pray Faith, Magic Attack Up

Protected Against With: Low Faith, Shell, Innocent, Status Blockers

// Action Abilities \\  


---

| Name         | JP  | Effect                                                    |
|--------------|-----|-----------------------------------------------------------|
| CT           | 250 | Calculate Math Skill based on CT and P. N., 5, 4 or 3     |
| Level        | 350 | Calculate Math Skill based on Level and P. N., 5, 4 or 3  |
| Exp          | 200 | Calculate Math Skill based on Exp. and P. N., 5, 4 or 3   |
| Height       | 250 | Calculate Math Skill based on Height and P. N., 5, 4 or 3 |
| Prime Number | 300 | Can use Prime Numbers when using Math Skill               |
| 5            | 200 | Can use factors of 5 when using Math Skill                |
| 4            | 400 | Can use factors of 4 when using Math Skill                |
| 3            | 600 | Can use factors of 3 when using Math Skill                |

// Reaction Abilities \\  


---

| Name         | JP  | Effect                            | Trigger      | #   | ?  |
|--------------|-----|-----------------------------------|--------------|-----|----|
| Distribute   | 200 |                                   | Restoring HP | 1.2 | 29 |
| Damage Split | 300 | Brave % of the time half of the   | HP Damage    | 4.9 | 4  |
|              |     | non-fatal damage will be dealt to |              |     |    |
|              |     | the attacking enemy and half of   |              |     |    |
|              |     | the damage received will be cured |              |     |    |

// Support Abilities \\  


---

| Name           | JP  | Effect                                              | #   | ?  |
|----------------|-----|-----------------------------------------------------|-----|----|
| Gained Exp. Up | 350 | Amount of experience gained per action is increased | 2.0 | 24 |

// Movement Abilities \\  


---

| Name         | JP  | Effect                    | #   | ?  |
|--------------|-----|---------------------------|-----|----|
| Move-Get Exp | 400 | Gain experience by moving | 1.6 | 15 |
| Move-Get JP  | 360 | Gain JP by moving         | 1.3 | 18 |

----- /// Chemist \\ -----  
----- \\ \\ -----  
[3.ch]

3 Move || 3 Jump || 5% C Ev || Innate Throw Item

Can equip Guns, Knives, Hats, and Clothes

## Ratings ##

HP || MP || Speed || PA || MA

-----  
Average - 11||Average - 12|| Average || Poor - 14 ||Average - 11

Chemist have poor stat ratings but still remain an effective class till the end of the game. Their Innate Throw Item ability provides instant healing at a range of four panels and guns can help Chemists provide a decent punch from the back line.

Enemy Chemists are rare but annoying. Remember that they will not always have good abilities learned and have infinite items at their disposal. At times they will know X-Potion and Phoenix Down and at other times they will not have either of those abilities learned.

Auto Potion is an overpowered Reaction Ability, Maintenance protects your equipment from break skills, and Move-Find Item is needed to find many of the games rare items.

++ To Unlock ++

Starting Job

\_\_| ITEM |\_\_

A skill set that allows you to use items in battle.

Aided By: Throw Item, Increased movement range

Protected Against With:

Targeting Range: 4 squares

// Action Abilities \\

| Name      | JP  | Effect                        | Available When |
|-----------|-----|-------------------------------|----------------|
| Potion    | 30  | Restores 30 HP                | Start of Game  |
| Hi-Potion | 200 | Restores 70 HP                |                |
| X-Potion  | 300 | Restores 150 HP               |                |
| Ether     | 300 | Restores 20 MP                |                |
| Hi-Ether  | 400 | Restores 50 MP                |                |
| Elixir    | 900 | Restores HP and MP Completely |                |
| Antidote  | 70  | Cures Poison                  | Start of Game  |



19 - Poor || 18 - Poor || Average || 9 - Average || 8 - Good

Dancers are not that great of a unit. They can equip Rugs which have a very high Weapon Evade % but do not have much else going for them. Dance as a secondary can be very useful and having a Dancer and a Mime on the same team can be very powerful. Mimed Wiznaibus is the FFT equivalent of eating at McDonalds--it will mess you up real nice.

You will never encounter enemy Dancers and I have yet to hear of an enemy with Dance as a secondary.

Wizanaibus is good against generics and Slow Dance is good against Zodiac Monsters.

++ To Unlock ++

Level 4 Geomancer, Level 4 Lancer

\_\_| DANCE |\_\_

Dance targets all the enemy forces automatically. When the dance resolves it goes from target to target, with a 100%, 50% or 33% chance of working on each unit depending on the Dance used. A Dancer will keep performing the dance until she commits another action.

Aided By:

Protected Against With: No dance can be defended against except for certain statuses from Nameless Dance.

// Action Abilities \\  
\\

| Name           | JP  | Speed (CTR) | Effect                                                                                |
|----------------|-----|-------------|---------------------------------------------------------------------------------------|
| Witch Hunt     | 100 | 17 (6)      | Deals MP damage, 100% accuracy                                                        |
| Wiznaibus      | 100 | 17 (6)      | Deals HP damage, 100% accuracy                                                        |
| Slow Dance     | 100 | 13 (8)      | Speed minus 1, 50% accuracy                                                           |
| Polka Polka    | 100 | 13 (8)      | PA minus 1, 50% accuracy                                                              |
| Disillusion    | 100 | 10 (10)     | MA minus 1, 50% accuracy                                                              |
| Nameless Dance | 100 | 10 (10)     | Adds Poison, Darkness, Silence, Stop, Slow, Confusion, Frog, or Sleep<br>50% accuracy |
| Last Dance     | 100 | 5 (20)      | CT resets to 0, 33% accuracy                                                          |

// Reaction Abilities \\  
\\

| Name     | JP  | Effect         | Trigger          | #   | ?  |
|----------|-----|----------------|------------------|-----|----|
| A Save   | 550 | Raises PA by 1 | HP damage        | 3.2 | 13 |
| Brave Up | 500 | Raises Brave   | Physical Attacks | 2.5 | 20 |



// Support Abilities \\

None

// Movement Abilities \\

| Name   | JP   | Effect                                                                               | #    ?   |
|--------|------|--------------------------------------------------------------------------------------|----------|
| Jump+3 | 1000 | Jump +3                                                                              | 2.1   11 |
| Fly    | 1200 | Allows unit to fly over terrain, Prevents damage from being knocked from high places | 3.8   6  |

-----  
-----  
[3.ge]

4 Move || 3 Jump || 10% C Ev

Can equip Axes, Swords, Shields, Hats, Clothes, and Robes

## Ratings ##

HP || MP || Speed || PA || MA

Good - 5 || Good - 6 || Average || Good - 8 || Good - 7

Geomancers are liked for their well rounded stats, innate 4 Move, and nice equipment options (they can equip Hats, Clothes, Robes, and Shields). Elemental is appealing to some such as myself who love its range, 100% accuracy, and chance to add some nasty side effects. Many skillsets are good secondaries on Geomancers like Agrias, Punch Art (have Martial Arts as support) and others.

There are not many enemy Geomancers in this game but Elemental is often a random secondary for many later game Knights. Be wary of those units as an unlucky Elemental from a stone floor can lead to some Petrified Units.

Attack Up is good and raises the damage of Sword Skills like Stasis Sword. Counter Flood can also have its uses.

++ To Unlock ++

Level 3 Monk

\_\_| ELEMENTAL |\_\_

Elemental can target squares up to five panels away with low damage attacks that inflict status effects about 25% of the time. Geomancy is has an area of effect 2 - 0 Vertical:

X  
XXX  
X

So it can target up to five units if there are standing in the above formation and are all at the same height.

Damage = ([PA/2]truncate + 1)\*MA

Aided By: Increased PA, Increased MA

Protected Against With: Shell, Magic Defense Up, Status blocking equipment

Targeting Range: 5 squares

// Action Abilities \\

| Name        | JP  | Terrain to Stand on to Use                                        |  | Adds           |
|-------------|-----|-------------------------------------------------------------------|--|----------------|
| Pitfall     | 150 | Natural Surface, Wasteland, Road                                  |  | Don't Move     |
| Water Ball  | 150 | Waterway, River, Lake, Sea, Waterfall                             |  | Frog           |
| Carve Model | 150 | Gravel, Stone floor, Stone wall,<br>Mud Wall, Tombstone           |  | Petrify        |
| Hell Ivy    | 150 | Grassland, Thicket, Water planet, Ivy                             |  | Stop           |
| Local Quake | 150 | Rocky cliff, Lava rocks                                           |  | Confusion      |
| Kamaitachi  | 150 | Book, Tree, Brick, Bridge, Furniture,<br>Iron plate, Moss, Coffin |  | Don't Act      |
| Demon Fire  | 150 | Wooden floor, Rug, Box, Stairs, Deck                              |  | Sleep          |
| Quicksand   | 150 | Swamp, Marsh, Poisoned marsh                                      |  | Death Sentence |
| Sand Storm  | 150 | Sand area, Stalactite, Salt                                       |  | Blind          |
| Blizzard    | 150 | Snow, Ice                                                         |  | Silence        |
| Gusty Wind  | 150 | Roof, Sky, Chimney                                                |  | Slow           |
| Lava Ball   | 150 | Lava, Machine                                                     |  | Dead           |

// Reaction Abilities \\

| Name          | JP  | Effect                |  | Trigger |  | #   |  | ? |
|---------------|-----|-----------------------|--|---------|--|-----|--|---|
| Counter Flood | 300 | Counter with Geomancy |  |         |  | 4.0 |  | 9 |

// Support Abilities \\

| Name      | JP  | Effect                                      |  | #   |  | ? |
|-----------|-----|---------------------------------------------|--|-----|--|---|
| Attack Up | 400 | Increase Attack and (some) Punch Art damage |  | 4.9 |  | 5 |

// Movement Abilities \\

| Name       | JP  | Effect                             |  | #   |  | ?  |
|------------|-----|------------------------------------|--|-----|--|----|
| Any Ground | 220 | Ignore movement penalties of water |  | 1.6 |  | 15 |

----- /// Knight \\ -----  
----- \\ \\ \\ \\ -----

[3.kn]

3 Move || 3 Jump || 10% C Ev

Can equip Knight Swords, Swords, Shields, Helmets, Armor, and Robes

## Ratings ##

HP || MP || Speed || PA || MA

Great - 3 ||Average - 9 || Average || Great+ - 2 ||Average - 11

The Knight class is good early, fades in the late game when Hats and Clothes become the better equipment and end up being okay with the addition of Knight Swords. Without Thief Hats and Power Sleeves, I find Knights lacking in the latter stages of the game. Battle Skill improves immensely as you unlock the Ninja class (two break chances in one action) and get guns (breaks from a range of 8 squares). Concentrate makes Battle Skill ignore the enemies evade and Battle Skill can devastate Zodiac Monsters.

Enemy Knights are very common and get pretty inept by the end of the game. Their evade is nice but their 3 Move and low Speed make them easy targets to mess around with.

Equip Armor works well with Monks, Battle Skill is great (Speed Break especially), and Weapon Guard provides a good cost effective Reaction Ability.

++ To Unlock ++

Level 2 Squire

\_\_| BATTLE SKILL |\_\_

Battle Skill is used to destroy enemy equipment and stats. All attacks are on a % basis. All attacks target one panel only. Status breaks are great to use against Zodiac Monsters.

Aided By: Concentrate, Attack Up, Increased PA, Two Swords

Protected Against With: Protect, Maintenance, Defense Up

Targeting Range: = Weapon range (swords 1 square, spears 2 squares, guns 8 squares etc.)

// Action Abilities \\

Name || JP || Effect || % Formula\*

Head Break || 300|| Break target's Helmet || 45 + WP + PA

Armor Break || 400|| Break target's Armor || 40 + WP + PA

Shield Break || 300|| Break target's Shield || 55 + WP + PA

Weapon Break || 400|| Break target's Weapon || 30 + WP + PA

Magic Break || 250|| Cut MP in half || 50 + PA

Speed Break || 250|| Lower Speed by 2 || 50 + PA

Power Break || 250|| Lower PA by 3 || 50 + PA

Mind Break || 250|| Lower MA by 3 || 50 + PA

\*Can be evaded, take result and multiply it by target's evade

// Reaction Abilities \\

| Name         | JP  | Effect         | Trigger  | #    ?   |
|--------------|-----|----------------|----------|----------|
| Weapon Guard | 200 | Increase Evade | Constant | 3.2   13 |

// Support Abilities \\

| Name         | JP  | Effect                                      | #    ?   |
|--------------|-----|---------------------------------------------|----------|
| Equip Armor  | 500 | Equip Armor and Helmet in any class         | 2.2   19 |
| Equip Shield | 250 | Equip Shield in any class                   | 3.3   13 |
| Equip Sword  | 400 | Equip Sword (not Knight Sword) in any class | 2.8   17 |

// Movement Abilities \\

None

----- /// Lancer \\ -----  
----- \\ \\ -----

[3.1a]

3 Move || 4 Jump || 15% C Ev

Can equip Spears, Shields, Helmets, Armor, and Robes

## Ratings ##

HP || MP || Speed || PA || MA

Great - 3 || Poor - 16 || Average || Great+ - 3 || Worst - 20

The Lancer has excellent evade and the long range of Jump partially makes up for the Lancer's slowness and 3 Move. Jump time is Speed based but Lancers do not get to wear Hats and Jump damage is PA based but Lancers do not get to equip clothes. So obviously Jump is better in the hands of a unit with a Hat and Clothes right? Wrong, as Jump damage is also multiplied by roughly 1.5 if the Jumping unit has a Spear. Ah well Lancer I still love you anyway.

Enemy Lancers seldom have good Jumping distance but their evade makes them a nuisance. Try to target them with high percentage attacks. The Lancer AI has an odd quirk in that it tries to wake up sleeping allied units by Jumping on them.

Dragon Spirit is a good Reaction Ability and it is often a good idea to trigger it yourself before sending that unit into the teeth of the enemy. Ignore Height is neat and would be awesome if Teleport did not do the same thing and more at a cheaper JP cost.

++ To Unlock ++

Level 3 Thief

\_\_| JUMP |\_\_

Jump is an action that sends a unit into the sky, allowing them to evade charged attacks and come down on the enemy 50/Speed clockticks later. See the Jump section for a useful Jump Chart and some more detailed Jump explanations.

Aided By: Spear Equipped, Increased Speed, Increased PA

Protected Against With: Blade Grasp, Protect, Defense Up, Increased Speed

Jump Damage:  $PA*WP*1.5$  if a Spear is equipped,  $PA*WP$  if a different weapon is equipped, and  $[PA*Brave/100]*PA$  if barehanded

// Action Abilities \\  
=====

| Name            | JP  | Effect                              |
|-----------------|-----|-------------------------------------|
| Level Jump 2    | 150 | Unit can Jump 2 panels horizontally |
| Level Jump 3    | 300 | Unit can Jump 3 panels horizontally |
| Level Jump 4    | 450 | Unit can Jump 4 panels horizontally |
| Level Jump 5    | 600 | Unit can Jump 5 panels horizontally |
| Level Jump 8    | 900 | Unit can Jump 8 panels horizontally |
| Vertical Jump 2 | 100 | Unit can Jump 2 height vertically   |
| Vertical Jump 3 | 200 | Unit can Jump 3 height vertically   |
| Vertical Jump 4 | 300 | Unit can Jump 4 height vertically   |
| Vertical Jump 5 | 400 | Unit can Jump 5 height vertically   |
| Vertical Jump 6 | 500 | Unit can Jump 6 height vertically   |
| Vertical Jump 7 | 600 | Unit can Jump 7 height vertically   |
| Vertical Jump 8 | 900 | Unit can Jump 8 height vertically   |

// Reaction Abilities \\  
=====

| Name | JP | Effect | Trigger    #    ? |
|------|----|--------|-------------------|
|------|----|--------|-------------------|

=====  
Dragon Spirit || 560|| Adds Reraise || ||4.3|| 8  
=====

// Support Abilities \\  
=====

| Name        | JP  | Effect                | #    ?   |
|-------------|-----|-----------------------|----------|
| Equip Spear | 400 | Unit can equip Spears | 2.2   19 |

=====

// Movement Abilities \\  
=====

| Name          | JP  | Effect                                                                 | #    ?  |
|---------------|-----|------------------------------------------------------------------------|---------|
| Ignore Height | 700 | Unit ignores height when moving (acts like his jump stat is maxed out) | 3.6   7 |

=====

----- /// Mediator \\ -----  
----- \\ \\ -----  
[3.me]

3 Move || 3 Jump || 5% C Ev || Innate Monster Talk

Can equip Guns, Knives, Hats, Clothes, and Robes

## Ratings ##

| HP |  | MP |  | Speed |  | PA |  | MA |
|----|--|----|--|-------|--|----|--|----|
|----|--|----|--|-------|--|----|--|----|

=====

Average - 10|| Poor - 14 || Average ||Average - 13|| Poor - 16

The Mediator Class has innate Monster Talk and can equip guns, making up for their poor stats. Talk Skill provides great Brave and Faith manipulation. For every 4 points you raise or lower Brave or Faith in battle, 1 is permanent. Threaten and Solution are very accurate. Paying attention to Zodiac Compatability is a must and remember that some Zodiac Monsters are considered Monsters so Monster Talk might be needed as a support for certain battles. Death Sentencing an allied unit can lead to temporary invincibility. Certain equipment, like the Judo Outfit and Angel Ring, make you immune to the Death part of Death Sentence and the enemy AI usually ignores units that are Death Sentenced.

Enemy Mediators are uncommon but give you the chance to dust off Finger Guard. Nothing says 'I live for this!' like blocking Talk Skill Brave % of the time. Watch out for Threaten and Solution as they will have a lasting effect on your Brave and Faith.

Praise, Preach, Threaten, and Solution are key to altering your party's Brave and Faith. I am also partial to Invite and Mimic Daravon, which oddly enough has a quote after you put a unit to sleep.

++ To Unlock ++

Level 2 Oracle







eight panels away or instantly heal an ally from a myriad of status effects. Equip Armor (allows Monks to equip Helmets and Armor) and a restorative Reaction Ability like Auto Potion or HP Restore make Monks very hard to kill.

Enemy Monks are rare. Be wary of Secret Fist, Revive, and Stigma Magic as those type of abilities are not often encountered in most battles but can foul up your strategies.

Earth Slash, Chakra, Revive, Stigma Magic, HP Restore, Hamedo, and Move HP-Up are all good abilities.

++ To Unlock ++

Level 2 Knight

\_\_| PUNCH ART |\_\_

A versatile skill set that includes high damaging short, medium, and long range attacks; status effects; and restorative abilities. The Punch Art user needs to have Martial Arts (innate in Monks) to be truly effective.

Aided By: Martial Arts, Attack Up, Increased PA

Defended By: Protect, Defense Up

// Action Abilities \\  
 =====

| Name           | JP  | Effect (A. of E.)                                       | Damage Formula*          |
|----------------|-----|---------------------------------------------------------|--------------------------|
| Spin Fist      | 150 | Hit units in adjacent panels (2v0)                      | PA*[PA/2]                |
| Repeating Fist | 300 | Variable damage (1v1)                                   | (1..9)*(PA+[PA/2])       |
| Wave Fist      | 300 | Medium range fisting (3v3)                              | PA*[(PA+2)/2]            |
| Earth Slash    | 600 | Long range earth elemental attack (8v2) Earth Elemental | PA*[PA/2]                |
| Secret Fist    | 300 | Adds Death Sentence (1v0)                               | MA + 50 = %              |
| Stigma Magic   | 200 | Cures (2v0)                                             | MA + 120 = %             |
| Chakra         | 350 | Restore HP and MP (2v0)                                 | HP = 5*PA<br>MP = 5*PA/2 |
| Revive         | 500 | Bring a unit back to life (1v0)                         | PA + 70 = %              |

\*Truncate after the decimal point after all brackets: 7/2 = 3.5, [3.5] = 3

// Reaction Abilities \\  
 =====

| Name       | JP  | Effect                                     | Trigger | #   | ?  |
|------------|-----|--------------------------------------------|---------|-----|----|
| HP Restore | 500 | When dealt critical damage, restore all HP |         | 3.5 | 12 |
| Counter    | 300 | Counter attacks                            |         | 3.7 | 11 |

|        |      |                                    |  |     |   |
|--------|------|------------------------------------|--|-----|---|
| Hamedo | 1200 | Attack before being attacked, does |  | 4.5 | 6 |
|        |      | not work against regular monsters  |  |     |   |

// Support Abilities \\  
 =====

| Name         | JP  | Effect                              | #    ?   |
|--------------|-----|-------------------------------------|----------|
| Martial Arts | 200 | Increased Fist and Punch Art damage | 3.5   12 |

// Movement Abilities \\  
 =====

| Name       | JP  | Effect                                         | #    ?  |
|------------|-----|------------------------------------------------|---------|
| Move HP-Up | 300 | Restore 10% of your max HP with every movement | 3.4   9 |

----- ///                      \\ -----  
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[3.ni]

4 Move || 4 Jump || 30% C Ev || Innate Two Swords

Can equip Flails, Knives, Ninja Swords, Hats, and Clothes

## Ratings ##

HP     ||     MP     ||     Speed    ||     PA     ||     MA

Poor - 17   || Poor - 15   || Best        || Great - 5   || Poor - 16

Ninja combine excellent Speed with great PA and innate Two Swords to become a very deadly unit. Steal, Battle Skill (Ninja get two break opportunities), and Sing are good secondaries but Ninja are best when emphasizing their raw offensive power. Throw damage is based on Speed so it will be inferior in the hands of another class. Try Concentrate and Move+3, a set up that I love, to turn your Ninja's throwing arm into a gun like attack.

Enemy Ninja are rare but powerful. Try to take out these enemies first. Catch and Blade Grasp help to stunt Throw damage.

Throw Hammer and Axe are the best throws. Sunken State and Abandon are good Reaction Abilities.

++ To Unlock ++

Level 3 Archer, Level 2 Geomancer, Level 4 Thief

\_\_| THROW |\_\_

Throw is a very simple skillset to understand. The range of Throw is equal to the movement of the character. A character with 5 move can Throw 5 panels. Throw damage is Speed\*WP, which makes Flails and Axes good to throw.

Aided By: Increased Speed, Concentrate

Targeting Range: Move range = Throw range

// Action Abilities \\  


---

| Name         | JP  | Effect                  |
|--------------|-----|-------------------------|
| Shuriken     | 50  | Can throw Shurikens     |
| Ball         | 70  | Can throw Balls         |
| Knife        | 100 | Can throw Knives        |
| Sword        | 100 | Can throw Swords        |
| Hammer       | 100 | Can throw Flails        |
| Katana       | 100 | Can throw Katana        |
| Ninja Sword  | 100 | Can throw Ninja Swords  |
| Axe          | 120 | Can throw Axes          |
| Spear        | 100 | Can throw Spears        |
| Stick        | 100 | Can throw Sticks        |
| Knight Sword | 100 | Can throw Knight Swords |
| Dictionary   | 100 | Can throw Dictionaries  |

// Reaction Abilities \\  


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| Name         | JP  | Effect                                                                                    | Trigger  | #    ?  |
|--------------|-----|-------------------------------------------------------------------------------------------|----------|---------|
| Sunken State | 900 | Unit gains Transparent status,<br>   attacks while Trans. have innate  <br>   Concentrate |          | 4.5   6 |
| Abandon      | 400 | Doubles all evasion                                                                       | Constant | 5.0   3 |

// Support Abilities \\  


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| Name       | JP  | Effect                 | #    ?  |
|------------|-----|------------------------|---------|
| Two Swords | 900 | Attack with both hands | 5.5   2 |

// Movement Abilities \\  


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| Name          | JP  | Effect                                   | #    ?   |
|---------------|-----|------------------------------------------|----------|
| Move in Water | 420 | Move over Water with no movement penalty | 1.9   12 |

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----- /// Oracle \\\ -----  
----- \\\ \_\_\_\_\_ /// -----

[3.or]

3 Move || 3 Jump || 5% C Ev

Can equip Sticks, Rods, Dictionaries, Hats, Clothes, and Robes

## Ratings ##

HP || MP || Speed || PA || MA

Average - 12 || Great - 5 || Average || Poor - 16 || Great - 6

Oracles are underappreciated. At times polls will be asked on the FFT General Board "What's the worst class?" and Oracles will be mentioned more than they should. Oracles take knowledge to wield and while some of their skillset is basically useless, the gems more than make up for it. I for one was a bit down on Oracles until I talked to MalcolmMasher. He basically said Pray Faith plus Petrify for generics and Life Drain for Zodiacs. Learn how to use those strategies effectively and the rest of the good spells, Blind, Sleep, Paralyze, Silence Song, and Doubt Faith, will make Oracles an appealing choice. The Oracle class has good MA and since Stick damage is MA based, an Oracle can be effective at casting and melee attacks.

Enemy Oracles might have the worst enemy AI in the game. Man, are they inept.

Blind, Paralyze, Sleep, Doubt Faith, Pray Faith, Life Drain, Move-MP Up (combine this with MP Switch for a nice combination), Petrify, Silence Song, and Defense Up are the best Oracle Abilities.

++ To Unlock ++

Level 2 Priest

\_\_| YIN-YANG MAGIC |\_\_

Magic that relies on inflicting different statii. Yin-Yang Magic is based mainly on Faith. Increased MA will help slightly but low MA units with high Faith can wield Yin-Yang Magic effectively. Pray Faithing yourself then casting Petrify works well on generic units. Check out Life Drain, an extremely powerful spell. Four Life Drains can kill any unit in the game and it is accurate, resolves quickly, and has a low MP cost. All spells except for Life Drain and Spell absorb take Magic Evade into their calculations.

Aided By: Increased Faith, Faith, Increased MA (to a lesser extent), Short Charge

Protected Against With: Low Faith, Innocent, Reflect (most of the spells), Shell (offers slight protection), Magic Evade (M Ev)

Targeting Range: 4 squares, infinite vertical tolerance

// Action Abilities \\\

| Name         | {MP   JP | Effect (A. of E.) & Speed [CTR]   |  | Formula*       |
|--------------|----------|-----------------------------------|--|----------------|
| Blind        | {4  100  | Inflicts Darkness (2v1) & 50 [2]  |  | F1*F2*(200+MA) |
| Spell Absorb | {2  200  | Steal 33% of the enemies total MP |  | F1*F2*(160+MA) |

|                |     |     |                                       |  |                |
|----------------|-----|-----|---------------------------------------|--|----------------|
|                |     |     | (1) & 50 [2]                          |  |                |
| Life Drain     | {16 | 350 | Steal 25% of the enemies total HP     |  | F1*F2*(160+MA) |
|                |     |     | (1) & 50 [2]                          |  |                |
| Pray Faith     | {6  | 400 | Inflicts Faith (100 effective Faith)  |  | F1*F2*(150+MA) |
|                |     |     | (1) & 25 [4]                          |  |                |
| Doubt Faith    | {6  | 400 | Inflicts Innocent (0 effective Faith) |  | F1*F2*(150+MA) |
|                |     |     | (1) & 25 [4]                          |  |                |
| Zombie         | {20 | 300 | Inflicts Undead                       |  | F1*F2*(100+MA) |
|                |     |     | (1) & 20 [5]                          |  |                |
| Silence Song   | {16 | 170 | Inflicts Silence                      |  | F1*F2*(180+MA) |
|                |     |     | (2v1) & 34 [3]                        |  |                |
| Blind Rage     | {16 | 400 | Inflicts Berserk                      |  | F1*F2*(120+MA) |
|                |     |     | (1) & 20 [5]                          |  |                |
| Foxbird        | {20 | 200 | Lower target's Brave by 30            |  | F1*F2*(140+MA) |
|                |     |     | (1) & 25 [4]                          |  |                |
| Confusion Song | {20 | 400 | Inflicts Confusion                    |  | F1*F2*(130+MA) |
|                |     |     | (1) & 20 [5]                          |  |                |
| Dispel Magic   | {34 | 700 | Cancels Float, Haste, Protect, Regen, |  | F1*F2*(200+MA) |
|                |     |     | Reraise, Shell, Transparent, Faith,   |  |                |
|                |     |     | and Reflect                           |  |                |
|                |     |     | (1) & 34 [3]                          |  |                |
| Paralyze       | {10 | 100 | Inflicts Don't Act                    |  | F1*F2*(185+MA) |
|                |     |     | (2v0) & 20 [5]                        |  |                |
| Sleep          | {24 | 350 | Inflicts Sleep                        |  | F1*F2*(170+MA) |
|                |     |     | (2v1) & 17 [6]                        |  |                |
| Petrify        | {16 | 580 | Inflicts Petrify                      |  | F1*F2*(120+MA) |
|                |     |     | (1) & 12 [9]                          |  |                |

\*F1: Faith of Caster divided by 100

F2: Faith of Spell's target divided by 100

MA: Magic Attack

// Reaction Abilities \\  
 =====

| Name           | JP  | Effect                          | Trigger | #    ?   |
|----------------|-----|---------------------------------|---------|----------|
| Absorb Used MP | 250 | When hit by a spell, absorb MP  | Spells  | 2.1   24 |
|                |     | equal to the amount caster used |         |          |

// Support Abilities \\  
 =====

| Name       | JP  | Effect                                        | #    ?  |
|------------|-----|-----------------------------------------------|---------|
| Defense Up | 400 | Reduce damage from PA based attacks and Throw | 3.9   9 |

// Movement Abilities \\

| Name        | JP  | Effect                                         | #    ?   |
|-------------|-----|------------------------------------------------|----------|
| Any Weather | 200 |                                                | 1.3   18 |
| Move-MP Up  | 350 | Gain MP as you move, works well with MP Switch | 3.9   5  |

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[3.pr]

3 Move || 3 Jump || 5% C Ev

Can equip Staffs, Hats, Clothes, and Robes

## Ratings ##

HP || MP || Speed || PA || MA

Average - 9 || Great - 3 || Good ||Average - 11|| Great - 6

I never understood why Priests (White Mages) are usually faster than average in Final Fantasy games but in FFT it can be a great advantage. While Wizard might be the best damage dealer for MA based skillsets like Draw Out and Summon Magic, one could make the case that Priest is the better choice with their versatility and speed. White Magic is a good skillset throughout the game. Holy is powerful, unevadable (reflectable though), and has only 6 CTR. Add Short Charge to that and your 3 CTR Holy is acting only one tick after the fastest spells in the game. If you set up your party to have good intrasquad Zodiac Compatability Raise 2 and Reraise can be effective. Combining Shell and Magic DefendUP basically make you immune to damaging, MA-based magic spells.

I wish there were more enemy Priests in the game. The enemy Priests are rare but usually annoying. Yin-Yang Magic provides a variety of ways to neutralize Priests.

Holy, Protect, Shell, and Reraise are good spells. Give Magic DefendUP consideration for some battles.

++ To Unlock ++

Level 2 Chemist

\_\_| WHITE MAGIC |\_\_

A skill set made up primarily of restorative and protective magic. Spells are based both MA and Faith, some being mainly Faith based while others need good MA to be effective. Holy provides a fearsome punch, especially when combined with 108 Gems. Holy, Math Skill and Chameleon Robes might be the cheapest combination in the game. All White Magic ignores Magic Evade (even Holy).

Aided By: Increased Faith, Increased MA, Magic AttackUP, Short Charge, 108 Gems (Holy)

Protected Against With: Holy can be shielded with Reflect, Shell,

Magic DefendUp, low Faith, Absorb Holy equipment (Excalibur, Chameleon Robe), or Doubt Faith

Targeting Range: 4 squares for all except for Holy (5), Wall (3) and Esuna (3)

// Action Abilities \\  
 =====

| Name      | {MP   JP  | Effect (A. of E.) & Speed (CTR) #                                                                            | Formula*           |
|-----------|-----------|--------------------------------------------------------------------------------------------------------------|--------------------|
| Cure      | {6   50   | Restores HP, Damages the Undead<br>(2v1) & 25 (4)                                                            | F1*F2*MA*14<br>    |
| Cure 2    | {10   180 | Restores HP, Damages the Undead<br>(2v1) & 20 (5)                                                            | F1*F2*MA*20<br>    |
| Cure 3    | {16   400 | Restores HP, Damages the Undead<br>(2v2) & 15 (7)                                                            | F1*F2*MA*30<br>    |
| Cure 4    | {20   700 | Restores HP, Damages the Undead #<br>(2v3) & 10 (10)                                                         | F1*F2*MA*40<br>    |
| Raise     | {10   180 | Brings KO'ed unit back to life with half HP<br>(1) & 25 (4)                                                  | F1*F2*(MA+180)<br> |
| Raise2    | {20   500 | Brings KO'ed unit back to life with full HP<br>(1) & 10 (10)                                                 | F1*F2*(MA+160)<br> |
| Reraise   | {16   800 | Gives Reraise status<br>(1) & 15 (7)                                                                         | F1*F2*(MA+140)<br> |
| Protect   | {6   70   | Gives Protect status<br>(2v0) & 25 (4)                                                                       | F1*F2*(MA+200)<br> |
| Protect 2 | {24   500 | Gives Protect status #<br>(2v3) & 20 (7)                                                                     | F1*F2*(MA+120)<br> |
| Regen     | {8   300  | Gain Regen status<br>(2v0) & 25 (4)                                                                          | F1*F2*(MA+170)<br> |
| Shell     | {6   70   | Gives Shell status<br>(2v0) & 25 (4)                                                                         | F1*F2*(MA+200)<br> |
| Shell2    | {20   500 | Gives Shell status #<br>(2v3) & 15 (7)                                                                       | F1*F2*(MA+120)<br> |
| Wall      | {24   380 | Gives Shell and Protect<br>(1) & 25 (4)                                                                      | F1*F2*(MA+140)<br> |
| Esuna     | {18   280 | Cures Confusion, Darkness, Don't Act, Don't<br>Move, Frog, Petrify, Poison, Sleep, Berserk<br>(2v2) & 34 (3) | F1*F2*(MA+190)<br> |
| Holy      | {56   600 | Holy elemental damage<br>(1) & 17 (6)                                                                        | F1*F2*MA*50<br>    |

\*F1: Faith of Caster divided by 100

F2: Faith of Spell's target divided by 100

MA: Magic Attack

# - can be learnt by having the spell cast on you





Katana break 15% of the time.

Aided By: Magic Attack Up, Increased MA (Wizards)

Protected Against With: Shell, Magic DefendUp

Targeting Range: Area of Effect centered around Draw Out unit

// Action Abilities \\

| Name           | JP  | Effect (A. of E.)                                             | Formula* |
|----------------|-----|---------------------------------------------------------------|----------|
| Asura          | 100 | Damages enemies (3v3)                                         | 8*MA     |
| Koutetsu       | 180 | Damages enemies (3v3)                                         | 12*MA    |
| Bizen Boat     | 260 | Damages enemies (3v3)                                         | 4*MA     |
| Murasame       | 340 | Heals allies (3v3)                                            | 12*MA    |
| Heaven's Cloud | 420 | Damages enemies and adds Slow (3v3)                           | 14*MA    |
| Kiyomori       | 500 | Add Protect and Shell at 100% (3v3)                           | 100%     |
| Muramasa       | 580 | Damages enemies and adds Confusion or<br>Death Sentence (3v3) | 18*MA    |
| Kikuichimoji   | 660 | Damages enemies (8v3)                                         | 16*MA    |
| Masamune       | 740 | Adds Haste and Regen at 100% (3v3)                            | 100%     |
| Chirijiadem    | 820 | Deals enemy damage (3v3)                                      | 30*MA    |

\*MA - Magic Attack

// Reaction Abilities \\

| Name           | JP  | Effect                                                              | Trigger            | #   | ?  |
|----------------|-----|---------------------------------------------------------------------|--------------------|-----|----|
| Blade Grasp    | 700 | Guard against Attack, Jump, Charge<br>and Throw Brave % of the time | Constant           | 5.8 | 1  |
| Meatbone Slash | 200 | Deal damage equal to total HP                                       | Critical<br>Damage | 2.9 | 18 |

// Support Abilities \\

| Name        | JP  | Effect                                                   | #   | ?  |
|-------------|-----|----------------------------------------------------------|-----|----|
| Equip Knife | 400 | Can equip Katana                                         | 1.6 | 26 |
| Two Hands   | 900 | Weild a weapon with both hands to double<br>attack power | 4.0 | 8  |





Lich and Golem are great. I like to get a 4 CTR spell, Ifrit; Shiva; or Ramuh, and then Leviathan for my offensive spells. Add some elemental rods, Black Robe, or 108 Gems to deal some major damage. Check the Deep Dungeon section to find out how to get the powerful Zodiac Spell.

++ To Unlock ++

Level 2 Time Mage

\_\_| SUMMON MAGIC |\_\_

Summons are large area, 100% attacks, and protection spells. The attacks can only hit enemies and the protection spells can only help allies.

Aided By: Increased MA, Increased Faith, Pray Faith, Element Strengthening Equipment (for certain spells), Magic AttackUP, Short Charge

Protected Against With: Low Faith, Shell, Magic DefendUP, White Clothes (for certain spells), Doubt Faith

Targeting Range: 4 squares (except for Golem and Carbunkle which effect all allies)

// Action Abilities \\  
 =====

| Name       | {MP   JP        | Effect (A. of E.) & Speed (CTR)#                                                                                   | Formula*       |
|------------|-----------------|--------------------------------------------------------------------------------------------------------------------|----------------|
| Moogles    | {12   110       | Restores HP (3v2) & 50 (2)                                                                                         | F1*F2*MA*12    |
| Shiva      | {24   200       | Deals Ice damage (3v2) & 25 (4)                                                                                    | F1*F2*MA*24    |
| Ramuh      | {24   200       | Deals Lightning damage (3v2) & 25 (4)                                                                              | F1*F2*MA*24    |
| Ifrit      | {24   200       | Deals Fire Damage (3v2) & 25 (4)                                                                                   | F1*F2*MA*24    |
| Titan      | {30   220       | Deals Earth Damage (3v2) & 20 (5)                                                                                  | F1*F2*MA*28    |
| Golem      | {40   500       | Protects party from Throw, Attack, Jump,<br>   and Charge until the Golem dies, Golem HP=<br>   Caster HP & 34 (3) | F1*F2*(MA+200) |
| Carbunkle  | 350  <br>{30    | Adds Reflect to party & 25 (4)                                                                                     | F1*F2*(MA+150) |
| Bahamut    | {60  1200       | High damaging Summon (4v3) & 10 (10) #                                                                             | F1*F2*MA*46    |
| Odin       | {50   900       | Powerful Summon (4v3) & 12 (9)                                                                                     | F1*F2*MA*40    |
| Leviathan  | 850  <br>{48    | Deals Water Damage (4v3) & 12 (9) #                                                                                | F1*F2*MA*38    |
| Salamander | 820  <br>{48    | Deals Fire Damage (3v2) & 12 (9) #                                                                                 | F1*F2*MA*38    |
| Silf       | {26   400       | Silences enemy targets (3v2) & 20 (5)                                                                              | F1*F2*(MA+150) |
| Fairy      | {28   400       | Restores HP (3v2) & 25 (4)                                                                                         | F1*F2*MA*24    |
| Lich       | {40   600  <br> | Hurts enemy for 50% of total HP (3v2)<br>& 12 (9) # Dark Elemental                                                 | F1*F2*(MA+160) |



enemy Ninja.

++ To Unlock ++

Level 2 Archer

\_\_| STEAL |\_\_

All Steal commands are instant and target one panel. Other than Steal Experience, Steal can only be used against enemies.

Aided By: Concentrate, Attack Up, Increased Speed (or MA for Steal Heart), Martial Arts

Protected Against With: Maintenance, Mantles, Shields, Abandon

Targeting Range: 1 panel

// Action Abilities \\

| Name             | JP  | Effect                    |  | % Formula*       |
|------------------|-----|---------------------------|--|------------------|
| Gil Taking       | 10  | Steal Gil from enemy      |  | P Ev*(Speed+200) |
| Steal Heart      | 150 | Inflict Charm on enemy    |  | MA + 50          |
| Steal Helmet     | 350 | Steal enemy's helmet      |  | P Ev*(Speed+40)  |
| Steal Armor      | 450 | Steal enemy's armor       |  | P Ev*(Speed+35)  |
| Steal Shield     | 350 | Steal enemy's shield      |  | P Ev*(Speed+35)  |
| Steal Weapon     | 600 | Steal enemy's weapon      |  | P Ev*(Speed+30)  |
| Steal Accessory  | 500 | Steal enemy's accessory   |  | P Ev*(Speed+40)  |
| Steal Experience | 250 | Steal target's experience |  | Speed+70         |

\*P Ev - Physical Evade, MA - Magic Attack

// Reaction Abilities \\

| Name          | JP  | Effect                            |  | Trigger | #    ? |
|---------------|-----|-----------------------------------|--|---------|--------|
| Caution       | 200 | Gain Defending status (doubles    |  | 2.5     | 20     |
|               |     | all evasion until your next turn) |  |         |        |
| Gilgame Heart | 200 | Damage taken = Gil received       |  | 1.3     | 28     |
| Catch         | 200 | Catch thrown weapons              |  | 2.6     | 19     |

// Support Abilities \\

| Name        | JP  | Effect                                        |  | # | ? |
|-------------|-----|-----------------------------------------------|--|---|---|
| Secret Hunt | 200 | Can Poach monsters and buy their remains at a |  |   |   |
|             |     | Fur Shop                                      |  |   |   |

// Movement Abilities \\

| Name   | JP  | Effect              | #    ?   |
|--------|-----|---------------------|----------|
| Move+2 | 520 | Move increased by 2 | 4.5   3  |
| Jump+2 | 480 | Jump increased by 2 | 1.9   12 |

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[3.ti]

3 Move || 3 Jump || 5% C Ev

Can equip Staffs, Hats, Clothes, and Robes

## Ratings ##

HP || MP || Speed || PA || MA

Average - 12 || Great - 3 || Average || Poor - 17 || Great - 3

The Time Mage class is ordinary for a mage, nothing stands out about it. For the most part if you plan on having Time Magic and another Magic, it is better to be in that other class. However while learning Time Magic, being a Time Mage is not so bad since Time Magic is awesome. I like all of the Time Mage spells and can see a usage for any of them. Demi and Demi 2 are good for Zodiac Monster (though Life Drain and Lich are better) and Meteor packs a major punch. The Reaction, Support, and Movement Abilities are also all top notch. Many strong parties will contain MP Switch, Short Charge, and Teleport.

Time Mages are infrequently seen as the enemy. When you encounter them try to eliminate them before they Haste their allies excessively.

Short Charge and Teleport might be the finest Support and Movement Abilities that a generic can get. I would say that they are arguably the best abilities in the game but No Charge and Teleport 2 (only available to some bosses or by using a GameShark) are better. MP Switch combined with Move-MP UP is a nice combination. In the skillset I like Haste, Don't Move, Quick, and Meteor. The rest of the abilities can see some nice uses. It goes to show you how strong the Time Mage abilities are that I have to mention Critical Quick as an afterthought.

++ To Unlock ++

Level 2 Wizard

\_\_| TIME MAGIC |\_\_

Spells that can aid allies and hinder enemies. This skillset is heavily Faith based with the exception of Meteor where MA factors in more than in the other spells.

Aided By: Increased Faith, Increased MA, Short Charge, Magic Attack UP, Pray Faith

Protected Against With: Low Faith, Shell, Magic DefendUP, Innocent

Targeting Range: 3 squares for Haste, Haste 2, Slow, Slow 2, Stop, and Don't Move. 4 squares for the rest.

// Action Abilities \\

| Name       | {MP | JP   | Effect (A. of E.) & Speed [CTR]                                                                 | Formula*                      |
|------------|-----|------|-------------------------------------------------------------------------------------------------|-------------------------------|
| Haste      | {8  | 100  | Raises targets' Speed by 1.5*Speed<br>-truncate after the decimal point-<br>(2v0) & 50 [2]      | F1*F2*(MA+180)<br>  <br>      |
| Haste 2    | {30 | 550  | Raises your units' Speed by 1.5*Speed<br>-truncate after the decimal point-<br>(2v3) & 15 [7] # | F1*F2*(MA+240)<br>  <br>      |
| Slow       | {8  | 80   | Lowers targets Speed by .5*Speed (truncate<br>after the decimal point)<br>(2v0) & 50 [2]        | F1*F2*(MA+180)<br>   M Ev<br> |
| Slow 2     | {30 | 520  | Lowers targets Speed by .5*Speed (truncate<br>after the decimal point)<br>(2v3) & 15 [7] #      | F1*F2*(MA+240)<br>   M Ev<br> |
| Stop       | {14 | 330  | Unit cannot move, act or gain CT<br>(2v0) & 15 [7]                                              | F1*F2*(MA+110)<br>   M Ev     |
| Don't Move | {10 | 100  | Unit cannot move<br>(2v1) & 34 [3]                                                              | F1*F2*(MA+190)<br>   M Ev     |
| Float      | {8  | 200  | Unit gains Float status<br>(2v1) & 50 [2]                                                       | F1*F2*(MA+140)<br>            |
| Reflect    | {12 | 300  | Spells reflect off of target<br>(1) & 50 [2]                                                    | F1*F2*(MA+180)<br>            |
| Quick      | {24 | 800  | Unit's CT is raised to 100 and gets an<br>immediate turn<br>(1) & 25 [4]                        | F1*F2*(MA+140)<br>  <br>      |
| Demi       | {24 | 250  | Target's HP is reduced by 1/4 of total HP<br>(2v1) & 17 [6]                                     | F1*F2*(MA+190)<br>   M Ev     |
| Demi 2     | {50 | 550  | Target's HP is reduced by 1/2 of total HP<br>(2v3) & 12 [9]                                     | F1*F2*(MA+120)<br>   M Ev     |
| Meteor     | {70 | 1500 | A large meteor damages area                                                                     | F1*F2*MA*60                   |

\*F1: Faith of Caster divided by 100

F2: Faith of Spell's target divided by 100

MA: Magic Attack

M Ev: Magic Evade factors into calculation

#: can be learnt by having the spell cast on you

// Reaction Abilities \\

| Name | JP | Effect | # |
|------|----|--------|---|
|------|----|--------|---|



```
=====
Critical Quick || 700|| Gain Quick status (100 CT and the next turn)||3.0|| 16
      ||      || when damaged to less than 20% of max HP      ||      ||
```

---

```
MP Switch      || 400|| HP Damage is converted into MP damage      ||4.8|| 5
```

---

```
// Support Abilities \\  
=====
```

```
Name          || JP ||          Effect          || # || ?  
=====
```

---

```
Short Charge || 800|| Doubles Speed of spells, lowering Charge Time ||5.6|| 1  
      ||      || drastically                                  ||      ||
```

---

```
// Movement Abilities \\  
=====
```

```
Name          || JP ||          Effect          || # || ?  
=====
```

---

```
Teleport      || 600|| 100% chance to move in your Move range,          ||5.8|| 1  
      ||      || 100 - 10x = % chance to move outside of your ||      ||  
      ||      || Move range                                  ||      ||
```

---

```
Float         || 540|| Permanent Float status, can walk on Lava and ||2.3|| 10  
      ||      || over water terrain with no penalty              ||      ||
```

---

```
----- ///          Wizard          \\  
----- \\  
[3.wi]
```

```
3 Move || 3 Jump || 5% C Ev
```

```
Can equip Rods, Hats, Clothes, and Staffs
```

```
## Ratings ##
```

```
HP      ||      MP      ||      Speed      ||      PA      ||      MA
```

---

```
Average - 12|| Great+ - 2 || Average      || Poor - 15 || Best - 1
```

Wizards are an excellent class. Their MA is outstanding and makes Draw Out and Summon Magic very deadly. Add Magic AttackUP or Short Charge and some elemental boosting equipment to a Wizard and you will have yourself a unit powerful till the end of the game. Black Magic is not that great. Holy is better than Flare and Summon Magic has better damaging, wider area spells.

Enemy Wizards are a pain. Find out their movement range, add five to that and try to keep your units that many panels away until you can get the jump on them.

Flare is okay and Frog is a classic. If you cast Death on yourself the enemy will usually ignore you and if you are fast enough you can go before the Death Spell resolves.

```
++ To Unlock ++
```

```
Level 2 Chemist
```

\_\_| BLACK MAGIC |\_\_

Spells designed to mess up the enemy. All spells can be evaded by Magic Evade (M Ev) which factors into all calculations.

Aided By: Increased Faith, Increased MA, Short Charge, Magic Attack UP, Pray Faith

Protected Against With: Low Faith, Shell, Magic DefendUP, Innocent, Increased Magic Evade (M-EV)

Targeting Range: 4 squares for all spells except for Flare (5) and Frog (3)

// Action Abilities \\  
 =====

| Name   | {MP   JP  | Effect (A. of E.) & Speed [CTR]              | Formula*       |
|--------|-----------|----------------------------------------------|----------------|
| Fire   | {6   50   | Fire Damage (2v1) & 25 [4]                   | F1*F2*MA*14    |
| Fire 2 | {12   200 | Fire Damage (2v2) & 20 [5]                   | F1*F2*MA*18    |
| Fire 3 | {24   480 | Fire Damage (2v3) & 15 [7]                   | F1*F2*MA*24    |
| Fire 4 | {48   850 | Fire Damage # (3v3) & 10 [10]                | F1*F2*MA*32    |
| Bolt   | {6   50   | Lightning Damage (2v1) & 25 [4]              | F1*F2*MA*14    |
| Bolt 2 | {12   200 | Lightning Damage (2v2) & 20 [5]              | F1*F2*MA*18    |
| Bolt 3 | {24   480 | Lightning Damage (2v3) & 15 [7]              | F1*F2*MA*24    |
| Bolt 4 | {48   850 | Lightning Damage # (3v3) & 10 [10]           | F1*F2*MA*32    |
| Ice    | {6   50   | Ice Damage (2v1) & 25 [4]                    | F1*F2*MA*14    |
| Ice 2  | {12   200 | Ice Damage (2v2) & 20 [5]                    | F1*F2*MA*18    |
| Ice 3  | {24   480 | Ice Damage (2v3) & 15 [7]                    | F1*F2*MA*24    |
| Ice 4  | {48   850 | Ice Damage # (3v3) & 10 [10]                 | F1*F2*MA*32    |
| Poison | {6   150  | Inflicts Poison (2v2) & 34 [3]               | F1*F2*(MA+160) |
| Frog   | {12   500 | Inflicts Frog (1) & 20 [5]                   | F1*F2*(MA+120) |
| Death  | {24   600 | Inflicts Dead (1) & 10 [10]                  | F1*F2*(MA+100) |
| Flare  | {60   900 | Most powerful Black Magic Spell (1) & 15 [7] | F1*F2*MA*46    |

\*F1: Faith of Caster divided by 100  
 F2: Faith of Spell's target divided by 100  
 MA: Magic Attack  
 #: can be learnt by having the spell cast on you

// Reaction Abilities \\  
 =====

| Name | JP | Effect | Trigger    #    ? |
|------|----|--------|-------------------|
|------|----|--------|-------------------|







|                |            |     |     |    |
|----------------|------------|-----|-----|----|
| Dragon Spirit  | Lancer     | 560 | 4.3 | 8  |
| Counter Flood  | Geomancer  | 300 | 4.0 | 9  |
| Speed Save     | Archer     | 800 | 3.8 | 10 |
| Counter        | Monk       | 300 | 3.7 | 11 |
| HP Restore     | Monk       | 500 | 3.5 | 12 |
| A Save         | Dancer     | 550 | 3.2 | 13 |
| Weapon Guard   | Knight     | 200 | 3.2 | 13 |
| Regenerator    | Priest     | 400 | 3.1 | 15 |
| Critical Quick | Time Mage  | 700 | 3.0 | 16 |
| MA Save        | Bard       | 240 | 3.0 | 16 |
| Meatbone Slash | Samurai    | 200 | 2.9 | 18 |
| Catch          | Thief      | 200 | 2.6 | 19 |
| Brave Up       | Dancer     | 500 | 2.5 | 20 |
| Caution        | Thief      | 200 | 2.5 | 20 |
| Counter Magic  | Wizard     | 800 | 2.4 | 22 |
| Arrow Guard    | Archer     | 450 | 2.3 | 23 |
| Absorb Used MP | Oracle     | 250 | 2.1 | 24 |
| MP Restore     | Summoner   | 400 | 2.1 | 24 |
| Counter Tackle | Squire     | 180 | 2.0 | 26 |
| Face Up        | Bard       | 500 | 1.5 | 27 |
| Gilgame Heart  | Thief      | 200 | 1.3 | 28 |
| Distribute     | Calculator | 200 | 1.2 | 29 |
| Finger Guard   | Mediator   | 300 | 1.0 | 30 |

```

----- /// Support Abilities \\ -----
----- \\ ----- /// -----
[3.sua]

```

| Name         | Class     | JP  | #   | ? |
|--------------|-----------|-----|-----|---|
| Short Charge | Time Mage | 800 | 5.6 | 1 |
| Two Swords   | Ninja     | 900 | 5.5 | 2 |

|                 |            |     |     |    |
|-----------------|------------|-----|-----|----|
| Gained JP Up    | Squire     | 200 | 5.2 | 3  |
| Concentrate     | Archer     | 400 | 5.0 | 4  |
| Attack Up       | Geomancer  | 400 | 4.9 | 5  |
| Magic Attack Up | Wizard     | 400 | 4.9 | 5  |
| Secret Hunt     | Thief      | 200 | 4.7 | 7  |
| Two Hands       | Samurai    | 900 | 4.0 | 8  |
| Defense Up      | Oracle     | 400 | 3.9 | 9  |
| Half of MP      | Summoner   | 900 | 3.9 | 9  |
| Magic Defend Up | Priest     | 400 | 3.8 | 11 |
| Martial Arts    | Monk       | 200 | 3.5 | 12 |
| Equip Shield    | Knight     | 250 | 3.3 | 13 |
| Maintenance     | Chemist    | 250 | 3.3 | 13 |
| Equip Gun       | Mediator   | 750 | 3.2 | 15 |
| Throw Item      | Chemist    | 350 | 2.9 | 16 |
| Equip Sword     | Knight     | 400 | 2.8 | 17 |
| Train           | Mediator   | 450 | 2.7 | 18 |
| Defend          | Squire     | 50  | 2.2 | 19 |
| Equip Armor     | Knight     | 500 | 2.2 | 19 |
| Equip Spear     | Lancer     | 400 | 2.2 | 19 |
| Monster Talk    | Mediator   | 100 | 2.2 | 19 |
| Equip Change    | Chemist    | 0   | 2.1 | 23 |
| Gained Exp UP   | Calculator | 350 | 2.0 | 24 |
| Equip Crossbow  | Archer     | 350 | 1.8 | 25 |
| Equip Knife     | Samurai    | 400 | 1.6 | 26 |
| Monster Skill   | Squire     | 200 | 1.6 | 27 |
| Equip Axe       | Squire     | 170 | 1.1 | 28 |

----- /// Movement Abilities \\ -----  
----- \\ ----- /// -----

| Name           | Class       | JP   | #   | ?  |
|----------------|-------------|------|-----|----|
| Teleport       | Time Mage   | 600  | 5.8 | 1  |
| Move +3        | Bard        | 1000 | 5.4 | 2  |
| Move +2        | Thief       | 520  | 4.5 | 3  |
| Move Find Item | Chemist     | 100  | 4.0 | 4  |
| Move-MP Up     | Oracle      | 350  | 3.9 | 5  |
| Fly            | Bard/Dancer | 1200 | 3.8 | 6  |
| Ignore Height  | Lancer      | 700  | 3.6 | 7  |
| Move +1        | Squire      | 200  | 3.6 | 7  |
| Move HP-Up     | Monk        | 300  | 3.4 | 9  |
| Float          | Time Mage   | 540  | 2.3 | 10 |
| Jump +3        | Dancer      | 1000 | 2.1 | 11 |
| Walk on Water  | Samurai     | 300  | 1.9 | 12 |
| Jump +2        | Thief       | 480  | 1.9 | 12 |
| Move in Water  | Ninja       | 420  | 1.9 | 12 |
| Jump +1        | Archer      | 200  | 1.6 | 15 |
| Any Ground     | Geomancer   | 220  | 1.6 | 15 |
| Move-Get Exp   | Calculator  | 400  | 1.6 | 15 |
| Any Weather    | Oracle      | 200  | 1.3 | 18 |
| Move-Get JP    | Calculator  | 360  | 1.3 | 18 |
| Move on Lava   | Geomancer   | 150  | 1.0 | 20 |

```

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#### IV. Equipment and Items [4.0]

-- Control + F --

Axes [4.ax]



Bags [4.ba]  
Bows [4.bo]  
Cloth [4.ch]  
Crossbows [4.cr]  
Dictionaries [4.di]  
Flails [4.fl]  
Guns [4.gu]  
Spell Guns [4.sp]  
Harps [4.hp]  
Katana [4.ka]  
Knight Swords [4.ks]  
Knives [4.kn]  
Ninja Swords [4.ni]  
Rods [4.rd]  
Spears [4.sp]  
Staffs [4.st]  
Sticks [4.sk]  
Swords [4.sw]

Shields [4.sh]  
Hats [4.ha]  
Female Hats [4.fh]  
Helmets [4.he]  
Clothes [4.cl]  
Armor [4.ar]  
Robes [4.ro]

Mantles [4.ma]  
Armlets, Gauntlets, Rings [4.ar]  
Footwear [4.fo]  
Perfumes [4.pe]

Chemist Items [4.ci]  
Balls and Shurikens [4.ba]

-----  
--- KEY ---  
-----

Name- Name of Equipment  
Cost- Store Price  
HP- Hit Points  
MP- Magic Points  
A. W.: Available When (see chart below)  
WP- Weapon Power  
W Ev- Weapon Evade (evade added to other Evades when Weapon Guard is active)  
P Ev- Physical Evade (how often you dodge physical attacks)  
M Ev- Magic Evade (how often you dodge magical attacks)  
PA: Physical Attack  
MA: Magic Attack  
Sp: Speed  
I: Immune  
A: Absorb (damage is absorbed and turned into HP)  
H: Half (damage is halved)  
W: Weakness (damage times 1.5)  
S: Strengthen (element is strengthened)  
D: Elemental Damage  
~: Always (status is always active)  
!: Start Battle With...  
%: 25% Chance of...

+: 20% Chance of Adding...  
/: 25% Chance to Cancel...  
Prot: Protect  
Lit: Lightning (Yeah that's right I'm kicking it FF I style)

// A. W.- Available When \\

Available When is my way of detailing where certain items can be acquired. The codes I use are complex but all the information can be found spelt out fully underneath the chart in the |~| (Insert Item Name Here) |~| section.

Another way to get Items is the Chemists Move-Find Item ability. Other than the Deep Dungeon, I have not gotten around to detailing the uses of this ability. I will get to it eventually.

Thieves can also Steal useful equipment from enemies. Sabin47 is working on a Stealing section. In the meantime I am sure some of the other guides have useful stealing information.

With the Thief ability Catch and some enemy Ninjas, you can catch many rare weapons. To learn how check out Notti's Deep Dungeon Guide:

[http://db.gamefaqs.com/console/psx/  
file/final\\_fantasy\\_tactics\\_deep\\_dungeon\\_a.txt](http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_deep_dungeon_a.txt)

When you kill an enemy and wait they will either crystalize or turn into a treasure chest. The enemies' level depends on what equips they have and by killing an enemy and letting them turn into a box you can some good items before you are able to buy them in stores. Check out Aerostar's Battle Mechanics Guide for a full list of what level enemies carry what equips:  
<http://www.fftactics.net/fftmech/fftmech52.txt>

Fine I admit it, I failed miserably with this section. The only way of getting equipment that I fully detail in this FAQ is Poaching. Check out the Poaching section for more details.

In the A. W. section of the below charts this is what each thing stands for:

**\*\* Chapter#.2Letters - Store Bought Items \*\***

This is a list of when items become available in stores. 1.xx (x being replaced by a number) is what appears in the charts. Remember that towns only carry certain types of items. Even if the chart says the item becomes available, you still have to go to the correct type of store that sells that item.

1.00 - After beating Magic City Gariland

Dagger  
Broad Sword  
Rod  
Oak Staff  
Leather Hat  
Clothes  
Phoenix Down  
Eye Drop  
Antidote  
Potion

1.01 - After beating Mandalia Plains story battle (and visiting Igros Castle)  
Mythril Knife

Long Sword  
Bow Gun  
Escutcheon  
Bronze Helmet  
Leather Helmet  
Linen Cuirass  
Leather Armor  
Battle Boots  
Soft  
Maiden's Kiss  
Echo Grass  
Feather Hat  
Leather Outfit

1.02 - After beating Sand Rat Cellar

Thunder Rod  
Ice Rod  
Flame Rod  
White Staff  
Buckler  
Red Hood  
Leather Vest  
Linen Robe  
Small Mantle  
Hi-Potion  
Blind Knife  
Iron Sword  
Long Bow  
Iron Helmet  
Bronze Armor

\*\* P - Poach \*\*

For store bought items I simply put a P into to mention that it can be Poached. For items that cannot be bought I put in a P and the first three letters of the monsters name. Take Scorpion Tail, an item that can only be gotten by Catching it from high level Ninjas or Poaching a Hyudra. When I write "P.hyu" I mean it can be gotten by Poaching a Hyudra. That section has two tables that better illustrate the various Poaches and explains the best ways to Poach.

\*\* M - Move-Find Item \*\*

For store bought items I simply put a M into it to mention that it can be found using the Chemist Movement ability Move-Find Item. For items that cannot be bought in stores I put a M and the first three letters of the level. Take the Vanish Mantle which can only be gotten by Move-Find Item at Germinas Peak. When I write "M.ger" I mean it can be acquired by using Move-Find Item at Germinas Peak.

\*\* C - Catch \*\*

Consider Catching it from high level Ninjas.

\*\* S - Steal \*\*

Can be stolen.

\*\* D - Drop \*\*

Can be dropped from high level enemies.

-----  
/// Weapons \\  
-----

-----  
--- KEY ---  
-----

Name- Name of Equipment  
Cost- Store Price  
WP- Weapon Power  
W Ev- Weapon Evade  
A. W.- Available When  
PA: Physical Attack  
MA: Magic Attack  
A: Absorb  
S: Strengthen  
D: Elemental Damage...  
~: Always  
%: 25% Chance of...  
+: 20% Chance of Adding...  
!: Start Battle With...  
/: 25% Chance to Cancel...  
Lit: Lightning

||| Axes |||

[4.ax]

// Equipped By \\

Squire, Geomancer, Squire Support Ability 'Equip Axe'

// Damage Formula \\

(1...PA)\*WP

Random number ranging from 1 to your PA number multiplied by WP

// My Thoughts \\

Axes are lame and basically worthless. Swords provide more reliable damage and, in the case of Geomancers, they allow you to still equip a shield. The only thing I use them for is Throwing with a Ninja, but Flails provide the same damage and are cheaper. Throwing Axes is definitely cooler though.

| Name       |  | Cost  |  | WP |  | W Ev |  | A. W. |  | Other  |
|------------|--|-------|--|----|--|------|--|-------|--|--------|
| Battle Axe |  | 1500  |  | 9  |  | NA   |  |       |  |        |
| Giant Axe  |  | 4000  |  | 12 |  | NA   |  |       |  |        |
| Slasher    |  | 12000 |  | 16 |  | NA   |  |       |  | +:Slow |

-- Notes --

Axes always use both of your hands and deal variable Attack damage but normal Throw damage.

|~| Battle Axe |~|

Ornamental battle ax. Slash enemy by hurling it with both hands.

|~| Giant Axe |~|

Axe with huge head. A larger version of a typical ax.

|~| Slasher |~|

Axe that slows target. Destruction level is also high.

---

||| Bags |||

---

[4.ba]

// Equipped By \\

Females

// Damage Formula \\

(1...PA)\*WP

Random number ranging from 1 to your PA number multiplied by WP

// My Thoughts \\

The best usage I have seen for bags was when UltimaterializerX and falcon815 used them to help propel their party of True Calculators to victory. H Bag is decent for females who Dance primarily as it will allow them to get their first dance off a little faster. Wizard Rod provides 2 MA and Wizard Staff gives a 1 MA bonus and are both cheaper than the C Bag. The P Bag's Regen is not that great because Regen is not that great. Bag damage is variable and thus unreliable and bad. The FS Bag is decent when combined with Jump thanks to its high WP.

| Name   |  | Cost  |  | WP |  | W Ev |  | A. W. |  | Other    |
|--------|--|-------|--|----|--|------|--|-------|--|----------|
| P Bag  |  | 52000 |  | 12 |  | NA   |  | P     |  | ~:Regen  |
| C Bag  |  | 53000 |  | 10 |  | NA   |  | P     |  | MA +1    |
| H Bag  |  | 58000 |  | 14 |  | NA   |  | P     |  | Speed +1 |
| FS Bag |  | NA    |  | 20 |  | NA   |  | P.wil |  |          |

-- Notes --

Bags deal variable damage. Due to its high WP, the FS Bag makes it deal good Jump damage.

|~| P Bag |~|

Simple, but fashionable bag.

:: Rare Behemoth Poach

|~| C Bag |~|

High quality brand name bag.

:: Rare Vampire Poach

|~| H Bag |~|

Limited quantity bag sold at a high price.

:: Rare Dragon Poach

|~| FS Bag |~|

Custom-made bag for battle

:: Rare Wildbow Poach

---

||| Bows |||

---

[4.bo]

// Equipped By \\

Archer

// Damage Formula \\

[(PA+Speed)/2]\*WP

Truncate after the decimal point at the brackets.

// My Thoughts \\

Bows have some unique characteristics but are light on WP. Also to raise damage the formula requires you to raise Speed and PA so it is not as easy to raise damage as it is with other weapons. When using an elemental bow, try 108 Gems or Black Robe to strengthen your elemental damage. Bows have the added bonus of firing around most obstacles and allies.

| Name          |  | Cost |  | WP |  | W Ev |  | A. W. |   | Other         |
|---------------|--|------|--|----|--|------|--|-------|---|---------------|
| Long Bow      |  | 800  |  | 4  |  | NA   |  | 1.02  |   |               |
| Silver Bow    |  | 1500 |  | 5  |  | NA   |  |       |   |               |
| Ice Bow       |  | 2000 |  | 5  |  | NA   |  |       |   | D:Ice         |
| Lightning Bow |  | 3000 |  | 6  |  | NA   |  |       |   | D:Lit %:Lit 2 |
| Mythril Bow   |  | 5000 |  | 7  |  | NA   |  |       |   |               |
| Windslash Bow |  | 8000 |  | 8  |  | NA   |  |       |   | D:Wind        |
| Ultimus Bow   |  | NA   |  | 10 |  | NA   |  | P.kin | D |               |
| Yoichi Bow    |  | NA   |  | 12 |  | NA   |  | D     |   |               |
| Perseus Bow   |  | NA   |  | 16 |  | NA   |  |       |   |               |

-- Notes --

Bows have a base range of 5. For every two additional height, you can one extra panel for range. For instance if you were firing from a 10 height platform to 0 height ground, the bow could fire 10 spaces. However for every two additional height that you are firing upwards, you lose one panel of range. Bows always use both your hands. Shots arc over allies and prevent you from friendly fire.

|~| Long Bow |~|

Standard bow. An extensive range, lasts a long time.  
:: Available in stores after beating Sand Rat Cellar

|~| Silver Bow |~|

Silver Bow. Reinforced with thin slats of horn and wood.

|~| Ice Bow |~|

Bow that shoots ice elemental arrows.

|~| Lightning Bow |~|

Bow that shoots arrows at lightning speed. Lightning elemental arrows.

|~| Mythril Bow |~|

Mythril Reinforced bow.

|~| Windslash Bow |~|

Bow that shoots ultra-high speed arrows. Wind elemental arrows. Increases damaging power with a vacuum created around the arrow.

|~| Ultimus Bow |~|

Bow of the hunting goddess.  
:: Common King Behemoth Poach, high level Archers carry it too.

|~| Yoichi Bow |~|

Bow of a famous archer. Huge bow with tremendous power.  
:: Can be dropped from certain Archers in Voyage and is always found on the  
:: Archer in the last Orbonne series.

|~| Perseus Bow |~|

Bow used by mythological hero. Made entirely of metal, it requires great strength to pull it.

---

||| Cloth |||

---

[4.ch]

// Equipped By \\

Dancers

// Damage Formula \\

[PA+MA]/2\*WP

Truncate after the decimal point at the brackets.

// My Thoughts \\

Sure Cloth has high Weapon Evade, but you cannot Evade while Dancing. If your Dancer is not Dancing why be a Dancer?

| Name        |  | Cost  |  | WP |  | W Ev |  | A. W. |  | Other |
|-------------|--|-------|--|----|--|------|--|-------|--|-------|
| Persia      |  | 7000  |  | 8  |  | 50%  |  |       |  |       |
| Cashmere    |  | 15000 |  | 10 |  | 50%  |  | P     |  |       |
| Ryozan Silk |  | NA    |  | 15 |  | 50%  |  | P.tia |  |       |

-- Notes --

In addition to having obscenely high Weapon Evade, Cloth also has a range of two panels.

|~| Persia |~|

Brightly colored textile with unique thickness, used for carpeting.

|~| Cashmere |~|

Woolen cloth with elasticity and heat absorbtion. Soft, pleasant to touch.

:: Common Blue Dragon Poach

|~| Ryozan Silk |~|

Silk cloth, thin and smooth. Specially reinforced.

:: Common Tiamat Poach

||| Crossbows |||

[4.cr]

// Equipped By \\

Archer, Archer Support Ability 'Equip Crossbow'

// Damage Formula \\

PA\*WP

// My Thoughts \\

MalcolmMasher really seems to like the Gastrafitis. It is decent but comes a little late in the game to be that useful. The Gastrafitis does show the potential of Crossbows, which go great with a good shield. The lesser WP Crossbows are too weak. 6 WP for the second best Crossbow? Me picking up a rock has at least 7 WP.

| Name |  | Cost |  | WP |  | W Ev |  | A. W. |  | Other |
|------|--|------|--|----|--|------|--|-------|--|-------|
|------|--|------|--|----|--|------|--|-------|--|-------|



|              |  |       |    |    |      |          |
|--------------|--|-------|----|----|------|----------|
| Bow Gun      |  | 400   | 3  | 5% | 1.01 |          |
| Night Killer |  | 1500  | 3  | 5% |      | +:Dark   |
| Cross Bow    |  | 2000  | 4  | 5% |      |          |
| Poison Bow   |  | 4000  | 4  | 5% |      | +:Poison |
| Hunting Bow  |  | 8000  | 6  | 5% | P    |          |
| Gastrafitis  |  | 20000 | 10 | 5% |      |          |

-- Notes --

Have a range of 4 panels but can only target the third and fourth panels.

|~| Bow Gun |~|

Crossbow you can shoot with one hand. Uses short arrows.

:: Available in stores after beating Mandalia Plains story battle

|~| Night Killer |~|

Crossbow that shoots special arrows causing abnormal status.

|~| Cross Bow |~|

Crossbow with improved mechanism increasing attack power.

|~| Poison Bow |~|

Crossbow with device that lets it use poison arrows.

|~| Hunting Bow |~|

Crossbow used to hunt monsters.

:: Rare Steel Hawk Poach

|~| Gastrafitis |~|

Most powerful cross bow. Unusually big gives a huge reaction.

---

||| Dictionaries |||

---

[4.di]

// Equipped By \\

Calculator, Oracle

// Damage Formula \\

[(PA+MA)/2]\*WP

Truncate after the decimal point at the brackets.

// My Thoughts \\

Using Dictionaries as a weapon is a neat idea. However only Calculators and

Oracles can equip them and Sticks will almost always be better in the hands of those two classes. I would not have minded seeing Dictionaries randomly inflict some sort of status, preferably those found in the Talk Skill set. Random chance of Invite perhaps?

| Name          | Cost  | WP | W Ev | A. W. | Other |
|---------------|-------|----|------|-------|-------|
| Battle Dict   | 3000  | 7  | 15%  |       |       |
| Monster Dict  | 6000  | 8  | 15%  |       |       |
| Papyrus Plate | 10000 | 9  | 15%  |       |       |
| Madlemgen     | NA    | 11 | 15%  | P.gre |       |

-- Notes --

Dictionaries have a range of 3 panels and can only target 3 panels away from the user.

|~| Battle Dict |~|

Dictionary used in battle.

|~| Monster Dict |~|

Thick dictionary.

|~| Papyrus Plate |~|

Ancient dictionary with a cover made out of minerals.

|~| Madlemgen |~|

Dictionary that contains the entire vocabularies of every language.

:: Rare Great Morbol Poach

||| Flails |||

[4.fl]

// Equipped By \\

Ninja, Squire

// Damage Formula \\

(1...PA)\*WP

Random number ranging from 1 to your PA number multiplied by WP

// My Thoughts \\

Ninja Swords and Swords are more reliable and usually provide better average damage than Flails. Flails are good for Throwing (Throw Hammer Ability) as Throw damage is never random. Scorpion Tail is decent for Jump damage.

| Name | Cost | WP | W Ev | A. W. | Other |
|------|------|----|------|-------|-------|
|------|------|----|------|-------|-------|

|               |  |      |  |    |  |    |  |                     |
|---------------|--|------|--|----|--|----|--|---------------------|
| Flail         |  | 1200 |  | 9  |  | NA |  |                     |
| Flame Whip    |  | 4000 |  | 11 |  | NA |  | P    D:Fire %:Fire2 |
| Morning Star  |  | 9000 |  | 16 |  | NA |  |                     |
| Scorpion Tail |  | NA   |  | 23 |  | NA |  | P.hyu C             |

-- Notes --

Deals variable damage on attacks, normal damage on throws.

|~| Flail |~|

Wooden stick connected to a metal one, which is the attack portion.

|~| Flame Whip |~|

Weapon with a iron hammer head.

:: Rare Grenade Poach

|~| Morning Star |~|

Medieval Mace.

|~| Scorpion Tail |~|

Like the Morning Star, but with one spike larger than the others.

:: Rare Hydra Poach, can be caught from high level Ninjas

---

||| Guns |||

---

[4.gu]

// Equipped By \\

Chemist, Mediator, Mediator Support Ability 'Equip Gun'

// Damage Formula \\

WP\*WP

// My Thoughts \\

Guns are great when you get them, but in the late game you need to do some extracurricular activities to get the better guns. Guns are nice when combined with Battle Skill as you can do breaks from a range of eight panels. To effectively use the Stone Gun try Equip Changing to it in battle or bring someone into battle who can heal Petrify.

| Name        |  | Cost  |  | WP |  | W Ev |  | A. W. |  | Other     |
|-------------|--|-------|--|----|--|------|--|-------|--|-----------|
| Romanda Gun |  | 5000  |  | 6  |  | 5%   |  |       |  |           |
| Mythril Gun |  | 15000 |  | 8  |  | 5%   |  | P     |  |           |
| Stone Gun   |  | NA    |  | 16 |  | 5%   |  | P.dar |  | !:Petrify |

-- Notes --

Guns have a range of eight panels and are 100% accurate (unless the target has Blade Grasp) for normal attacks. Battle Skill percentages still follow the standard formula.

|~| Romanda Gun |~|

Gun brought from Romanda, an area in the north.

|~| Mythril Gun |~|

Mythril gun.

:: Rare Revnant Poach

|~| Stone Gun |~|

Petrifying gun.

:: Rare Dark Behemoth Poach

||| Spell Guns |||

[4.sp]

// Equipped By \\

Chemist, Mediator, Mediator Support Ability 'Equip Gun'

// Damage Formula \\

(Faith of Gunner/100)\*(Faith of Target/100)\*WP\*14 for Fire/Ice/Bolt

(Faith of Gunner/100)\*(Faith of Target/100)\*WP\*18 for Fire2/Ice2/Bolt2

(Faith of Gunner/100)\*(Faith of Target/100)\*WP\*24 for Fire3/Ice3/Bolt3

Unlike most standard attacks, Spell Guns deal magic damage. That means you can strengthen damage by equipping Magic AttackUP and shield against them by using Magic DefendUP, Shell, and Counter Magic.

// My Thoughts \\

Spell Guns are nifty. Same deal as with regular guns, they deal 100% damage at a range of eight panels. They can be very powerful, especially when combined with a high Faith unit who has some strengthen elemental equipment.

| Name        |  | Cost |  | WP |  | W Ev |  | A. W. |  | Other               |
|-------------|--|------|--|----|--|------|--|-------|--|---------------------|
| Blaze Gun   |  | NA   |  | 20 |  | 5%   |  | S     |  | Inflicts Ice Magic  |
| Glacier Gun |  | NA   |  | 21 |  | 5%   |  | S     |  | Inflicts Fire Magic |
| Blast Gun   |  | NA   |  | 22 |  | 5%   |  | S     |  | Inflicts Lit Magic  |

-- Notes --

60% Chance of Ice/Fire/Lit, 30% of Ice2/Fire2/Lit2, 10% of Ice3/Fire3/Lit3

|~| Blaze Gun |~|

Gun that shoots ice elemental bullets.  
:: Can be stolen from Balk at Bed Desert

|~| Glacier Gun |~|

Gun that shoots fire elemental bullets.  
:: Can be stolen from the Chemist at Lost Sacred Presincts

|~| Blast Gun |~|

Gun that shoots lightning elemental bullets.  
:: Can be stolen from the boss at Lost Sacred Presincts

---

||| Harps |||

---

[4.hp]

// Equipped By \\

Bard

// Damage Formula \\

[(MA+PA)/2]\*WP

Truncate after the decimal point at the brackets.

// My Thoughts \\

I like harps. Confusion is the worst status effect that can be added. The same Confusion that has such a low success percentage on an Oracle. The drawback is only Bards can equip Harps and Bards have such horrible stats. If Geomancers could equip these babies there would be more love for the Harp. Bloody Strings allows you to attack and replenish your HP with one action. Be wary of dumbfiring with a Harp as they have some very finicky targetting.

| Name           |  | Cost  |  | WP |  | W Ev |  | A. W. |  | Other       |
|----------------|--|-------|--|----|--|------|--|-------|--|-------------|
| Ramia Harp     |  | 5000  |  | 10 |  | 10%  |  |       |  | +:Confusion |
| Bloody Strings |  | 10000 |  | 13 |  | 10%  |  |       |  | ~:Drain*    |
| Fairy Harp     |  | NA    |  | 15 |  | 10%  |  | P.tre |  | +:Charm     |

\*Damage dealt is converted into HP for the attacker

-- Notes --

Harps have a range of 3 panels and can only target 3 panels from the user.

|~| Ramia Harp |~|

Harp produces sounds that affect the mind causing confusion.

|~| Bloody Strings |~|

Stringed instrument produces many sounds with a wide range.

|~| Fairy Harp |~|

Stringed instrument entrances enemy with its pure sound.

:: Rare Trent Poach

---

||| Katana |||

---

[4.ka]

// Equipped By \\

Samurai, Samurai Support Ability 'Equip Katana'

// Damage Formula \\

[(Brave/100)\*PA]\*WP

Truncate after the decimal point at the brackets.

// My Thoughts \\

Katana are cool in real life but not so great in this game. It is best to save them for Draw Outs. The best buyable Katana has 15 WP while the best buyable Sword has 14 WP and provides a bonus of MA and does not take Brave into account with its formula. If your PA is greater than your Katana's WP then you will deal more damage with your bare hands.

| Name           |  | Cost  |  | WP |  | W Ev |   | A. W. |  | Other |
|----------------|--|-------|--|----|--|------|---|-------|--|-------|
| Asura Knife    |  | 1600  |  | 7  |  | 15%  |   |       |  |       |
| Koutetsu Knife |  | 3000  |  | 8  |  | 15%  |   |       |  |       |
| Bizen Boat     |  | 5000  |  | 9  |  | 15%  |   |       |  |       |
| Murasame       |  | 7000  |  | 10 |  | 15%  |   |       |  |       |
| Heaven's Cloud |  | 8000  |  | 11 |  | 15%  |   |       |  |       |
| Kiyomori       |  | 10000 |  | 12 |  | 15%  |   |       |  |       |
| Muramasa       |  | 15000 |  | 14 |  | 15%  |   |       |  |       |
| Kikuichimoji   |  | 22000 |  | 15 |  | 15%  |   |       |  |       |
| Masamune       |  | NA    |  | 18 |  | 15%  | S |       |  |       |
| Chirijiraden   |  | NA    |  | 25 |  | 15%  |   |       |  |       |

-- Notes --

|~| Asura Knife |~|

Bright white sword.

|~| Koutetsu Knife |~|

Sword with tiger engraved on blade.

|~| Bizen Boat |~|

High quality iron sand sword. Hand-made by Osafune.

|~| Murasame |~|

A peculiar sword. Causes much blood shed in battle with its sharp edge.

|~| Heaven's Cloud |~|

Replica of sword from a dragon's tail that damaged a samurai kingdom.

|~| Kiyomori |~|

Well-made, famous sword. Beautiful and cuts extremely well.

|~| Muramasa |~|

Peculiar sword that sucks large amounts of blood.

|~| Kikuichimoji |~|

Chysanthemum crested sword.

|~| Masamune |~|

Beautifully designed sword and case. Masterpiece of a famous sword maker.

:: Can be stolen from the boss of Limberry Castle

|~| Chirijiraden |~|

Chirijiraden oramental sword, made with delicate work.

---

||| Knight Swords |||

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[4.ks]

// Equipped By \\

Ramza, Knights

// Damage Formula \\

[(Brave/100)\*PA]\*WP

Truncate after the decimal point at the brackets.

// Knight Swords \\

Knight Swords are the most powerful weapons in the game. They have high Weapon Evade, high Weapon Power, and add some awesome status effects. Excalibur in particular is amazing.

| Name           | Cost | WP | W Ev | A. W. | Other     |
|----------------|------|----|------|-------|-----------|
| Defender       | NA   | 16 | 60%  | P.tai | S         |
| Save the Queen | NA   | 18 | 30%  |       | ~:Protect |

|             |  |    |  |    |  |     |  |                       |
|-------------|--|----|--|----|--|-----|--|-----------------------|
| Excalibur   |  | NA |  | 21 |  | 35% |  | ~:Haste S:Holy A:Holy |
| Ragnarok    |  | NA |  | 24 |  | 20% |  | ~:Shell               |
| Chaos Blade |  | NA |  | 40 |  | 20% |  | ~:Regen +:Petrify     |

-- Notes --

|~| Defender |~|

Wide steel Knight sword. Rounded tip on the grip has a gem inside.

:: Rare Taiju Poach

:: Can be stolen from the boss of Bervenia Free City story battle and Igros

:: Castle story battle

|~| Save the Queen |~|

Knight sword given as a symbol of one's loyalty.

:: Is acquired in the normal course of the game by accepting a certain

:: character into your party

|~| Excalibur |~|

Legendary Knight sword. Sword of the real king.

:: Is acquired in the normal course of the game by accepting a certain

:: character into your party

|~| Ragnarok |~|

Knight sword from the Apocalypse

:: Is a 'Spoil of War' in one of the latter battles in the game

|~| Chaos Blade |~|

Holy Knight sword said to be from God.

---

||| Knives |||

---

[4.kn]

// Equipped By \\

Ramza, Chemist, Dancer, Mediator, Ninja, Squire, Thief

// Damage Formula \\

[(PA+Speed)/2]\*WP

Truncate after the decimal point at the brackets.

// My Thoughts \\

Knives are not that powerful and the status effects they add are not that great. In many cases your bare hands will be more powerful. Main Gauche does have an obscenely high W Ev that can be exploited by equipping Weapon Guard.

| Name  |  | Cost |  | WP |  | W Ev |  | A. W. |  | Other |
|-------|--|------|--|----|--|------|--|-------|--|-------|
| ===== |  |      |  |    |  |      |  |       |  |       |



|                 |  |      |  |    |  |     |  |       |                  |
|-----------------|--|------|--|----|--|-----|--|-------|------------------|
| Dagger          |  | 100  |  | 3  |  | 5%  |  | 1.00  |                  |
| Mythril Knife   |  | 500  |  | 4  |  | 5%  |  | 1.01  |                  |
| Blind Knife     |  | 800  |  | 4  |  | 5%  |  |       | +:Blind          |
| Mage Masher     |  | 1500 |  | 4  |  | 5%  |  | P     | +:Silence        |
| Platina Dagger  |  | 1800 |  | 5  |  | 10% |  | P     |                  |
| Main Gauche     |  | 3000 |  | 6  |  | 40% |  | P     |                  |
| Orichalcum      |  | 4000 |  | 7  |  | 5%  |  |       |                  |
| Assassin Dagger |  | 5000 |  | 7  |  | 5%  |  |       | +:Death Sentence |
| Air Knife       |  | 8000 |  | 10 |  | 5%  |  | P     | D:Wind           |
| Zorlin Shape    |  | NA   |  | 12 |  |     |  | P.pla | +:Sleep          |

-- Notes --

Two Swords Ok

|~| Dagger |~|

For self-defense. Although blade is longer than a knife, attack power isn't very high.

:: Available in stores after beating Magic City Gariland battle

|~| Mythril Knife |~|

Knife made with mythril, a high-quality metal suitable for weapons and protectors. Sturdy and easy to handle.

:: Available in stores after beating Mandalia Plains story battle

|~| Blind Knife |~|

Knife covered with chemicals. The chemical has a blinding effect.

|~| Mage Masher |~|

Knife used to battle sorcerers. Mutes target.

:: Common Gobbledeguck Poach

|~| Platina Dagger |~|

Knife of mythril and platinum. Has a white, shiny blade.

:: Rare Flotiball Poach, Common Morbol Poach

|~| Main Gauche |~|

Dagger for attacking and defending. High % of evading attacks.

:: Rare Gust Poach

|~| Orichalcum |~|

Knife made with a hard, special metal. Light-weight and sharp.

|~| Assassin Dagger |~|

Dagger used to assassinate.

|~| Air Knife |~|

Knife with a curvy edge. Vacuum made by shape of blade increases power.

:: Rare Ahriman Poach

|~| Zorlin Shape |~|

:: Rare Plague Poach

---

||| Ninja Swords |||

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[4.ni]

// Equipped By \\

Ninja

// Damage Formula \\

[(PA+Speed)/2]\*WP

Truncate after the decimal point at the brackets.

// My Thoughts \\

Ninja Swords are nifty. The Spell Edge is nice because it adds Don't Act. Many times your Ninja will be more powerful with his Bare Hands but the Don't Act bonus is often worth sacrificing a little damage over.

| Name         |  | Cost  |  | WP |  | W Ev |  | A. W. |  | Other       |
|--------------|--|-------|--|----|--|------|--|-------|--|-------------|
| Hidden Knife |  | 3000  |  | 8  |  | 5%   |  |       |  |             |
| Ninja Knife  |  | 5000  |  | 9  |  | 5%   |  | P     |  |             |
| Short Edge   |  | 7000  |  | 10 |  | 5%   |  |       |  |             |
| Ninja Edge   |  | 10000 |  | 12 |  | 5%   |  |       |  |             |
| Spell Edge   |  | 16000 |  | 13 |  | 5%   |  |       |  | +:Don't Act |
| Sasuke Knife |  |       |  |    |  |      |  |       |  |             |
| Iga Knife    |  |       |  |    |  |      |  |       |  |             |
| Koga Knife   |  |       |  |    |  |      |  |       |  |             |

-- Notes --

Why Iga, Koga and Sasuke?

|~| Hidden Knife |~|

A sword for concealment. Shorter than standard sword.

|~| Ninja Knife |~|

Multi-purpose weapon for Ninja. Can be used as a Ninja sword.

:: Rare Ghoul Poach

|~| Short Edge |~|

Light-weight sword with short blade. Easy to carry.

|~| Ninja Edge |~|

A sword used by Ninja. Good for battles as blade's longer than regular Ninja sword.

|~| Spell Edge |~|

Sword that seals target's actions.

|~| Sasuke Knife |~|

|~| Iga Knife |~|

|~| Koga Knife |~|

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||| Rods |||

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[4.rd]

// Equipped By \\

Oracles, Summoners, Wizards

// Damage Formula \\

PA\*WP

// My Thoughts \\

Elemental Rods will greatly strengthen your spell of the corresponding elemental. I like to use them until I am able to buy an alternate means of elemental strengthening, like a Black Robe or 108 Gems, and then switch over to a Wizard Rod. Wizard Rod is the best rod for a Faithed caster but generally Faith Rod will aid your spells more.

| Name        |  | Cost |  | WP |  | W Ev |  | A. W. |   | Other                |
|-------------|--|------|--|----|--|------|--|-------|---|----------------------|
| Rod         |  | 200  |  | 3  |  | 20%  |  | 1.00  |   |                      |
| Thunder Rod |  | 400  |  | 3  |  | 20%  |  | 1.02  |   | S:Lit %:Lit D:Lit    |
| Flame Rod   |  | 400  |  | 3  |  | 20%  |  | 1.02  | P | S:Fire %:Fire D:Fire |
| Ice Rod     |  | 400  |  | 3  |  | 20%  |  | 1.02  |   | S:Ice %:Ice D:Ice    |
| Poison Rod  |  | 500  |  | 3  |  | 20%  |  |       |   | +:Poison             |
| Wizard Rod  |  | 8000 |  | 4  |  | 20%  |  | P     |   | MA +2                |
| Faith Rod   |  | NA   |  | 3  |  | 20%  |  |       |   | ~:Faith              |
| Dragon Rod  |  | NA   |  | 5  |  | 20%  |  | P.blu |   |                      |

-- Notes --

|~| Rod |~|

Rod-like oak weapon.

:: Available in stores after beating Magic City Gariland battle

|~| Thunder Rod |~|

Rod with lightning elemental.

:: Available in stores after beating Sand Rat Cellar

|~| Flame Rod |~|

Rod with fire elemental.

:: Rare Bomb Poach

:: Available in stores after beating Sand Rat Cellar

|~| Ice Rod |~|

Rod with ice elemental.

:: Available in stores after beating Sand Rat Cellar

|~| Poison Rod |~|

Rod with deadly poison on its tip.

|~| Wizard Rod |~|

Rod that increases magic ability of the user.

:: Common Dark Behemoth Poach

|~| Dragon Rod |~|

Rod carried by one attended by dragons. Tip made of dragon bones.

:: Rare Blue Dragon Poach

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||| Spears |||

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[4.sp]

// Equipped By \\

Lancer, Lancer Support Ability 'Equip Spear'

// Damage Formula \\

PA\*WP

// My Thoughts \\

Spears increase Jump damage by roughly 50%. That bonus damage provides a check on the Jump skillset, but is kind of aggravating to me. Why limit Jump, an average skillset, and let Math Skill and Draw Out run rampant? The buyable weapon power of spears is a little on the low side. The Holy Spear is a nice idea but nothing sucks like Lancer MA sucks. The second Javelin is great.

| Name           |  | Cost  |  | WP |  | W Ev |  | A. W. |  | Other         |
|----------------|--|-------|--|----|--|------|--|-------|--|---------------|
| Javelin        |  | 1000  |  | 8  |  | 10%  |  |       |  |               |
| Spear          |  | 2000  |  | 9  |  | 10%  |  |       |  |               |
| Mythril Spear  |  | 4500  |  | 10 |  | 10%  |  |       |  |               |
| Partisan       |  | 7000  |  | 11 |  | 10%  |  | P     |  |               |
| Oberisk        |  | 10000 |  | 12 |  | 10%  |  |       |  |               |
| Holy Lance     |  | NA    |  | 14 |  | 10%  |  | P.sac |  | D:Holy %:Holy |
| Dragon Whisker |  | NA    |  | 17 |  | 10%  |  | P.red |  |               |
| Javelin (II)   |  | NA    |  | 30 |  | 10%  |  | M.nev |  |               |

-- Notes --

Spears have a range of 2 panels and cannot be used with Two Swords. Unlike FFTA, spears cannot penetrate two targets in one attack.

|~| Javelin |~|

Cheap light-weight spear. Attacks areas one panel away.

|~| Spear |~|

Standard spear. Capable of long- distance attacks.

|~| Mythril Spear |~|

Spear with Mythril head.

|~| Partisan |~|

Wide double-edged spear. Devised to cause severe damage to its enemy.

:: Rare Bone Snatch Poach

|~| Oberisk |~|

Huge steeple-shaped spear.

|~| Holy Lance |~|

Bright Holy Spear.

:: Rare Sacred Poach

|~| Dragon Whisker |~|

Spear made of a mysterious material neither wood nor metal. Said to be dragon whiskers.

:: Rare Red Dragon Poach

|~| Javelin |~|

Ultimate spear with matchless attack power.

:: Move-Find Item Nevelska Temple

||| Staffs |||

[4.st]

// Equipped By \\  
Priest, Summoner, Time Mage

// Damage Formula \\  
MA\*WP

// My Thoughts \\  
The Wizard Staff is the best buyable staff. The Mace of Zeus provides a PA bonus that is not really needed. Staffs are generally outclassed by Sticks and Rods so if a Summoner use the Wizard Rod, if a Time Mage consider switching to a different class. If a Priest you might want to stay in that class as Priests have better Speed stats than other generic mage classes.

The Wizard Staff is the best buyable staff. The Mace of Zeus provides a PA bonus that is not really needed. Staffs are generally outclassed by Sticks and Rods so if a Summoner use the Wizard Rod, if a Time Mage consider switching to a different class. If a Priest you might want to stay in that class as Priests have better Speed stats than other generic mage classes.

| Name          |  | Cost |  | WP |  | W Ev |  | A. W. |  | Other            |
|---------------|--|------|--|----|--|------|--|-------|--|------------------|
| Oak Staff     |  | 120  |  | 3  |  | 15%  |  | 1.00  |  |                  |
| White Staff   |  | 800  |  | 3  |  | 15%  |  | 1.02  |  | /:Death Sentence |
| Healing Staff |  | NA   |  | 4  |  | 15%  |  | P.woo |  | Heals HP         |
| Rainbow Staff |  | 2200 |  | 5  |  | 15%  |  |       |  |                  |
| Wizard Staff  |  | 4000 |  | 4  |  | 15%  |  |       |  | MA +1            |
| Gold Staff    |  | 7000 |  | 6  |  | 15%  |  | P     |  |                  |
| Mace of Zeus  |  | NA   |  | 6  |  | 15%  |  | S     |  | PA +2 MA +1      |
| Sage Staff    |  | NA   |  | 7  |  | 15%  |  |       |  |                  |

-- Notes --

|~| Oak Staff |~|

Oak staff.

:: Available in stores after beating Magic City Gariland

|~| White Staff |~|

Staff for one who takes holy orders. Symbolic meaning is stronger than its power in battle.

:: Available in stores after beating Sand Rat Cellar

|~| Healing Staff |~|

Staff with power of spirit inside. Restores HP of whoever it strikes.

:: Rare Woodman Poach

:: Gift from a Chapter 3 guest

|~| Rainbow Staff |~|

Staff with serpent scales on the tip.

|~| Wizard Staff |~|

Cypress staff. Increases magic attack power of user.

|~| Gold Staff |~|

Glittering golden staff.

:: Common Trent Poach

|~| Mace of Zeus |~|

Staff that strengthens the power of the user.

:: Can be stolen from the boss of Murond Death City story battle

|~| Sage Staff |~|

Stick you find lying anywhere.

||| Sticks |||

[4.sk]

// Equipped By \\

Calculators, Oracles

// Damage Formula \\

WP\*MA

// My Thoughts \\

Sticks are great. They allow your Oracle to use magic and still be able to deal decent melee damage. Notice how the Octagon Rod cancels status effects. Stop is tricky to remove so consider whacking a Stopped unit with an Octagon Rod. Worst case scenario is you kill them, but that cures Stop too.

| Name          |  | Cost  |  | WP |  | W Ev |  | A. W. |  | Other                                                                      |
|---------------|--|-------|--|----|--|------|--|-------|--|----------------------------------------------------------------------------|
| Cypress Rod   |  | 1000  |  | 6  |  | 20%  |  |       |  |                                                                            |
| Battle Bamboo |  | 1400  |  | 7  |  | 20%  |  |       |  |                                                                            |
| Musk Rod      |  | 2400  |  | 8  |  | 20%  |  |       |  |                                                                            |
| Iron Fan      |  | 4000  |  | 9  |  | 20%  |  |       |  |                                                                            |
| Gokuu Rod     |  | 7500  |  | 10 |  | 20%  |  |       |  | +:Innocent                                                                 |
| Octagon Rod   |  | 20000 |  | 12 |  | 20%  |  |       |  | :/:Frog, Oil, Poison,<br>  Silence, Don't Move,<br>  Don't Act, Stop, Slow |
| Ivory Rod     |  | NA    |  | 11 |  | 20%  |  | P.sac |  |                                                                            |
| Whale Whisker |  | NA    |  | 16 |  | 20%  |  | P.tia |  |                                                                            |

---

-- Notes --

Sticks have a range of two panels.

|~| Cypress Rod |~|

Cypress Staff.

|~| Battle Bamboo |~|

Long, slender bamboo stick. Attacks by bending it.

|~| Musk Rod |~|

Musk tree stick. Shaped like a huge dipper.

|~| Iron Fan |~|

Gigantic metal-framed fan. Used like a stick with the fan folded.

|~| Gokuu Rod |~|

Stick that causes those it strikes to lose faith.

|~| Octagon Rod |~|

Octagon-carved stick on a steel plate.

|~| Ivory Rod |~|

Special ivory stick. Frail, yellow stick is surprisingly strong.

:: Common Sacred Poach

|~| Whale Whisker |~|

Ebony stick. The material, neither wood nor metal, said to be giant whale whiskers.

:: Rare Tiamat Poach

---

||| Swords |||

---

[4.sw]

// Equipped By \\

Ramza, Geomancer, Knight, Squire, Knight Support Ability 'Equip Sword'

// Damage Formula \\

PA\*WP

// My Thoughts \\

Using an Ice Brand and having Black Robe equipped will deal the best average damage of swords. The Rune Blade is good too if you want that extra MA bonus for a skillset like Elemental. Try Two Swords and two Rune Blades for a greater MA boost while still maintaining a strong offensive attack (though Magic Attack Up and an Aegis shield are better for boosting your MA). The



Blood Sword always adds Drain so consider using it a bit longer than its Weapon Power would suggest.

| Name           |  | Cost  |  | WP |  | W Ev |  | A. W.   |  | Other        |
|----------------|--|-------|--|----|--|------|--|---------|--|--------------|
| Broad Sword    |  | 200   |  | 4  |  | 5%   |  | 1.00    |  |              |
| Long Sword     |  | 500   |  | 5  |  | 10%  |  | 1.01    |  |              |
| Iron Sword     |  | 900   |  | 6  |  | 5%   |  | 1.02    |  |              |
| Mythril Sword  |  | 1600  |  | 7  |  | 8%   |  |         |  |              |
| Coral Sword    |  | 3300  |  | 8  |  | 5%   |  | P       |  | D:Lightning  |
| Ancient Sword  |  | 5000  |  | 9  |  | 5%   |  | P       |  | +:Don't Move |
| Sleep Sword    |  | 5000  |  | 9  |  | 5%   |  | P       |  | +:Sleep      |
| Diamond Sword  |  | 8000  |  | 10 |  | 10%  |  |         |  |              |
| Platinum Sword |  | 11000 |  | 12 |  | 10%  |  |         |  |              |
| Ice Brand      |  | 14000 |  | 13 |  | 10%  |  |         |  | D:Ice %:Ice2 |
| Rune Blade     |  | 20000 |  | 14 |  | 15%  |  |         |  | MA +2        |
| Blood Sword    |  | NA    |  | 9  |  | 5%   |  | P.hyu S |  | ~:Drain*     |
| Materia Blade  |  | NA    |  | 10 |  | 10%  |  | M.ber   |  | **           |
| Nagrarock      |  | NA    |  | 1  |  | 50%  |  | P.por   |  | +:Frog       |

\*Damage dealt is converted into HP for the attacker  
\*\*Allows Cloud to perform his Limit abilities

-- Notes --

2 swords and 2 hands okay.

|~| Broad Sword |~|

Wide blade used for slaying. Cheap ordinary sword, low attack power.

:: Available in stores after beating Magic City Gariland

|~| Long Sword |~|

Double-edged sword, sharp and straight. Ordinary sword used for slaying and stabbing.

:: Available in stores after beating Mandalia Plains story battle

|~| Iron Sword |~|

Iron sword. Extremely heavy but with a wide sturdy blade.

:: Available in stores after beating Sand Rat Cellar

|~| Mythril Sword |~|

Mythril sword, a special type of metal. Extremely light and shiny.

|~| Coral Sword |~|

Single-edged sword with coral design.

:: Common Minitaurus Poach

|~| Ancient Sword |~|

Sword made by ancient methods.

:: Rare Gobbledeguck Poach

|~| Sleep Sword |~|

Wide-bladed sword with jet black design.

:: Rare Squidlarkin Poach

|~| Diamond Sword |~|

Sword with small diamond in the blade. Slices enemies up.

|~| Platinum Sword |~|

Shiny sword of platinum and mythril. The wide edge cuts extremely well.

|~| Ice Brand |~|

Sword as clear as ice.

|~| Rune Blade |~|

Sword with ancient engravings.

|~| Blood Sword |~|

Sword with magenta blade. Bloody looking blade symbolizes its gruesome effects.

:: Rare Hyudra Poach

:: Can be stolen from the boss of the Golgorand Execution Site story battle

|~| Materia Blade |~|

Foreigner's sword.

:: Move-Find Item Bervenia Volcano

|~| Nagrarock |~|

Ebony sword from the Apocalypse.

:: Rare Porky Poach

```
----- /// Shields \\ -----  
----- \\ _____ /// -----
```

[4.sh]

// Equipped By \\

Ramza, Archer, Geomancer, Knight, Lancer, Support Ability 'Equip Shield'

// My Thoughts \\

The Aegis Shield is the ultimate in Magic Evade and the Crystal Shield is the best all around buyable shield. The Flame and Ice Shield can also have their

uses. Try casting a high level Fire spell on a Flame Shield bearer and sending him into the teeth of the enemy. He becomes a bomb of sorts. Shield evade stacks nicely with Mantle Evade and abilities like Abandon and Defend.

| Name            | Cost  | P Ev | M Ev | A. W. | Other                |
|-----------------|-------|------|------|-------|----------------------|
| Escutcheon      | 400   | 10%  | 3%   | 1.01  |                      |
| Buckler         | 700   | 13%  | 3%   | 1.02  |                      |
| Bronze Shield   | 1200  | 16%  | NA   |       |                      |
| Round Shield    | 1600  | 19%  | NA   |       |                      |
| Mythril Shield  | 2500  | 22%  | 5%   |       |                      |
| Gold Shield     | 3500  | 25%  | NA   |       |                      |
| Ice Shield      | 6000  | 28%  | NA   | P     | A:Ice H:Fire W:Lit   |
| Flame Shield    | 6500  | 31%  | NA   | P     | A:Fire H:Ice W:Water |
| Aegis Shield    | 10000 | 10%  | 50%  |       | MA +1                |
| Diamond Shield  | 12000 | 34%  | 15%  |       |                      |
| Platina Shield  | 16000 | 37%  | 10%  |       |                      |
| Crystal Shield  | 21000 | 40%  | 15%  |       |                      |
| Genji Shield    | NA    | 43%  | NA   |       |                      |
| Kaiser Plate    | NA    | 46%  | 20%  |       | S:Fire/Ice/Lit       |
| Venitian Shield | NA    | 50%  | 25%  |       | H:Fire/Ice/Lit       |
| Escutcheon II   | NA    | 75%  | 50%  |       |                      |

-----  
 --- KEY ---  
 -----

Name- Name of Equipment  
 Cost- Store Price  
 A. W.: Available When  
 P Ev- Physical Evade  
 M Ev- Magic Evade  
 MA: Magic Attack  
 A: Absorb  
 H: Half  
 W: Weakness  
 S: Strengthen  
 Lit: Lightning

-- Notes --

Shields provide S Ev to your front and sides but not your back.

|~| Escutcheon |~|

The cheapest shield. S EV (the shield's evade%) is low.

:: Available in stores after beating Mandalia Plains story battle

|~| Buckler |~|

Small shield used in white soldier battles. Evade % is low, but it's easy to handle.

:: Available in stores after beating Sand Rat Cellar

|~| Bronze Shield |~|

Bronze shield. Made small to evade attacks quickly.

|~| Round Shield |~|

Small, sturdy shield. The surface ornamented with complex patterns.

|~| Mythril Shield |~|

Mythril shield. Lighter than it looks and easy to handle.

|~| Gold Shield |~|

Gold rimmed Mythril shield. Physical attacks is higher than magic attacks.

|~| Ice Shield |~|

Gem inlaid Mythril shield. The gems possesses the ice elemental.

:: Rare Morbol Poach

|~| Flame Shield |~|

Inlaid magenta mythril shield. The gems possesses the fire elemental.

:: Rare Explosive Poach

|~| Aegis Shield |~|

Replica of the Shield of God. Raises

|~| Diamond Shield |~|

Diamond shield. High magic due to divine protection of the gems.

|~| Platina Shield |~|

Mythril/Platinum shield. Has a white luster.

|~| Crystal Shield |~|

Crystal inlaid shield. Crystals look like mined gems.

|~| Genji Shield |~|

Black foreign-made shield. Made of steel with a unique shape.

|~| Kaiser Plate |~|

Shield named after ancient king. Raises wpn evade % and wpn attack.

|~| Venitian Shield |~|

Bright shield with special pigment. Reduces elemental damage by half.

|~| Escutcheon II |~|

Ultimate shield with matchless evade %.

----- /// Hats \\\ -----  
----- \\\ \\\ \\\ -----

[4.ha]

// Equipped By \\  
\\

Ramza, Archer, Bard, Calculator, Chemist, Dancer, Geomancer, Mediator, Ninja, Oracle, Priest, Squire, Summoner, Thief, Time Mage, Wizard

// My Thoughts \\  
\\

I love to take advantage of the Speed bonuses from Hats. I usually use the Green Beret until the Flash Hat is available then buy the Thief Hat when I can. The Twist Headband also goes good on units like barehanded Ninja or Geomancers with Punch Art secondary. The Triangle Hat, Holy Mitre, and Golden Hairpin should be considered for certain mage units.

| Name           |  | Cost  |  | HP  |  | MP |  | A. W. |  | Other         |
|----------------|--|-------|--|-----|--|----|--|-------|--|---------------|
| Leather Hat    |  | 150   |  | 8   |  | NA |  | 1.00  |  |               |
| Feather Hat    |  | 350   |  | 16  |  | 5  |  | 1.01  |  |               |
| Red Hood       |  | 800   |  | 24  |  | 8  |  | 1.02  |  |               |
| Headgear       |  | 1200  |  | 32  |  | NA |  |       |  | PA +1         |
| Triangle Hat   |  | 1800  |  | 40  |  | 12 |  |       |  | MA +1         |
| Green Beret    |  | 3000  |  | 48  |  | NA |  |       |  | Sp +1         |
| Twist Headband |  | 5000  |  | 56  |  | NA |  |       |  | PA +2         |
| Holy Miter     |  | 6000  |  | 64  |  | 20 |  |       |  | MA +1         |
| Black Hood     |  | 7000  |  | 72  |  | NA |  |       |  |               |
| Golden Hairpin |  | 12000 |  | 80  |  | 50 |  |       |  | I: Silence    |
| Flash Hat      |  | 16000 |  | 88  |  | 15 |  |       |  | Sp +1 MA +1   |
| Thief Hat      |  | 35000 |  | 100 |  | NA |  |       |  | Sp +2 I:DA/DM |

-----  
--- KEY ---  
-----

Name- Name of Equipment  
Cost- Store Price  
HP- Hit Points  
MP- Magic Points



[4.fh]

// Equipped By \\

Can only be equipped by females.

// My Thoughts \\

Female Hats, or Ribbons as some prefer, are good in certain situations. It is usually better to have a Hat that provides a Speed, MA, or PA bonus.

| Name     | Cost | HP | MP | A. W. | Other                                                                                                   |
|----------|------|----|----|-------|---------------------------------------------------------------------------------------------------------|
| Cachusha | NA   | 20 | NA | P.uri | I:Undead/Darkness/Slow/DA/Frog/<br>DeathSentence/DM/Poison/Silence                                      |
| Ribbon   | NA   | 10 | NA | P.wil | I:Dead/Undead/Petrify/Darkness/<br>Invite/Frog/Slow/Silence/Poison/<br>Berserk/Bloodsuck/Confusion/Frog |
| Barette  | NA   | 20 | NA | P.red | I:Dead/Petrify/Invite/Confusion/<br>BloodSuck/Berserk/Stop/Sleep/<br>Charm                              |

-----  
--- KEY ---  
-----

- Name- Name of Equipment
- Cost- Store Price
- HP- Hit Points
- MP- Magic Points
- A. W.: Available When
- I: Immune
- DA: Don't Act
- DM: Don't Move

|~| Cachusha |~|

Haiband that prevents abnormal status.  
:: Rare Uribo Poach

|~| Ribbon |~|

Ribbon that prevents abnormal status.  
:: Common Wildbow Poach

|~| Barette |~|

Hairpin that prevents abnormal status.  
:: Rare Red Chocobo Poach  
:: Gift from a Chapter 3 guest

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-----  
-----

[4.he]

// Equipped By \\

Ramza, Knight, Lancer, Samurai, Knight Support Ability 'Equip Armor'

// My Thoughts \\

Helmets are lame. The units that can equip them already have high HP. I would gladly trade the higher HP of Helmets for the status bonuses of Hats. Surprisingly, the best buyable Helmet (Crystal Helmet) can be found on random battle Knights as low as level 27.

| Name           | Cost  | HP  | A. W. | Other            |
|----------------|-------|-----|-------|------------------|
| Leather Helmet | 200   | 10  | 1.01  |                  |
| Bronze Helmet  | 500   | 20  | 1.01  |                  |
| Iron Helmet    | 1000  | 30  | 1.02  |                  |
| Barbuta        | 1500  | 40  |       |                  |
| Mythril Helmet | 2100  | 50  |       |                  |
| Gold Helmet    | 2800  | 60  |       |                  |
| Cross Helmet   | 4000  | 70  |       |                  |
| Diamond Helmet | 6000  | 80  |       |                  |
| Platina Helmet | 8000  | 90  |       |                  |
| Circlet        | 10000 | 100 |       |                  |
| Crystal Helmet | 14000 | 120 |       |                  |
| Genji Helmet   | NA    | 130 |       |                  |
| Grand Helmet   | NA    | 150 |       | I:Darkness/Sleep |

-----  
--- KEY ---  
-----

Name- Name of Equipment  
Cost- Store Price  
HP- Hit Points  
A. W.: Available When  
I: Immune

|~| Leather Helmet |~|

Rosin helmet with great elasticity.  
:: Available in stores after beating Mandalia Plains story battle

|~| Bronze Helmet |~|

Standard bronze helmet.  
:: Available in stores after beating Mandalia Plains story battle

|~| Iron Helmet |~|



Sturdy steel helmet.

:: Available in stores after beating Sand Rat Cellar

|~| Barbuta |~|

Large helmet with a T-shaped gap for the face.

|~| Mythril Helmet |~|

Mythril helmet. Light and sturdy.

|~| Gold helmet |~|

Gold helmet.

|~| Cross Helmet |~|

Helmet that covers head and neck. The face guard protects the face.

|~| Diamond Helmet |~|

Inlaid cross helmet. Spiritually dense gems increase helmet's power.

|~| Platina Helmet |~|

Mythril/Platinum helmet. Has a white luster.

|~| Circlet |~|

Helmet with inlay in the forehead. Ears are exposed make it to lighter.

|~| Crystal Helmet |~|

Inlaid crystal helmet. The crystals look like mined gems.

|~| Genji Helmet |~|

Black foreign helmet. Made of steel with a unique shape.

|~| Grand Helmet |~|

Helmet that prevents abnormal status.

```
----- /// _____ \\ -----  
----- \\ _____ /// -----
```

[4.cl]

// Equipped By \\

Ramza, Archer, Bard, Calculator, Chemist, Dancer, Geomancer, Mediator, Monk,  
Ninja, Oracle, Priest, Squire, Summoner, Thief, Time Mage, Wizard

// My Thoughts \\

Clothes are great. Judo Outfit allows you to preform the fake Death trick  
(cast Death or Death Sentence on yourself and the enemy will usually ignore  
you), Earth Clothes strengthen certain Earth Abilities, Power Sleeve adds 2 PA,  
and Black Costume provides a useful status immunity. I find the Power Sleeve

the best set of Clothes, but different situations call for different outfits.

| Name                    |  | Cost  |  | HP  |  | MP |  | A. W. |  | Other               |
|-------------------------|--|-------|--|-----|--|----|--|-------|--|---------------------|
| =====<br>Clothes        |  | 150   |  | 5   |  | NA |  |       |  |                     |
| -----<br>Leather Outfit |  | 300   |  | 10  |  | NA |  |       |  |                     |
| -----<br>Leather Vest   |  | 500   |  | 18  |  | NA |  |       |  |                     |
| -----<br>Chain Vest     |  | 900   |  | 24  |  | NA |  |       |  |                     |
| -----<br>Mythril Vest   |  | 1500  |  | 30  |  | NA |  |       |  |                     |
| -----<br>Adaman Vest    |  | 1600  |  | 36  |  | NA |  |       |  |                     |
| -----<br>Wizard Outfit  |  | 1900  |  | 42  |  | 15 |  |       |  |                     |
| -----<br>Brigadine      |  | 2500  |  | 50  |  | NA |  |       |  |                     |
| -----<br>Judo Outfit    |  | 4000  |  | 60  |  | NA |  |       |  | PA +1 I:Dead        |
| -----<br>Power Sleeve   |  | 7000  |  | 70  |  | NA |  |       |  | PA +2               |
| -----<br>Earth Clothes  |  | 10000 |  | 85  |  | 10 |  |       |  | S:Earth A:Earth     |
| -----<br>Black Costume  |  | 12000 |  | 100 |  | NA |  |       |  | I: Stop             |
| -----<br>Rubber Costume |  | NA    |  | 150 |  | 30 |  | P.hyd |  | I: Lightning        |
| -----<br>Secret Clothes |  | NA    |  | 20  |  | NA |  |       |  | Sp +2 !:Transparent |

-----  
--- KEY ---  
-----

Name- Name of Equipment  
Cost- Store Price  
HP- Hit Points  
MP- Magic Points  
A. W.: Available When  
PA: Physical Attack  
Sp: Speed  
I: Immune  
A: Absorb (damage is absorbed and turned into HP)  
S: Strengthen (element is strengthened)  
!: Start Battle With...

|~| Clothes |~|

Battle clothes. Sturdier than normal clothing.

|~| Leather Outfit |~|

Leather battle clothes.

|~| Leather Vest |~|

Layered leather battle clothes.

|~| Chain Vest |~|

Chain linked shirt.

|~| Mythril Vest |~|

Mythril vest. Small mythril plates sewed on the chest area.

|~| Adaman Vest |~|

Heavy metal vest.

|~| Wizard Outfit |~|

Sorcerer's hooded garment.

|~| Brigadine |~|

Mythril garment. Reinforced with platinum plates.

|~| Judo Outfit |~|

Martial art uniform from another culture.

|~| Power Sleeve |~|

String to tie up excess parts of a garment for agility.

|~| Earth Clothes |~|

Garment made from beautifully designed fabric.

|~| Black Costume |~|

Black battle clothes.

|~| Rubber Costume |~|

Close-fitting rosin garment.

:: Rare Hydra Poach

|~| Secret Clothes |~|

Ninja uniform. Good for covert acts.

```
----- /// Armor \\ -----  
----- \\ Armor // -----
```

[4.ar]

// Equipped By \\

Ramza, Knight, Lancer, Samurai, Knight Ability 'Equip Armor'

// My Thoughts \\

Helmets are lame. The units that can equip them already have high HP. I would gladly trade the higher HP of Helmets for the status bonuses of Hats.

... What's that you say? I just copied what I put for Helmets into Armor? Huh, if Square wants to make such a boring set of items, I'm not going to waste my time acting like a give a shit about Armor. Luckily Reflect Armor comes after the time when you get high evade Shields and Mantles. Great, now I can Reflect all those enemy Holy spells that are bouncing around.

| Name          | Cost  | HP  | A. W. | Other     |
|---------------|-------|-----|-------|-----------|
| Leather Armor | 200   | 10  |       |           |
| Linen Cuirass | 600   | 20  |       |           |
| Bronze Armor  | 800   | 30  |       |           |
| Chain Mail    | 1300  | 40  |       |           |
| Mythril Armor | 2000  | 50  |       |           |
| Plate Mail    | 3000  | 60  |       |           |
| Gold Armor    | 3600  | 70  |       |           |
| Diamond Armor | 6000  | 80  |       |           |
| Platina Armor | 9000  | 90  |       |           |
| Carabini Mail | 13000 | 100 |       |           |
| Crystal Mail  | 18000 | 110 |       |           |
| Reflect Mail  | 19000 | 130 |       | ~:Reflect |
| Genji Armor   | NA    | 150 |       |           |
| Maximillion   | NA    | 200 |       |           |

-----  
 --- KEY ---  
 -----

Name- Name of Equipment  
 Cost- Store Price  
 HP- Hit Points  
 MP- Magic Points  
 A. W.: Available When  
 ~: Always

|~| Leather Armor |~|

Layered leather armor.

|~| Linen Cuirass |~|

Armor which outer shell is bronze, and inside is linen.

|~| Bronze Armor |~|

Simple bronze armor.

|~| Chain Mail |~|

Chainlink armor.

|~| Mythril Armor |~|

Mythril armor. Sturdy and light.

|~| Plate Mail |~|

Improved Mythril armor with increased capability.

|~| Gold Armor |~|

Like Platemail, but reinforced with

|~| Diamond Armor |~|

Diamond armor.

|~| Platina Armor |~|

Mythril/Platinum armor. Has a white luster.

|~| Carabini Mail |~|

Thick Mythril armor. This can endure extreme impact.

|~| Crystal Mail |~|

Inlaid crystal platinum armor. The crystals look like mined gems.

|~| Reflect Mail |~|

Armor protects the wearer from magic attacks with 'Reflect'.

|~| Genji Armor |~|

Black foreign armor. Firmly protects the abdomen.

|~| Maximillian |~|

High grade armor. Carefully made to boast its great strength.

```

----- /// _____ \\
----- \\ _____ // -----

```

[4.ro]

// Equipped By \\

Ramza, Calculator, Geomancer, Knight, Lancer, Mediator, Oracle, Priest, Summoner, Time Mage, Wizard

// My Thoughts \\

Robes are neat. The Wizard Robe is my most used Robe. Sure the HP and MP are a bit low but the 2 MA bonus is nice. The Chameleon Robe and CT 5 Holy combine to be the cheapest combo in FFT. The Chameleon Robe will also persuade Holy

Sword users to not hit you with their swordskills.

| Name           |  | Cost  |  | HP  |  | MP |  | A. W. |  | Other                  |
|----------------|--|-------|--|-----|--|----|--|-------|--|------------------------|
| Linen Robe     |  | 1200  |  | 10  |  | 10 |  |       |  |                        |
| Silk Robe      |  | 2400  |  | 20  |  | 16 |  |       |  |                        |
| Wizard Robe    |  | 4000  |  | 30  |  | 22 |  |       |  | MA +2                  |
| Chameleon Robe |  | 5000  |  | 40  |  | 28 |  | P     |  | A:Holy I:Dead          |
| White Robe     |  | 9000  |  | 50  |  | 34 |  |       |  | H:Fire/Ice/Lightning   |
| Black Robe     |  | 13000 |  | 60  |  | 30 |  |       |  | S:Fire/Ice/Lightning   |
| Light Robe     |  | 30000 |  | 75  |  | 50 |  |       |  |                        |
| Robe of Lords  |  | NA    |  | 100 |  | 80 |  |       |  | PA+2 MA+1 ~:Prot/Shell |

-- Notes --

The AI incorrectly assumes that absorb Holy means that Knight Sword techniques don't work against you and thus will not target you with them.

-----  
--- KEY ---  
-----

Name- Name of Equipment  
Cost- Store Price  
HP- Hit Points  
MP- Magic Points  
A. W.: Available When (see chart below)  
MA: Magic Attack  
I: Immune  
A: Absorb (damage is absorbed and turned into HP)  
H: Half (damage is halved)  
S: Strengthen (element is strengthened)  
~: Always (status is always active)  
Prot: Protect

|~| Linen Robe |~|

Simple linen robe.

|~| Silk Robe |~|

Smooth silken robe.

|~| Wizard Robe |~|

Hooded robe.

|~| Chameleon Robe |~|

Green robe dyed with an extract from a shiny green stone.

:: Rare Ochu Poach

|~| White Robe |~|

Pure-white gown. Reduces elemental damage by half.

|~| Black Robe |~|

Ebony gown. Strengthens elemental magic.

|~| Light Robe |~|

Robe woven from a glistening fabric.

|~| Robe of Lords |~|

Exquisite robe worn by elder priests.

----- /// Accessories \\ -----  
----- \\ \\ -----

||| Mantles |||

[4.ma]

// Equipped By \\

Archer, Bard, Calculator, Chemist, Dancer, Geomancer, Knight, Lancer,  
Mediator, Monk, Ninja, Oracle, Priest, Samurai, Squire, Summoner, Thief, Time  
Mage, Wizard  
(Every Class but Mime)

// My Thoughts \\

I like Mantles. When the Feather Mantle becomes available I usually have a  
unit or two with it equipped. Mantles stack well with Shield Evade and  
abilities like Defend and Abandon.

| Name           |  | Cost  |  | P Ev |  | M Ev |  | A. W. |  | Other         |
|----------------|--|-------|--|------|--|------|--|-------|--|---------------|
| Small Mantle   |  | 300   |  | 10%  |  | 10%  |  | P     |  |               |
| Leather Mantle |  | 800   |  | 15%  |  | 15%  |  |       |  |               |
| Wizard Mantle  |  | 2000  |  | 18%  |  | 18%  |  | P     |  | MA +1         |
| Elf Mantle     |  | 8000  |  | 25%  |  | 25%  |  |       |  |               |
| Dracula Mantle |  | 15000 |  | 28%  |  | 28%  |  | P     |  |               |
| Feather Mantle |  | 20000 |  | 40%  |  | 30%  |  | P     |  |               |
| Vanish Mantle  |  | NA    |  | 35%  |  | NA   |  | M.ger |  | !:Transparent |

-----  
--- KEY ---  
-----

Name- Name of Equipment  
Cost- Store Price

A. W.: Available When (see chart below)  
P Ev- Physical Evade (how often you dodge physical attacks)  
M Ev- Magic Evade (how often you dodge magical attacks)  
MA: Magic Attack  
!: Start Battle With...

-- Notes --

Mantles provide evasion to your front, back, and sides.

|~| Small Mantle |~|

Small wool cape.

:: Common Squidlarkin Poach

|~| Leather Mantle |~|

Sturdy leather cape.

|~| Wizard Mantle |~|

Hooded Sorcerer's cape.

:: Common Living Bone Poach

|~| Elf Mantle |~|

Thin, short fabric cape. Special fabric with spiritual powers.

:: Rare Living Bone Poach

|~| Dracula Mantle |~|

Cape with outer fabric black and the inner fabric magenta.

:: Rare Mind Flare Poach

|~| Feather Mantle |~|

Light cape, soft as a feather.

:: Rare Cocatoris Poach

|~| Vanish Mantle |~|

Cape that enables one to be invisible.

:: Move-Find Item Germinas Peak

---

||| Armwear |||

---

[4.ar]

// Equipped By \\

Archer, Bard, Calculator, Chemist, Dancer, Geomancer, Knight, Lancer,  
Mediator, Monk, Ninja, Oracle, Priest, Samurai, Squire, Summoner, Thief, Time  
Mage, Wizard (Every Class but Mime)

// My Thoughts \\

I am a big fan of the Bracer and 108 Gems. They are worth their high prices.  
The rest of the equipment is situational, like if an enemy keeps casting Time  
Magic on you wear a Reflect Ring. The Angel Ring is also worth a look at.



| Name           |  | Cost  |  | A. W. |  | Other                                                                            |
|----------------|--|-------|--|-------|--|----------------------------------------------------------------------------------|
| Power Wrist    |  | 5000  |  |       |  | PA +1                                                                            |
| Diamond Armlet |  | 5000  |  |       |  | PA +1 MA +1 I:Slow                                                               |
| Magic Gauntlet |  | 20000 |  |       |  | MA +2                                                                            |
| Bracer         |  | 50000 |  |       |  | PA +3                                                                            |
| Genji Gauntlet |  | NA    |  |       |  | PA +2 MA +2                                                                      |
| Defense Ring   |  | 5000  |  | P     |  | I:Death Sentence/Sleep                                                           |
| Magic Ring     |  | 10000 |  |       |  | I:Berserk/Silence                                                                |
| Reflect Ring   |  | 10000 |  |       |  | ~:Reflect                                                                        |
| Angel Ring     |  | 20000 |  |       |  | !:Reraise I:Darkness/Dead                                                        |
| Cursed Ring    |  | NA    |  |       |  | PA +1 MA +1 MP +10 ~:Undead I:Invite                                             |
| Defense Armlet |  | 7000  |  |       |  | I:Don't Move/Don't Act                                                           |
| Jade Armlet    |  | 10000 |  |       |  | I:Petrify/Stop                                                                   |
| N-Kai Armlet   |  | 10000 |  |       |  | H:Dark I:Charm/Confusion                                                         |
| 108 Gems       |  | 15000 |  |       |  | I:Blood Suck/Frog/Poison/Undead<br>S:Dark/Earth/Fire/Holy/Ice/Lit/wind<br>/Water |

-- Notes --

--- KEY ---

Name- Name of Equipment  
Cost- Store Price  
A. W.: Available When (see chart below)  
PA: Physical Attack  
MA: Magic Attack  
I: Immune  
H: Half (damage is halved)  
S: Strengthen (element is strengthened)  
~: Always (status is always active)  
!: Start Battle With...

|~| Power Wrist |~|

Gauntlet increases weapon attack power.

|~| Diamond Armlet |~|

Inlaid armlet with high spiritual powers.

|~| Magic Gauntlet |~|

Gauntlet that increases magic attack power.

|~| Bracer |~|

Thin, leather gauntlet.

|~| Genji Gauntlet |~|

Crimson foreign gauntlet.

|~| Defense Ring |~|

Metal ring with spiritual powers.

|~| Magic Ring |~|

Inlaid with spiritual powers.

|~| Reflect Ring |

Ring that reflects magic with words fo the engraved contract.

|~| Angel Ring |~|

Ring that receives divine protection from an angel.

|~| Cursed Ring |~|

|~| Defense Armlet |~|

Magenta inlaid armlet.

:: Common Taiju Poach

|~| N-Kai Armlet |~|

Cerimonial armlet. Worn for the God of darkness.

|~| Jade Armlet |~|

Armlet inlaid with polished jewels.

|~| 108 Gems |~|

Beads connected together with 108 linden seeds.

---

||| Footwear |||

---

[4.fo]

// Equipped By \\

Archer, Bard, Calculator, Chemist, Dancer, Geomancer, Knight, Lancer,  
Mediator, Monk, Ninja, Oracle, Priest, Samurai, Squire, Summoner, Thief, Time  
Mage, Wizard (Every Class but Mime)

// My Thoughts \\

For fans of extra movement, Footwear provides some nice additions. Later in  
the game when you get access to better Movement Abilities Footwear tends to  
not be so useful. Keep a few pairs of Sprint Shoes and Rubber Shoes around.

| Name           |  | Cost  |  | A. W. |  | Other                  |
|----------------|--|-------|--|-------|--|------------------------|
| Battle Boots   |  | 1000  |  | P     |  | Move +1                |
| Spike Shoes    |  | 1200  |  |       |  | Jump +1                |
| Germinas Boots |  | 5000  |  | P     |  | Move +1 Jump +1        |
| Red Shoes      |  | 10000 |  |       |  | Move +1 MA +1          |
| Feather Boots  |  | 2500  |  |       |  | ~:Float                |
| Rubber Shoes   |  | 1500  |  | P     |  | I:Lightning/Don't Move |
| Sprint Shoes   |  | 7000  |  |       |  | Speed +1               |

-----  
 --- KEY ---  
 -----

Name- Name of Equipment  
 Cost- Store Price  
 A. W.: Available When (see chart below)  
 MA: Magic Attack  
 I: Immune  
 ~: Always (status is always active)

|~| Battle Boots |~|

Layered leather battle boots.  
 :: Rare Red Panther Poach

|~| Spike Shoes |~|

Cleated running shoes. Increases jump power with firm grip.

|~| Germinas Boots |~|

Fitted boots. Easy to move around in.  
 :: Rare Cuar Poach

|~| Red Shoes |~|

Leather shoes colored with magenta dye.

|~| Feather Boots |~|

Soft, light-weight shoes.

|~| Rubber Shoes |~|

Shoes made by soaking in rosin. Cancels Lightning-elemental magic.  
 :: Rare Juravis Poach

|~| Sprint Shoes |~|

Expensive, brand-name shoes.

||| Perfumes |||

[4.pe]

// Equipped By \\

Females Only

// My Thoughts \\

Perfumes are cheap. Chantage is bullshit and basically makes you invincible.

| Name       |  | A. W. |  | Other                     |
|------------|--|-------|--|---------------------------|
| Chantage   |  | P.por |  | ~:Regen/Reraise           |
| Cherche    |  | P.kin |  | ~:Float/Reflect           |
| Setiemson  |  | P.red |  | MA +1 ~:Haste !:Invisible |
| Salty Rage |  | P.hyd |  | ~:Protect/Shell           |

-- Notes --

Unlike the Angel Ring, Chantage gives you permanent Reraise.

|~| Chantage |~|

Perfume with a peaceful scent.

:: Common Porky Poach

|~| Cherche |~|

Perfume with a refreshing scent.

:: Common King Behemoth Poach

|~| Setiemson |~|

Perfume with an exotic scent.

:: Common Red Dragon Poach

|~| Salty Rage |~|

Perfume with a deep but gentle scent.

:: Common Hydra Poach

-----  
--- KEY ---  
-----

Name- Name of Equipment

A. W.: Available When (see chart below)

MA: Magic Attack

I: Immune

~: Always (status is always active)

!: Start Battle With...

----- /// Items \\ -----



|~| X-Potion |~|

Medicine restores HP. Stronger than Hi-Potion.

:: Rare Black Chocobo Poach

|~| Phoenix Down |~|

Mysterious feather revives dead units. Disappears after one use.

:: Common Yellow Chocobo and Steel Hawk Poach

|~| Ether |~|

Medicine restores MP.

:: Common Ghoul Poach, Rare Skeleton Poach

|~| Hi-Ether |~|

Medicine restores MP. Stronger than Ether.

:: Common Mind Flare and Revnant Poach

|~| Antidote |~|

Medicine neutralizes poison from enemy attacks.

:: Common Black Goblin and Red Panther Poach

|~| Eye Drop |~|

Medicine used when one's sight is lost in magic attacks.

:: Common Black Chocobo and Woodman Poach

|~| Echo Grass |~|

Herb used to restore units who've lost their voices, so they can cast spells.

:: Common Pisco Demon Poach

|~| Maiden's Kiss |~|

Medicine used to restore units who've become frogs.

:: Common Uribo Poach

|~| Soft |~|

Tool to cure petrified units. Needle breaks after one use.

:: Common Cuar and Cocatoris Poach

|~| Holy Water |~|

Holy water that revives dead.

:: Common Vampire and Skeleton Poach

|~| Remedy |~|

Remedy that cures various abnormal status.

:: Common Red Chocobo Poach

|~| Elixir |~|

Precious medicine that completely restores HP and MP.

:: Common Great Morbol Poach

||| Ninja Items |||

[4.ba]

Items bought to be used by 'Throw' command.

// My Thoughts \\

There are better things to throw, Flails and Axes mainly, but Ninja Items provide a cost effective alternative. Water Ball allows you to deal rare Water elemental damage. If you use throw, keep some elemental throws around like Balls and Ice Brands.

| Name           |  | Cost |  | WP |  | A. W. |  | Other                  |
|----------------|--|------|--|----|--|-------|--|------------------------|
| Shuriken       |  | 50   |  | 4  |  | P     |  |                        |
| Magic Shuriken |  | 300  |  | 7  |  | P     |  |                        |
| Yagy Darkness  |  | 1000 |  | 10 |  | P     |  |                        |
| Fire Ball      |  | 250  |  | 8  |  | P     |  | Deals Fire Damage      |
| Water Ball     |  | 250  |  | 8  |  | P     |  | Deals Water Damage     |
| Lightning Ball |  | 250  |  | 8  |  | P     |  | Deals Lightning Damage |

-- Notes --

Magic Shuriken is worthless. Balls are cheaper and have higher WP. While these items provide cost effective throws, Flails are the most powerful purchasable throws.

|~| Shuriken |~|

Throwing weapon used by Ninja. Hits enemy by spinning.

:: Common Flotiball Poach

|~| Magic Shuriken |~|

Windmill-shaped dirk. Slashes enemy with its high-speed spinning.

:: Common Ahriman Poach

|~| Yagy Darkness |~|

Cross shuriken used by famous Ninja school. Edgesis hook-shaped to raise damaging power.

:: Common Plague Poach

|~| Fire Ball |~|

Ball that causes fire damage.

:: Common Bomb Poach

|~| Water Ball |~|

A ball that causes water damage when thrown.

:: Common Grenade Poach

|~| Lightning Ball |~|

Ball that causes lightning damage.

:: Common Explosive Poach

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## V. Zodiac Monsters [5.0]

sqpat found out the levels of several Zodiac Monster and using some formulas from the Aerostar's Battle Mechanics Guide he extrapolated detailed Zodiac boss stats that cannot be found in any other FAQ. MalcolmMasher verified the calculations and I plan on using the same method to fill in the rest of the numbers.

In the 'Vulnerable to:' section the status effects that the this Zodiac Monster is vulnerable to is listed. Here are a few strategies things that all Zodiacs cannot protect against:

-- Battle Skill and Dance --

Battle Skill and Dance can lower their Speed, MA, MP, and PA and they cannot do a thing to stop it.

-- Decreased Brave and Faith --

While Innocent and Faith do not work, Solution and Threaten do (Talk Skill). If their magic is giving you a problem, then Solution them. That will make physical attacks more appealing...

-- Hamedo --

Zodiac monsters love to attack you physically. However they do not seem to realize when Hamedo is in effect and will try to punch through it. Bad idea as Hamedo (Monk reaction ability) will attack the monsters and negate their attack.

-- Lich, Life Drain, Demi and Demi 2 --

Those four spells do damage equal to the one-half (Lich and Demi 2) or one-quarter (Life Drain and Demi) of the enemies TOTAL HP. Four Life Drains or two Lich will kill almost any Zodiac boss. I recommend Life Drain and Lich as Lich is the most accurate and Life Drain is the fastest.

-- Know Thyne Enemy --

Most Zodiacs like to rely on a few status attacks. Know which attacks these are and set up your units to protect against them. Know which magic and summons the enemy likes to use and try to plan accordingly. Enemy likes to use Holy? Try Reflect Mail. Zodiac wet in the pants for Cyclops? Keep your units spread apart.





Loss - 100% Confusion with a 2 vertical 0 area of effect at a range of 5 squares

Lose Voice - 100% Silence with a 2 area of effect at a range of 5 squares

Cyclops - Same as the Summoner Ability

Titan - Same as the Summoner Ability

||| Tends to Rely on |||

Cyclops, Titan, and physical attacks. He'll use Seal sometimes and the occasional Loss.

```
----- /// ZALERA \\ -----  
----- \\ \\ // -----
```

||| Angel of Death |||

Type: Male  
Zodiac: Gemini  
Level 44  
HP: 1098 to 1171  
MP: 680 to 736  
PA: 15  
MA: 10  
Speed: 11

Innate: Short Charge, Cannot enter water  
Vulnerable to:

||| Skill Set |||

Nightmare - 100% Sleep or Death Sentence on a 2 vertical 0 area of effect at a range of 5

Spell - 100% Stop on a 2 vertical 0 area of effect at a range of 5 squares

Flare 2 - 2 area of effect 3 vertical damage from a range of 4 squares, 50 Speed (2 CTR) with Short Charge, 35 MP cost  
[TargetsFaith/100\*CastersFaith/100\*38\*MA]

Toad 2 - Adds Frog, 50 Speed (2 CTR) with Short Charge, 35 MP Cost  
[TargetsFaith/100\*CastersFaith/100\*(160+MA)]

||| Tends to Rely on |||

Nightmare, Spell, and Flare. Uses an occasional Toad 2.

```
----- /// ADRAMELK \\ -----  
----- \\ \\ // -----
```

||| Ghost of Fury |||

Type: Monster  
Zodiac: Scorpio  
Level: 46  
Move 5 Jump 4 C-EV 19%



Melt - HP damage to a 4 vertical 3 area of effect at a range of 4 squares, 30 Speed (4 CTR) with Short Charge, Fire Element, 70 MP cost  
[TargetsFaith/100\*CastersFaith/100\*38\*MA]

Tornado - HP damage to a 4 vertical 3 area of effect at a range of 4 squares, 30 Speed (4 CTR) with Short Charge, Wind Element, 70 MP cost  
[TargetsFaith/100\*CastersFaith/100\*37\*MA]

|||Tends to Rely on |||

Often uses Spell to start out the battle and then moves on to a mixture of physical attacks and magic.

-----  
-----  
// ALTIMA \\  
\\ \\\

||| Holy Angel |||

Type: Monster  
Zodiac: Virgo  
Level 56 11% C Ev  
HP: 1281 to 1391  
MP: 324 to 485  
PA: 13 to 15  
MA: 13 to 15  
Speed: 9

Reaction Ability: Absorb Used MP  
Innate: Short Charge, Float, Teleport II, Martial Arts  
Vulnerable to: Darkness, Don't Act, Slow

||| Skill Set |||

Grand Cross - 25% chance of adding each of these 8 effects: Petrify, Darkness, Confusion, Berserk, Frog, Poison, Sleep, Slow on 3 vertical 2 area of effect at a range of 4 squares, 40 Speed (3 CTR) with Short Charge

Ultima - HP damage on a 3 vertical 3 area of effect from a range of 4 squares, 20 Speed (5 CTR) with Short Charge, 40 MP  
[TargetsFaith/100\*CastersFaith/100\*30\*MA]

||| Tends to Rely on |||

Grand Cross, Ultima, and Physical Attacks.

-----  
-----  
// ST. AJORA \\  
\\ \\\

||| Arc Angel |||

Type: Monster  
Zodiac: Virgo  
10% C Ev  
Level 66  
HP: 3022 to 3281  
MP: 303 to 455  
PA: 16 to 19

MA: 15 to 18

Speed: 12

Reaction Ability: Face Up

Innate: Short Charge, Float, Teleport II

Vulnerable to: Holy, Slow, Don't Move

||| Skill Set |||

Grand Cross - 25% chance of adding each of these 8 effects: Petrify, Darkness, Confusion, Berserk, Frog, Poison, Sleep, Slow on 3 vertical 2 area of effect at a range of 4 squares, 40 Speed (3 CTR) with Short Charge

Return 2 - Sets targets CT to 0 on a 3 vertical 3 area of effect at a range of 4 squares, 30 Speed (4 CTR) with Short Charge, 0 MP  
[TargetsFaith/100\*CastersFaith/100\*(200+MA)]

Despair 2 - Cancels Float, Haste, Protect, Regen, Reraise, Shell, Transparent, Faith, and Reflect on a 4 vertical 3 area of effect at a range of 4 squares, 30 Speed (4 CTR) with Short Charge, 0 MP  
[TargetsFaith/100\*CastersFaith/100\*(200+MA)]

All Ultima - HP damage to a 4 vertical 3 area at a range of 5, 14 Speed (8 CTR) with Short Charge, 50 MP  
[TargetsFaith/100\*CastersFaith/100\*37\*MA]

Tends to Rely on...

Physical Attacks, Grand Cross, All Ultima, and Despair 2.

----- /// ELIDIBS \\ -----  
----- \\ \\ -----

Type: Monster

Level 75

HP: 2704 to 2936

MP: 830 to 1244 (is his MP allowed to break the cap?)

PA: 5 to 6

MA: 15 to 18

Speed: 7

Innate: Short Charge

Vulnerable to: Stop, Slow, Blind, Faith, Innocent

||| Skill Set |||

Zodiac - Strongest spell in the game, can only be learnt from Elidibs

||| Tends to Rely on |||

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This chart has the Target's Speed (who you want to jump on) across the top of the chart (X Axis) and the Jumper's Speed (the unit performing the Jump) going down the left side of the chart (Y Axis). The numbers in the chart are the maximum CT that a target can have and the Jump will still land before the target moves.

Let us say that your 8 speed Lancer wants to Jump on Balk, one of the hardest Final Fantasy Tactics bosses. Balk has 13 speed. Go to the Jumper's Speed column and go down to the 8. Move across to the box that is 8 versus 13. You will see the number 34. That means if Balk has 34 or less CT then you can Jump on him and the Jump will land. However if he has 35 to 100 CT and you try to Jump on him he will move before the Jump lands.

---| Jumper Speed (Y Axis, 1 - 26) vs. Target Speed (X Axis, 1 - 17) |---

|    | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1  | 50 | 0  | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX |
| 2  | 75 | 50 | 25 | 0  | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX |
| 3  | 84 | 69 | 54 | 39 | 24 | 9  | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX | XX |
| 4  | 88 | 77 | 66 | 55 | 44 | 33 | 22 | 11 | 0  | XX | XX | XX | XX | XX | XX | XX | XX | XX |
| 5  | 90 | 81 | 72 | 63 | 54 | 45 | 36 | 27 | 18 | 9  | 0  | XX | XX | XX | XX | XX | XX | XX |
| 6  | 92 | 85 | 78 | 71 | 64 | 57 | 50 | 43 | 36 | 29 | 22 | 15 | 8  | XX | XX | XX | XX | XX |
| 7  | 93 | 87 | 81 | 75 | 69 | 63 | 57 | 51 | 45 | 39 | 33 | 27 | 21 | 15 | 9  | 3  | XX | XX |
| 8  | 94 | 89 | 84 | 79 | 74 | 69 | 64 | 59 | 54 | 49 | 44 | 39 | 34 | 29 | 24 | 19 | 14 | 9  |
| 9  | 95 | 91 | 87 | 83 | 79 | 75 | 71 | 67 | 63 | 59 | 55 | 51 | 47 | 43 | 39 | 35 | 31 | 27 |
| 10 | 95 | 91 | 87 | 83 | 79 | 75 | 71 | 67 | 63 | 59 | 55 | 51 | 47 | 43 | 39 | 35 | 31 | 27 |
| 11 | 96 | 93 | 90 | 87 | 84 | 81 | 78 | 75 | 72 | 69 | 66 | 63 | 60 | 57 | 54 | 51 | 48 | 45 |
| 12 | 96 | 93 | 90 | 87 | 84 | 81 | 78 | 75 | 72 | 69 | 66 | 63 | 60 | 57 | 54 | 51 | 48 | 45 |
| 13 | 97 | 95 | 93 | 91 | 89 | 87 | 85 | 83 | 81 | 79 | 77 | 75 | 73 | 71 | 69 | 67 | 65 | 63 |
| 14 | 97 | 95 | 93 | 91 | 89 | 87 | 85 | 83 | 81 | 79 | 77 | 75 | 73 | 71 | 69 | 67 | 65 | 63 |
| 15 | 97 | 95 | 93 | 91 | 89 | 87 | 85 | 83 | 81 | 79 | 77 | 75 | 73 | 71 | 69 | 67 | 65 | 63 |
| 16 | 97 | 95 | 93 | 91 | 89 | 87 | 85 | 83 | 81 | 79 | 77 | 75 | 73 | 71 | 69 | 67 | 65 | 63 |
| 17 | 98 | 97 | 96 | 95 | 94 | 93 | 92 | 91 | 90 | 89 | 88 | 87 | 86 | 85 | 84 | 83 | 82 | 81 |
| 18 | 98 | 97 | 96 | 95 | 94 | 93 | 92 | 91 | 90 | 89 | 88 | 87 | 86 | 85 | 84 | 83 | 82 | 81 |
| 19 | 98 | 97 | 96 | 95 | 94 | 93 | 92 | 91 | 90 | 89 | 88 | 87 | 86 | 85 | 84 | 83 | 82 | 81 |
| 20 | 98 | 97 | 96 | 95 | 94 | 93 | 92 | 91 | 90 | 89 | 88 | 87 | 86 | 85 | 84 | 83 | 82 | 81 |



After one clocktick: 60 CT  
two clockticks: 70 CT  
five clockticks: 100 CT

## \_\_| Jump, Status Effects, and You

Status effects can hinder or aid your jumps.

Stop - Keeps target from moving, allows you to jump on it no matter what the CT

Sleep - Keeps target from moving, allows you to jump on it no matter what the CT, Jump damage \* 1.5

Don't Move - Keeps target from moving, allows you to jump on it no matter what the CT

Don't Act - Keeps the target from performing reaction abilities like Blade Grasp that can lower your Jump's % of success

Charge - Increases Jump damage by roughly 150% (~1.5\*damage number)

Haste - Increases your active speed by 1.5 (truncate after the decimal) but your Jump Speed remains the same  
10 Speed with Haste:  $10 * 1.5 = 15$  effective Speed  
9 Speed with Haste:  $9 * 1.5 = 13.5$  (truncate) = 13 effective Speed

Slow - Cuts speed in half (truncate after the decimal), leaving targets more vulnerable to jump  
10 Speed with Slow:  $10 / 2 = 5$  effective Speed  
9 Speed with Slow:  $9 / 2 = 4.5$  (truncate) = 4 effective Speed

Frog

Chicken

```
/// _____ \\  
\\ _____ ///
```

Jump Damage is your Weapon Power (WP) multiplied by your Physical Attack Power (PA). If you have a Spear equipped you multiply that damage times 1.5

Jump Damage:  $WP * PA$

With a Spear:  $WP * PA * 1.5$

With no Weapon:  $PA * (Brave / 100) * PA$

## \_\_| To Increase Damage..

::Jumping on a Sleeping or Charging target increases your jump damage by ~1.5  
As MalcolmMasher points out though, Charging Targets do not stay Charging for long and Sleeping targets can wake up

::Increase your PA with better equipment, leveling, Accumulate or Scream

::Increase your WP by getting a better Weapon

## \_\_| To Take Less Jump Damage...





Monk  
Basic Skill  
HP Restore/Auto Potion  
Equip Armor  
Move+1/Move HP UP

A fact that is unknown to even experienced Tactics players is that Equip Armor allows you to equip Armor and Helmets. Equip Armor can easily add 100 HP to the max HP of your Monk. Combine that with HP Restore, Auto Potion, Move+1, and or Move HP UP and that Monk is very very hard to kill. Basic Skill is a good secondary because of Accumulate. Almost all of Punch Art is PA based. Accumulating will raise your attack power and Chakra strength making your unit an effective attack and support unit.

Archer  
Battle Skill  
Weapon Guard  
Concentrate  
Move+1

I am not a huge Archer fan but I do like Battle Skill. The main drawback to Battle Skill on a Knight is its limited range. Put that on a Archer though and he can fire ranged breaks from a hefty distance. Weapon Guard is nice because that allows the Archer to have shield evade, weapon evade, and a mantle. That is some good evade for so early in the game.

```
-----//| Mid Set Ups |\\-----  
-----\\|           |//-----
```

Wizard  
Summon Magic  
Weapon Guard  
Magic Attack Up/Short Charge  
~~~

Summon Magic is incredibly devastating. The main draw back to Summoners is their low speed. Wizards though have average speed and increased MA so they deal more damage and go more often. They might run a little low on MP so bring a unit with Chakra or Ether for support. I prefer Short Charge to Magic Attack Up later in the game but at this stage either will suffice.

Pay attention to MA boosting equipment. Summon and Black Magic damage is based on your MA stat and Faith. Equipping strengthen elemental equipment (Fire Rod, Ice Rod, Thunder Rod, 108 Gems etc.), Wizard Robes, Triangle Hats, Magic Gauntlets and other similar equips will make a huge difference in your damage input.

Geomancer
Punch Arts
Auto Potion
Martial Arts
Move+1/Move+2

Not an exceptionally powerful unit--though it does deal some solid ranged damage--this character is very versatile. If you have Chakra, Revive, and Stigma Magic in your Punch Art skillset then you are a rock solid support unit too. Martial Arts provides a good bonus to Punch Art skills. Geomancers also have the benefit of 4 base move which can easily be boosted up to 7

Move. That is some no charge time support combined with good attack power. This unit is sort of like a Chemist with balls.

Lancer
Yin-Yang Magic
MP Switch (HP damage is converted to MP damage)
Defense Up
Move MP Up

Kind of a strange set up eh? Yes there are more powerful ways to make your characters but think about what you would like to be if you were in Ivalice. If you have any sense of mind for self preservation, it is hard to do better than this. Lancers have a shield and high HP. Physical attacks are blunted by Defense Up, MP Switch, and Move MP Up. That leaves magic attacks and status attacks. If either of those take a while to charge the Lancer can simply Jump in the air to avoid it or inflict Innocent on himself. If you do end up getting damaged Life Drain can give restore some HP.

Thief
Elemental/Talk Skill/Yin-Yang
Weapon Guard
Martial Arts/Concentrate
Move+2

This unit is kind of a pussy but it gives me a chance to point out a few things. First, Martial Arts and Concentrate can raise the % of your steal skills even if you are not barehanded. Main Gauche has an outstanding 40% Weapon Guard that can help your Thief stay alive longer. Besides Thieves with Knives are never going to provide a good damage output so it is better to focus on self preservation. Elemental, Talk Skill, and Yin-Yang can add effects like Sleep and Stop that make stealing equipment easier.

Chemist
Battle Skill
Auto Potion
Concentrate
Teleport

Equip a gun on a Chemist with Battle Skill and you are getting some breaks from a range of 8. Gun attacks are 100% but gun Battle Skill actions can still be evaded. Concentrate takes care of the targets evade.

-----///Uber Set Ups\\\-----
-----_____///

Any High Faith Unit
Math Skill
~~~  
Magic Attack UP  
~~~

The class, reaction, support, and movement ability are irrelevant. All that matters is the overwhelming power of Math Skill. On a 10 speed unit with CT5 Math Skill can be calculated on every unit on the field. If you put equipment on your units that protects against that spell then the enemy will feel the brunt of the attack and your units will not be harmed at all. A popular spell to calculate is Holy. That will deal heavy damage to the enemy and if your units have Chameleon Robes (absorb Holy) equipped they will be cured by the

Holy.

Ninja
Battle Skill/Sing
Dragon Spirit/Blade Grasp/Abandon
Concentrate
Move+3

Ninja is my favorite class in this game and this set up makes them even sweeter. Ninja Throw range is equal to move range so Move+3 and Concentrate makes a Ninja Throw like a gun. Battle Skill is great on Ninja as they attack twice. A Ninja with MP break is capable of depleting any units MP in a single action. Sing is also an unusual but great combination on a Ninja. Throw damage is based on Speed*WP and Cheer Song can boost your whole parties speed.

Wizard
Draw Out
Blade Grasp
Magic AttackUP
Teleport

Draw Out is a very great skillset, the only problem is Samurai are really bad at it. Draw Out damage is based MA and Wizards have the best MA. Magic AttackUp and the proper equips (Wizard Robe, Wizard Rod, Flash Hat, Red Shoes) make this Wizard capable of killing almost any generic with a single action. Teleport makes this unit unpredictably deadly. Add Teleport to Kiku and you have a pretty good % chance of being able to reach and kill any unit on the map.

Mime and Dance

This set up has to be spread across two characters. One is a Mime and the other has Dance as a secondary. Nameless Dance is deadly to generic units and Mimed Nameless Dance is the FFT equivalent of eating a rat with Bubonic Plague.

Chantage

Chantage is an accessory that can only be equipped by females. It gives always Reraise and always Regen. That makes death a temporary inconvenience; every turn you will be brought back to life.

-----/// Special Character Set Ups \\-----
-----\\ \u{005C} \u{005C} //-----

[7.1]

-- Control + F --

I list the characters in order of when you can get them and to avoid spoilers I am not going to list the units here. Instead replace the xx with the first two letters of that character's name in this [7.xx]. To see how to actually get the characters go to section 8.

The set ups below are not the necessarily the strongest set ups for these non generic units, but are very good. Obviously I could say turn everyone into a Wizard with Math Skill and that would be a stronger party. Here I try to

emphasize the special characters specific abilities and the unit will always have his unique abilities in his Primary or Secondary skillset. If it is only possible to get one of a certain item, then it is only listed once in the set ups (like many of your units would benefit from having Escutcheon II but I only list in one person's ideal set up).

||| Ramza |||

[7.ra]

Squire || Excalibur
Draw Out || Aegis Shield
Blade Grasp/Auto Potion || Thief Hat
Magic AttackUp || Robe of Lords
Move+3 || Genji Gauntlet

Ramza's Squire class deserves the title UberSquire. It has better stats than a typical Squire, exclusive abilities--Cheer Up Yell and Scream--and can equip some very good equipment.

Magic AttackUp raises the potency of your Draw Outs. Two Swords, with two Rune Blades equipped, works well if you do not have enough Knight Swords to spare.

/// UberSquire \\
\\ UberSquire ///

4 Move || 3 Jump || 5% C Ev

Can equip Flails, Knives, Swords, Axes, Knight Swords, Shields, Helmets, Hats, Robes, Armor, and Clothes

Ratings

HP || MP || Speed || PA || MA

__| GUTS |__

In addition to some of the basic Squire Abilities, GUTS features unique support skills. Yell by itself makes Ramza and excellent support unit for the first few chapters and a few Screams turns Ramza into a force of nature.

Targeting Range: Wish has 3 verticle tolerance and 3 range, Yell and Cheer Up have 3 range

// Action Abilities \\

Name || JP || Effect (A. of E.)

=====

Accumulate || 300|| PA +1

Dash || 80|| 100% damage with a chance of knocking the enemy back
|| || a square

Throw Stone || 90|| Throw a stone up to 4 spaces

```

Heal          || 150|| Cures Poison, Darkness, and Silence
-----
Wish          ||  0|| Sacrifices your own HP to heal double the amount of
             ||   || HP to the target; raises targets HP by
             ||   || [2/5]*castersMaxHP and while damaging user by
             ||   || [1/5]*castersMaxHP
-----
Yell         || 200|| Raises target's Speed by 1, affects one unit (1v0)
-----
Cheer Up     || 200|| Raises Brave by 5, affects one unit (1v0)
-----
Scream       || 500|| Raises Ramza's Speed, MA, and PA by 1; raises Brave
             ||   || by 10
-----

```

// Reaction Abilities \\
=====

```

Name          || JP ||          Effect          || Trigger || # || ?
=====
Counter Tackle || 180|| Counter with a Dash      ||         || 2.0|| 26
-----

```

// Support Abilities \\
=====

```

Name          || JP ||          Effect          || # || ?
=====
Monster Skill || 200|| Monsters within one space (3 vertical) can use||1.6|| 27
             ||   || new abilities          ||   ||
-----
Gained Jp UP  || 200|| Gain JP at an increased rate ||5.2|| 3
-----
Equip Axe     || 170|| Can equip Axes          ||1.1|| 18
-----
Defend        ||  50|| Evasion doubles         ||2.2|| 19
-----

```

// Movement Abilities \\
=====

```

Name          || JP ||          Effect          || # || ?
=====
Move+1        || 200|| Move +1                 ||3.6|| 7
-----

```

||| Mustadio |||

[7.mu]

```

Chemist       || --- (Equip Change to a Stone Gun)
Snipe         || ---
Auto Potion   || Thief Hat
Equip Change  || Secret Clothes
Move+3        || Angel Ring

```

The Equip Change option is so that you can equip a Stone Gun mid battle and not have to start out Petrified. The Chemist is a good support unit and with a Stone Gun it can deal some major damage. Knock down Mustadio's Faith and he

is a great unit. Another good set up is to have a high Faith Mustadio with a Black Robe and a Blast Gun equipped.

Notice how the Snipe skill formulas are all Speed based. Increasing your Speed helps slightly increase the accuracy.

```

    /// _____ \\
    \\ _____ ///
  
```

Move || Jump || % C Ev

Can equip Guns, Hats, and Clothes

Ratings

HP || MP || Speed || PA || MA

__| SNIPE |__

SNIPE is a better skillset than it appears. Seal Evil makes any battle with the undead easy, find a unit with good compat and Don't Act will neutralize the unit for the battle, and no unit is naturally immune to Don't Move.

Targeting Range: Varies on the weapon, only effects one panel

// Action Abilities \\

| Name | JP | Effect (A. of E.) | Formula |
|-----------|-----|---|----------|
| Leg Aim | 200 | Adds Don't Move | 50+Speed |
| Arm Aim | 300 | Adds Don't Act | 50+Speed |
| Seal Evil | 200 | Adds Petrify to Undead, nothing to the living | 70+Speed |

// Reaction Abilities \\

| Name | JP | Effect | Trigger | # ? |
|----------------|-----|---------------------|---------|----------|
| Counter Tackle | 180 | Counter with a Dash | | 2.0 26 |

// Support Abilities \\

| Name | JP | Effect | # ? |
|---------------|-----|--|----------|
| Monster Skill | 200 | Monsters within one space (3 vertical) can use new abilities | 1.6 27 |
| Gained Jp UP | 200 | Gain JP at an increased rate | 5.2 3 |

Equip Axe || 170|| Can equip Axes ||1.1|| 18

Defend || 50|| Evasion doubles ||2.2|| 19

// Movement Abilities \\

| Name | JP | Effect | # ? |
|--------|-----|---------|---------|
| Move+1 | 200 | Move +1 | 3.6 7 |

||| Agrias |||

[7.ag]

| | |
|-------------------------|----------------------------|
| Geomancer | Highest WP available Sword |
| Holy Sword | Best Available Shield |
| Blade Grasp/Auto Potion | Twist Headband |
| Attack Up | Power Sleeve |
| Move+2/Teleport | Bracer |

Geomancer Agrias is a good unit. Agrias in her base class is hampered by not being able to equip Hats or Clothes. Geomancer Agrias has almost all of the benefits of normal Agrias and gets to equip a Thief Hat/Twist Headband and Power Sleeve. When Knight Swords become available switch Agrias to her base class...

| | |
|-------------------------|---------------|
| Holy Knight | Excalibur |
| Yin-Yang Magic | Escutcheon II |
| Blade Grasp/Auto Potion | Grand Helmet |
| Attack Up | Maximillion |
| Move+2/Teleport | Bracer |

/// Holy Knight \\ \\ \\

3 Move || 3 Jump || % C Ev

Can equip Swords, Knight Swords, Shields, Helmets, and Armor

Ratings

HP || MP || Speed || PA || MA

__| HOLY SWORD |__

Targeting Range:

// Action Abilities \\

| Name | JP | Effect (A. of E.) | Formula |
|-------|----|-------------------|---------|
| ===== | | | |

Leg Aim || 200|| Adds Don't Move || 50+Speed

Arm Aim || 300|| Adds Don't Act || 50+Speed

Seal Evil || 200|| Adds Petrify to Undead, nothing to the || 70+Speed
|| || living ||

// Reaction Abilities \\

| Name | JP | Effect | Trigger | # ? |
|----------------|-----|---------------------|---------|----------|
| Counter Tackle | 180 | Counter with a Dash | | 2.0 26 |

// Support Abilities \\

| Name | JP | Effect | # ? |
|---------------|-----|---|--------------|
| Monster Skill | 200 | Monsters within one space (3 vertical) can use
 new abilities | 1.6 27
 |

Gained Jp UP || 200|| Gain JP at an increased rate ||5.2|| 3

Equip Axe || 170|| Can equip Axes ||1.1|| 18

Defend || 50|| Evasion doubles ||2.2|| 19

// Movement Abilities \\

| Name | JP | Effect | # ? |
|--------|-----|---------|---------|
| Move+1 | 200 | Move +1 | 3.6 7 |

||| Beowulf |||

[7.be]

||| Rafa |||

[7.ra]

||| Malak |||

[7.ma]

||| Orlandu |||

[7.or]

Holy Swordsman || Excalibur

~~~ || Kaiser Plate  
Blade Grasp || Thief Hat  
Attack Up || Power Sleeve  
Move+3 || Bracer

\_\_\_\_\_  
||| Meliadoul |||  
\_\_\_\_\_

[7.me]

Venetian Shield

\_\_\_\_\_  
||| Worker 8 |||  
\_\_\_\_\_

[7.wo]

\_\_\_\_\_  
||| Reis |||  
\_\_\_\_\_

[7.re]

\_\_\_\_\_  
||| Cloud |||  
\_\_\_\_\_

[7.cl]

To get Cloud to use his limit abilities you must acquire and equip his hidden weapon the Materia Blade. The Materia Blade can be found by a Move-Find Item equipped unit that travels to the top of the volcano at Bervenia Volcano map.

\_\_\_\_\_  
||| Byblos |||  
\_\_\_\_\_

[7.by]

\_\_\_\_\_  
/ \_ ) ( \_ ) / \_ ) ( , ) ( \_ ) ( \_ \_ )  
\\_ \ ) \_ ) ( \_ ) \ ) \_ ) ( \_ )  
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## VIII. Secret Characters and Optional Areas [8.0]

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For more information on Secret Characters, their abilities, and optimum equipments try section seven.

----- /// Quick Walkthrough \\ -----  
----- \\ \_\_\_\_\_ /// -----  
[8.1]

The purpose of this is to briefly summarize the steps that let you get all the secret characters and fight the optional battles. This part is spoiler free if you do it step by step.

1.) You must have Mustadio to do most of this. Keep him in your party and never replace him. If you have dismissed him then you miss out on some cool battles and cannot get all of the characters. Mid way through Chapter Three (after the Zalmo battle) or later, go to Goug Machine City. A cut scene where you talk to Mustadio's father Besrodio will start.

2.) Go to Goland Coal City. At the Bar read the 'Ghost of Colliery' Rumor.

3.) Head to Lesalia Imperial Capital. At the bar scene select "2.Let's go together." when the hunter asks to go along.

4.) Now Goland Coal City is a red dot. Make an additional save file and go there to start a series of battles. Some of the Chemists in these battles have the rare Blaze Gun equipped. In the third battle there is sometimes and a rare Uribo monster. Invite him and poach his offspring for some good items.

5.) Add Beowulf and Reis to your party. Return to Goug Machine City. Watch the cut scene.

\*\* Slight Spoiler \*\*

--

--

--

Add Worker 8 to your party.

\*\* End Spoiler \*\*

6.) To complete the rest of this, you must be at least midway through Chapter Four (up to Germinas Peak). When you go to Zarghidas Trade City a flower girl will ask you to buy a flower. Buy the flower or you will be unable to get all the secret characters.

7.) At Goug Machine City watch the cut scene.

8.) Go to Zeltennia Castle. At the bar, read the "Cursed Island, Nelveska" Rumor.

9.) At Nelveska Temple you will enter into a hard battle. On top of the pillars in this battle are some ultra rare items that can be gotten with Move-Find Item. To get them put Move-Find Item on a low brave, 5 Jump character and bring Reis or Worker 8. The character must use Reis or Worker 8 as a stepping stone to get on top of the pillars.

10.) Watch the cut scene before returning to Goug Machine City. Add Reis to your party. Hmm... who could that be?

11.) Head to Zarghidas Trade City.

12.) Add Cloud to your party. After completing Murond Holy Place go to Warjilis Trade City. That will start a cut scene and open up the Deep Dungeon.

13.) Complete the Deep Dungeon. At the 'END' level you can get the most powerful spell in the game 'Zodiac.' To get Zodiac a Summoner on your team has to be hit by it, take damage, and survive it. Add Byblos to your party.

---

```

----- /// Deep Dungeon \\ -----
----- \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ -----

```

[8.2]

The Deep Dungeon is an unique area with rare monsters, rare items, and deadly traps. After beating Murond Holy Place, go to Warjilis Trade City to open up the first level of the dungeon. There are a few things different with this area. Every one of the ten levels is darkened. The only thing you can see are the units unless someone crystalizes as that will provide some light. The more units that crystalize, the better you can see. To reach the next stage one of your units must step on a hidden square to open up a path to the next level. If the enemy steps on that hidden square the battle will end immediately.

The names of the levels in Deep Dungeon sometimes make more sense if you spell them backwards. The first level, Nogias, is Saigon backwards. Allegedly the names have some connection with a movie centered around the Vietnam War.

Be careful with Move-Find Item. When you equip Move-Find Item as your movement you can find rare treasures by moving to certain squares. Each Move-Find Item has can net you one of two items. The standard item or the rare item. The rare item is gotten 100 - Brave = % of the time so low Brave Move-Find Item people get better items. If the enemy has Move-Find Item equipped they can also get the items. Once either of the items is gotten from the Move-Find Item square you can never get another item from that square again (unless you reset). After you get something from a Move-Find Item square it turns into a trap.

To move to the next level of Deep Dungeon you must have one of your units step on the exit before you beat the level. The exit is randomly selected from one of four panels. I recommend killing all but one enemy and then casting Sleep, Don't Move, or Frog on that remaining enemy. Frogged enemy units cannot trigger the exit, but if a normal enemy steps on the exit panel the level will end.



"Beginning" usually happens over trifles. Even if it's a coincidence.

// Height \\

10 Height = 100, 9.5 Height = 95, etc.

|     | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | 220 | 230 | 230 | 240 | 240 | 240 | 240 | 240 | 230 | 230 |
| 2 ] | 220 | 240 | 240 | 240 | 240 | 240 | 240 | 240 | 240 | 240 |
| 3 ] | 215 | 200 | 195 | 180 | 180 | 170 | 180 | 240 | 240 | 240 |
| 4 ] | 200 | 200 | 180 | 180 | 160 | 140 | 160 | 160 | 180 | 170 |
| 5 ] | 100 | 100 | 115 | 120 | 130 | 140 | 160 | 160 | 170 | 170 |

```

6 ] 90 100 100 110 130 130 150 160 160 170
7 ] 90 85 80 70 70 70 60 60 70 70
8 ] 0 10 70 70 70 60 60 50 45 30
9 ] 0 10 10 10 10 20 20 20 30 30
10] 0 0 10 10 10 10 10 30 30 20

```

---

```
// Starting Grid \\  


```

```

H 1 I 1 J 1
H 2 I 2 J 2
H 3 I 3 J 3

```

```
// Move Find Item \\  


```

```
A 1: Phoenix Down, Glacier Gun
```

```
A 4: Phoenix Down, Elixir
```

```
C 8: Phoenix Down, Blaze Gun
```

```
J 6: Phoenix Down, Kiyomori
```

```
// Traps \\  


```

```
A 1: Sleeping gas
```

```
A 4: Steel needle
```

```
C 8: Deathtrap
```

```
J 6: Deathtrap
```

```
// Exit \\  


```

Randomly decided between one of these four panels:

I 7, J 4, B 9, or D 8

```
// Terrain \\  


```

```

      A   B   C   D   E   F   G   H   I   J
=====
1 ]  S   S   S   S   S   S   K   K   S   S
2 ]  S   S   S   S   S   S   S   S   S   S
3 ]  K   S   S   K   K   K   S   K   K   K
4 ]  S   S   S   K   K   S   L   L   K   K
5 ]  S   S   S   S   S   S   L   L   S   S
6 ]  L   S   S   S   S   S   S   L   L   S

```

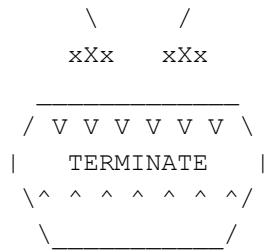
```

7 ] S S S S S S S L K K
8 ] S S S S S S L L L K
9 ] S S S S S K K K K K
10] K K S S K K K K K K

```

---

L - Local Quake (Rocky cliff)  
K - Kamaitachi (Moss)  
S - Sand Storm (Stalactite)



Let's assume the best solution is to forget your duty. But that's only if you know the meaning of the word "preparation."

```
// Height \\
```

|     | A  | B   | C   | D   | E   | F   | G   | H   | I   |
|-----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | 90 | 110 | 120 | 120 | 130 | 130 | 110 | 100 | 120 |
| 2 ] | 80 | 100 | 90  | 110 | 120 | 100 | 100 | 100 | 90  |
| 3 ] | 80 | 110 | 90  | 90  | 100 | 90  | 110 | 110 | 70  |
| 4 ] | 60 | 70  | 70  | 80  | 80  | 80  | 100 | 80  | 60  |
| 5 ] | 50 | 80  | 70  | 80  | 90  | 60  | 60  | 70  | 60  |
| 6 ] | 50 | 70  | 70  | 70  | 50  | 50  | 70  | 70  | 40  |
| 7 ] | 40 | 70  | 60  | 60  | 60  | 50  | 60  | 50  | 30  |
| 8 ] | 40 | 50  | 60  | 60  | 50  | 50  | 40  | 40  | 20  |
| 9 ] | 50 | 50  | 70  | 40  | 30  | 30  | 30  | 50  | 20  |
| 10] | 30 | 30  | 30  | 40  | 30  | 20  | 20  | 30  | 10  |
| 11] | 10 | 20  | 30  | 30  | 20  | 20  | 10  | 30  | 20  |
| 12] | 10 | 20  | 20  | 0   | 0   | 30  | 10  | 10  | 20  |

---

```
// Starting Grid \\
```

```

D 1 E 1 F 1 G 1 H 1
D 2 E 2 F 2 G 2 H 2

```

// Move-Find Item \\

C 2: Phoenix Down, Elixir

G 5: Phoenix Down, Blood Sword

A 11: Phoenix Down, Save the Queen

E 12: Phoenix Down, Elixir

// Traps \\

C 2: Degenerator

G 5: Deathtrap

A 11: Sleeping gas

E 12: Steel needle

// Exit \\

Randomly decided between one of these four panels:

B 8, G 10, I 12, or A 12

// Terrain \\

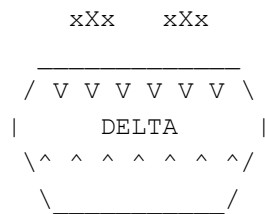
|      | A | B | C | D | E | F | G | H | I |
|------|---|---|---|---|---|---|---|---|---|
| 1 ]  | S | S | S | S | S | S | S | S | S |
| 2 ]  | S | S | S | S | S | S | S | S | S |
| 3 ]  | S | S | S | S | S | S | S | S | S |
| 4 ]  | S | S | S | L | L | S | S | S | S |
| 5 ]  | K | S | S | L | S | S | S | S | S |
| 6 ]  | K | S | S | S | S | S | S | S | S |
| 7 ]  | K | S | L | L | S | S | S | S | S |
| 8 ]  | S | S | L | L | S | S | S | S | S |
| 9 ]  | S | S | S | S | S | S | S | S | S |
| 10 ] | K | K | K | S | S | S | S | S | S |
| 11 ] | S | S | K | K | S | S | K | S | S |
| 12 ] | S | K | S | S | S | S | K | K | S |

---

L - Local Quake (Rocky cliff)

K - Kamaitachi (Moss)

S - Sand Storm (Stalactite)



When you lose your way in life, time may solve problems. What if you can't find your way? Just laugh, but quietly.

// Height \\

|     | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | 10  | 20  | 15  | 0   | 0   | 0   | 0   | xXx | 05  | 10  |
| 2 ] | 10  | 10  | xXx | xXx | 0   | 0   | 0   | xXx | xXx | 0   |
| 3 ] | 10  | 0   | xXx | xXx | 0   | 0   | 0   | xXx | xXx | 0   |
| 4 ] | 0   | 0   | 0   | xXx | xXx | xXx | xXx | xXx | 0   | 0   |
| 5 ] | 0   | 0   | 10  | 10  | 0   | xXx | xXx | 0   | 0   | 0   |
| 6 ] | 0   | 15  | 10  | xXx | xXx | xXx | xXx | 0   | 0   | xXx |
| 7 ] | 0   | 20  | 40  | xXx | 0   | xXx | 0   | 45  | 20  | xXx |
| 8 ] | 10  | 05  | xXx | xXx | 0   | 0   | 25  | 60  | 0   | 0   |
| 9 ] | xXx | xXx | xXx | xXx | xXx | 0   | 0   | 0   | 0   | 0   |
| 10] | xXx | 05  | 10  | xXx | xXx | 10  | 10  | 0   | 0   | 0   |
| 11] | xXx | xXx | 20  | 30  | 0   | 0   | 10  | xXx | xXx | xXx |
| 12] | xXx | xXx | 0   | 0   | 0   | xXx | xXx | xXx | xXx | xXx |
| 13] | 0   | 0   | 0   | 0   | 0   | 15  | xXx | xXx | xXx | 05  |
| 14] | xXx | 10  | 0   | 0   | 0   | 20  | xXx | 0   | 0   | 10  |
| 15] | xXx | 0   | 0   | 0   | 10  | 10  | 0   | 0   | 0   | 0   |
| 16] | xXx | xXx | xXx | 0   | 10  | 10  | 10  | xXx | xXx | 0   |

xXx - unable to stand on or target

// Starting Grid \\

```

E 1 F 1 G 1
E 2 F 2 G 2
E 3 F 3 G 3

```

// Move-Find Item \\

C 1: Phoenix Down, Elixir

H 7: Phoenix Down, Yoichi Bow



B 10: Phoenix Down, Mace of Zeus

F 13: Phoenix Down, Elixir

// Traps \\

C 1: Steel needle

H 7: Sleeping gas

B 10: Deathtrap

F 13: Deathtrap

// Exit \\

Randomly decided between one of these four panels:

B 15, H 8, I 14, or D 5

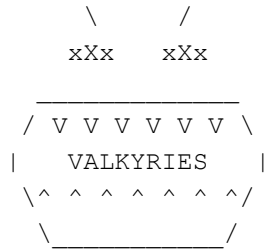
// Terrain \\

|     | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | S   | S   | S   | L   | L   | L   | L   | xXx | S   | S   |
| 2 ] | S   | S   | xXx | xXx | L   | L   | L   | xXx | xXx | L   |
| 3 ] | S   | L   | xXx | xXx | L   | L   | L   | xXx | xXx | L   |
| 4 ] | L   | L   | L   | xXx | xXx | xXx | xXx | xXx | L   | L   |
| 5 ] | L   | L   | S   | S   | S   | xXx | xXx | L   | L   | L   |
| 6 ] | L   | S   | S   | xXx | xXx | xXx | xXx | L   | L   | xXx |
| 7 ] | L   | S   | S   | xXx | L   | xXx | L   | S   | S   | xXx |
| 8 ] | S   | S   | xXx | xXx | L   | L   | S   | S   | L   | L   |
| 9 ] | xXx | xXx | xXx | xXx | xXx | L   | L   | L   | L   | L   |
| 10] | xXx | S   | S   | xXx | xXx | S   | S   | L   | L   | L   |
| 11] | xXx | xXx | S   | S   | L   | L   | S   | xXx | xXx | xXx |
| 12] | xXx | xXx | L   | L   | L   | xXx | xXx | xXx | xXx | xXx |
| 13] | L   | L   | L   | L   | L   | S   | xXx | xXx | xXx | S   |
| 14] | xXx | S   | L   | L   | L   | S   | xXx | L   | L   | S   |
| 15] | xXx | L   | L   | L   | S   | S   | L   | L   | L   | L   |
| 16] | xXx | xXx | xXx | L   | S   | S   | S   | xXx | xXx | L   |

---

L - Local Quake (Rocky cliff)  
S - Sand Storm (Stalactite)

xXx - Unable to stand on or target



Another person's life is saved in exchange for yours. In other words, yours is saved in exchange for another person's.

// Height \\

|     | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   | K   | L   | M   | N   | O   | P   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | 90  | 90  | 80  | xXx | xXx | xXx | xXx | xXx | 30  | 40  | 40  | xXx | xXx | xXx | xXx | xXx |
| 2 ] | 90  | 90  | 90  | xXx | xXx | xXx | xXx | 50  | 50  | 50  | 40  | t40 | xXx | xXx | xXx | xXx |
| 3 ] | 90  | 90  | 90  | t80 | xXx | xXx | xXx | 50  | 50  | 50  | 40  | 40  | xXx | xXx | xXx | xXx |
| 4 ] | xXx | 80  | 80  | 80  | xXx | xXx | t50 | 50  | 50  | 40  | 40  | 40  | t30 | xXx | xXx | xXx |
| 5 ] | xXx | xXx | 80  | 80  | xXx | xXx | 50  | 50  | 50  | xXx | 40  | 40  | t30 | xXx | 10  | 10  |
| 6 ] | xXx | xXx | 80  | 80  | xXx | xXx | 60  | 60  | 50  | xXx | xXx | 30  | 30  | xXx | 10  | 10  |
| 7 ] | xXx | xXx | 80  | 80  | t70 | xXx | 60  | 60  | 60  | xXx | xXx | 30  | 30  | xXx | 10  | 10  |
| 8 ] | xXx | xXx | 70  | 70  | 70  | 60  | 60  | 60  | 60  | xXx | xXx | 30  | 30  | 20  | 10  | 10  |
| 9 ] | xXx | xXx | t70 | 70  | 70  | 70  | 60  | 60  | xXx | xXx | xXx | 30  | 30  | 20  | 20  | 10  |
| 10] | xXx | xXx | xXx | 50  | 70  | 70  | 60  | 60  | xXx | xXx | xXx | xXx | 20  | 20  | 20  | xXx |
| 11] | xXx | xXx | xXx | 50  | 50  | 40  | 40  | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx |

xXx - Unable to stand on or target  
t - Unable to stand on but you cantarget

// Starting Grid \\

- A 1 B 1 C 1
- A 2 B 2 C 2
- A 3 B 3 C 3

// Move-Find Item \\

- D 9: Phoenix Down, Elixir
- L 3: Phoenix Down, Faith Rod
- K 1: Phoenix Down, Kaiser Plate
- K 2: Phoenix Down, Fairy Harp

// Traps \\

D 9: Deathtrap

L 3: Steel needle

K 1: Sleeping gas

K 2: Deathtrap

// Exit \\

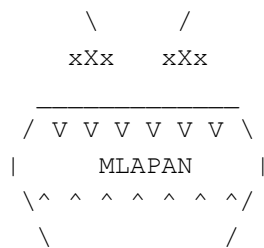
Randomly decided between one of these four panels:

N 9, I 1, O 7, or L 8

// Terrain \\

|      | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   | K   | L   | M   | N   | O   | P   |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ]  | L   | S   | S   | xXx | xXx | xXx | xXx | xXx | S   | S   | S   | xXx | xXx | xXx | xXx | xXx |
| 2 ]  | L   | L   | S   | xXx | xXx | xXx | xXx | S   | L   | L   | S   | tS  | xXx | xXx | xXx | xXx |
| 3 ]  | L   | L   | S   | tS  | xXx | xXx | xXx | S   | S   | L   | L   | S   | xXx | xXx | xXx | xXx |
| 4 ]  | xXx | S   | S   | S   | xXx | xXx | tS  | S   | S   | L   | L   | S   | tS  | xXx | xXx | xXx |
| 5 ]  | xXx | xXx | S   | L   | xXx | xXx | S   | S   | S   | xXx | tL  | S   | tS  | xXx | K   | L   |
| 6 ]  | xXx | xXx | S   | L   | xXx | xXx | L   | L   | S   | xXx | xXx | S   | S   | xXx | K   | K   |
| 7 ]  | xXx | xXx | S   | S   | tS  | xXx | L   | L   | S   | xXx | xXx | S   | S   | xXx | L   | L   |
| 8 ]  | xXx | xXx | S   | S   | S   | S   | S   | S   | tS  | xXx | xXx | S   | S   | S   | L   | L   |
| 9 ]  | xXx | xXx | tS  | S   | S   | S   | S   | S   | xXx | xXx | xXx | S   | K   | S   | S   | L   |
| 10 ] | xXx | xXx | xXx | S   | S   | S   | S   | S   | xXx | xXx | xXx | xXx | S   | S   | S   | xXx |
| 11 ] | xXx | xXx | xXx | S   | S   | L   | L   | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx |

- L - Local Quake (Rocky cliff)
- K - Kamaitachi (Moss)
- S - Sand Storm (Stalactite)
- t - Cannot stand on but can target
- xXx - Cannot stand on or target



The scent remains, even if everything is gone. It stays deeply in one's memory forever.

// Height \\

|      | A  | B  | C   | D   | E   | F   | G   |
|------|----|----|-----|-----|-----|-----|-----|
| 1 ]  | 70 | 90 | 90  | 100 | 100 | 110 | 110 |
| 2 ]  | 70 | 90 | 100 | 100 | 100 | 110 | 110 |
| 3 ]  | 70 | 70 | 100 | 100 | 110 | 110 | 110 |
| 4 ]  | 60 | 70 | 180 | 180 | 180 | 120 | 120 |
| 5 ]  | 60 | 60 | 170 | 180 | 180 | 120 | 120 |
| 6 ]  | 30 | 50 | 170 | 170 | 170 | 130 | 130 |
| 7 ]  | 20 | 50 | 170 | 160 | 130 | 130 | 130 |
| 8 ]  | 20 | 20 | 20  | 100 | 100 | 0   | 0   |
| 9 ]  | 20 | 20 | 20  | 10  | 10  | 0   | 0   |
| 10 ] | 0  | 0  | 10  | 10  | 0   | 0   | 0   |
| 11 ] | 0  | 0  | 0   | 0   | 0   | 10  | 10  |
| 12 ] | 10 | 10 | 0   | 0   | 10  | 10  | 10  |

// Starting Grid \\

C 4 D 4 E 4  
C 5 D 5 E 5  
C 6 D 6

// Move-Find Item \\

C 4: Phoenix Down, Excalibur

G 1: Phoenix Down, Elixir

A 1: Phoenix Down, Iga Knife

A 12: Phoenix Down, Elixir

// Traps \\

C 4: Deathtrap

G 1: Deathtrap

A 1: Sleeping gas

A 12: Steel Needle

// Exit \\

Randomly decided between one of these four panels:

G 8, E 10, B 10, or D 7

// Terrain \\  
=====

|     | A | B | C | D | E | F | G |
|-----|---|---|---|---|---|---|---|
| 1 ] | S | S | S | S | W | W | S |
| 2 ] | S | S | W | W | W | W | W |
| 3 ] | W | W | W | W | S | S | W |
| 4 ] | W | W | S | S | S | S | S |
| 5 ] | W | W | S | S | S | S | S |
| 6 ] | W | W | S | S | S | S | S |
| 7 ] | W | W | S | S | S | S | S |
| 8 ] | W | W | W | S | S | S | S |
| 9 ] | W | W | W | S | S | S | S |
| 10] | W | W | W | S | W | W | W |
| 11] | S | W | W | W | W | S | S |
| 12] | S | S | S | W | S | S | S |

W - Water Ball (River)  
S - Sand Storm (Stalactite)

```
      \      /  
     xXx   xXx  
      _____  
     / V V V V V V \  
    |      TIGER      |  
     \^ ^ ^ ^ ^ ^ ^/  
      \_____/  
      _____
```

Does man become wild if all rationality is taken away from him? The answer is NO. This is because he doesn't have grace.

// Height \\  
=====

|     | A   | B   | C   | D    | E   | F   | G   | H    | I   | J   |
|-----|-----|-----|-----|------|-----|-----|-----|------|-----|-----|
| 1 ] | 50  | 50  | 50  | 50   | 60  | 60  | 50  | 50   | 50  | 50  |
| 2 ] | 50  | 50  | 50  | 60   | 60  | 60  | 60  | 50   | 50  | 50  |
| 3 ] | t90 | t90 | t90 | t100 | t95 | t90 | t90 | 50   | 40  | 40  |
| 4 ] | 30  | 40  | 40  | 40   | 40  | 40  | 40  | 40   | 40  | 40  |
| 5 ] | 30  | 30  | 30  | 40   | 40  | 40  | 40  | 40   | 40  | 40  |
| 6 ] | 30  | 30  | 20  | t70  | t80 | t75 | t85 | t110 | t85 | t70 |

```

7 J 20 20 20 20 20 20 20 10 10 10
8 J 20 20 20 20 20 20 20 0 0 10
9 J t75 t80 t70 t90 t80 t70 t70 0 0 0
10J 0 0 0 10 10 10 0 0 0 0
11J 0 0 10 10 10 0 0 0 0 0

```

---

t - Unable to stand on but you can target

// Starting Grid \\

A 1 B 1 C 1 D 1

A 2 B 2 C 2

// Move-Find Item \\

A 1: Phoenix Down, Elixir

A 2: Phoenix Down, Secret Clothes

B 1: Phoenix Down, Blast Gun

B 2: Phoenix Down, Cursed Ring

// Traps \\

A 1: Deathtrap

A 2: Sleeping gas

B 1: Deathtrap

B 2: Steel needle

// Exit \\

Randomly decided between one of these four panels:

A 11, J 11, C 6, or H 9

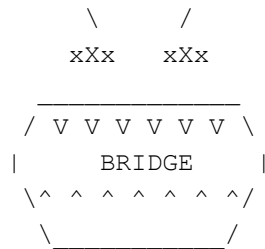
// Terrain \\

|     | A  | B  | C  | D  | E  | F  | G  | H  | I  | J  |
|-----|----|----|----|----|----|----|----|----|----|----|
| 1 J | L  | L  | L  | L  | S  | S  | S  | S  | S  | S  |
| 2 J | L  | L  | L  | S  | S  | S  | S  | S  | S  | S  |
| 3 J | tS | tS | tS | tS | tS | tS | tS | S  | S  | L  |
| 4 J | K  | S  | S  | S  | S  | S  | L  | S  | S  | L  |
| 5 J | K  | K  | K  | S  | L  | L  | L  | S  | S  | S  |
| 6 J | L  | K  | S  | tS | tS | tS | tS | tS | tS | tS |
| 7 J | S  | S  | S  | S  | S  | S  | S  | K  | K  | K  |
| 8 J | S  | S  | S  | S  | S  | S  | S  | L  | L  | K  |
| 9 J | tS | tS | tS | tS | tS | tS | tS | L  | L  | L  |
| 10J | L  | L  | L  | S  | S  | S  | L  | L  | L  | L  |

11] L L S S S L L L L L

---

- L - Local Quake (Rocky cliff)
- K - Kamaitachi (Moss)
- S - Sand Storm (Stalactite)
- t - Unable to stand on but you can target



Though there are many possible ways, "Bridge" made it into one. This is a serious matter.

// Height \\

|     | A   | B   | C   | D   | E    | F   | G    | H  | I    | J   | K   | L   | M   | N   | O  |
|-----|-----|-----|-----|-----|------|-----|------|----|------|-----|-----|-----|-----|-----|----|
| 1 ] | 30  | 30  | 30  | 20  | 20   | 20  | 20   | 20 | 30   | 30  | 30  | 20  | 20  | 20  | 20 |
| 2 ] | 30  | 30  | 40  | 40  | 30   | 20  | 20   | 20 | 30   | 30  | 40  | 40  | 20  | 20  | 20 |
| 3 ] | 40  | 40  | 40  | 40  | 30   | 30  | 30   | 70 | t70  | 40  | 40  | 60  | 70  | 20  | 20 |
| 4 ] | 100 | 100 | 120 | 120 | t120 | 30  | 60   | 70 | 70   | 50  | 50  | 90  | 70  | 20  | 20 |
| 5 ] | 100 | 100 | 120 | 120 | 130  | 40  | 60   | 70 | 70   | 110 | 120 | 100 | 50  | 30  | 20 |
| 6 ] | 100 | 90  | 90  | 120 | 130  | 120 | > 70 | 70 | <115 | 130 | 130 | 100 | 30  | 30  | 0  |
| 7 ] | 0   | 0   | 70  | 80  | 70   | 20  | 20   | 20 | 90   | t80 | 30  | 30  | 30  | t20 | 0  |
| 8 ] | 0   | 0   | 0   | 05  | 10   | 10  | 20   | 20 | 25   | 25  | 30  | 30  | 30  | 0   | 0  |
| 9 ] | 0   | 0   | 05  | 05  | 10   | 10  | 20   | 20 | 20   | 25  | 25  | 30  | t30 | 0   | 0  |

---

- t - Unable to stand on panel but you can target
- > - Panel slopes down and right, allowing people with less jump to reach the panel
- < - Panel slopes down and left, allowing people with less jump to reach the panel

// Starting Grid \\

A 1 B 1 C 1  
A 2 B 2 C 2  
A 3 B 3 C 3

// Move-Find Item \\

A 5: Phoenix Down, Elixir  
C 5: Phoenix Down, Koga Knife  
E 5: Phoenix Down, Sage Staff

K 5: Phoenix Down, Elixir

// Traps \\

A 5: Deathtrap

C 5: Deathtrap

E 5: Sleeping gas

L 5: Steel needle

// Exit \\

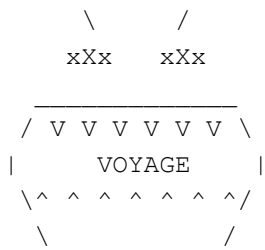
Randomly decided between one of these four panels:

M 5, I 4, A 9, or B 7

// Terrain \\

|     | A | B | C | D | E  | F | G | H | I | J  | K | L | M  | N  | O |
|-----|---|---|---|---|----|---|---|---|---|----|---|---|----|----|---|
| 1 ] | L | L | S | S | S  | L | L | S | S | S  | S | S | L  | L  | L |
| 2 ] | L | L | S | S | S  | S | S | S | S | S  | S | L | L  | L  | L |
| 3 ] | S | S | S | S | S  | S | S | S | S | tS | S | S | tS | S  | L |
| 4 ] | S | S | S | S | tS | S | S | S | S | S  | S | S | S  | S  | L |
| 5 ] | S | S | S | S | S  | S | S | S | S | S  | S | S | S  | S  | S |
| 6 ] | S | S | S | S | S  | S | S | S | S | S  | S | L | S  | S  | S |
| 7 ] | S | S | L | S | tS | S | S | S | S | tS | S | L | L  | tS | L |
| 8 ] | L | S | S | S | S  | S | S | S | S | S  | L | L | S  | S  | L |
| 9 ] | L | S | S | S | S  | S | S | S | S | S  | S | S | tS | L  | L |

- L - Local Quake (Rocky cliff)
- S - Sand Storm (Stalactite)
- t - Unable to stand on panel but you can target



Other than finding an answer. Is anything else to be gained from a "journey"....?

There is sometimes an Archer here who has a Yoichi Bow equipped.

// Height \\

|     | A  | B  | C   | D   | E   | F   | G  | H   | I   | J   | K   | L   | M   |
|-----|----|----|-----|-----|-----|-----|----|-----|-----|-----|-----|-----|-----|
| 1 ] | 30 | 30 | 110 | 110 | 110 | 110 | 80 | xXx | xXx | xXx | xXx | xXx | xXx |



```

2 ] 30 30 110 110 110 100 110 xXx xXx xXx xXx xXx xXx
3 ] 30 30t110 110 110 110 110 80 t70 xXx xXx xXx xXx
4 ] t30 30 30 100 110 110 110 110 110 110 90 t60 0
5 ] xXx 30 30 t90 110 110 110 110 110 110 110 110 90
6 ] xXx 30 30 30t100 110 110 110 110 110 110 110 110
7 ] xXx t15 30 30 30 30 30 t90 110 110 110 110 110
8 ] xXx xXx xXx t30 30 30 30 30 30 t90 110 110 110
9 ] xXx xXx xXx xXx xXx xXx t20 30 30 40 110 110 100
10] xXx xXx xXx xXx xXx xXx xXx t15 30 40 110 110 100
11] xXx xXx xXx xXx xXx xXx xXx xXx 40 40t100 100 100
12] xXx xXx xXx xXx xXx xXx xXx xXx 40 40 40 70 90
13] xXx xXx xXx xXx xXx xXx xXx xXx 30 30 40 50 60
14] xXx xXx xXx xXx xXx xXx xXx xXx t20 30 30 50 50

```

---

```
// Starting Grid \\  


```

```
C 1 D 1 E 1 F 1  

C 2 D 2 E 2 F 2
```

```
// Move-Find Item \\  


```

```
C 4: Phoenix Down, Elixir  

D 6: Phoenix Down, Ragnarok  

G 7: Phoenix Down, Robe of Lords  

I 8: Phoenix Down, Perseus Bow
```

```
// Traps \\  


```

```
C 4: Steel needle  

D 6: Sleeping gas  

G 7: Deathtrap  

I 8: Deathtrap
```

```
// Exit \\  


```

```
Randomly decided between one of these four panels:
```

```
B 1, I 9, B 4, or A 1
```

```
// Terrain \\  


```

```

      A   B   C   D   E   F   G   H   I   J   K   L   M
=====
1 ]  S   S   S   S   S   S   S   xXx xXx xXx xXx xXx xXx
2 ]  S   S   S   S   S   S   S   xXx xXx xXx xXx xXx xXx

```

```

3 ] S S tS S S S S L tL xXx xXx xXx xXx
4 ] tS S S S S L L L L L L tL xXx
5 ] xXx S S tS S S L L L L L L L
6 ] xXx S S S tS S L L L L L L L
7 ] xXx tS S S S S S L L L L L L
8 ] xXx xXx xXx tS S S S S S tL L S S
9 ] xXx xXx xXx xXx xXx xXx tS S S S S S
10] xXx xXx xXx xXx xXx xXx xXx tS S S S S S
11] xXx xXx xXx xXx xXx xXx xXx xXx S S tS S S
12] xXx xXx xXx xXx xXx xXx xXx xXx S S S S S
13] xXx xXx xXx xXx xXx xXx xXx xXx S S S S S
14] xXx xXx xXx xXx xXx xXx xXx xXx tS S S S S

```

---

L - Local Quake (Rocky cliff)  
S - Sand Storm (Stalactite)  
xXx - Unable to stand on or target the panel  
t - Unable to stand on panel but you can target

```

      \      /
      xXx   xXx
      -----
    / V V V V V V \
   |      HORROR      |
   \ ^ ^ ^ ^ ^ ^ ^ /
   \-----/

```

It's impossible to describe "horror." But one may be able to know it if one tells it quietly...

Some battles have many high level Ninjas. When the Ninjas get into level 90 or so, you can Catch many powerful weapons from these foes.

```

// Height \

```

|     | A   | B   | C   | D  | E  | F  | G  | H   | I   | J   | K   | L   |
|-----|-----|-----|-----|----|----|----|----|-----|-----|-----|-----|-----|
| 1 ] | xXx | xXx | 10  | 10 | 10 | 10 | 10 | 10  | xXx | xXx | xXx | xXx |
| 2 ] | 10  | 10  | 10  | 10 | 20 | 20 | 10 | 10  | 10  | 10  | 10  | 10  |
| 3 ] | 10  | 10  | xXx | 90 | 90 | 20 | 20 | 10  | 10  | 20  | 20  | 10  |
| 4 ] | 10  | 20  | xXx | 90 | 90 | 20 | 20 | xXx | xXx | 20  | 20  | 20  |
| 5 ] | 10  | 20  | 20  | 90 | 90 | 90 | 30 | 90  | 20  | 20  | 80  | 80  |
| 6 ] | 20  | 20  | 20  | 90 | 90 | 90 | 30 | 90  | 80  | 20  | 80  | 80  |

```

7 ] 20 20 xXx xXx xXx 30 30 xXx 10 10 70 80
8 ] xXx xXx xXx xXx xXx 30 30 10 10 10 70 80
9 ] xXx xXx 40 50 50 50 60 60 70 70 70 70
10] xXx xXx 40 50 50 60 60 60 70 70 70 xXx

```

---

```
// Starting Grid \\  


```

```
D 3 E 3  

D 4 E 4  

D 5 E 5
```

```
// Move-Find Item \\  


```

```
I 5: Phoenix Down, Venetian Shield  

I 6: Phoenix Down, Grand Helmet  

C 10: Phoenix Down, Maximillion  

B 7: Phoenix Down, Elixir
```

```
// Traps \\  


```

```
I 5: Deathtrap  

I 6: Deathtrap  

C 10: Sleeping Gas  

B 7: Steel needle
```

```
// Exit \\  


```

Randomly decided between one of these four panels:

A 2, C 5, C 9, or A 7

```
// Terrain \\  


```

```

      \      /
      xXx   xXx
      -----
    / V V V V V V \
   |           END           |
   \ ^ ^ ^ ^ ^ ^ ^ /
     \-----/

```

There is no reason to why things end. Were it not so, all would be meaningless.

```

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// Starting Grid \\

// Move-Find Item \\

// Traps \\

// Exit \\

P - Pitfall (Natural Surface, Wasteland, Road)  
W - Water Ball (Waterway, River, Lake, Sea, Waterfall)  
H - Hell Ivy (Grassland, Thicket, Water planet, Ivy)  
C - Carve Model (Gravel, Stone floor, Stone wall, Mud wall, Tombstone)  
L - Local Quake (Rocky cliff, Lava rocks)  
K - Kamaitachi (Book, Tree, Brick, Bridge, Furniture, Iron plate, Moss,  
Coffin)  
D - Demon Fire (Wooden floor, Rug, Box, Stairs, Deck)  
Q - Quicksand (Swamp, Marsh, Poisoned marsh)  
S - Sand Storm (Sand area, Stalactite, Salt)



Knight Sword Damage: [PA\*(Brave/100)]\*WP

Katana Damage: [PA\*(Brave/100)]\*WP

Another thing Brave affects is how Move-Find Item. If your unit has Move-Find Item equipped and stands on certain squares he or she will find an items. Some squares have two items: a rare one and a normal one. The chance of getting the rare item is  $100 - \text{Brave}\%$ , so having low Brave makes it easier to find rare items.

If your Brave lowers below 10 in a battle the unit will gain Chicken status and turn into a Chicken. You will not be able to control that unit until his Brave reaches 10. Every turn a Chicken has he gains 1 Brave. When your unit has permanent Brave under 10 he or she will leave your party after the battle.

// Raising and Lowering Brave \\

You can Raise your Brave by using Ramza's Cheer Up ability (gotten in Chapter Two), the Mediator ability Praise and the Dancer Reaction Ability Brave Up. For every 4 Brave points that you raise your Brave in battle, 1 becomes permanent. For example if Ramza goes into battle with 50 Brave and uses Cheer Up four times, he will have 70 Brave or a 20 Brave differential.  $20/4 = 5$  so after the battle ends Ramza's new permanent Brave will be 55 ( $50 + 5$ ).

To lower Brave, use the Mediator ability Threaten. For every 4 Brave points that you decrease your Brave in battle, 1 becomes permanent.

// Story Battles and Brave \\

\*\*\* SPOILERS \*\*\*

This section contains Chapter One and Chapter Two spoilers.

In certain battles, Ramza's choice at the beginning of the battle will affect the parties Brave.

-- Chapter One --

Mandalia Plains: Choose to Destroy the Death Corps for a 10 Brave (2 permanent) boost

Fort Zeakden: If you defeat Albus before his second turn then you will maintain the 2 Brave you got at Mandalia, if you do not you will lose 10 Brave (2 permanent)

-- Chapter Two --

Araguay Woods: If you choose not to save Boco you will lose 10 Brave (2 permanent)

Zaland Fort City: Choose to save Mustadio for 10 Brave (2 permanent) or choose the other option for 5 Brave (1 permanent)

\*\*\* END SPOILERS \*\*\*

// What Faith Does \\

Faith determines your magic strength and resistance. Low Faith units take less magic damage but are poor at casting spells. High Faith units are good at

using magic but take more damage and are more susceptible to enemy spells. Some magic skill sets, like Yin Yang Magic, depend heavily on Faith and not so much on MA. Certain spells (you can see in the ability charts) can be cast at a high success % regardless of class, as long as that units Faith is high.

If your Faith gets too high, that unit will leave your party forever.

// Raising and Lowering Faith \\

Faith functions much like Brave. Raising your Faith 4 points will cause your Faith's permanent number to be raised by 1. Lowering your Faith 4 points will cause your Faith's permanent number to be lowered by 1. Use the Mediator's Preach ability to raise Faith and Solution ability to lower Faith. For example if Ramza goes into battle with 50 Faith and uses Preach on himself five times he will have 70 Faith or a 20 Faith differential.  $20/4 = 5$  so after the battle ends Ramza's new permanent Faith will be 55.

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XI. Poaching Guide [11.0]

The Thief Support Ability Secret Hunt allows you to poach monsters. Have Secret Hunt equipped as your support and when you kill a monster its carcass disappears from the map and an item becomes available at Fur Shops. Fur Shops become available in Chapter Three and can be found only at Trade Cities (Dorter Trade City, Warjilis Trade City, and Zarghidas Trade City). After poaching a monster a Common or Rare poach will appear at the Fur Shop. Go to the Fur Shop to check out that good and buy it if you wish.

The best way to get poached goods is to invite any monster of that family. Let's say you want a Barette. Barette is the Rare poach of a Red Chocobo but Red Chocobos are harder to find than Yellow Chocobos and considerably more deadly. Go into a battle with a Yellow Chocobo and either use the Talk Skill ability Invite or have Train (Mediator) Support ability equipped. Have that Chocobo join your squad and go to a place on the map where you can walk back and forth between blue dots. As you walk back and forth the Chocobos will breed. Dismiss the colors that you do not want until you get at least three Red Chocobos. Enter a battle with one unit your designated asskicker (Orlandu is good at this), another with Secret Hunt as their support, and three Red Chocobos round out your party. Poach the Red Chocobos, beat the battle and go to a Fur Shop. If the Barette is available buy it, if not reset and do that battle over again until you get a Barette.

There are two charts below. One of them has the poachable items that cannot be bought in stores and the other has all the monster sorted by family and lists what each monster gives as a poach. I do not know how often a poach is Rare and how often it is common but I would guess between 10% to 20% of all poaches are Rare.

```

----- /// Priceless Poaches \\ -----
----- \\ _____ /// -----

```

| Equipment Name | Monster to Poach (Relatives) | Rare/Common | Type |
|----------------|------------------------------|-------------|------|
| =====          |                              |             |      |

|                |                                |        |              |
|----------------|--------------------------------|--------|--------------|
| Blood Sword    | Hydra (Tiamat, Hydra)          | Common | Sword        |
| Cachusha       | Uribo (Wildbow, Porky)         | Rare   | Female Hat   |
| Chantage       | Porky (Wildbow, Uribo)         | Common | Perfume      |
| Cherche        | King Behemoth (behemoths)      | Common | Perfume      |
| Defender       | Taiju (Trent, Woodman)         | Rare   | Knight Sword |
| Dragon Rod     | Blue Dragon (Red Drag.,Dragon) | Rare   | Rod          |
| Dragon Whisker | Red Dragon (Blue Drag.,Dragon) | Rare   | Spear        |
| Elixir         | Great Morbol (Ochu, Morbol)    | Common | Chemist Item |
| Fairy Harp     | Trent (Taiju, Woodman)         | Rare   | Harp         |
| FS Bag         | Wildbow (Porky, Uribo)         | Rare   | Bag          |
| Healing Staff  | Woodman (Taiju, Trent)         | Rare   | Staff        |
| Holy Lance     | Sacred (Minitaurus,Bull Demon) | Rare   | Spear        |
| Ivory Rod      | Sacred (Minitaurus,Bull Demon) | Common | Stick        |
| Madlemgem      | Great Morbol (Ochu, Morbol)    | Rare   | Dictionary   |
| Nagararock     | Porky (Wildbow, Uribo)         | Rare   | Sword        |
| Ribbon         | Wildbow (Porky, Uribo)         | Common | Female Hat   |
| Rubber Costume | Hydra (Tiamat, Hydra)          | Rare   | Clothes      |
| Ryozan Silk    | Tiamat (Hydra, Hydra)          | Common | Carpet       |
| Salty Rage     | Red Dragon (Blue Drag.,Dragon) | Common | Perfume      |
| Scorpion Tail  | Hydra (Tiamat, Hydra)          | Rare   | Hammer       |
| Setiemson      | Hydra (Tiamat, Hydra)          | Common | Perfume      |
| Stone Gun      | Dark Behemoth (behemoths)      | Rare   | Gun          |
| Ultimus Bow    | King Behemoth (behemoths)      | Rare   | Bow          |
| Whale Whisker  | Tiamat (Hydra, Hydra)          | Rare   | Stick        |
| Zorlin Shape   | Plague (Ahriman, Flotiball)    | Rare   | Knife        |

```

----- ///      All Poaches      \\ -----
----- \\      _____      /// -----

```

Double lines are to help better see the divisions in families.

```

=====
Monster      ||      Common Poach (Type)      ||      Rare Poach (Type)
=====

```



|                |                             |                            |
|----------------|-----------------------------|----------------------------|
| Yellow Chocobo | Phoenix Down (Chemist Item) | Hi-Potion (Chemist Item)   |
| Black Chocobo  | Eye Drops (Chemist Item)    | X-Potion (Chemist Item)    |
| Red Chocobo    | Remedy (Chemist Item)       | Barette (Female Hat)       |
| Goblin         | Potion (Chemist Item)       | Hi-Potion (Chemist Item)   |
| Black Goblin   | Antidote (Chemist Item)     | Hi-Potion (Chemist Item)   |
| Gobbledeguck   | Mage Masher (Knife)         | Ancient Sword (Sword)      |
| Bomb           | Fire Ball (Ninja Item)      | Flame Rod (Rod)            |
| Grenade        | Water Ball (Ninja Item)     | Flame Whip (Hammer)        |
| Explosive      | Lightning Ball (Ninja Item) | Flame Shield (Shield)      |
| Red Panther    | Antidote (Chemist Item)     | Battle Boots (Accessory)   |
| Cuar           | Soft (Chemist Item)         | Germinas Boots (Accessory) |
| Vampire        | Holy Water (Chemist Item)   | C Bag (Bag)                |
| Pisco Demon    | Echo Grass (Chemist Item)   | Hi-Potion (Chemist Item)   |
| Squidlarkin    | Small Mantle (Accessory)    | Sleep Sword (Sword)        |
| Mind Flare     | Hi-Ether (Chemist Item)     | Dracula Mantle (Accessory) |
| Skeleton       | Holy Water (Chemist Item)   | Ether (Chemist Item)       |
| Bone Snatch    | Hi-Potion (Chemist Item)    | Partisan (Spear)           |
| Living Bone    | Wizard Mantle (Accessory)   | Elf Mantle (Accessory)     |
| Ghoul          | Ether (Chemist Item)        | Ninja Knife (Ninja Sword)  |
| Gust           | Hi-Potion (Chemist Item)    | Main Gauche (Knife)        |
| Revnant        | Hi-Ether (Chemist Item)     | Mythril Gun (Gun)          |
| Flotiball      | Shuriken (Ninja Item)       | Platina Dagger (Knife)     |
| Ahriman        | Magic Shuriken (Ninja Item) | Air Knife (Knife)          |
| Plague         | Yagyu Darkness (Ninja Item) | Zorlin Shape (Knife)       |
| Juravis        | Potion (Chemist Item)       | Rubber Shoes (Accessory)   |
| Steel Hawk     | Phoenix Down (Chemist Item) | Hunting Bow (Crossbow)     |



The rules are simple. Complete these challenging tasks to gain a higher ranking. Complete all of them and send me an email explaining how you did it and promising that you did do it and I will list you as a Master Scavenger Hunter. No GameSharks, save states or other cheating methods allowed.

\$\$\$ \$\$\$\$\$\$\$\$\$\$\$\$\$ \$\$\$  
\$\$\$ RANKINGS \$\$\$  
\$\$\$ \$\$\$\$\$\$\$\$\$\$\$\$\$ \$\$\$

1% - 25% of Tasks Completed: Gelwin

26% - 50% of Tasks Completed: Goltana

51% - 75% of Tasks Completed: Grevados

76% - 99% of Tasks Completed: Ovelia

100% of Tasks Completed: Master Scavenger Hunter

\$\$\$ \$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$ \$\$\$  
\$\$\$ MASTER SCAVENGER HUNTERS \$\$\$  
\$\$\$ \$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$ \$\$\$

So far no one has completed all of the tasks.

\$\$\$ \$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$ \$\$\$  
\$\$\$ SCAVENGER HUNTS \$\$\$  
\$\$\$ \$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$ \$\$\$

These can be completed in any order and with different play throughs.

- 1.) Have 19 units in your Formation Menu
- 2.) Kill 16 units in a single action
- 3.) Guard an enemy action with Finger Guard
- 4.) Realize the connection between the first four Rankings
- 5.) Kill Elmdor with his own Weapon
- 6.) Get an Excalibur in Chapter Two
- 7.) Defeat Adramelk without getting hurt or Petrified but still letting him resolve one successful action against you
- 8.) Complete this sequence: Jump in the air with Ramza, the enemy moves, and then Ramza lands on the enemy who just moved
- 9.) Defeat Queklain with just a Chemist with no secondary, reaction, support, or movement ability equipped
- 10.) Have an unit with 30 remaining HP fall from a height difference of over 10 and survive the fall
- 11.) Witness the enemy hurt itself and heal an ally (an enemy ally) in a single action

- 12.) Complete Bethla Sluice without reducing an enemy's HP to 0
- 13.) Steal every non-buyable item in the final battle series
- 14.) Beat Grog Hill's Rare battle with a Monk SCC team and only buyable equipment.
- 15.) Beat Bariaus Hill's Rare battle with a Mediator Ramza (only Mediator abilities and Monster Skill support if desired) and four monsters
- 16.) Watch Zalbag "Ruin" someone

Thanks to MalcolmMasher, Knapton, and others at the #fftchallenge and the Challenge Board for helping me make this list.

---

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### XIII. Links [13.0]

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#### Aerostar's Battle Mechanics Guide

<http://www.fftactics.net/fftmech/fftmech52.txt>

The best FFT guide. It is filled with useful information.

#### Challenge Board

<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=4694>

The official board of all FFT challenges.

#### Goryus's Battle List

[http://db.gamefaqs.com/console/psx/file/final\\_fantasy\\_tactics\\_battle\\_list.txt](http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_battle_list.txt)

A guide that has all the possibilities for random and story battles.

#### Neokamek's GameShark helper

<http://mysite.verizon.net/kamek/fftgs/>

An excellent program for GS users.

#### ganonl's level-up, level-down program

<http://www.geocities.com/sigmahaven/lvlsimv0.9.zip>

An excellent program that simulates leveling up in one class, down in another and stat growth for various playable and non-playable classes.

#### FFT Realm Fansite

<http://www.fftrealm.com>

The best FFT fansite I have encountered. They have scans of all the maps. You can also pick up ganonl's level-up, level-down simulator program.

#### FFT Challenge Chat Channel

chocobo.esper.net #fftchallenge

A small but educated community.

#### Cave of Narshe Fansite

<http://www.cavesofnarshe.com/fft/>

A slick looking fansite.

#### FFT General Board and Board FAQ

<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=2000051>

A board with intelligent FFT discussion and a useful board FAQ made by

philsov.

### Notti's Deep Dungeon Guide

[http://db.gamefaqs.com/console/psx/file/final\\_fantasy\\_tactics\\_deep\\_dungeon\\_a.txt](http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_deep_dungeon_a.txt)

While I have not read this guide I hear many good things about it. Do not be fooled by its name, it covers more than the Deep Dungeon.

### philsov's Challenge Guide

[http://db.gamefaqs.com/console/psx/file/final\\_fantasy\\_tactics\\_challenge.txt](http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_challenge.txt)

This has a list of various FFT challenges to try. These Challenges can be very fun and add replay value to FFT.

For now those are the most useful FFT links that I know about. Feel free to email me with some other links that you think should be included.

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### XIV. Zodiac Compatability [14.0]

Zodiac Compatability is a major factor in almost all actions. There are five different types of compatability: good, bad, best, worst, and neutral. Having Good or Best compatability greatly raises the magnitude or success of your action. Bad and Worst compatability can hinder your action. As a general rule of thumb, Good compatability raises damage, healing, or success percentage by 25%, Best raises it by 50%, Bad lowers it by 25%, and Worst lowers it by 50%. Let us take Mimic Daravon for instance.

Mimic Daravon % = 40 + MA  
Let's say your character has 10 MA

With neutral compatability Mimic Daravon has a 50% (40 + 10 = 50) chance of inflicting Sleep

With Good compatability Mimic Daravon has a 62% (40 + 10 = 50 + [50\*.25] = 62) chance of inflicting Sleep

With Bad compatability Mimic Daravon has a 38% (40 + 10 = 50 - [50\*.25] = 38) chance of inflicting Sleep

With Best compatability Mimic Daravon has a 75% (40 + 10 = 50 + [50\*.5] = 75) chance of inflicting Sleep

With Worst compatability Mimic Daravon has a 25% (40 + 10 = 50 - [50\*.5]= 25) chance of inflicting Sleep

That shows you how important compatability is. In this example your success rate can vary between 75% (a reliable attack) to 25% (basically wasting your turn). When possible, examine your various compatability with the enemy and try to maximize your attacks by attacking appealing targets. It is also nice to have good or best compatability within you group to make the success rate

of such spells like Haste and Raise higher.

-- What Determines the Zodiac Signs? --

Entering your birth date at the beginning of the game determines Ramza's Zodiacsign. The bosses and special characters in the game have fixed Zodiac signs while enemy and allied generic units have random Zodiacs. The compatability between the various signs is fixed.

Capricorn -- December 21st to January 20th  
Aquarius -- January 21st to February 20th  
Pisces -- February 21st to March 20th  
Aries -- March 21st to April 20th  
Taurus -- April 21st to May 20th  
Gemini -- May 21st to June 20th  
Cancer -- June 21st to July 20th  
Leo -- July 21st to August 20th  
Virgo -- August 21st to September 20th  
Libra -- September 21st to October 20th  
Scorpio -- October 21st to November 20th  
Sagittarius -- November 21st to December 20th

|| Guest Zodiac Signs ||

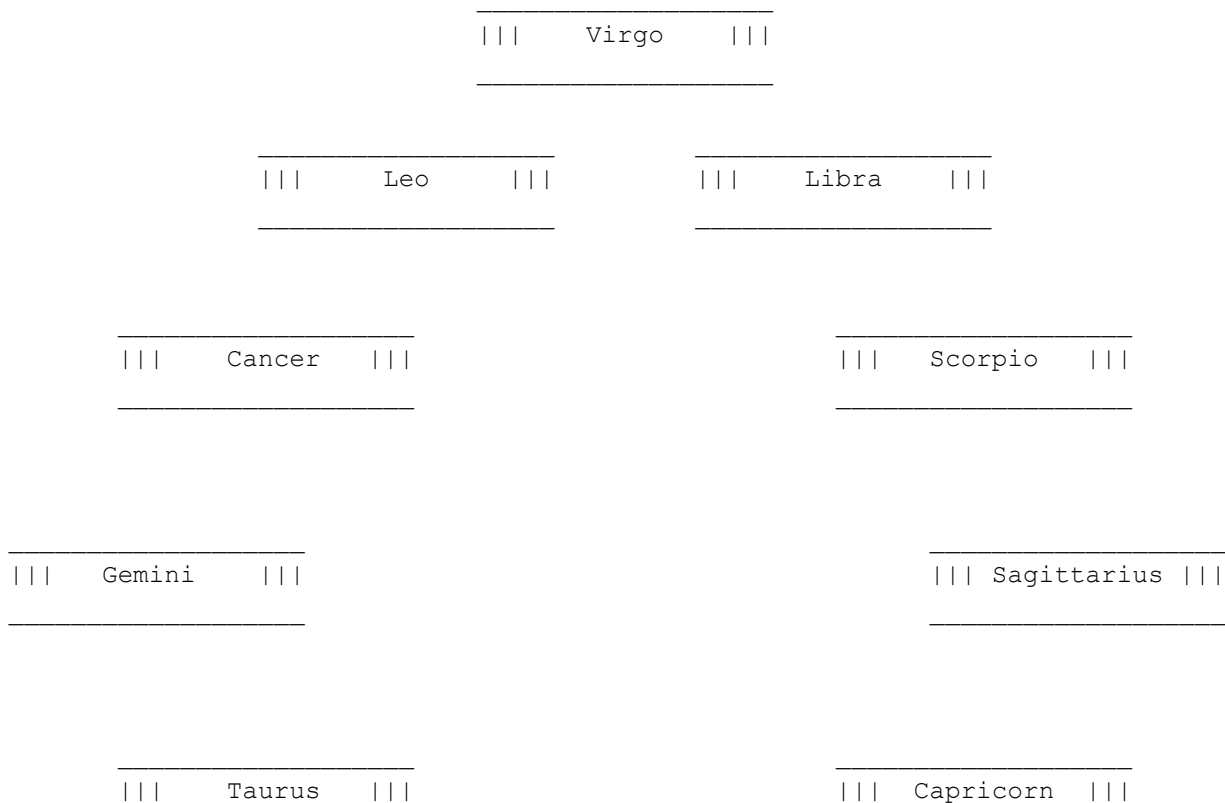
Delita -- Sagittarius  
Agrias -- Cancer

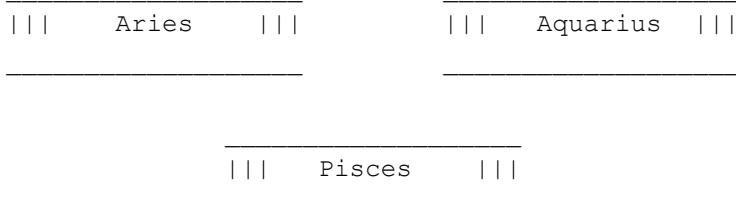
|| Enemy Zodiac Signs ||

Gafgarion -- Virgo  
Queklain -- Scorpio

-- What are the Compatibilities? --

Picture the Zodiac Signs spread in a circle (thanks to Myst Erik Ery for providing the basis)





Okay the circle isn't all that great I know, just try to follow me. Start with Virgo. Imagine a square with corners at Virgo, Gemini, Pisces, and Sagittarius. Across the square is Best/Worst compatability. Sagittarius and Gemini have Best/Worst compatability with each other. Virgo and Pisces have Best/Worst compatability with each other as they are across the square from each other. Still looking at the Virgo square, the other two corner (Gemini and Sagittarius) have Bad compatability with Virgo.

Now picture a Triangle that starts at Virgo and is spread equally throughout the circle. One point is at Virgo, one point is at Taurus, and the third point is at Capricorn. Virgo, Taurus and Capricorn all have good compatability with each other. You can do this from every Zodiac sign, drawing imaginary squares and triangles to find Good, Bad, and Best/Worst compatability.

A note on Best/Worst compatability. People of the same sex with Zodiacs located across the square have Worst compatability, those of different sex have Best Compatability. Take one male Virgo, one male Pisces, one Female Virgo, and one female Pisces. The male Virgo and male Pisces have Worst compatability as they are the same sex, located across the square. Same with the two females, they have Worst compatability. The male Virgo and the female Pisces have Best compatability as they are located across the square and are of different sexes. What about monsters? Monsters do not have a sex so instead of Best/Worst, it is replaced by Bad compatability.

----- /// Zodiac Compatibilities \\ -----  
 ----- \\ \_\_\_\_\_ /// -----

| Zodiac Sign | Good              | Bad                | Best/Worst  |
|-------------|-------------------|--------------------|-------------|
| Capricorn   | Taurus/Virgo      | Aries/Libra        | Cancer      |
| Aquarius    | Gemini/Libra      | Scorpio/Taurus     | Leo         |
| Pisces      | Cancer/Scorpio    | Gemini/Sagittarius | Virgo       |
| Aries       | Leo/Sagittarius   | Cancer/Capricorn   | Libra       |
| Taurus      | Capricorn/Virgo   | Aquarius/Leo       | Scorpio     |
| Gemini      | Aquarius/Libra    | Pisces/Virgo       | Sagittarius |
| Cancer      | Pisces/Scorpio    | Aries/Libra        | Capricorn   |
| Leo         | Aries/Sagittarius | Scorpio/Taurus     | Aquarius    |
| Virgo       | Capricorn/Taurus  | Gemini/Sagittarius | Pisces      |

|             |                 |                  |        |
|-------------|-----------------|------------------|--------|
| Libra       | Aquarius/Gemini | Cancer/Capricorn | Aries  |
| Scorpio     | Cancer/Pisces   | Aquarius/Leo     | Taurus |
| Sagittarius | Aries/Leo       | Pisces/Virgo     | Gemini |

All signs not listed under Good, Bad, or Best/Worst are neutral to the sign in question. While this chart can be helpful, the best thing to do is to take this chart and then draw a better one that relies completely on the Zodiac pictures. It helps to be able to recognize Zodiacs on sight as the pictures are what are presented to you during battle. It becomes a hassle to hit select and check what sign stands for what for every character.

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### XV. Evasion [15.0]

By MalcolmMasher

Most, though not all, abilities in FFT are subject to either Physical or Magical Evasion. Evasion is granted by current job, equipment, and certain abilities. It increases your chance to avoid being affected by abilities which are subject to evasion.

Note that evasion only modifies the base accuracy of an attack; it is possible for attacks to miss you even if you have 0 evasion, since not all abilities have a base accuracy of 100%.

```

----- /// Physical Evasion \\ -----
----- \\ Physical Evasion /// -----

```

// Class Evade \\

(C-EV) - Class Evade is an inherent trait of the unit's Job, and applies to attacks coming from the front of the character. All generic human jobs have from 5% to 30% Class Evade. Some jobs have 0% class evade.

// Shield Evade \\

(S-EV) - Shield Evade is granted by equipping a Shield, and applies to attacks coming from the character's front or from either side. Shield Evade ranges from 10% to 75%.

// Accessory Evade \\

(A-EV) - Accessory Evade is granted by equipping a Mantle accessory, and applies to all evadable attacks, regardless of direction. Accessory Evade ranges from 10% to 40%.

// Weapon Evade \\

(W-EV) - Weapon Evade is granted by equipping a weapon and the reaction





still guard against the attack:

$$[1 * (1) * (1 - .18)] = [.82] = 82\% \text{ accuracy.}$$

Alternatively, the Wizard tries a casting of Poison. With 70 Faith on both the Wizard and Weasel, neutral compatibility, and 10 MA on the Wizard, Poison has a base accuracy of 83.3%.

$$[83.3 * (1) * (1-.18)] = [68.306] = 68\% \text{ accuracy.}$$

One thing to note from these formulas is that a single large evasion value is more useful than multiple smaller evasion values. Were Weasel to have a Genji Shield (43% S-EV) instead of his Gold Shield and Wizard Mantle, for example...

$$[1 * (1 - .43) * (1) * (1) * (1)] = 57\% \text{ accuracy.}$$

```
----- /// Evasion Abilities  \\ -----
----- \\ _____ /// -----
```

// Weapon Guard \\

(Reaction Ability) - Weapon Guard must be equipped in order for Weapon Evade to function.

// Abandon \\

(Reaction Ability) - All evasion, physical and magical, of a character with Abandon equipped is doubled.

// Concentrate \\

(Support Ability) - A unit with Concentrate equipped ignores all Physical Evasion of their hapless targets. Note that this does NOT guarantee perfect accuracy, since some abilities have less than 100% base accuracy, while certain Reactions (such as Blade Grasp) directly penalize the attacker's chance to hit rather than granting additional evasion.

```
----- /// Status Effects  \\ -----
----- \\ _____ /// -----
```

// Darkness \\

If the attacker is under the Darkness status, all physical evade of the target is doubled.

// Confusion \\

If the attacker is under the Confusion status, all physical evade of the target is doubled.

// Defending \\

If the target is under the Defending status, all physical and magical evade of the target is doubled.

// Charging \\

A unit under this status has all physical evasion reduced to 0.

// Performing \\

A unit under this status has all physical evasion reduced to 0.

// Transparent \\

A unit under this status ignores all physical and magical evasion of their targets.

// Night \\

If the battle takes place at night and the attacker is wielding a Bow or Crossbow, all physical evade of the target is multiplied by a factor of 4/3 before total accuracy is calculated.

Note that these effects stack. For example, if the attacker is Confused and the defender is Defending, evade is doubled twice, quadrupling the target's evasion.

-----  
-----  
-----

The following generic attacks are subject to physical evasion:

- Attack command (with any weapon besides a Gun)
- Throw Stone (Basic Skill)
- Battle Skill skillset (with any weapon)
- Charge skillset (with any weapon besides a Gun)
- Spin Fist (Punch Art)
- Repeating Fist (Punch Art)
- Wave Fist (Punch Art)
- Steal skillset (except for Steal Heart and Steal EXP)

The following generic attacks are subject to magical evasion:

- Black Magic skillset
- Blind (Yin-Yang Magic)
- Zombie (Yin-Yang Magic)
- Silence Song (Yin-Yang Magic)
- Blind Rage (Yin-Yang Magic)
- Foxbird (Yin-Yang Magic)
- Confusion Song (Yin-Yang Magic)
- Paralyze (Yin-Yang Magic)
- Sleep (Yin-Yang Magic)
- Petrify (Yin-Yang Magic)
- Slow (Time Magic)
- Slow 2 (Time Magic)
- Stop (Time Magic)
- Don't Move (Time Magic)
- Demi (Time Magic)
- Demi 2 (Time Magic)

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Starting in early 2004, some members of the GameFAQs and I started simulating FFT Versus battles by playing on a GameFAQs Message board.

<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=19482>

It has a small following and so far is the best FFT Online versus simulation that has been thought up. If you are interested in joining, check out that board and leave your email address and someone will get back to you when the next tournament starts.

More important is the creation of a real time FFT Online game. Here I hope to post names of people who are interested in working on such a program, what code they like to use, etc. so that if someone wants to start such a program he has a group of people to contact for help. I will also post updates on the status of FFT Online projects as the time comes.

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## XVII. Move-Find Item and Area Maps [17.0]

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-- Control + F --

Move-Find Item Table [17.ta]  
Story Battle Maps [17.1]  
Random Battle Maps [17.2]  
Side Quest Maps [17.3]

Move-Find Item is a Movement Ability. It costs 100 Chemist JP. In every level there are four squares that have two hidden items on them. To get an item from one of those four squares, move someone with Move-Find Item equipped onto the square. A formula will then activate and determine which of the two items you will get. The Formula is:

$$100 - [\text{Brave}/100] = \% \text{ of Getting the Good Item}$$

Having low Brave means you have a better % chance of getting the good item. Each square can only be accessed only once. That means if you get the bad item, the good item is gone forever. Your only option would be to reset and try again.

In the tables, High Brave is the item you are most likely to find if you have high brave and Low Brave is the item you are most likely to find if you have low brave. Coordinates are letters for the X-axis and numbers for the Y-axis. Generally I made the maps with Ramza's party starting at the low numbers and facing down the map, that can be misleading as some maps have multiple starting grids. Go to the map itself to get a clearer understanding of where the items are hidden.

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----- /// Move-Find Item Table \\ -----
----- \\ _____ /// -----
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[17.ta]

Rare Move-Find Items [17.tar]  
 Story Battles Move-Find Items Chapter 1 [17.ta1]  
 Story Battles Move-Find Items Chapter 2 [17.ta2]  
 Story Battles Move-Find Items Chapter 3 [17.ta3]  
 Story Battles Move-Find Items Chapter 4 [17.ta4]  
 Random Battles Move-Find Items [17.tar]  
 Deep Dungeon Battles Move-Find Items [17.tad]  
 Colliery Battles Move-Find Items [17.tac]  
 Nevelska Temple Battle Move-Find Items [17.tan]

// Rare Move-Find Items [17.tar] \\

// Story Battles -- Chapter I [17.ta1] \\

| Area              | High Brave Item | Low Brave Item | Coordinates |
|-------------------|-----------------|----------------|-------------|
| Mandalia Plains   | Potion          | Dagger         | L 1         |
|                   | Hi-Potion       | Broad Sword    | H 5         |
|                   | Eye Drop        | Oak Staff      | D 7         |
|                   | Antidote        | Rod            | H 13        |
| Sweegy Woods      | Echo Grass      | Bow Gun        | B 1         |
|                   | Phoenix Down    | Escutcheon     | J 2         |
|                   | Potion          | Leather Helmet | L 6         |
|                   | Hi-Potion       | Leather Hat    | G 7         |
| Dorter Trade City | Echo Grass      | Mythril Knife  | G 2         |
|                   | Antidote        | Leather Armor  | A 5         |
|                   | Eye Drop        | Clothes        | E 13        |
|                   | Phoenix Down    | Long Sword     | H 15        |
| Sand Rat Cellar   | Eye Drop        | Leather Outfit | J 11        |
|                   | Hi-Potion       | Feather Hat    | C 7         |
|                   | Antidote        | Linen Cuirass  | A 11        |
|                   | Potion          | Bronze Helmet  | E 6         |
| Thieves Fort      | Phoenix Down    | Long Bow       | A 1         |
|                   | Antidote        | Flame Rod      | I 11        |
|                   | Echo Grass      | White Staff    | E 10        |
|                   | Eye Drop        | Ice Rod        | H 10        |

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| Lenalia Plateau |  |  |  |
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| Fovoham Plains |  |  |  |
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| Fort Zeakden |  |  |  |
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// Story Battles -- Chapter II [17.ta2] \\

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// Story Battles -- Chapter III [17.ta3] \\

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// Story Battles -- Chapter IV [17.ta4] \\

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// Random Battles [17.tar] \\

// Deep Dungeon [17.tad] \\

| Area      | High Brave Item | Low Brave Item | Coordinates |
|-----------|-----------------|----------------|-------------|
| Nogias    | Phoenix Down    | Glacier Gun    | A 1         |
|           | Phoenix Down    | Elixir         | A 4         |
|           | Phoenix Down    | Blaze Gun      | C 8         |
|           | Phoenix Down    | Kiyomori       | J 6         |
| Terminate | Phoenix Down    | Elixir         | C 2         |
|           | Phoenix Down    | Blood Sword    | G 5         |
|           | Phoenix Down    | Save the Queen | A 11        |
|           | Phoenix Down    | Elixir         | E 12        |
| Delta     | Phoenix Down    | Elixir         | C 1         |
|           | Phoenix Down    | Yoichi Bow     | H 7         |
|           | Phoenix Down    | Mace of Zeus   | B 10        |
|           | Phoenix Down    | Elixir         | F 13        |
| Valkyries | Phoenix Down    | Elixir         | D 9         |
|           | Phoenix Down    | Faith Rod      | L 3         |
|           | Phoenix Down    | Kaiser Plate   | K 1         |
|           | Phoenix Down    | Fairy Harp     | K 2         |
| Mlapan    | Phoenix Down    | Excalibur      | C 4         |
|           | Phoenix Down    | Elixir         | G 1         |
|           | Phoenix Down    | Iga Knife      | A 1         |
|           | Phoenix Down    | Elixir         | A 12        |

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|        |              |                 |      |
|--------|--------------|-----------------|------|
| Tiger  | Phoenix Down | Elixir          | A 1  |
|        | Phoenix Down | Secret Clothes  | A 2  |
|        | Phoenix Down | Blast Gun       | B 1  |
|        | Phoenix Down | Cursed Ring     | B 2  |
| Bridge | Phoenix Down | Elixir          | A 5  |
|        | Phoenix Down | Koga Knife      | C 5  |
|        | Phoenix Down | Sage Staff      | E 5  |
|        | Phoenix Down | Elixir          | L 5  |
| Voyage | Phoenix Down | Elixir          | C 4  |
|        | Phoenix Down | Ragnarok        | D 6  |
|        | Phoenix Down | Robe of Lords   | G 7  |
|        | Phoenix Down | Perseus Bow     | I 8  |
| Horror | Phoenix Down | Venetian Shield | I 5  |
|        | Phoenix Down | Grand Helmet    | I 6  |
|        | Phoenix Down | Maximillion     | C 10 |
|        | Phoenix Down | Elixir          | B 7  |
| End    |              |                 |      |
|        |              |                 |      |
|        |              |                 |      |
|        |              |                 |      |

// Colliery [17.tac] \\

// Nevelska Temple [17.tan] \\

----- /// Story Battle Maps \\ -----  
 ----- \\ ----- /// -----

[17.1]

|~~~| Chapter I |~~~|

Gariland [17.1a]

Mandalia Plains [17.1b]

Sweegy Woods [17.1c]



Dorter Trade City [17.1d]  
Sand Rat Cellar [17.1e]  
Thieves Fort [17.1f]  
Lenalia Plateau [17.1g]  
Windmill Shed [17.1h]  
Fort Zeakden [17.1i]

|~~~| Chapter II |~~~|

Dorter Trade City [17.1j]  
Araguay Woods [17.1k]  
Zirekile Falls [17.1l]  
Zaland Fort City [17.1m]  
Bariaus Hill [17.1n]  
Zigolis Swamp [17.1o]  
Goug Machine City [17.1p]  
Bariaus Valley [17.1q]  
Golgorand Execution Site [17.1r]  
Lionel Castle [17.1s]  
Queklain [17.1t]

|~~~| Chapter III |~~~|

Goland Coal City [17.1u]  
Lesalia Castle [17.1v]  
Underground Basement 2F [17.1w]  
Underground Basement 3F [17.1x]  
Underground Basement 1F [17.1y]  
Grog Hill [17.1z]  
Yardow Fort City [17.1aa]  
Yugou Woods [17.1bb]  
Riovanes Castle [17.1cc]  
Velius [17.1dd]  
Riovanes Castle Rooftop [17.1ee]

|~~~| Chapter IV |~~~|

Doguola Pass [17.1ff]  
Bervenian Free City [17.1gg]  
Finath River [17.1hh]  
Zeltennia Castle [17.1ii]  
Bed Desert [17.1jj]  
Bethla Garrison [17.1kk]  
Bethla Sluice Gate [17.1ll]  
Germinas Peak [17.1mm]  
Poeskas Lake [17.1nn]  
Limberry Gates [17.1oo]  
Elmdor [17.1pp]  
Zalera [17.1qq]  
Igro Castle [17.1rr]  
Outside of Murond [17.1ss]  
Inside of Murond [17.1tt]  
Murond Chapel [17.1uu]  
Underground Basement 4F [17.1vv]  
Underground Basement 5F [17.1ww]  
Murond Death City [17.1xx]  
Lost Sacred Precincts [17.1yy]  
Hashmalum [17.1zz]  
Altima [17.1taaa]

[17.1a]

Gariland

// Height Map \\

|     | A  | B   | C  | D  | E  | F  | G  | H   | I   | J  |
|-----|----|-----|----|----|----|----|----|-----|-----|----|
| 1 ] | 30 | 25  | 10 | 10 | 10 | 10 | 20 | xXx | 20  | 20 |
| 2 ] | 30 | 25  | 20 | 10 | 20 | 40 | 20 | 20  | 20  | 20 |
| 3 ] | 25 | 25  | 20 | 10 | 20 | 70 | 80 | 20  | 10  | 10 |
| 4 ] | 20 | xXx | 20 | 10 | 20 | 80 | 80 | 20  | 10  | 20 |
| 5 ] | 10 | 20  | 20 | 20 | 20 | 70 | 70 | 10  | 10  | 20 |
| 6 ] | 10 | 20  | 20 | 20 | 20 | 20 | 20 | 20  | 10  | 20 |
| 7 ] | 50 | 40  | 20 | 10 | 10 | 20 | 70 | 80  | 10  | 20 |
| 8 ] | 70 | 70  | 20 | 10 | 10 | 20 | 80 | 80  | 20  | 20 |
| 9 ] | 80 | 80  | 20 | 20 | 10 | 20 | 70 | 70  | 20  | 10 |
| 10] | 80 | 70  | 20 | 20 | 10 | 40 | 50 | 30  | 20  | 10 |
| 11] | 10 | 20  | 20 | 20 | 10 | 20 | 10 | 10  | 10  | 10 |
| 12] | 20 | 20  | 10 | 10 | 10 | 20 | 20 | 20  | 20  | 10 |
| 13] | 25 | 25  | 20 | 25 | 25 | 20 | 20 | 75  | 80  | 75 |
| 14] | 30 | 25  | 20 | 10 | 10 | 40 | 60 | 85  | 100 | 85 |
| 15] | 30 | 25  | 10 | 10 | 10 | 40 | 70 | 85  | 90  | 85 |

10: 1.0 Height, 15: 1.5 Height, etc

xXx: Unable to target or stand on panel

// Starting Grid \\

F 12 G 12  
C 13 D 13 E 13 F 13 G 13  
C 14

// Guest Starting Position \\

Delita starts on B 13

// Enemy Starting Positions \\

C 5: Male Chemist  
E 5: Male Squire  
D 6: Male Squire  
G 4: Female Squire  
I 2: Male Squire

// Move-Find Item \\

None (there are some but you do not have Move-Find Item for this battle)

// Terrain Map \\  
=====

|     | A | B   | C | D | E | F | G | H   | I | J |
|-----|---|-----|---|---|---|---|---|-----|---|---|
| 1 ] | H | H   | W | W | W | W | H | xXx | H | H |
| 1 ] | H | H   | H | W | C | C | C | C   | H | H |
| 1 ] | H | H   | C | W | D | G | D | C   | W | W |
| 1 ] | H | xXx | C | W | C | G | G | C   | W | C |
| 1 ] | W | C   | C | K | C | G | G | W   | W | C |
| 1 ] | W | C   | C | K | C | C | C | C   | W | C |
| 1 ] | C | D   | C | W | W | D | G | G   | W | C |
| 1 ] | G | G   | C | W | W | C | G | G   | C | C |
| 1 ] | G | G   | C | C | W | D | G | G   | D | W |
| 1 ] | G | G   | C | C | W | D | D | C   | C | W |
| 1 ] | C | C   | C | C | W | C | W | W   | W | W |
| 1 ] | H | C   | W | W | W | H | H | H   | C | W |
| 1 ] | H | H   | C | K | K | H | H | G   | G | G |
| 1 ] | H | H   | C | W | W | D | D | G   | G | G |
| 1 ] | H | H   | W | W | W | D | D | G   | G | G |

- P - Pitfall (Natural Surface, Wasteland, Road)  
W - Water Ball (Waterway, River, Lake, Sea, Waterfall)  
H - Hell Ivy (Grassland, Thicket, Water planet, Ivy)  
C - Carve Model (Gravel, Stone floor, Stone wall, Mud wall, Tombstone)  
L - Local Quake (Rocky cliff, Lava rocks)  
K - Kamaitachi (Book, Tree, Brick, Bridge, Furniture, Iron plate, Moss, Coffin)  
D - Demon Fire (Wooden floor, Rug, Box, Stairs, Deck)  
Q - Quicksand (Swamp, Marsh, Poisoned marsh)  
S - Sand Storm (Sand area, Stalactite, Salt)  
B - Blizzard (Snow Ice)  
G - Gusty Wind (Roof, Sky, Chimney)  
A - Lava Ball (Lava, Machine)  
xXx - Unable to target or stand on panel

~~~~~  
[17.1b] //\\ Mandalia Plains //\\
~~~~~

// Height Map \\  
=====

| A | B | C | D | E | F | G | H | I | J | K | L |
|---|---|---|---|---|---|---|---|---|---|---|---|
|---|---|---|---|---|---|---|---|---|---|---|---|

```

1 J 10 10 10 15 30 15 10 10 t50 10 10 10
2 J t40 10 10 15 t50 20 40 10 10 10 20 t30
3 J 10 10 t40 10 40 20 t60 15 15 15 10 10
4 J 10 10 30 10 10 15 20 20 20 15 t40 10
5 J t50 10 10 10 10 15 20 20 20 20 15 15
6 J 05 05 05 05 t30 10 15 15 t35 t55 20 20
7 J 00 00 00 00 t30 10 10 10 10 t40 20 20
8 J t20 00 00 00 00 00 10 10 10 t40 t40 20
9 J 10 t30 00 00 00 00 05 t30 10 10 10 30
10 J 20 t45 t20 00 t25 t15 05 10 10 10 10 t40
11 J 20 20 10 00 00 00 00 10 10 10 10 15
12 J 20 20 10 00 t30 10 00 t20 t30 20 10 10
13 J 20 20 10 00 00 00 00 00 t30 10 10 10

```

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10 = 1 H, 15 = 1.5 H, etc.

t - unable to stand on panels but it can be targetted

// Starting Grid \\

```

D 1 F 1 G 1 H 1
D 2 F 2 H 2

```

// Guest Starting Position \\

Delita starts on H 3  
 Albus starts on C 9

// Enemy Starting Positions \\

```

C 8: Male Squire
D 9: Male Thief
H 10: Male Squire
J 11: Male Squire
L 9: Red Panther
G 13: Male Squire

```

// Move-Find Item \\

This map will be open after this battle. You can get the items found here later if you wish.

Coordinates: High Brave, Low Brave

```

L 1: Potion, Dagger
H 5: Hi Potion, Broad Sword
D 7: Eye Drop, Oak Staff
H 13: Antidote, Rod

```

[17.1c]

~~~~~  
- - - - -
//\ \ Sweegy Woods //\ \
~~~~~  
=====

// Height Map \\  
=====

|      | A    | B    | C  | D  | E  | F  | G  | H  | I    | J  | K  | L  |
|------|------|------|----|----|----|----|----|----|------|----|----|----|
| 1 ]  | 35   | 35   | 25 | 20 | 20 | 20 | 15 | 10 | 30   | 40 | 45 | 45 |
|      |      |      |    |    |    |    |    | d1 |      |    |    |    |
| 2 ]  | 30   | t180 | 25 | 25 | 25 | 25 | 15 | 10 | 15   | 35 | 35 | 40 |
|      |      |      |    |    |    |    |    | d1 |      |    |    |    |
| 3 ]  | 25   | 25   | 25 | 25 | 30 | 30 | 25 | 10 | t170 | 30 | 20 |    |
|      |      |      |    |    |    |    |    | d1 | d1   |    |    |    |
| 4 ]  | 15   | 20   | 20 | 25 | 30 | 30 | 30 | 10 | 10   | 10 | 20 | 15 |
|      |      |      |    |    |    |    |    | d1 | d1   | d1 |    |    |
| 5 ]  | 10   | 20   | 20 | 25 | 25 | 30 | 25 | 10 | 20   | 10 | 20 | 10 |
|      | d1   |      |    |    |    |    |    | d1 |      | d1 |    | d1 |
| 6 ]  | t170 | 20   | 15 | 20 | 10 | 10 | 10 | 10 | 10   | 10 | 20 | 15 |
|      |      |      |    |    | d1 | d1 | d1 | d1 | d1   |    |    |    |
| 7 ]  | 20   | 20   | 20 | 10 | 20 | 10 | 20 | 10 | 10   | 15 | 20 | 30 |
|      |      |      |    | d1 |    | d1 |    | d1 | d1   |    |    |    |
| 8 ]  | 40   | 20   | 25 | 25 | 20 | 10 | 10 | 10 | 10   | 15 | 30 | 35 |
|      |      |      |    |    |    | d1 | d1 | d1 | d1   |    |    |    |
| 9 ]  | 30   | 30   | 30 | 30 | 25 | 25 | 10 | 10 | 45   | 45 | 45 | 45 |
|      |      |      |    |    |    |    | d1 | d1 |      |    |    |    |
| 10 ] | 25   | t180 | 30 | 30 | 25 | 10 | 30 | 45 | t200 | 50 | 50 |    |
|      |      |      |    |    |    |    | d1 |    |      |    |    |    |
| 11 ] | 25   | 35   | 35 | 35 | 30 | 10 | 15 | 25 | 45   | 50 | 50 | 50 |
|      |      |      |    |    |    |    | d1 |    |      |    |    |    |

10 = 1 H, 15 = 1.5 H, etc.

t - unable to stand on panel but able to target

d1 - depth I water (refers to coordinates listed above)

// Starting Grid \\  
=====

D 2 E 2 F 2  
C 3 D 3 E 3 F 3 G 3  
D 4 E 4 F 4

// Guest Starting Position \\  
=====

Delita starts on C 2

Albus starts on G 2

// Enemy Starting Positions \\  
=====

E 9: Black Goblin  
D 10: Bomb  
H 10: Red Panther  
J 10: Goblin  
G 11: Goblin  
I 11: Bomb

// Move-Find Item \\  
=====

This map will be open after this battle. You can get the items found here later if you wish.

Coordinates: High Brave, Low Brave

B 1: Echo Grass, Bow Gun  
J 2: Phoenix Down, Escutcheon  
L 6: Potion, Leather Helmet  
G 7: Hi Potion, Leather Hat

```
~~~~~ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ ~~~~~  
[17.1d] //\\ Dorter Trade City //\\
~~~~~ ===== ~~~~~
```

// Height Map \\

|      | A  | B  | C  | D   | E   | F  | G  | H    | I   | J   |
|------|----|----|----|-----|-----|----|----|------|-----|-----|
| 1 ]  | 15 | 20 | 25 | 25  | 50  | 90 | 90 | 110  | 140 | 160 |
| 2 ]  | 15 | 20 | 20 | 25  | <80 | 90 | 90 | 130  | 140 | 170 |
| 3 ]  | 10 | 20 | 20 | 20  | <80 | 90 | 90 | <140 | 150 | 160 |
|      | 1d |    |    |     |     |    |    |      |     |     |
| 4 ]  | 10 | 10 | 25 | 25  | 110 | 90 | 90 | <140 | 150 | 160 |
|      | 1d |    |    |     |     |    |    |      |     |     |
| 5 ]  | 10 | 10 | 30 | 30  | <80 | 90 | 70 | 90   | 90  | 100 |
| 6 ]  | 60 | 50 | 30 | 30  | 30  | 30 | 50 | 80   | 80  | 100 |
|      |    |    |    |     |     |    |    | v    | v   |     |
| 7 ]  | 60 | 70 | 30 | 30  | 30  | 30 | 30 | 30   | 30  | 30  |
| 8 ]  | 30 | 30 | 30 | 30  | 30  | 30 | 30 | 30   | 30  | 30  |
| 9 ]  | 30 | 30 | 30 | 70  | 70  | 60 | 50 | 50   | 30  | 30  |
|      |    |    |    |     |     |    |    |      | ^   | ^   |
| 10 ] | 30 | 30 | 30 | <80 | 90  | 90 | 90 | 100  | 80  | 80  |
| 11 ] | 30 | 30 | 30 | <80 | 90  | 90 | 80 | 80   | 90  | 90  |
| 12 ] | 30 | 25 | 25 | 100 | 90  | 90 | 80 | 80   | 70  | 60  |
| 13 ] | 30 | 20 | 20 | 35  | 35  | 80 | 80 | 100  | 40  | 40  |
| 14 ] | 15 | 20 | 20 | 20  | 10  | 15 | 15 | 20   | 20  | 20  |
|      |    |    |    |     | d1  |    |    |      |     |     |
| 15 ] | 15 | 15 | 15 | 10  | 10  | 10 | 15 | 15   | 15  | 10  |
|      |    |    |    | d1  | d1  | d1 |    |      |     | d1  |
| 16 ] | 10 | 10 | 10 | 10  | 10  | 10 | 10 | 10   | 10  | 10  |
|      | d1 | d1 | d1 | d1  | d1  | d1 | d1 | d1   | d1  | d1  |

10 = 1 H, 15 = 1.5 H, etc.  
1d = depth I water  
< or > or ^ or v panel slopes in that direction

// Starting Grid \\

Ramza always starts on C 3

A 1 B 1 C 1 D 1 E 1  
A 2 B 2 C 2 D 2

// Guest Starting Position \\

Delita starts on D 3  
Albus starts on B 3

// Enemy Starting Positions \\

J 2: Male Archer  
J 12: Male Wizard  
I 12: Male Archer  
B 13: Male Wizard  
C 12: Male Knight  
I 9: Male Archer

// Move-Find Item \\

This will be your only chance to get these items here, but you can buy these items in stores at some point in the game.

Coordinates: High Brave, Low Brave

G 2: Echo Grass, Mythril Knife  
A 5: Antidote, Leather Armor  
E 13: Eye Drop, Clothes  
H 15: Phoenix Down, Long Sword

~~~~~  
[17.1e] //\\ Sand Rat Cellar //\\
~~~~~

// Height Map \\

|      | A   | B  | C   | D   | E  | F   | G   | H  | I  | J    |    |
|------|-----|----|-----|-----|----|-----|-----|----|----|------|----|
| 1 ]  | 30  | 20 | 20  | 15  | 05 | 00  | t80 | 30 | 45 | 50   |    |
| 2 ]  | 25  | 05 | 05  | 00  | 00 | 00  | 10  | 25 | 25 | t100 |    |
| 3 ]  | 00  | 00 | 00  | 00  | 00 | 00  | 05  | 15 | 25 | 40   |    |
| 4 ]  | 00  | 00 | 00  | 00  | 00 | 00  | 00  | 05 | 25 | 30   |    |
| 5 ]  | t60 | 00 | t70 | 55  | 00 | t60 | 00  | 05 | 15 | 25   |    |
| 6 ]  | 00  | 00 | 00  | t60 | 00 | 00  | 00  | 05 | 15 | 20   |    |
| 7 ]  | 00  | 00 | 20  | t60 | 70 | 65  | 00  | 05 | 05 | 20   |    |
| 8 ]  | 00  | 00 | 00  | 00  | 00 | t80 | 00  | 00 | 00 | 30   |    |
| 9 ]  | 00  | 00 | 00  | 00  | 00 | t90 | 00  | 00 | 05 | 40   |    |
| 10 ] | 00  | 00 | 00  | 00  | 00 | u00 | t80 | 00 | 00 | 15   | 40 |
| 11 ] | 00  | 00 | 00  | 00  | 00 | 65  | 00  | 00 | 20 | 30   |    |

10 = 1 H, 15 = 1.5 H, etc.

t - unable to stand on panel but able to target panel

u - two panels of different height located here, u is the underneath panel

// Starting Grid \\

Party 1

D 1 E 1 F 1 H 1  
F 2 G 2 H 2

Party 2

J 4  
I 5 J 5  
I 6 J 6  
I 7 J 7

// Guest Starting Position \\

Delita starts on E 2  
Albus starts on J 8

// Enemy Starting Positions \\

B 6: Male Monk  
B 9: Male Monk  
C 8: Male Knight  
C 10: Male Archer  
D 9: Male Knight  
E 11: Male Knight

// Move-Find Item \\

This will be your only chance to get these items here, but you can buy these items in stores at some point in the game.

Coordinates: High Brave, Low Brave

J 11: Eye Drop, Leather Outfit  
C 7: Hi Potion, Feather Hat  
A 11: Antidote, Linen Cuirass  
E 6: Potion, Bronze Helmet

~~~~~ \_-\_-\_-\_-\_-\_-\_-\_-\_-\_-\_ ~~~~~  
[17.1f] //\\ Thieves Fort //\\
~~~~~ ===== ~~~~~

// Height Map \\

|     | A  | B  | C  | D  | E  | F  | G  | H  | I  | J  |
|-----|----|----|----|----|----|----|----|----|----|----|
| 1 ] | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
|     |    | d2 | d2 | d2 |    |    |    |    | d2 | d2 |
| 2 ] | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
|     |    | d2 | d2 | d2 | d2 |    |    |    | d2 | d2 |
| 3 ] | 20 | 20 | 30 | 30 | 30 | 20 | 20 | 60 | 60 | 60 |
|     |    | d2 | d2 |    |    | d1 | d1 |    |    |    |
| 4 ] | 20 | 20 | 50 | 50 | 50 | 25 | 25 | 60 | 60 | 60 |
|     |    | d2 |    |    |    |    |    |    |    |    |
| 5 ] | 20 | 35 | 50 | 50 | 50 | 35 | 35 | 60 | 60 | 60 |
|     |    | d1 |    |    |    |    |    |    |    |    |
| 6 ] | 20 | 35 | 50 | 50 | 50 | 45 | 45 | 70 | 60 | 60 |
|     |    | d2 |    |    |    |    |    |    |    |    |
| 7 ] | 20 | 20 | 30 | 40 | 55 | 55 | 45 | 70 | 60 | 40 |



```

      d2
8 ] 20 20 20 40 65 65 35 130 60 30
      d2 d2          v  v
9 ] 20 60 90 90 110 110 120 130 45 20
      d1                u30
10] 20 60 80 90 30 30 30 110 25 20
                                d1
11] 20 60 80 80 30 30 30 100 20 20
      d1                                d1
12] 20 20 20 20 20 20 20 20 20 20
      d1 d1 d1 d1 d1 d1 d1 d1 d1 d1

```

---

10 = 1 H, 15 = 1.5 H, etc.

// Starting Grid \\

```

E 1 F 1 G 1 H 1
    F 2      H 2

```

// Guest Starting Position \\

```

Delita starts on G 2
Albus starts on E 2

```

// Enemy Starting Positions \\

```

F 11: Miluda
G 11: Female Priest
D 10: Male Thief
I 10: Male Thief
G 8: Male Thief
F 8: Female Priest

```

// Move-Find Item \\

This will be your only chance to get these items here, but you can buy these items in stores at some point in the game.

Coordinates: High Brave, Low Brave

```

A 1: Phoenix Down, Long Bow
I 11: Antidote, Flame Rod
E 10: Echo Grass, White Staff

```

You need someone with 4 Jump to reach this next coordinate:

```

H 10: Eye Drop, Ice Rod

```

```

----- /// Random Battle Maps  \\ -----
-----  \\                      /// -----

```

[17.2]

```

Mandalia Plains [17.2a]
Sweegy Woods [17.2b]
Zeklaus Desert [17.2c]
Ienalia Plateau [17.2d]
Fovoham Plains [17.2e]

```

```

~~~~~
[17.2a] //\\ Mandalia Plains //\\

```

```
// Height Map \\
```

|      | A   | B   | C   | D  | E   | F   | G   | H   | I   | J   | K   | L   |
|------|-----|-----|-----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ]  | 10  | 10  | 10  | 15 | 30  | 15  | 10  | 10  | t50 | 10  | 10  | 10  |
| 2 ]  | t40 | 10  | 10  | 15 | t50 | 20  | 40  | 10  | 10  | 10  | 20  | t30 |
| 3 ]  | 10  | 10  | t40 | 10 | 40  | 20  | t60 | 15  | 15  | 15  | 10  | 10  |
| 4 ]  | 10  | 10  | 30  | 10 | 10  | 15  | 20  | 20  | 20  | 15  | t40 | 10  |
| 5 ]  | t50 | 10  | 10  | 10 | 10  | 15  | 20  | 20  | 20  | 20  | 15  | 15  |
| 6 ]  | 05  | 05  | 05  | 05 | t30 | 10  | 15  | 15  | t35 | t55 | 20  | 20  |
| 7 ]  | 00  | 00  | 00  | 00 | t30 | 10  | 10  | 10  | 10  | t40 | 20  | 20  |
| 8 ]  | t20 | 00  | 00  | 00 | 00  | 00  | 10  | 10  | 10  | t40 | t40 | 20  |
| 9 ]  | 10  | t30 | 00  | 00 | 00  | 00  | 05  | t30 | 10  | 10  | 10  | 30  |
| 10 ] | 20  | t45 | t20 | 00 | t25 | t15 | 05  | 10  | 10  | 10  | 10  | t40 |
| 11 ] | 20  | 20  | 10  | 00 | 00  | 00  | 00  | 10  | 10  | 10  | 10  | 15  |
| 12 ] | 20  | 20  | 10  | 00 | t30 | 10  | 00  | t20 | t30 | 20  | 10  | 10  |
| 13 ] | 20  | 20  | 10  | 00 | 00  | 00  | 00  | 00  | t30 | 10  | 10  | 10  |

10 = 1 H, 15 = 1.5 H, etc.  
t - unable to stand on panels but it can be targetted

```
// Starting Grid \\
// Enemy Starting Positions \\
// Move-Find Item \\
```

This map will be open after this battle. You can get the items found here later if you wish.

Coordinates: High Brave, Low Brave

- L 1: Potion, Dagger
- H 5: Hi Potion, Broad Sword
- D 7: Eye Drop, Oak Staff
- H 13: Antidote, Rod

```
~~~~~ - - - - - ~~~~~
[17.2b] //\\ Sweegy Woods //\\
~~~~~ ===== ~~~~~
```

```
// Height Map \\
```

|  | A | B | C | D | E | F | G | H | I | J | K | L |
|--|---|---|---|---|---|---|---|---|---|---|---|---|
|--|---|---|---|---|---|---|---|---|---|---|---|---|

```

1] 35 35 25 20 20 20 15 10 30 40 45 45
 d1
2] 30t180 25 25 25 25 15 10 15 35 35 40
 d1
3] 25 25 25 25 30 30 25 10 10t170 30 20
 d1 d1
4] 15 20 20 25 30 30 30 10 10 10 20 15
 d1 d1 d1
5] 10 20 20 25 25 30 25 10 20 10 20 10
 d1 d1 d1
6] 20t170 20 15 20 10 10 10 10 10 10 20 15
 d1 d1 d1 d1 d1
7] 20 20 20 10 20 10 20 10 10 15 20 30
 d1 d1 d1 d1
8] 40 20 25 25 20 10 10 10 10 15 30 35
 d1 d1 d1 d1
9] 30 30 30 30 25 25 10 10 45 45 45 45
 d1 d1
10] 25 30t180 30 30 25 10 30 45 50t200 50
 d1
11] 25 35 35 35 30 10 15 25 45 50 50 50
 d1

```

---

10 = 1 H, 15 = 1.5 H, etc.

t - unable to stand on panel but able to target

d1 - depth I water (refers to coordinates listed above)

// Starting Grid \\

// Enemy Starting Positions \\

// Move-Find Item \\

This map will be open after this battle. You can get the items found here later if you wish.

Coordinates: High Brave, Low Brave

B 1: Echo Grass, Bow Gun

J 2: Phoenix Down, Escutcheon

L 6: Potion, Leather Helmet

G 7: Hi Potion, Leather Hat

```

----- /// Side Quest Maps \\ -----
----- \\ \\ Side Quest Maps // -----

```

[17.3]

Colliery [17.3c]

Nevelska Temple [17.3n]

Deep Dungeon [17.3d]

Nogias [17.da]

Terminate [17.db]

Delta [17.dc]

Valkyries [17.dd]

Mlapan [17.de]  
Tiger [17.df]  
Bridge [17.dg]  
Voyage [17.dh]  
Horror [17.di]

// Deep Dungeon [17.3d] \\

| Area      | High Brave Item | Low Brave Item | Coordinates |
|-----------|-----------------|----------------|-------------|
| Nogias    | Phoenix Down    | Glacier Gun    | A 1         |
|           | Phoenix Down    | Elixir         | A 4         |
|           | Phoenix Down    | Blaze Gun      | C 8         |
|           | Phoenix Down    | Kiyomori       | J 6         |
| Terminate | Phoenix Down    | Elixir         | C 2         |
|           | Phoenix Down    | Blood Sword    | G 5         |
|           | Phoenix Down    | Save the Queen | A 11        |
|           | Phoenix Down    | Elixir         | E 12        |
| Delta     | Phoenix Down    | Elixir         | C 1         |
|           | Phoenix Down    | Yoichi Bow     | H 7         |
|           | Phoenix Down    | Mace of Zeus   | B 10        |
|           | Phoenix Down    | Elixir         | F 13        |
| Valkyries | Phoenix Down    | Elixir         | D 9         |
|           | Phoenix Down    | Faith Rod      | L 3         |
|           | Phoenix Down    | Kaiser Plate   | K 1         |
|           | Phoenix Down    | Fairy Harp     | K 2         |
| Mlapan    | Phoenix Down    | Excalibur      | C 4         |
|           | Phoenix Down    | Elixir         | G 1         |
|           | Phoenix Down    | Iga Knife      | A 1         |
|           | Phoenix Down    | Elixir         | A 12        |
| Tiger     | Phoenix Down    | Elixir         | A 1         |
|           | Phoenix Down    | Secret Clothes | A 2         |
|           | Phoenix Down    | Blast Gun      | B 1         |

|        |              |                 |      |
|--------|--------------|-----------------|------|
|        | Phoenix Down | Cursed Ring     | B 2  |
| Bridge | Phoenix Down | Elixir          | A 5  |
|        | Phoenix Down | Koga Knife      | C 5  |
|        | Phoenix Down | Sage Staff      | E 5  |
|        | Phoenix Down | Elixir          | L 5  |
| Voyage | Phoenix Down | Elixir          | C 4  |
|        | Phoenix Down | Ragnarok        | D 6  |
|        | Phoenix Down | Robe of Lords   | G 7  |
|        | Phoenix Down | Perseus Bow     | I 8  |
| Horror | Phoenix Down | Venetian Shield | I 5  |
|        | Phoenix Down | Grand Helmet    | I 6  |
|        | Phoenix Down | Maximillion     | C 10 |
|        | Phoenix Down | Elixir          | B 7  |
| End    |              |                 |      |
|        |              |                 |      |
|        |              |                 |      |
|        |              |                 |      |

```

 \ /
 xXx xXx

 / V V V V V V \
 | NOGIAS |
 \^ ^ ^ ^ ^ ^ ^/
 _____ /

```

"Beginning" usually happens over trifles. Even if it's a coincidence.

[17.da]

// Height \\

10 Height = 100, 9.5 Height = 95, etc.

A B C D E F G H I J

=====

```

1 J 220 230 230 240 240 240 240 240 230 230
2 J 220 240 240 240 240 240 240 240 240 240
3 J 215 200 195 180 180 170 180 240 240 240
4 J 200 200 180 180 160 140 160 160 180 170
5 J 100 100 115 120 130 140 160 160 170 170
6 J 90 100 100 110 130 130 150 160 160 170
7 J 90 85 80 70 70 70 60 60 70 70
8 J 0 10 70 70 70 60 60 50 45 30
9 J 0 10 10 10 10 20 20 20 30 30
10J 0 0 10 10 10 10 10 30 30 20

```

---

```
// Starting Grid \\
```

```

H 1 I 1 J 1
H 2 I 2 J 2
H 3 I 3 J 3

```

```
// Move Find Item \\
```

```

A 1: Phoenix Down, Glacier Gun
A 4: Phoenix Down, Elixir
C 8: Phoenix Down, Blaze Gun
J 6: Phoenix Down, Kiyomori

```

```
// Traps \\
```

```

A 1: Sleeping gas
A 4: Steel needle
C 8: Deathtrap
J 6: Deathtrap

```

```
// Exit \\
```

Randomly decided between one of these four panels:

```
I 7, J 4, B 9, or D 8
```

```
// Terrain \\
```

```

 A B C D E F G H I J
=====
1 J S S S S S S K K S S
2 J S S S S S S S S S S

```

```

3] K S S K K K S K K K
4] S S S K K S L L K K
5] S S S S S S L L S S
6] L S S S S S S L L S
7] S S S S S S S L K K
8] S S S S S S L L L K
9] S S S S S K K K K K
10] K K S S K K K K K K

```

---

L - Local Quake (Rocky cliff)  
K - Kamaitachi (Moss)  
S - Sand Storm (Stalactite)

```

 \ /
 xXx xXx

 / V V V V V V \
 | TERMINATE |
 \ ^ ^ ^ ^ ^ ^ ^ /
 \ _____ /

```

Let's assume the best solution is to forget your duty. But that's only if you know the meaning of the word "preparation."

[17.db]

```

// Height \

```

|     | A  | B   | C   | D   | E   | F   | G   | H   | I   |
|-----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | 90 | 110 | 120 | 120 | 130 | 130 | 110 | 100 | 120 |
| 2 ] | 80 | 100 | 90  | 110 | 120 | 100 | 100 | 100 | 90  |
| 3 ] | 80 | 110 | 90  | 90  | 100 | 90  | 110 | 110 | 70  |
| 4 ] | 60 | 70  | 70  | 80  | 80  | 80  | 100 | 80  | 60  |
| 5 ] | 50 | 80  | 70  | 80  | 90  | 60  | 60  | 70  | 60  |
| 6 ] | 50 | 70  | 70  | 70  | 50  | 50  | 70  | 70  | 40  |
| 7 ] | 40 | 70  | 60  | 60  | 60  | 50  | 60  | 50  | 30  |
| 8 ] | 40 | 50  | 60  | 60  | 50  | 50  | 40  | 40  | 20  |
| 9 ] | 50 | 50  | 70  | 40  | 30  | 30  | 30  | 50  | 20  |
| 10] | 30 | 30  | 30  | 40  | 30  | 20  | 20  | 30  | 10  |

```
11] 10 20 30 30 20 20 10 30 20
12] 10 20 20 0 0 30 10 10 20
```

---

```
// Starting Grid \\

```

```
D 1 E 1 F 1 G 1 H 1
D 2 E 2 F 2 G 2 H 2
```

```
// Move-Find Item \\

```

```
C 2: Phoenix Down, Elixir
```

```
G 5: Phoenix Down, Blood Sword
```

```
A 11: Phoenix Down, Save the Queen
```

```
E 12: Phoenix Down, Elixir
```

```
// Traps \\

```

```
C 2: Degenerator
```

```
G 5: Deathtrap
```

```
A 11: Sleeping gas
```

```
E 12: Steel needle
```

```
// Exit \\

```

```
Randomly decided between one of these four panels:
```

```
B 8, G 10, I 12, or A 12
```

```
// Terrain \\

```

```
 A B C D E F G H I
=====
```

|     |   |   |   |   |   |   |   |   |   |
|-----|---|---|---|---|---|---|---|---|---|
| 1 ] | S | S | S | S | S | S | S | S | S |
| 2 ] | S | S | S | S | S | S | S | S | S |
| 3 ] | S | S | S | S | S | S | S | S | S |
| 4 ] | S | S | S | L | L | S | S | S | S |
| 5 ] | K | S | S | L | S | S | S | S | S |
| 6 ] | K | S | S | S | S | S | S | S | S |
| 7 ] | K | S | L | L | S | S | S | S | S |
| 8 ] | S | S | L | L | S | S | S | S | S |
| 9 ] | S | S | S | S | S | S | S | S | S |
| 10] | K | K | K | S | S | S | S | S | S |



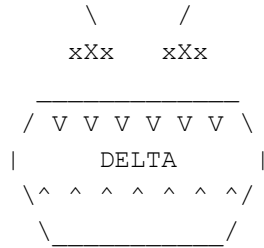
11] S S K K S S K S S

12] S K S S S S K K S

L - Local Quake (Rocky cliff)

K - Kamaitachi (Moss)

S - Sand Storm (Stalactite)



When you lose your way in life, time may solve problems. What if you can't find your way? Just laugh, but quietly.

[17.dc]

// Height \\

|     | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | 10  | 20  | 15  | 0   | 0   | 0   | 0   | xXx | 05  | 10  |
| 2 ] | 10  | 10  | xXx | xXx | 0   | 0   | 0   | xXx | xXx | 0   |
| 3 ] | 10  | 0   | xXx | xXx | 0   | 0   | 0   | xXx | xXx | 0   |
| 4 ] | 0   | 0   | 0   | xXx | xXx | xXx | xXx | xXx | 0   | 0   |
| 5 ] | 0   | 0   | 10  | 10  | 0   | xXx | xXx | 0   | 0   | 0   |
| 6 ] | 0   | 15  | 10  | xXx | xXx | xXx | xXx | 0   | 0   | xXx |
| 7 ] | 0   | 20  | 40  | xXx | 0   | xXx | 0   | 45  | 20  | xXx |
| 8 ] | 10  | 05  | xXx | xXx | 0   | 0   | 25  | 60  | 0   | 0   |
| 9 ] | xXx | xXx | xXx | xXx | xXx | 0   | 0   | 0   | 0   | 0   |
| 10] | xXx | 05  | 10  | xXx | xXx | 10  | 10  | 0   | 0   | 0   |
| 11] | xXx | xXx | 20  | 30  | 0   | 0   | 10  | xXx | xXx | xXx |
| 12] | xXx | xXx | 0   | 0   | 0   | xXx | xXx | xXx | xXx | xXx |
| 13] | 0   | 0   | 0   | 0   | 0   | 15  | xXx | xXx | xXx | 05  |
| 14] | xXx | 10  | 0   | 0   | 0   | 20  | xXx | 0   | 0   | 10  |
| 15] | xXx | 0   | 0   | 0   | 10  | 10  | 0   | 0   | 0   | 0   |
| 16] | xXx | xXx | xXx | 0   | 10  | 10  | 10  | xXx | xXx | 0   |

xXx - unable to stand on or target

// Starting Grid \\

E 1 F 1 G 1  
E 2 F 2 G 2  
E 3 F 3 G 3

// Move-Find Item \\

C 1: Phoenix Down, Elixir  
H 7: Phoenix Down, Yoichi Bow  
B 10: Phoenix Down, Mace of Zeus  
F 13: Phoenix Down, Elixir

// Traps \\

C 1: Steel needle  
H 7: Sleeping gas  
B 10: Deathtrap  
F 13: Deathtrap

// Exit \\

Randomly decided between one of these four panels:

B 15, H 8, I 14, or D 5

// Terrain \\

|     | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | S   | S   | S   | L   | L   | L   | L   | xXx | S   | S   |
| 2 ] | S   | S   | xXx | xXx | L   | L   | L   | xXx | xXx | L   |
| 3 ] | S   | L   | xXx | xXx | L   | L   | L   | xXx | xXx | L   |
| 4 ] | L   | L   | L   | xXx | xXx | xXx | xXx | xXx | L   | L   |
| 5 ] | L   | L   | S   | S   | S   | xXx | xXx | L   | L   | L   |
| 6 ] | L   | S   | S   | xXx | xXx | xXx | xXx | L   | L   | xXx |
| 7 ] | L   | S   | S   | xXx | L   | xXx | L   | S   | S   | xXx |
| 8 ] | S   | S   | xXx | xXx | L   | L   | S   | S   | L   | L   |
| 9 ] | xXx | xXx | xXx | xXx | xXx | L   | L   | L   | L   | L   |
| 10] | xXx | S   | S   | xXx | xXx | S   | S   | L   | L   | L   |
| 11] | xXx | xXx | S   | S   | L   | L   | S   | xXx | xXx | xXx |

```

12] xXx xXx L L L xXx xXx xXx xXx xXx
13] L L L L L S xXx xXx xXx S
14] xXx S L L L S xXx L L S
15] xXx L L L S S L L L L
16] xXx xXx xXx L S S S xXx xXx L

```

---

L - Local Quake (Rocky cliff)  
S - Sand Storm (Stalactite)  
xXx - Unable to stand on or target

```

 \ /
 xXx xXx

 / V V V V V V \
 | VALKYRIES |
 \ ^ ^ ^ ^ ^ ^ ^ /

```

Another person's life is saved in exchange for yours. In other words, yours is saved in exchange for another person's.

[17.dd]

// Height \\

|     | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   | K   | L   | M   | N   | O   | P   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | 90  | 90  | 80  | xXx | xXx | xXx | xXx | xXx | 30  | 40  | 40  | xXx | xXx | xXx | xXx | xXx |
| 2 ] | 90  | 90  | 90  | xXx | xXx | xXx | xXx | 50  | 50  | 50  | 40  | t40 | xXx | xXx | xXx | xXx |
| 3 ] | 90  | 90  | 90  | t80 | xXx | xXx | xXx | 50  | 50  | 50  | 40  | 40  | xXx | xXx | xXx | xXx |
| 4 ] | xXx | 80  | 80  | 80  | xXx | xXx | t50 | 50  | 50  | 40  | 40  | 40  | t30 | xXx | xXx | xXx |
| 5 ] | xXx | xXx | 80  | 80  | xXx | xXx | 50  | 50  | 50  | xXx | 40  | 40  | t30 | xXx | 10  | 10  |
| 6 ] | xXx | xXx | 80  | 80  | xXx | xXx | 60  | 60  | 50  | xXx | xXx | 30  | 30  | xXx | 10  | 10  |
| 7 ] | xXx | xXx | 80  | 80  | t70 | xXx | 60  | 60  | 60  | xXx | xXx | 30  | 30  | xXx | 10  | 10  |
| 8 ] | xXx | xXx | 70  | 70  | 70  | 60  | 60  | 60  | 60  | xXx | xXx | 30  | 30  | 20  | 10  | 10  |
| 9 ] | xXx | xXx | t70 | 70  | 70  | 70  | 60  | 60  | xXx | xXx | xXx | 30  | 30  | 20  | 20  | 10  |
| 10] | xXx | xXx | xXx | 50  | 70  | 70  | 60  | 60  | xXx | xXx | xXx | xXx | 20  | 20  | 20  | xXx |
| 11] | xXx | xXx | xXx | 50  | 50  | 40  | 40  | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx |

---

xXx - Unable to stand on or target  
t - Unable to stand on but you can target

// Starting Grid \\

A 1 B 1 C 1  
A 2 B 2 C 2  
A 3 B 3 C 3

// Move-Find Item \\

D 9: Phoenix Down, Elixir

L 3: Phoenix Down, Faith Rod

K 1: Phoenix Down, Kaiser Plate

K 2: Phoenix Down, Fairy Harp

// Traps \\

D 9: Deathtrap

L 3: Steel needle

K 1: Sleeping gas

K 2: Deathtrap

// Exit \\

Randomly decided between one of these four panels:

N 9, I 1, O 7, or L 8

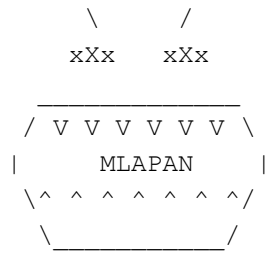
// Terrain \\

|      | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   | K   | L   | M   | N   | O   | P   |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ]  | L   | S   | S   | xXx | xXx | xXx | xXx | xXx | S   | S   | S   | xXx | xXx | xXx | xXx | xXx |
| 2 ]  | L   | L   | S   | xXx | xXx | xXx | xXx | S   | L   | L   | S   | tS  | xXx | xXx | xXx | xXx |
| 3 ]  | L   | L   | S   | tS  | xXx | xXx | xXx | S   | S   | L   | L   | S   | xXx | xXx | xXx | xXx |
| 4 ]  | xXx | S   | S   | S   | xXx | xXx | tS  | S   | S   | L   | L   | S   | tS  | xXx | xXx | xXx |
| 5 ]  | xXx | xXx | S   | L   | xXx | xXx | S   | S   | S   | xXx | tL  | S   | tS  | xXx | K   | L   |
| 6 ]  | xXx | xXx | S   | L   | xXx | xXx | L   | L   | S   | xXx | xXx | S   | S   | xXx | K   | K   |
| 7 ]  | xXx | xXx | S   | S   | tS  | xXx | L   | L   | S   | xXx | xXx | S   | S   | xXx | L   | L   |
| 8 ]  | xXx | xXx | S   | S   | S   | S   | S   | S   | tS  | xXx | xXx | S   | S   | S   | L   | L   |
| 9 ]  | xXx | xXx | tS  | S   | S   | S   | S   | S   | xXx | xXx | xXx | S   | K   | S   | S   | L   |
| 10 ] | xXx | xXx | xXx | S   | S   | S   | S   | S   | xXx | xXx | xXx | xXx | S   | S   | S   | xXx |
| 11 ] | xXx | xXx | xXx | S   | S   | L   | L   | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx |

---

L - Local Quake (Rocky cliff)  
K - Kamaitachi (Moss)  
S - Sand Storm (Stalactite)

t - Cannot stand on but can target  
xXx - Cannot stand on or target



The scent remains, even if everything is gone. It stays deeply in one's memory forever.

[17.de]

// Height \\  
-----

|     | A  | B  | C   | D   | E   | F   | G   |
|-----|----|----|-----|-----|-----|-----|-----|
| 1 ] | 70 | 90 | 90  | 100 | 100 | 110 | 110 |
| 2 ] | 70 | 90 | 100 | 100 | 100 | 110 | 110 |
| 3 ] | 70 | 70 | 100 | 100 | 110 | 110 | 110 |
| 4 ] | 60 | 70 | 180 | 180 | 180 | 120 | 120 |
| 5 ] | 60 | 60 | 170 | 180 | 180 | 120 | 120 |
| 6 ] | 30 | 50 | 170 | 170 | 170 | 130 | 130 |
| 7 ] | 20 | 50 | 170 | 160 | 130 | 130 | 130 |
| 8 ] | 20 | 20 | 20  | 100 | 100 | 0   | 0   |
| 9 ] | 20 | 20 | 20  | 10  | 10  | 0   | 0   |
| 10] | 0  | 0  | 10  | 10  | 0   | 0   | 0   |
| 11] | 0  | 0  | 0   | 0   | 0   | 10  | 10  |
| 12] | 10 | 10 | 0   | 0   | 10  | 10  | 10  |

-----  
// Starting Grid \\  
-----

C 4 D 4 E 4  
C 5 D 5 E 5  
C 6 D 6

// Move-Find Item \\  
-----

C 4: Phoenix Down, Excalibur

G 1: Phoenix Down, Elixir

A 1: Phoenix Down, Iga Knife

A 12: Phoenix Down, Elixir

```
// Traps \\

```

```
C 4: Deathtrap
```

```
G 1: Deathtrap
```

```
A 1: Sleeping gas
```

```
A 12: Steel Needle
```

```
// Exit \\

```

Randomly decided between one of these four panels:

```
G 8, E 10, B 10, or D 7
```

```
// Terrain \\

```

|     | A | B | C | D | E | F | G |
|-----|---|---|---|---|---|---|---|
| 1 ] | S | S | S | S | W | W | S |
| 2 ] | S | S | W | W | W | W | W |
| 3 ] | W | W | W | W | S | S | W |
| 4 ] | W | W | S | S | S | S | S |
| 5 ] | W | W | S | S | S | S | S |
| 6 ] | W | W | S | S | S | S | S |
| 7 ] | W | W | S | S | S | S | S |
| 8 ] | W | W | W | S | S | S | S |
| 9 ] | W | W | W | S | S | S | S |
| 10] | W | W | W | S | W | W | W |
| 11] | S | W | W | W | W | S | S |
| 12] | S | S | S | W | S | S | S |

---

W - Water Ball (River)  
S - Sand Storm (Stalactite)

```
 \ /
 xXx xXx

 / V V V V V V \
 | TIGER |
 \^ ^ ^ ^ ^ ^ ^/
 _____/
```

Does man become wild if all rationality is taken away from him? The answer is NO. This is because he doesn't have grace.



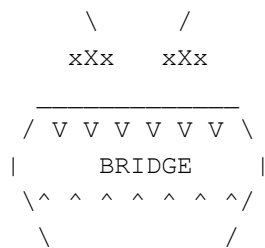
```

1] L L L L S S S S S S
2] L L L S S S S S S S
3] tS tS tS tS tS tS tS S S L
4] K S S S S S L S S L
5] K K K S L L L S S S
6] L K S tS tS tS tS tS tS
7] S S S S S S S K K K
8] S S S S S S S L L K
9] tS tS tS tS tS tS tS L L L
10] L L L S S S L L L L
11] L L S S S L L L L L

```

---

L - Local Quake (Rocky cliff)  
K - Kamaitachi (Moss)  
S - Sand Storm (Stalactite)  
t - Unable to stand on but you can target



Though there are many possible ways, "Bridge" made it into one. This is a serious matter.

[17.dg]

```

// Height \\

```

|     | A   | B   | C   | D   | E    | F   | G    | H  | I    | J   | K   | L   | M  | N   | O  |
|-----|-----|-----|-----|-----|------|-----|------|----|------|-----|-----|-----|----|-----|----|
| 1 ] | 30  | 30  | 30  | 20  | 20   | 20  | 20   | 20 | 30   | 30  | 30  | 20  | 20 | 20  | 20 |
| 2 ] | 30  | 30  | 40  | 40  | 30   | 20  | 20   | 20 | 30   | 30  | 40  | 40  | 20 | 20  | 20 |
| 3 ] | 40  | 40  | 40  | 40  | 30   | 30  | 30   | 70 | t70  | 40  | 40  | 60  | 70 | 20  | 20 |
| 4 ] | 100 | 100 | 120 | 120 | t120 | 30  | 60   | 70 | 70   | 50  | 50  | 90  | 70 | 20  | 20 |
| 5 ] | 100 | 100 | 120 | 120 | 130  | 40  | 60   | 70 | 70   | 110 | 120 | 100 | 50 | 30  | 20 |
| 6 ] | 100 | 90  | 90  | 120 | 130  | 120 | > 70 | 70 | <115 | 130 | 130 | 100 | 30 | 30  | 0  |
| 7 ] | 0   | 0   | 70  | 80  | 70   | 20  | 20   | 20 | 90   | t80 | 30  | 30  | 30 | t20 | 0  |
| 8 ] | 0   | 0   | 0   | 05  | 10   | 10  | 20   | 20 | 25   | 25  | 30  | 30  | 30 | 0   | 0  |



9 ] 0 0 05 05 10 10 20 20 20 25 25 30 t30 0 0

---

t - Unable to stand on panel but you can target  
> - Panel slopes down and right, allowing people with less jump to reach the panel  
< - Panel slopes down and left, allowing people with less jump to reach the panel

// Starting Grid \\

A 1 B 1 C 1  
A 2 B 2 C 2  
A 3 B 3 C 3

// Move-Find Item \\

A 5: Phoenix Down, Elixir  
C 5: Phoenix Down, Koga Knife  
E 5: Phoenix Down, Sage Staff  
K 5: Phoenix Down, Elixir

// Traps \\

A 5: Deathtrap  
C 5: Deathtrap  
E 5: Sleeping gas  
L 5: Steel needle

// Exit \\

Randomly decided between one of these four panels:

M 5, I 4, A 9, or B 7

// Terrain \\

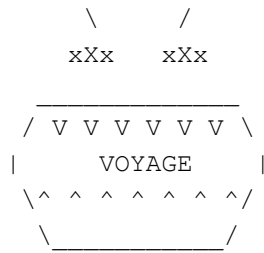
|     | A | B | C | D | E  | F | G | H | I | J  | K | L | M  | N  | O |
|-----|---|---|---|---|----|---|---|---|---|----|---|---|----|----|---|
| 1 ] | L | L | S | S | S  | L | L | S | S | S  | S | S | L  | L  | L |
| 2 ] | L | L | S | S | S  | S | S | S | S | S  | S | L | L  | L  | L |
| 3 ] | S | S | S | S | S  | S | S | S | S | tS | S | S | tS | S  | L |
| 4 ] | S | S | S | S | tS | S | S | S | S | S  | S | S | S  | S  | L |
| 5 ] | S | S | S | S | S  | S | S | S | S | S  | S | S | S  | S  | S |
| 6 ] | S | S | S | S | S  | S | S | S | S | S  | S | L | S  | S  | S |
| 7 ] | S | S | L | S | tS | S | S | S | S | tS | S | L | L  | tS | L |
| 8 ] | L | S | S | S | S  | S | S | S | S | S  | L | L | S  | S  | L |
| 9 ] | L | S | S | S | S  | S | S | S | S | S  | S | S | tS | L  | L |

---

L - Local Quake (Rocky cliff)

S - Sand Storm (Stalactite)

t - Unable to stand on panel but you can target



Other than finding an answer. Is anything else to be gained from a "journey"....?

There is sometimes an Archer here who has a Yoichi Bow equipped.

[17.dh]

// Height \\

|     | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   | K   | L   | M   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | 30  | 30  | 110 | 110 | 110 | 110 | 80  | xXx | xXx | xXx | xXx | xXx | xXx |
| 2 ] | 30  | 30  | 110 | 110 | 110 | 100 | 110 | xXx | xXx | xXx | xXx | xXx | xXx |
| 3 ] | 30  | 30t | 110 | 110 | 110 | 110 | 110 | 80  | t70 | xXx | xXx | xXx | xXx |
| 4 ] | t30 | 30  | 30  | 100 | 110 | 110 | 110 | 110 | 110 | 110 | 90  | t60 | 0   |
| 5 ] | xXx | 30  | 30  | t90 | 110 | 110 | 110 | 110 | 110 | 110 | 110 | 110 | 90  |
| 6 ] | xXx | 30  | 30  | 30t | 100 | 110 | 110 | 110 | 110 | 110 | 110 | 110 | 110 |
| 7 ] | xXx | t15 | 30  | 30  | 30  | 30  | 30  | t90 | 110 | 110 | 110 | 110 | 110 |
| 8 ] | xXx | xXx | xXx | t30 | 30  | 30  | 30  | 30  | 30  | t90 | 110 | 110 | 110 |
| 9 ] | xXx | xXx | xXx | xXx | xXx | xXx | t20 | 30  | 30  | 40  | 110 | 110 | 100 |
| 10] | xXx | xXx | xXx | xXx | xXx | xXx | xXx | t15 | 30  | 40  | 110 | 110 | 100 |
| 11] | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | 40  | 40t | 100 | 100 | 100 |
| 12] | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | 40  | 40  | 40  | 70  | 90  |
| 13] | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | 30  | 30  | 40  | 50  | 60  |
| 14] | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | t20 | 30  | 30  | 50  | 50  |

// Starting Grid \\

C 1 D 1 E 1 F 1  
C 2 D 2 E 2 F 2

// Move-Find Item \\

C 4: Phoenix Down, Elixir  
D 6: Phoenix Down, Ragnarok

G 7: Phoenix Down, Robe of Lords  
I 8: Phoenix Down, Perseus Bow

// Traps \\

C 4: Steel needle  
D 6: Sleeping gas  
G 7: Deathtrap  
I 8: Deathtrap

// Exit \\

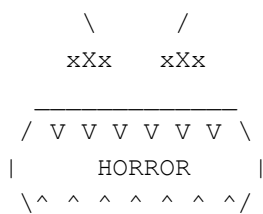
Randomly decided between one of these four panels:

B 1, I 9, B 4, or A 1

// Terrain \\

|     | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   | K   | L   | M   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 ] | S   | S   | S   | S   | S   | S   | S   | xXx | xXx | xXx | xXx | xXx | xXx |
| 2 ] | S   | S   | S   | S   | S   | S   | S   | xXx | xXx | xXx | xXx | xXx | xXx |
| 3 ] | S   | S   | tS  | S   | S   | S   | S   | L   | tL  | xXx | xXx | xXx | xXx |
| 4 ] | tS  | S   | S   | S   | S   | L   | L   | L   | L   | L   | L   | tL  | xXx |
| 5 ] | xXx | S   | S   | tS  | S   | S   | L   | L   | L   | L   | L   | L   | L   |
| 6 ] | xXx | S   | S   | S   | tS  | S   | L   | L   | L   | L   | L   | L   | L   |
| 7 ] | xXx | tS  | S   | S   | S   | S   | S   | L   | L   | L   | L   | L   | L   |
| 8 ] | xXx | xXx | xXx | tS  | S   | S   | S   | S   | S   | tL  | L   | S   | S   |
| 9 ] | xXx | xXx | xXx | xXx | xXx | xXx | tS  | S   | S   | S   | S   | S   | S   |
| 10] | xXx | xXx | xXx | xXx | xXx | xXx | xXx | tS  | S   | S   | S   | S   | S   |
| 11] | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | S   | S   | tS  | S   | S   |
| 12] | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | S   | S   | S   | S   | S   |
| 13] | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | S   | S   | S   | S   | S   |
| 14] | xXx | xXx | xXx | xXx | xXx | xXx | xXx | xXx | tS  | S   | S   | S   | S   |

L - Local Quake (Rocky cliff)  
S - Sand Storm (Stalactite)  
xXx - Unable to stand on or target the panel  
t - Unable to stand on panel but you can target



It's impossible to describe "horror." But one may be able to know it if one tells it quietly...

Some battles have many high level Ninjas. When the Ninjas get into level 90 or so, you can Catch many powerful weapons from these foes.

[17.di]

// Height \\  
=====

|     | A   | B   | C   | D   | E   | F  | G  | H   | I   | J   | K   | L   |
|-----|-----|-----|-----|-----|-----|----|----|-----|-----|-----|-----|-----|
| 1 ] | xXx | xXx | 10  | 10  | 10  | 10 | 10 | 10  | xXx | xXx | xXx | xXx |
| 2 ] | 10  | 10  | 10  | 10  | 20  | 20 | 10 | 10  | 10  | 10  | 10  | 10  |
| 3 ] | 10  | 10  | xXx | 90  | 90  | 20 | 20 | 10  | 10  | 20  | 20  | 10  |
| 4 ] | 10  | 20  | xXx | 90  | 90  | 20 | 20 | xXx | xXx | 20  | 20  | 20  |
| 5 ] | 10  | 20  | 20  | 90  | 90  | 90 | 30 | 90  | 20  | 20  | 80  | 80  |
| 6 ] | 20  | 20  | 20  | 90  | 90  | 90 | 30 | 90  | 80  | 20  | 80  | 80  |
| 7 ] | 20  | 20  | xXx | xXx | xXx | 30 | 30 | xXx | 10  | 10  | 70  | 80  |
| 8 ] | xXx | xXx | xXx | xXx | xXx | 30 | 30 | 10  | 10  | 10  | 70  | 80  |
| 9 ] | xXx | xXx | 40  | 50  | 50  | 50 | 60 | 60  | 70  | 70  | 70  | 70  |
| 10] | xXx | xXx | 40  | 50  | 50  | 60 | 60 | 60  | 70  | 70  | 70  | xXx |

// Starting Grid \\  
=====

D 3 E 3  
D 4 E 4  
D 5 E 5

// Move-Find Item \\  
=====

I 5: Phoenix Down, Venetian Shield  
I 6: Phoenix Down, Grand Helmet  
C 10: Phoenix Down, Maximillion  
B 7: Phoenix Down, Elixir

// Traps \\  
=====

I 5: Deathtrap  
I 6: Deathtrap  
C 10: Sleeping Gas  
B 7: Steel needle

// Exit \\  
=====

Randomly decided between one of these four panels:

A 2, C 5, C 9, or A 7



Ramza and Delita are squires in training in the Hokuten army. The Hokuten are occupied trying to put down the Death Corps. The Death Corps is a group of soldiers who fought in the 50 Year War. When the war ended, the troops returned home with little money and few job prospects. The nobles oppressed them and their choices were to starve or fight. They chose to fight. Ramza and Delita are put to action and kill a small unit of the Death Corps. Their next mission is guarding the base of the Hokuten, Igros Castle.

Before their journey begins a flashback shows Ramza's father, the great knight Balbanes Beoulve, on his deathbed. Ramza comes in and Balbanes says the words that define Ramza's character:

Balbanes: Listen, Ramza..... A Beoulve has served the royal family for generations. The warrior spirit is in us. Never shame your name... never tolerate in justice... Living true to your heart is the warrior's way.....the Beoulve way.

Balbanes asks his other sons Zalbag and Dycedarg to watch over their half brother Ramza and asks Ramza to look over Alma.

On the way to Igros Delita and Ramza encounter Albus, a squire under the Marquis of Limberry. Albus is being beset by the Death Corps. Apparently the Death Corps kidnapped Marquis Elmdor and are holding him hostage. Delita and Ramza destroy the Death Corps and save Albus. Albus tags along to Igros and there begs Ramza's older brother and commander of the Hokuten, Dycedarg, to help the Marquis. The three are assigned to guard duty but still break orders and go and rescue the Marquis. There they find the leader of the Death Corps, Wiegraf, killing one of his subordinates who had kidnapped Elmdor. Wiegraf believed the Death Corps were above such lowly acts and let Elmdor go with Ramza.

Ramza returns home to Igros to find an agitated Dycedarg. Dycedarg is furious until Prince Larg, ruler of Igros Castle and Dycedarg's superior, calms Dycedarg and praises Ramza. Ramza is rewarded with a mission to attack one of the few remaining Death Corps bases. After Ramza leaves the room, Dycedarg and Larg talk about how they were the ones that convinced the Death Corps officer to kidnap Elmdor.

Ramza goes to one of the Death Corps hideouts and defeats the enemy who are there. One of them is Wiegraf's sister, Miluda, who he lets go. Delita begins to have a conflict of conscience. He sympathizes with the Death Corps and feels that commoners are not animals, unlike Albus. On their way back to Igros, the Death Corps stage an attack on Igros Castle and kidnap Delita's sister Teta who they think is a Beoulve. Delita is enraged. During his fit, Albus makes a snide comment about Teta being a commoner and not worth saving. Delita attacks him and Ramza expels Albus from his party.

Delita and Ramza decide to attack the Death Corps last base and try to rescue Teta. While traveling, Ramza and Delita take a break before night and talk. Delita cannot stand the suffering in the world and his lack of power to do anything about it. Soon after Ramza and Delita fight the Death Corps and kill Miluda. Wiegraf vows vengeance but is forced to retreat. Hot on the trail of Teta, Ramza and Delita arrive at the last stand of the Death Corps. Zalbag, Ramza's older brother and Albus command the Hokuten forces. A Death Corps' unit tries to make demands, holding Teta hostage, but Zalbag refuses. He orders Albus to shoot them both. Albus shoots Teta and wounds the Death Corps unit, who retreats into the fort. Delita goes berserk. He vows to kill Albus and then kill Ramza. Albus is killed and Delita runs to hold his dead sister. An explosion goes off inside the base and Delita is engulfed.

The chapter ends with Ramza questioning his purpose. He felt that destroying the Death Corps was not the answer and Zalbag sacrificing Teta was horrendous. Faced with the conflict, betraying his family or his ideals, Ramza ran and became a mercenary.

// My Thoughts \\

The introduction showed that Delita is still alive, but after what happened he is no longer the same person. Dycedarg vowed to save Teta but actually helped hasten her death. Larg and Dycedarg are scheming for future power and have no qualms when engaging in scrupulous activities.

You might be wondering why Zalbag killed Teta and why Ramza ran away. As a leader, Zalbag was probably used to sacrificing people for a larger goal. His pride as a noble probably figured in too. To him a knave and wounded his brother and was now trying to barter for his freedom. Zalbag's temper might have gotten the better of him.

Ramza left it all behind. Remember that his dying father told him two things: never tolerate injustice and do not shame your name. Ramza was tolerating injustice by fighting the Death Corps. His father would have been helping those soldiers, not persecuting him. To do so though would put him at odds with his brothers and disgrace the family. The shock of losing Teta, probably a good friend, and hearing his best friend Delita promise to kill him compounded the problem. Ramza ran away hoping to resolve his inner conflict and find out what was most important to him; pride or conscience.

---

|~~~| CHAPTER II |~~~|

---

The story is back to where the introduction left of. Somehow Delita is alive and has kidnapped Princess Ovelia. Ramza is in pursuit with Agrias and Gafgarion. Before fighting your next battle a Knight has a small but revealing dialogue with your opponent, a Thief. When bargaining with that Thief the man threatens to brand them as heretics. This scene tells you that the Knight works for the church and is willing to use the church's power for less than pious means. The church, not Goltana, is behind Ovelia's kidnaping.

An odd battle where you try to save Boco the Chocobo takes place before you reunite with Delita. Boco is Wiegraf's Chocobo from the Windmill Shed battle in Chapter I. Boco is also the name of Butz's Chocobo in Final Fantasy V.

Ramza and his party catch up to Delita where he is risking his life to protect Ovelia from the Hokuten. Gafgarion, who was working for Prince Larg and the Hokuten the whole time, joins the other side and starts fighting against you. After saving the princess, Ramza has to decide where to take her. On one side is the Hokuten who want to kill her and on the other side is Goltana who may dispose of Ovelia to avoid looking like a kidnapper. Ramza decides to take Ovelia to the church.

As he heads to the church, Ramza saves a young man Mustadio from the Bart Company. Mustadio will not reveal why he is being followed, wields a gun, and hails from Goug Machine City--a place where ancient technology is ubiquitous. Mustadio wants to meet with the Cardinal and talk to him about saving his father. Ovelia agrees and they head to the Lionel Castle to meet with Cardinal Draclau.

A cut scene show Gafgarion talking with Dycedarg. Dycedarg orders the

mercenary to get the princess--even if it entails killing Ramza.

Ramza and Mustadio leave Agrias and Ovelia in the care of the church and head to Goug Machine City. The Cardinal knew why Bart Company was after Mustadio and promises to send troops to crush Rudvich's evil business. The reason for the Mustadio hunt is revealed. Mustadio carries a strange stone that causes ancient machines to act strangely. The Cardinal seems to have his own.

At Goug Ramza and Mustadio separate. Ramza waits for Mustadio at the arranged meeting point and Bart company arrives with a captive Mustadio. Ramza gives a fake stone to Bart Company and rescues Mustadio before rushing off to Lionel Castle--the Cardinal has tricked him.

Ramza happens upon Delita on his way to the castle. Delita tells Ramza to stay out of the situation and hints that he is working for a higher power but has his own goals.

Delita: Larg, Goltana, your brothers, everyone... Haven't noticed they're all swept up in the same flow. I'm just going against it. That's all..... I'll see you again, if we live that long.

Gafgarion and Draclau arrange a trap for Ramza. They release Agrias with some false information so Ramza can rescue her and be tricked into trying to save Ovelia. Ramza walks into the trap, defeats Gafgarion and goes to the Lionel Castle. He kills Gafgarion and fights the Cardinal... but the strange stone turns the Cardinal into a monster. Ramza defeats the monster but Ovelia has already left with Delita and been brought to Goltana.

At the end of the Chapter, the Lion War begins. Goltana claims that Princess Ovelia is the rightful successor. On the other side Larg asserts that Prince Orinas should be king. Larg sends the Hokuten, led by Zalbag and Dycedarg, to fight the Goltana's Nanten army.

// My Thoughts \\

The story is not as complicated as it appears to be. Simply put it is a civil war. On one side is Goltana and his forces and on the other is Larg and his. In the middle of all this is Ramza who finds out that the church is secretly manipulating this war and tries to stop them. Delita appears to be working for several different causes but always gives priority to his own ambitions.

After the Zirekile Falls battle Delita makes a remark about Teta saving him:

"Teta saved me..."

Some think this hints at a physical action. Maybe Teta did physically shield Delita from the blast. I always thought that it was a metaphorical statement. The anger that Delita had at seeing his sister die in his arms and being powerless to stop it gave him the will to survive. The explosion was huge and probably left Delita's body in shambles. Most would give up and die. Delita survived and survived with a fierce determination.

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|~~~| CHAPTER III |~~~|

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As Ramza heads to talk to Zalbag, he saves Olan from a group of thieves. Ramza tries telling Zalbag that there is someone manipulating the war for their own



ends. He makes the mistake of saying Dycedarg did something dishonorable and Zalbag goes berserk. Zalbag stops listening and insults Ramza's half blood relation.

Before leaving Lesalia, Ramza talks to Alma. He is interrupted by the church's heretic hunter Zalmo. Alma helps Ramza fight off Zalmo and is forced to flee with Ramza, who has now been branded a heretic for killing Cardinal Draclau. Alma tells Ramza that one of those strange stones that he has at Orbonne Monastery. They head to Orbonne only to find Simon, the priest from the pre Chapter 1 sequence, hurt and a group is after the Holy Stone 'Virgo.'

Ramza defeats the group of Shrine Knights headed by Izlude and Wiegraf. Izlude manages to kidnap Alma though and Wiegraf takes the Holy Stone and transforms into Velius before fleeing. Wiegraf's want to avenge his sister's death was more important to him than his beliefs. Simon gives Ramza an ancient text called the Germonik Scriptures before dying from his wounds.

The Germonik Scriptures tell a story different from the one the church of Ivalice tells. The church of Ivalice worships St. Ajora as a son of God who was betrayed by his disciple Germonik and executed. Germonik's Germonik Scriptures say otherwise. Germonik says that St. Ajora was not a son of God, but instead a mere man with wicked desires. Germonik claims that St. Ajora was simply an ambitious man who tried to collect the Zodiac Stones to gather more power. The Germonik Scripture dispute the church's teachings and could potentially undermine the church's influence.

An important story that contributed much to the myth of St. Ajora was the Zodiac Brave legend. Heroes dubbed Zodiac Braves wielding the Zodiac Stones put down a great evil. This conflicts with Ramza's experiences that show the wielders of the Zodiac Stones being under the control of Lucavi.

Ramza leaves Orbonne Monastery in pursuit of Alma. An exotic mage stops him at Dorter Trade City and demands that Ramza come to Riovanes Castle with the scriptures or they will kill Alma. Ramza follows and runs into Olan on his way. The two strengthen their bond of friendship and Ramza tells Olan that the church is behind the war and learns that Olan's father is T. G. Cid (legendary knight and best friend of Ramza's late father).

Ramza encounters a strange scene in Yardow Fort City. The exotic mage from Dorter Trade City is trying to kill his sister Rafa. Ramza once again comes to the aid of the overwhelmed stranger. He finds out that Rafa and Malak's parents were killed by the same person who kidnapped Alma (Barinten). Barinten is trying to raise an army by an means necessary.

A cut scene at Riovanes Castle shows Barinten talking to Vormav and Wiegraf; Shrine Knights working for the church. Barinten had captured Izlude and got information out of him. He knows the church has the power of the Zodiac Stones and tries to blackmail Vormav and Wiegraf with the Germonik Scriptures. Vormav does not react well to the threat and draws a Holy Stone to transform. Ramza arrives shortly after and defeats Wiegraf for good. Elsewhere in the castle, Alma tries to tend to Izlude's mortal wound. Vormav enters the room and goes to kill Alma but stops when the Holy Stones react. Vormav is excited to have found Alma, who he dubs "the one." Vormav teleports away.

Ramza searches the castle and then the rooftop for Alma. On the roof Barinten mocks Rafa and reminds her that he raped her and killed her parents. He shoots at Rafa but Malak throws himself in the way and takes the bullet. Two strange and beautiful women come up behind Barinten and one of them throws him off the roof with super human strength. Ramza fights off the two women and their master Elmdor. Elmdor was the Marquis of Limberry that Ramza saved in the

first chapter. According to bar rumors, Elmdor died in battle earlier in Chapter 3.

Malak appears to be dead. A Zodiac Stone glows over his body and before Ramza can stop it the stone activates. Instead of releasing a hideous monster, Malak is revived. Ramza learned from Elmdor that Vormav kidnapped Alma and he decides to visit Delita to find out what Vormav is plotting. Elsewhere the Hokuten grow tired of the prolonged war and mobilize for an attack on Bethla Garrison...

// My Thoughts \\

The story is not as complicated as it appears to be. Simply put it is a civil war. On one side is Goltana and his forces and on the other is Larg and his. In the middle of all this is Ramza who finds out that the church is secretly manipulating this war and tries to stop them. Now Ramza has a personal interest in stopping the church because they tried to kill him and kidnapped his sister. Delita appears to be working for several different causes but always gives priority to his own ambitions.

There is some debate as to what is meant by these lines:

Malak: That's ridiculous!!

Rafa: You know what he did! What he did to me! I KNOW you know!

Malak: Don't you say anymore! Otherwise, I...

and

Rafa: Revenge for kindness? You burned the village! You are the one who killed my parents! And you say it's revenge for kindness? No...it's justice!

Barinten: Justice? Now can you kill me? I'm your father. I raised you! I'd like to see you try and kill me!

(Rafa is cannot will herself to move and attack Barinten)

Barinten: Hya, ha! You can't... And do you know why? Because your body recalls the terror... Don't worry...that terror will gradually subside. Hya, ha, ha.

It is obvious from those passages that Barinten raped Rafa. Some say that those lines are ambiguous and the Japanese version is clearer. That is false. kern, an intelligent GameFAQs poster who lives in Japan and plays the Japanese version of FFT confirms this. The Japanese version basically says the same thing. I am not sure how much more definitive the game can get without saying "I, Barinten, with my hand on the St. Ajora bible, one man under St. Ajora, raped her."

It is not apparent why the Zodiac Stone revives Malak. The game's translation leaves much to be desired. kern correctly translated the end of Chapter 3. The US version has:

Ramza: "I didn't think the God made  
holy stones but...more evil...  
Well... Lucavi made them to

hand in this world..."

Malak: "I guess it means whoever  
uses it will have to deal  
with the 'problem'..."

While kern translated from the Japanese version:

Ramza: "I thought that the holy stones were not created by  
God, rather they were just naturally evil...Yeah...  
Lucavi made them to help him come to this world, I  
thought, but..."

Malak: "...It's not an issue of who made them, it's about  
the wishes of the bearer..."

kern's translation helps explain what happened. The bearer of the stone and their wishes cause the stones to react differently. Wiegraf wanted power for revenge and so became a monster while Rafa simply wanted Malak to be brought back to life. To me the passage is still lacking (Why would Lucavi create stones that do good things? How did Lucavi create such powerful stones that keep reappearing but not have the power to remain in the world? etc.) but it is better than only having the US version.

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|~~~| CHAPTER IV |~~~|

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A cut scene shows Olan talking to his father T.G. Cid. Cid is worried about his reputation being tarnished but vows to keep supporting Goltana. He holds a Zodiac Stone. Ramza head to Delita. He fights off Izlude's sister, Meliadoul on the way. Not surprisingly she does not believe that their father Vormav is a monster and thinks that Ramza killed Izlude. Ramza talks to Delita and learns the church's plan to rule Ivalice. They want Goltana and Larg to fight a bloody battle where the leaders on both sides are killed. The people of Ivalice will be upset with the war and when the church comes into mediate between the two sides and seize the power. The church hopes that the Zodiac Stones will make the people support them. Delita claims not to be working for the church and says that he loves Ovelia. Their conversation is interrupted by Zalmo.

Ramza kills Zalmo and heads to Bethla Garrison to try to stop the bloody battle between Larg and Goltana. At Bethla T.G. Cid gets arrested by Goltana for allegedly plotting a coup. Ramza arrives soon after and releases a damn that floods the battlefield. The church poisons the Hokuten and in the chaos that follows Dycedarg kills Prince Larg, while a shocked Zalbag watches. As Larg dies he lets out something about Dycedarg kill his own father Balbanes. On the other side Delita kills Goltana and kills a man pretending to be Cid. With the help of Balmafula Ramza breaks Cid out of jail and Cid joins Ramza on his quest to stop the church.

High Priest Funeral, leader of the St. Ajora church, tries to negotiate a peace but the two armies refuse. Dycedarg and Zalbag still command the Hokuten and apparently Delita is now in control of the Nanten. Ramza decides to head to Limberry Castle, hoping to find a clue about Alma's whereabouts. All the way across Ivalice, the church continues to scheme. Shrine Knight Rofel gives Dycedarg a Zodiac Stone and mentions something about how a certain type of poison kills with the same symptoms that Balbanes (Ramza, Dycedarg, Zalbag, and Alma's father) died of. Zalbag overhears this.

Ramza goes into Limberry Castle and kills Elmdor and Elmdor's Zodiac Monster form Zalera. Meliadoul walks in during the battle and sees the true evil power of the Zodiac Stones. She joins Ramza and tells him about how a Zodiac Stone was delivered to Dycedarg. Sensing trouble Ramza decides to head to Igros Castle. Ramza doubts that High Priest Funeral knows the extent of the Zodiac Stones power and suspects that Vormav is manipulating the church for his own ends.

All over Ivalice interesting things are happening as Ramza makes his way to Igros Caste. Olan is wounded trying to get to Delita to clear his father's, T.G. Cid, reputation. Delita spares Olan and asks Olan to serve him. Olan refuses and Delita lets him in on his plan to become king of Ivalice; a step that involves killing High Priest Funeral. Balmafula who worked for the church with Delita draws a knife as the scene fades away.

Zalbag goes to his father's grave with a Chemist to see if his father was indeed poisoned by Dycedarg. The Chemist finds the evidence, Mosfungus growing from the grave and remarks:

Chemist: Don't you know? Mosfungus only grows on corpses...  
And tombs with Mosfungus corpses are major bad luck. They say  
Mosfungused corpses mean the end with that family's  
generation.

Ramza arrives at Igros Castle and the gates are deserted. He goes inside and finds a berserk Zalbag attacking Dycedarg and learns that Dycedarg killed their father. Dycedarg is killed but turns into a Zodiac Monster and warps Zalbag away. Ramza defeats Dycedarg and heads to the power base of the St. Ajora Church, Murond Holy Place.

A scene shows Vormav and his henchmen Rofel and Kletian torturing High Priest Funeral. They find out from Funeral that the entrance to Murond (an unknown location) is sealed at the underground library in Orbonne Monastery. The key to breaking the seal is in the Germonik Scriptures. Ramza finds Vormav and demands his sister. Vormav gets the information from the Germonik Scriptures that he needs then leaves and sets a trap up for Ramza. Vormav has brought Zalbag back from wherever Dycedarg sent him as the living dead. Zalbag pleads for Ramza to kill him as he fights; his body no longer his to control. Ramza kills Zalbag and finds from High Priest funeral that Vormav has gone to Orbonne Monastery.

Ramza battles his way past Vormav's henchmen, one of whom teleports him to the long hidden Murond Death City. Ramza defeats Vormav's Zodiac form but Vormav sacrifices his own life to raise St. Ajora from Alma's body. Ramza and Alma defeat St. Ajora but the ship they are on blows up in a blinding flash.

The next scene is a group of mourners at a funeral for Alma. None of the Beoulve siblings are known to be alive. Olan comes and remarks to the grave how Delita married Ovelia and became king and sees two figures riding on Chocobos who look like Ramza and Alma. A video shows the two figures riding through Ivalice as text shows up on the screen.

The text tells how Olan collects the true story of what happened to Ramza and Ivalice but gets executed by the church before the truth can be told. The author of this story, a descendent of Olan, remarks that he has uncovered the truth and hopes to tell future generations about Ramza.

The credits roll and a final scene is shown. Delita is comes to talk to Ovelia. Ovelia draws a knife and plunges it into Delita. Delita draws the

knife out of his body and stabs Ovelia with it.

King Delita: Ramza.... What did you get? I.....

// My Thoughts \\  
\\

The entire ending of FFT is vague and up for debate. Did Ramza die? What is the story with St. Ajora? Did Delita just kill Ovelia?

After St. Ajora is defeated a huge explosion engulfs the ship Ramza and his party is on. Presumably he is dead, but it appears that Olan sees Ramza and Alma riding on Chocobos later on. Was Olan seeing things or is Ramza alive? I do not know for certain, leave it up for the player to decide.

Personally I believe Ramza died because five years from the end of FFT Olan is burned at the stake trying to clear Ramza's name. I doubt that Orlandu would have let this happen to his son unless he died at the Airship Graveyard. And Ramza? Ramza risked his life trying to save strangers and would not let a friend die like Olan did. Ramza could not stop himself from trying to save Olan. It is not in his character. He risked his life for Olan, Rafa, and Mustadio before he even met them.

Vormav resurrecting St. Ajora is a murky part in this game. I do not know how or why Vormav did so or why Alma was required. Apparently Ramza is a descendant of the one who originally killed Altima, but I do not know if that is important. I would assume that Vormav and the rest of the Zodiac Monsters were servants of St. Ajora since their goals seem to revolve around reviving Ajora. The rest is pure speculation. Maybe St. Ajora wanted to take over the world or maybe he wanted to make some Rice Crispy treats for the bake sale so the children of Warjilis could have a new rec center.

When I first saw the ending it seemed plain to me that Ovelia, angry about Delita using Ramza, stabbed Delita. Delita drew the knife out and then stabbed Ovelia. Plain as day until I went online. Some debate that there is a knife involved and think Delita punched Ovelia and that Ovelia never tried to stab Delita. The instruction manual tells you that Delita has a long prosperous rule so the stabbing does not kill him.

Delita said earlier that he loves Ovelia, which would make his stabbing her seem out of character. Maybe he had Counter equipped, but I assert that his emotions overwhelmed him when Ovelia stabbed him. Delita was never a calm guy--he almost strangled Ramza when he found out Teta had been kidnapped--and to be betrayed by the one he loved and to potentially lose all he had worked so hard for was too much. He quickly shows remorse though. Maybe while he was stabbing her he made sure not to deliver a fatal wound. If Ovelia does die from that wound she is one of the few people in the game who perish without a death scream.

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|~~~| COMICAL SUMMARY |~~~|

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[18.1]

I clicked on a thread asking for a plot summary. Being slightly drunk I decided to make it a comical summary. I did not bother to spell check it and all this stuff came off the top of my head. For some reason people seem to think it is funny and after that thread died there were requests for it to be posted again. So here it is in its entirety with an addition by kern. The only edit I have made is in I meant to say Goltana at some point but accidentally typed Larg.

Introduction:

Narrator: The history of Ivalice is whack. Everyone knows Delita's story but Ramza is the true hero. Those who hang heroes write history.

Ramza: Something happened to me in my past. Now I am a mercenary protecting Princess Ovelia. Yikes! Someone is attacking Ovelia. I'll save her!

...

Dang Delita kidnapped Ovelia. Why is he here?

<b>Chapter 1: The Flashback</b>

Ramza: I work for the Hokuten, who are under Prince Larg. Delita is my favoritest chum in the whole wide world. Hey Delita, let's go destroy the Death Corps because let's face it, with that name they're basically begging for some punishment.

\*ANOTHER FLASHBACK\*

Ramza's Dad: I'm the greatest warrior in Ivalice but I'm about to die. Ramza be a pimp and represent. Don't let those haters throw salt in your game and disrespect your honour.

Ramza: Okay, I'll stop developing as a character now and let Kirby kick my ass in the summer contest.

\* END FLASHBACK\*

Ramza: Destroying the Death Corps was fun.

Delita: Yeah until the Death Corps stole my sister you bastard.

Ramza: Killing Wiegraf's sister was fun.

Wiegraf: I'm going to get my revenge... in Chapter 3.

Death Corps guy: We have Delita's sister, give up.

Zalbag: I don't negotiate with terrorists. Albus, kill them both. I think I'll leave now but I'll be back in Chapters 3 and 4.

\*Albus gets killed by Delita and Ramza\*

Delita: I am angry. Ramza I hate you. I will fondle my dead sister now.

\*BOOM\*

Chapter 2: Back to the Present, Gaf's a tool

Ramza: Let's go after Princess Ovelia and Delita.

\*Catches up to Delita and the Princess\*

Delita: Okay Ramza, pay attention this is where it gets complicated. Prince Larg and your brothers (the Hokuten) want Ovelia dead so they can take over Ivalice. Prince Goltana wants Ovelia alive so he can use her to take over the throne. I am working for Goltana.

Ramza: Uhh... are you party to their plot.

Delita: ... I hate you even more.

\*Ramza rescues Princess Ovelia, and Delita leaves vowing to come back later for the Princess\*

Ramza: So Larg on the left, Goltana on the right. I have to go to a neutral power. I'll bring Ovelia to the church. Hey random guy called Mustadio, why don't you come along?

Mustadio: Sorry I can't tell you that now.

\*Drops Ovelia off at the Church\*

It's a trap! Our shields cannot handle kidnapping of this magnitude!

\*Fights a few battles with Mustadio and gets a strange stone.\*

Ramza: Finally I am back at the church. I killed Gafgarion because his moustache is too messed up. Give back Ovelia Church guy!

Church Guy: Ovelia is gone, Delita and Vormav work for us but they've taken Ovelia to Prince Goltana to set up a confusing sequence of events. The church has its own agenda. Oh and that strange stone you found is no ordinary stone! I have a similar stone and it turns me into a strange yet easily defeatable monster!

\*Ramza kills the Church guy and gets his stone\*

Chapter 3: Not listening to what Ramza says means you're going to die

Ramza: Okay so there are three groups after the power in Ivalice: Prince Larg, Prince Goltana, and the Church. I am going to warn my brother Zalbag, who is under Prince Larg's control.

Olan: I work for Goltana. Thanks for helping me out in a strange side battle, Ramza. I get burned at the stake after this game ends.

Zalbag: I don't believe you Ramza. (Zalbag dies a horrific death in Chapter 4)

Ramza: Alma, my sister, Delita is alive.

Alma: Is he party to their plot? Can I come with you?

Ramza: Don't be silly, you'll have a terrible time! You can't come!

Zalmo: ... I hate to interrupt but I work for the Church. Ramza you killed a church person so you're a heretic!

Ramza: No I'm not.

Zalmo: I don't believe you Ramza. (Zalmo dies a comical death in Chapter 4)

Alma: Ha I don't believe you Ramza! Now you have to take me with you because the church thinks I'm a heretic too! (Alma has a terrible time and may or may not die at the end of the game).

Ramza: Hmm. the only safe place for my sister is at a monastery where there might be another one of those strange stones. Damn Wiegraf and his companion Izlude are already here for the stone! Wiegraf listen to me, the stone is evil

and you're on the wrong side! Izlude the stones are evil!

Izlude: Ramza I don't believe you! (Izlude dies later in this chapter, done it by the same power Ramza warned him about)

Wiegraf: Ramza, I don't believe you! Ha! I kidnapped your sister! You might have killed me but the strange stone gave me strange powers! I'll see you at the end of this Chapter. (Wiegraf later dies at the end of Chapter 3)

Ramza: Damn they got away but I have this book that proves the church's teachings are false.

Exotic Mage Malak: I have captured Izlude, who captured Alma. Come to see my master's castle Ramza or else.

\*Ramza follows him\*

Malak: Rafa, my sister, you were not raped! I'll prove it to you by killing you!

Ramza: You shouldn't kill your sister.

Malak: I don't believe you! (Malak dies at the end of the chapter but is revived)

Rafa: Thanks for saving me and my damaged goods. Let's go to the castle where your sister is being held.

\*Meanwhile at the castle\*

Barinten: I own this castle. I have captured Izlude, who captured Alma. You, Vormav and Wiegraf who work for the church, give me those strange stones! I want to take over Ivalice!

Vormav: Eh, instead I'll kill Izlude and destroy your castle. I'll think I'll kill Alma... wait Alma is the chosen one! I'll keep her alive and teleport away.

\*Ramza reaches Barinten's castle and kills Wiegraf\*

Ramza: Damn Alma is already gone. I'll see what's on the rooftop.

Elmdor: Ha I look like Sephiroth but I also have a strange power!

\*Ramza makes Elmdor run away, grabs two strange stones and watches one of the stones bring Malak back to life\*

\*\*\* kern added this addition later on \*\*\*

You glossed over the chapter 3 ending:

Barinten: Yes, Rafa, you remember the terror!

Malak: I bet if you were speaking Japanese you'd be clearer!

Barinten: No!

Malak: Damn you!

\*Barinten shoots Malak\*



Celia: Barinten, I've come for you.

Barinten: Do I get sex?

Celia: No.

\*Celia kills Barinten\*

Rafa: Oh no, Malak's dead!

\*Holy stone glows\*

Rafa: Hey cool, I can become one of those demons too! People will stop laughing at my fighting skill!

\*Stone brings Malak back to life\*

Rafa: Damn.

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Ramza: I didn't think the God made holy stones but...more evil...Well...  
Lucavi made them to hand in this world...

Malak: What are you talking about?

Ramza: ....I don't know.

\*\*\* back to me again \*\*\*

Chapter 4: Larg vs. Goltana vs. the Church

Ramza: I think I'll go try to stop this war while I look for my sister.  
By pulling this lever, the marble will roll down the chute, bump into the  
ever which flips the man into the pail and causes the net to fall onto the  
switch that floods the battlefield. This will stop the war for a while.

\*Meanwhile...\*

Delita: Goltana, I want to be king!

\*Delita stabs Goltana and takes control of Goltana's army\*

Ramza's eldest brother Dycedarg: Larg, I want to be king!

\*Dycedarg stabs Larg and takes control of the Larg's army\*

\*Back to Ramza...\*

Ramza: Well killing Elmdor was easy and I got another strange stone.  
I'm going to go talk to my brothers Zalbag and Dycedarg who are now in  
control of Larg's armies.

Dycedarg: Ha I killed our father and now have this strange stone that the  
church gave me!

Zalbag: Damn if only I had listened to you last chapter Ramza!

\*Ramza kills Dycedarg who warps Zalbag to another dimension\*

Ramza: Sweet so the leader of Larg's forces are dead. That leaves Delita on one side and the Church who has kidnapped my sister. The church is going down.

Vormav: Ha, the church was my puppet! I have the power of a strange stone and your sister Alma, who is the chosen one! Follow me to a strange place.

Ramza: Okay.

Vormav: Damn, you followed me, killed all my minions and kicked my ass. I'll kill myself to revive St. Ajora!

St. Ajora: I'm going to take over the world or something.

Ramza and Alma: Form of MBarrier! Shape of and ass kicking!

\*Ramza and Alma defeat St. Ajora but the ship they are fighting on blows up\*

Later at a funeral for Alma...

Olan: Damn, this script needs a rewrite. Why the hell do I need to be burned at the stake? Wait why are Ramza and Alma riding Chocobos over there? Are they alive?

\*Meanwhile\*

Delita: I kind of like Ovelia, and I love being a king. However I miss stabbing people.

Ovelia: You used Ramza. I'll stab you.

\*Delita unarms Ovelia and stabs her\*

Delita: Denied!

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XIX. Monsters [19.0]

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I am working on charts that have all the monster information, but they are very time consuming to make. Eventually I will fill them all in but in the meantime you can check monster stats using the program that I am using to fill the charts in:

<http://www.geocities.com/sigmahaven/lvlsimv0.9.1.zip>

The program was created by ganon1 and can also be found at [www.fftrealm.com](http://www.fftrealm.com).

While it is a neat program and has some great stuff in it (like level-up, level-down simulations) it is a huge hassle to fill in the charts. I will try to fill them in eventually but it probably will not be done soon unless people help me out or I get Excel and learn how to use it.

-- Control + F (sorted by families) --

Chocobo [9.ch]  
Black Chocobo [9.bc]  
Red Chocobo [9.rc]

Goblin [9.go]  
Black Goblin [9.bg]  
Gobbledeguck [9.gk]

Bomb [9.bo]  
Grenade [9.gr]  
Explosive [9.ex]

Red Panther [9.rp]  
Cuar [9.cu]  
Vampire [9.va]

Pisco Demon [9.pd]  
Squidlarkin [9.sq]  
Mind Flare [9.mf]

Skeleton [9.sk]  
Bone Snatch [9.bs]  
Living Bone [9.lb]

Ghoul [9.gh]  
Gust [9.gu]  
Revnant [9.re]

Flotiball [9.fl]  
Ahriman [9.ah]  
Plague [9.pl]

Juravis [9.ju]  
Steel Hawk [9.sh]  
Cocatoris [9.co]

Uribo [9.ur]  
Porky [9.po]  
Wildbow [9.wi]

Woodman [9.wo]  
Trent [9.tr]  
Taiju [9.ta]

Bull Demon [9.bud]  
Minitaurus [9.mi]  
Sacred [9.sa]

Morbol [9.mo]  
Ochu [9.oc]  
Great Morbol [9.gm]

Behemoth [9.be]  
King Behemoth [9.kb]  
Dark Behemoth [9.db]

Dragon [9.dr]

Blue Dragon [9.bld]  
Red Dragon [9.rd]

Hydra [9.hyu]  
Hydra [9.hyd]  
Tiamat [9.ti]

Monsters Control+F sequence is straightforward. For one word named monsters, it is the first two letters of the name inserted into the xx's: [9.xx]. For two word monsters (Yellow Chocobo, etc.) it is the first letter of each name. Monsters that share the same two letters are expanded to three (Bull Demon, Blue Dragon, Hydra, and Hydra).

-- Basic Monster Information --

All monsters are immune to Blood Suck and have Counter as an innate reaction ability. Monsters have differing C Ev (front evade) but no side, back or magic evade.

Equipping the Thief Support Ability Secret Hunt allows you to poach monsters. When a Secret Hunt equipped unit kills a monster, the monster's corpse is immediately removed from the map and a new item shows up at the Fur Shop. Fur Shops appear at the beginning of Chapter Three.

The Squire Support Ability Monster Skill allows monsters to use an extra ability. For Monster Skill to work, the unit with Monster Skill must be on a panel adjacent to the monster and be within 3 vertical height.

-- Ooo Monsters! Gimme, Gimme! --

You want monsters eh? To get a monster to join your party either use the Mediator Invite ability (for non Mediator classes you must have Monster Talk) equipped as a Support Ability. Another way is to have the Mediator Support Ability Train equipped. Have the Train equipped unit damage a monster to critical damage and the monster will join your cause.

While some monsters can be found in story battles, to get most monsters it is better to find them in random battles. Thanks to the Goryus's Battle List FAQ I can list some of the best places to find each monster:  
[http://db.gamefaqs.com/console/psx/file/final\\_fantasy\\_tactics\\_battle\\_list.txt](http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_battle_list.txt)

In the places to find section I list a place or places where you can encounter that monster. The best way to get most monsters is to invite a lower member of its monster family then to let it breed a more advanced monster. Each random battle spot has four different random battles from each direction you approach it and one rare battle from a certain direction. The contents of each battle can vary widely. The second, third, and fourth options of each random battle do not get unlocked until later in the game. I try to list a direction to enter a random battle from which if you get the correct battle you will find the monster you are looking for and/or an early place where you can find that monster.

Once you have a monster in your party they will breed more monsters as the days and months go by. Monsters come in families of three and can breed other monsters lay eggs that will hatch into other members of that family. Take Chocobos for example. Yellow Chocobos can lay eggs that will hatch into Yellow Chocobos or Black Chocobos. The Black Chocobo can then lay eggs that might hatch into Red Chocobos.

-- PA, MA, and Speed --

PA is your physical attack stat, MA is your magical attack stat, and Speed is determines how often your character gets a turn. Greater PA makes your attacks stronger and greater MA makes your spells stronger.

Unlike most Final Fantasy games, leveling up does very little to increase your stats until you get that coveted Speed, PA, or MA point. MA and PA increase differently in different classes. Some classes have naturally high MA (Wizard) and naturally high PA (Knight). For average Speed Growth you can Speed Points at these levels:

-- Area of Effect --

Area of effect is how much of an area a skill or spell covers. In the game a typical listing is 2 Vertical 1. That means the skill covers the area denoted in the '2' (see chart below) and has a vertical tolerance of 1. So a spell with 2 can hit up to five squares:

```
X
XXX
X
```

However if the vertical tolerance is only 1 that means if the middle of the target is at 5 Height, then it will only target panels next to it if they are 4, 4.5, 5, 5.5, and 6 Height since  $5 + 1 = 6$  and  $5 - 1 = 4$ .

```
1
- - - - -
- - - - -
- - - - -
- - - X - - -
- - - - -
- - - - -
- - - - -
```

```
2
- - - - -
- - - - -
- - - X - - -
- - X X X - -
- - - X - - -
- - - - -
- - - - -
```

```
3
- - - - -
- - - X - - -
- - X X X - -
- X X X X X -
- - X X X - -
- - - X - - -
- - - - -
```

```
4
- - - X - - -
- - X X X - -
- X X X X X -
X X X X X X X
- X X X X X -
- - X X X - -
- - - X - - -
```

Ice/Fire/Thunder Bracelet

```

- - - - -
- - X X - - -
- - - - -

```

```

-.-.-.-
.- KEY -.
-.-.-.-

```

- PA - Physical Attack
- MA - Magic Attack
- Br - Brave
- P Ev - Can be avoided by Physical Evade
- M Ev - Can be avoided by Magic Evade
- R0 - 0 panel targeting range
- R1 - 1 panel targeting range
- R2 - 2 panel targeting range
- R3 - 3 panel targeting range
- R4 - 4 panel targeting range
- R5 - 5 panel targeting range

```

o-----o-----o-----o-----o-----o-----o-----o-----o
>>> >>> >>> >>> >>> >>> >>> >>> >>> >>> CHOCOBO <<< <<< <<< <<< <<< <<< <<< <<< <<
o-----o-----o-----o-----o-----o-----o-----o-----o
[9.ch]

```

6 Move 5 Jump 15% C Ev

Innate: Walk on Water

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

Good Place to Find: Mandalia Plains from Igros Castle

// Abilities \\

| Name         | Effect (Area of Effect)        | Formula            |
|--------------|--------------------------------|--------------------|
| Choco Attack | Standard attack (1v2) P Ev, R1 | PA* [PA* (Br/100)] |
| Choco Cure   | Restores HP (2v2) R0           | MA*3               |

// Monster Skill Ability \\

| Name        | Effect                                                            | Formula         |
|-------------|-------------------------------------------------------------------|-----------------|
| Choco Esuna | Heals Dark, Don't Act, Don't Move, Petrify, Stop, Silence, Poison | MA + 65 = %<br> |

| Level   | HP    | MP  | PA  | MA  | Speed |
|---------|-------|-----|-----|-----|-------|
| Level 1 | 37-41 | 6-8 | 4-5 | 4-5 | 5     |
| Level 2 | 41-45 | 6-9 | 4-5 | 4-6 | 6     |

|          |         |       |      |       |   |
|----------|---------|-------|------|-------|---|
| Level 3  | 46-50   | 6-9   | 5-6  | 5-7   | 6 |
| Level 4  | 50-54   | 6-9   | 5-6  | 6-7   | 6 |
| Level 5  | 54-59   | 6-10  | 5-6  | 7-8   | 6 |
| Level 6  | 58-63   | 6-10  | 5-6  | 7-9   | 6 |
| Level 7  | 62-68   | 7-10  | 5-6  | 8-9   | 6 |
| Level 8  | 67-72   | 7-11  | 5-6  | 8-10  | 6 |
| Level 9  | 71-77   | 7-11  | 5-7  | 9-11  | 6 |
| Level 10 | 75-82   | 7-11  | 6-7  | 9-11  | 6 |
| Level 11 | 79-86   | 7-11  | 6-7  | 10-12 | 6 |
| Level 12 | 83-91   | 8-12  | 6-7  | 11-13 | 6 |
| Level 13 | 88-95   | 8-12  | 6-7  | 11-14 | 6 |
| Level 14 | 92-100  | 8-12  | 6-7  | 12-14 | 6 |
| Level 15 | 96-104  | 8-13  | 6-8  | 12-15 | 7 |
| Level 16 | 100-109 | 8-13  | 6-8  | 13-16 | 7 |
| Level 17 | 104-113 | 9-13  | 7-8  | 14-16 | 7 |
| Level 18 | 109-118 | 9-13  | 7-8  | 14-17 | 7 |
| Level 19 | 113-123 | 9-14  | 7-8  | 15-18 | 7 |
| Level 20 | 117-127 | 9-14  | 7-8  | 15-19 | 7 |
| Level 21 | 121-132 | 9-14  | 7-9  | 16-19 | 7 |
| Level 22 | 125-136 | 10-15 | 7-9  | 17-20 | 7 |
| Level 23 | 130-141 | 10-15 | 7-9  | 17-21 | 7 |
| Level 24 | 134-145 | 10-15 | 8-9  | 18-21 | 7 |
| Level 25 | 138-150 | 10-15 | 8-9  | 18-22 | 7 |
| Level 26 | 142-155 | 10-16 | 8-9  | 19-23 | 7 |
| Level 27 | 146-159 | 11-16 | 8-10 | 19-23 | 7 |
| Level 28 | 151-164 | 11-16 | 8-10 | 20-24 | 8 |
| Level 29 | 155-168 | 11-17 | 8-10 | 21-25 | 8 |
| Level 30 | 159-173 | 11-17 | 8-10 | 21-26 | 8 |
| Level 31 | 163-177 | 11-17 | 9-10 | 22-26 | 8 |
| Level 32 | 167-182 | 11-17 | 9-10 | 22-27 | 8 |

Level 33 || 172-186|| 12-18 || 9-11 || 23-28 || 8

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Level 34 || 176-191|| 12-18 || 9-11 || 24-28 || 8

---

Level 35 || 180-196|| 12-18 || 9-11 || 24-29 || 8

---

Level 36 || 184-200|| 12-19 || 9-11 || 25-30 || 8

---

Level 37 || 188-205|| 12-19 || 9-11 || 25-31 || 8

---

Level 38 || 193-209|| 13-19 || 9-11 || 26-31 || 8

---

Level 39 || 197-214|| 13-20 || 10-12 || 27-32 || 8

---

Level 40 || 201-218|| 13-20 || 10-12 || 27-33 || 9

---

Level 41 || 205-223|| 13-20 || 10-12 || 28-33 || 9

---

Level 42 || 209-227|| 13-20 || 10-12 || 28-34 || 9

---

Level 43 || 214-232|| 14-21 || 10-12 || 29-35 || 9

---

Level 44 || 218-237|| 14-21 || 10-12 || 29-35 || 9

---

Level 45 || 222-241|| 14-21 || 10-13 || 30-36 || 9

---

Level 46 || 226-246|| 14-22 || 11-13 || 31-37 || 9

---

Level 47 || 230-250|| 14-22 || 11-13 || 31-38 || 9

---

Level 48 || 235-255|| 15-22 || 11-13 || 32-38 || 9

---

Level 49 || 239-259|| 15-22 || 11-13 || 32-39 || 9

---

Level 50 || 243-264|| 15-23 || 11-13 || 33-40 || 9

---

Level 51 || 247-269|| 15-23 || 11-14 || 34-40 || 9

---

Level 52 || 251-273|| 15-23 || 11-14 || 34-41 || 9

---

Level 53 || 256-278|| 16-24 || 12-14 || 35-42 || 10

---

Level 54 || 260-282|| 16-24 || 12-14 || 35-43 || 10

---

Level 55 || 264-287|| 16-24 || 12-14 || 36-43 || 10

---

Level 56 || 268-291|| 16-24 || 12-14 || 37-44 || 10

---

Level 57 || 272-296|| 16-25 || 12-15 || 37-45 || 10

---

Level 58 || 277-300|| 17-25 || 12-15 || 38-45 || 10

---

Level 59 || 281-305|| 17-25 || 12-15 || 38-46 || 10

---

Level 60 || 285-310|| 17-26 || 13-15 || 39-47 || 10

---

Level 61 || 289-314|| 17-26 || 13-15 || 39-47 || 10

---

Level 62 || 293-319|| 17-26 || 13-16 || 40-48 || 10

---



Level 63 || 298-323|| 17-26 || 13-16 || 41-49 || 10

---

Level 64 || 302-328|| 18-27 || 13-16 || 41-50 || 10

---

Level 65 || 306-332|| 18-27 || 13-16 || 42-50 || 10

---

Level 66 || 310-337|| 18-27 || 13-16 || 42-51 || 11

---

Level 67 || 314-341|| 18-28 || 13-16 || 43-52 || 11

---

Level 68 || 319-346|| 18-28 || 14-16 || 44-52 || 11

---

Level 69 || 323-351|| 19-28 || 14-17 || 44-53 || 11

---

Level 70 || 327-355|| 19-29 || 14-17 || 45-54 || 11

---

Level 71 || 331-360|| 19-29 || 14-17 || 45-54 || 11

---

Level 72 || 335-364|| 19-29 || 14-17 || 46-55 || 11

---

Level 73 || 340-369|| 19-29 || 14-17 || 47-56 || 11

---

Level 74 || 344-373|| 20-30 || 14-17 || 47-57 || 11

---

Level 75 || 348-378|| 20-30 || 15-18 || 48-57 || 11

---

Level 76 || 352-383|| 20-30 || 15-18 || 48-58 || 11

---

Level 77 || 356-387|| 20-31 || 15-18 || 49-59 || 11

---

Level 78 || 361-392|| 20-31 || 15-18 || 49-59 || 11

---

Level 79 || 365-396|| 21-31 || 15-18 || 50-60 || 12

---

Level 80 || 369-401|| 21-31 || 15-18 || 51-61 || 12

---

Level 81 || 373-405|| 21-32 || 15-19 || 51-62 || 12

---

Level 82 || 377-410|| 21-32 || 16-19 || 52-62 || 12

---

Level 83 || 382-414|| 21-32 || 16-19 || 52-63 || 12

---

Level 84 || 386-419|| 22-33 || 16-19 || 53-64 || 12

---

Level 85 || 390-424|| 22-33 || 16-19 || 54-64 || 12

---

Level 86 || 394-428|| 22-33 || 16-19 || 54-65 || 12

---

Level 87 || 398-433|| 22-33 || 16-20 || 55-66 || 12

---

Level 88 || 403-437|| 22-34 || 16-20 || 55-66 || 12

---

Level 89 || 407-442|| 23-34 || 17-20 || 56-67 || 12

---

Level 90 || 411-446|| 23-34 || 17-20 || 56-68 || 12

---

Level 91 || 415-451|| 23-35 || 17-20 || 57-69 || 12

---

Level 92 || 419-455|| 23-35 || 17-20 || 58-69 || 13

---

Level 93 || 424-460|| 23-35 || 17-21 || 58-70 || 13

---

Level 94 || 428-465|| 23-35 || 17-21 || 59-71 || 13

---

Level 95 || 432-469|| 24-36 || 17-21 || 59-71 || 13

---

Level 96 || 436-474|| 24-36 || 18-21 || 60-72 || 13

---

Level 97 || 440-478|| 24-36 || 18-21 || 61-73 || 13

---

Level 98 || 445-483|| 24-37 || 18-21 || 61-74 || 13

---

Level 99 || 449-487|| 24-37 || 18-22 || 62-74 || 13

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o-----o-----o-----o-----o-----o-----o-----o-----o  
 >>> >>> >>> >>> >>> >>> >>> >>> >>> BLACK CHOCOBO <<< <<< <<< <<< <<< <<< <<< <<<  
 o-----o-----o-----o-----o-----o-----o-----o-----o  
 [9.bc]

6 Move 5 Jump 25% C Ev

Innate: Walk on Water, Fly

Poach: Eye Drops (Common), X-Potion (Rare)

Good Place to Find: Bariaus Hill from Lionel Castle

// Abilities \\  
 =====

| Name         | Effect                                                               | Formula          |
|--------------|----------------------------------------------------------------------|------------------|
| Choco Attack | Standard attack (1v2) P Ev, R1                                       | PA*[PA*(Br/100)] |
| Choco Ball   | Ranged attack (1) P Ev, R4                                           | PA*[PA/2]        |
| Choco Esuna  | Heals Dark, Don't Act, Don't Move, Petrify,<br>Stop, Silence, Poison | MA + 65 = %<br>  |

// Monster Skill Ability \\  
 =====

| Name         | Effect                      | Formula |
|--------------|-----------------------------|---------|
| Choco Meteor | Strong ranged damage (1) R5 | 4*MA    |

| Level   | HP | MP | PA | MA | Speed |
|---------|----|----|----|----|-------|
| Level 1 |    |    |    |    | 4     |
| Level 2 |    |    |    |    | 4     |
| Level 3 |    |    |    |    | 5     |
| Level 4 |    |    |    |    | 5     |
| Level 5 |    |    |    |    | 5     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 6  |  |  |  |  | 5 |
| Level 7  |  |  |  |  | 5 |
| Level 8  |  |  |  |  | 5 |
| Level 9  |  |  |  |  | 5 |
| Level 10 |  |  |  |  | 5 |
| Level 11 |  |  |  |  | 5 |
| Level 12 |  |  |  |  | 5 |
| Level 13 |  |  |  |  | 5 |
| Level 14 |  |  |  |  | 5 |
| Level 15 |  |  |  |  | 5 |
| Level 16 |  |  |  |  | 5 |
| Level 17 |  |  |  |  | 5 |
| Level 18 |  |  |  |  | 5 |
| Level 19 |  |  |  |  | 5 |
| Level 20 |  |  |  |  | 5 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 6 |
| Level 35 |  |  |  |  | 6 |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 36 |  |  |  |  | 6 |
| Level 37 |  |  |  |  | 6 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 7 |
| Level 51 |  |  |  |  | 7 |
| Level 52 |  |  |  |  | 7 |
| Level 53 |  |  |  |  | 7 |
| Level 54 |  |  |  |  | 7 |
| Level 55 |  |  |  |  | 7 |
| Level 56 |  |  |  |  | 8 |
| Level 57 |  |  |  |  | 8 |
| Level 58 |  |  |  |  | 8 |
| Level 59 |  |  |  |  | 8 |
| Level 60 |  |  |  |  | 8 |
| Level 61 |  |  |  |  | 8 |
| Level 62 |  |  |  |  | 8 |
| Level 63 |  |  |  |  | 8 |
| Level 64 |  |  |  |  | 8 |
| Level 65 |  |  |  |  | 8 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 66 |  |  |  |  | 8  |
| Level 67 |  |  |  |  | 8  |
| Level 68 |  |  |  |  | 8  |
| Level 69 |  |  |  |  | 8  |
| Level 70 |  |  |  |  | 8  |
| Level 71 |  |  |  |  | 8  |
| Level 72 |  |  |  |  | 8  |
| Level 73 |  |  |  |  | 8  |
| Level 74 |  |  |  |  | 9  |
| Level 75 |  |  |  |  | 9  |
| Level 76 |  |  |  |  | 9  |
| Level 77 |  |  |  |  | 9  |
| Level 78 |  |  |  |  | 9  |
| Level 79 |  |  |  |  | 9  |
| Level 80 |  |  |  |  | 9  |
| Level 81 |  |  |  |  | 9  |
| Level 82 |  |  |  |  | 9  |
| Level 83 |  |  |  |  | 9  |
| Level 84 |  |  |  |  | 9  |
| Level 85 |  |  |  |  | 9  |
| Level 86 |  |  |  |  | 9  |
| Level 87 |  |  |  |  | 9  |
| Level 88 |  |  |  |  | 9  |
| Level 89 |  |  |  |  | 9  |
| Level 90 |  |  |  |  | 9  |
| Level 91 |  |  |  |  | 10 |
| Level 92 |  |  |  |  | 10 |
| Level 93 |  |  |  |  | 10 |
| Level 94 |  |  |  |  | 10 |
| Level 95 |  |  |  |  | 10 |

|          |  |  |  |  |  |    |
|----------|--|--|--|--|--|----|
| Level 96 |  |  |  |  |  | 10 |
| Level 97 |  |  |  |  |  | 10 |
| Level 98 |  |  |  |  |  | 10 |
| Level 99 |  |  |  |  |  | 10 |

```

o-----o-----o-----o-----o-----o-----o-----o-----o-----o
>>> >>> >>> >>> >>> >>> >>> >>> RED CHOCOBO <<< <<< <<< <<< <<< <<< <<< <<<
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
[9.rc]

```

6 Move 5 Jump 10% C Ev

Innate: Walk on Water, Ignore Height

Poach: Remedy (Common), Barette (Rare)

Good Places to Find: Bariaus Hill from Lionel Castle, Grog Hill from Yardow Fort City, Finath River story battle

// Abilities \\

| Name         |  | Effect                         |  | Formula          |
|--------------|--|--------------------------------|--|------------------|
| Choco Attack |  | Standard attack (1v2) P Ev, R1 |  | PA*[PA*(Br/100)] |
| Choco Ball   |  | Ranged attack (1) P Ev, R4     |  | PA*[PA/2]        |
| Choco Meteor |  | Strong ranged damage (1) R5    |  | 4*MA             |

// Monster Skill Ability \\

| Name       |  | Effect               |  | % Formula* |
|------------|--|----------------------|--|------------|
| Choco Cure |  | Restores HP (2v2) R0 |  | MA*3       |

| Level   |  | HP |  | MP |  | PA |  | MA |  | Speed |
|---------|--|----|--|----|--|----|--|----|--|-------|
| Level 1 |  |    |  |    |  |    |  |    |  | 6     |
| Level 2 |  |    |  |    |  |    |  |    |  | 6     |
| Level 3 |  |    |  |    |  |    |  |    |  | 6     |
| Level 4 |  |    |  |    |  |    |  |    |  | 7     |
| Level 5 |  |    |  |    |  |    |  |    |  | 7     |
| Level 6 |  |    |  |    |  |    |  |    |  | 7     |
| Level 7 |  |    |  |    |  |    |  |    |  | 7     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 8  |  |  |  |  | 7 |
| Level 9  |  |  |  |  | 7 |
| Level 10 |  |  |  |  | 7 |
| Level 11 |  |  |  |  | 7 |
| Level 12 |  |  |  |  | 7 |
| Level 13 |  |  |  |  | 7 |
| Level 14 |  |  |  |  | 7 |
| Level 15 |  |  |  |  | 7 |
| Level 16 |  |  |  |  | 7 |
| Level 17 |  |  |  |  | 8 |
| Level 18 |  |  |  |  | 8 |
| Level 19 |  |  |  |  | 8 |
| Level 20 |  |  |  |  | 8 |
| Level 21 |  |  |  |  | 8 |
| Level 22 |  |  |  |  | 8 |
| Level 23 |  |  |  |  | 8 |
| Level 24 |  |  |  |  | 8 |
| Level 25 |  |  |  |  | 8 |
| Level 26 |  |  |  |  | 8 |
| Level 27 |  |  |  |  | 8 |
| Level 28 |  |  |  |  | 8 |
| Level 29 |  |  |  |  | 9 |
| Level 30 |  |  |  |  | 9 |
| Level 31 |  |  |  |  | 9 |
| Level 32 |  |  |  |  | 9 |
| Level 33 |  |  |  |  | 9 |
| Level 34 |  |  |  |  | 9 |
| Level 35 |  |  |  |  | 9 |
| Level 36 |  |  |  |  | 9 |
| Level 37 |  |  |  |  | 9 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 38 |  |  |  |  | 9  |
| Level 39 |  |  |  |  | 9  |
| Level 40 |  |  |  |  | 9  |
| Level 41 |  |  |  |  | 9  |
| Level 42 |  |  |  |  | 10 |
| Level 43 |  |  |  |  | 10 |
| Level 44 |  |  |  |  | 10 |
| Level 45 |  |  |  |  | 10 |
| Level 46 |  |  |  |  | 10 |
| Level 47 |  |  |  |  | 10 |
| Level 48 |  |  |  |  | 10 |
| Level 49 |  |  |  |  | 10 |
| Level 50 |  |  |  |  | 10 |
| Level 51 |  |  |  |  | 10 |
| Level 52 |  |  |  |  | 10 |
| Level 53 |  |  |  |  | 10 |
| Level 54 |  |  |  |  | 10 |
| Level 55 |  |  |  |  | 11 |
| Level 56 |  |  |  |  | 11 |
| Level 57 |  |  |  |  | 11 |
| Level 58 |  |  |  |  | 11 |
| Level 59 |  |  |  |  | 11 |
| Level 60 |  |  |  |  | 11 |
| Level 61 |  |  |  |  | 11 |
| Level 62 |  |  |  |  | 11 |
| Level 63 |  |  |  |  | 11 |
| Level 64 |  |  |  |  | 11 |
| Level 65 |  |  |  |  | 11 |
| Level 66 |  |  |  |  | 11 |
| Level 67 |  |  |  |  | 12 |



Level 68 || || || || 12

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Level 69 || || || || 12

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Level 70 || || || || 12

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Level 71 || || || || 12

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Level 72 || || || || 12

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Level 73 || || || || 12

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Level 74 || || || || 12

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Level 75 || || || || 12

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Level 76 || || || || 12

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Level 77 || || || || 12

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Level 78 || || || || 12

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Level 79 || || || || 12

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Level 80 || || || || 13

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Level 81 || || || || 13

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Level 82 || || || || 13

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Level 83 || || || || 13

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Level 84 || || || || 13

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Level 85 || || || || 13

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Level 86 || || || || 13

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Level 87 || || || || 13

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Level 88 || || || || 13

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Level 89 || || || || 13

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Level 90 || || || || 13

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Level 91 || || || || 13

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Level 92 || || || || 13

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Level 93 || || || || 14

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Level 94 || || || || 14

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Level 95 || || || || 14

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Level 96 || || || || 14

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Level 97 || || || || 14

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Level 98 || || || || || 14

Level 99 || || || || || 14

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>>> >>> >>> >>> >>> >>> >>> >>> >>> >>> GOBLIN <<< <<< <<< <<< <<< <<< <<< <<< <<<  
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[9.go]

3 Move 3 Jump 18% C Ev

Innate: Weak to Ice

Poach: Potion (Common), Hi-Potion (Rare)

Good Place to Find: Mandalia Plains from Gariland Magic City

// Abilities \\

| Name      |  | Effect                           |  | Formula          |
|-----------|--|----------------------------------|--|------------------|
| Tackle    |  | Standard attack (1v2) P Ev, R1   |  | PA*[PA*(Br/100)] |
| Eye Gouge |  | Inflicts Darkness (1v2) P Ev, R1 |  | MA + 45 = %      |

// Monster Skill Ability \\

| Name         |  | Effect                                                                                  |  | Formula         |
|--------------|--|-----------------------------------------------------------------------------------------|--|-----------------|
| Goblin Punch |  | Damage dealt is equal to Goblin's Max HP<br>   minus Goblin's Current HP (1v1) P Ev, R1 |  | MA + 35 = %<br> |

| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 5     |
| Level 2  |  |    |  |    |  |    |  |    |  | 5     |
| Level 3  |  |    |  |    |  |    |  |    |  | 5     |
| Level 4  |  |    |  |    |  |    |  |    |  | 5     |
| Level 5  |  |    |  |    |  |    |  |    |  | 5     |
| Level 6  |  |    |  |    |  |    |  |    |  | 5     |
| Level 7  |  |    |  |    |  |    |  |    |  | 5     |
| Level 8  |  |    |  |    |  |    |  |    |  | 5     |
| Level 9  |  |    |  |    |  |    |  |    |  | 5     |
| Level 10 |  |    |  |    |  |    |  |    |  | 5     |
| Level 11 |  |    |  |    |  |    |  |    |  | 5     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 12 |  |  |  |  | 5 |
| Level 13 |  |  |  |  | 5 |
| Level 14 |  |  |  |  | 6 |
| Level 15 |  |  |  |  | 6 |
| Level 16 |  |  |  |  | 6 |
| Level 17 |  |  |  |  | 6 |
| Level 18 |  |  |  |  | 6 |
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 8 |
| Level 49 |  |  |  |  | 8 |
| Level 50 |  |  |  |  | 8 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |
| Level 55 |  |  |  |  | 8 |
| Level 56 |  |  |  |  | 8 |
| Level 57 |  |  |  |  | 8 |
| Level 58 |  |  |  |  | 8 |
| Level 59 |  |  |  |  | 8 |
| Level 60 |  |  |  |  | 8 |
| Level 61 |  |  |  |  | 8 |
| Level 62 |  |  |  |  | 8 |
| Level 63 |  |  |  |  | 9 |
| Level 64 |  |  |  |  | 9 |
| Level 65 |  |  |  |  | 9 |
| Level 66 |  |  |  |  | 9 |
| Level 67 |  |  |  |  | 9 |
| Level 68 |  |  |  |  | 9 |
| Level 69 |  |  |  |  | 9 |
| Level 70 |  |  |  |  | 9 |
| Level 71 |  |  |  |  | 9 |

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|----------|--|--|--|--|----|
| Level 72 |  |  |  |  | 9  |
| Level 73 |  |  |  |  | 9  |
| Level 74 |  |  |  |  | 9  |
| Level 75 |  |  |  |  | 9  |
| Level 76 |  |  |  |  | 9  |
| Level 77 |  |  |  |  | 9  |
| Level 78 |  |  |  |  | 9  |
| Level 79 |  |  |  |  | 10 |
| Level 80 |  |  |  |  | 10 |
| Level 81 |  |  |  |  | 10 |
| Level 82 |  |  |  |  | 10 |
| Level 83 |  |  |  |  | 10 |
| Level 84 |  |  |  |  | 10 |
| Level 85 |  |  |  |  | 10 |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 10 |
| Level 89 |  |  |  |  | 10 |
| Level 90 |  |  |  |  | 10 |
| Level 91 |  |  |  |  | 10 |
| Level 92 |  |  |  |  | 10 |
| Level 93 |  |  |  |  | 10 |
| Level 94 |  |  |  |  | 10 |
| Level 95 |  |  |  |  | 10 |
| Level 96 |  |  |  |  | 11 |
| Level 97 |  |  |  |  | 11 |
| Level 98 |  |  |  |  | 11 |
| Level 99 |  |  |  |  | 11 |

>>> >>> >>> >>> >>> >>> >>> >>> BLACK GOBLIN <<< <<< <<< <<< <<< <<< <<< <<<  
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 [9.bg]

3 Move 3 Jump 20% C Ev

Innate: Weak to Ice

Poach: Antidote (Common), Hi-Potion (Rare)

Good Place to Find: Sweegy Woods for Dorter Trade City

// Abilities \\  
 =====

| Name       | Effect                                             | Formula                |
|------------|----------------------------------------------------|------------------------|
| Tackle     | Standard attack (1v2) P Ev, R1                     | $PA * [PA * (Br/100)]$ |
| Turn Punch | Attack adjacent panels with a spin attack (2v1) R0 | $PA * [PA/2]$          |

// Monster Skill Ability \\  
 =====

| Name         | Effect                                                                            | Formula        |
|--------------|-----------------------------------------------------------------------------------|----------------|
| Goblin Punch | Damage dealt is equal to Goblin's Max HP minus Goblin's Current HP (1v1) P Ev, R1 | $MA + 35 = \%$ |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 5     |
| Level 2  |    |    |    |    | 5     |
| Level 3  |    |    |    |    | 5     |
| Level 4  |    |    |    |    | 5     |
| Level 5  |    |    |    |    | 5     |
| Level 6  |    |    |    |    | 6     |
| Level 7  |    |    |    |    | 6     |
| Level 8  |    |    |    |    | 6     |
| Level 9  |    |    |    |    | 6     |
| Level 10 |    |    |    |    | 6     |
| Level 11 |    |    |    |    | 6     |
| Level 12 |    |    |    |    | 6     |
| Level 13 |    |    |    |    | 6     |
| Level 14 |    |    |    |    | 6     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 15 |  |  |  |  | 6 |
| Level 16 |  |  |  |  | 6 |
| Level 17 |  |  |  |  | 6 |
| Level 18 |  |  |  |  | 6 |
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 7 |
| Level 22 |  |  |  |  | 7 |
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 8 |
| Level 37 |  |  |  |  | 8 |
| Level 38 |  |  |  |  | 8 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 8 |
| Level 41 |  |  |  |  | 8 |
| Level 42 |  |  |  |  | 8 |
| Level 43 |  |  |  |  | 8 |
| Level 44 |  |  |  |  | 8 |

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|----------|--|--|--|--|----|
| Level 45 |  |  |  |  | 8  |
| Level 46 |  |  |  |  | 8  |
| Level 47 |  |  |  |  | 8  |
| Level 48 |  |  |  |  | 8  |
| Level 49 |  |  |  |  | 8  |
| Level 50 |  |  |  |  | 8  |
| Level 51 |  |  |  |  | 9  |
| Level 52 |  |  |  |  | 9  |
| Level 53 |  |  |  |  | 9  |
| Level 54 |  |  |  |  | 9  |
| Level 55 |  |  |  |  | 9  |
| Level 56 |  |  |  |  | 9  |
| Level 57 |  |  |  |  | 9  |
| Level 58 |  |  |  |  | 9  |
| Level 59 |  |  |  |  | 9  |
| Level 60 |  |  |  |  | 9  |
| Level 61 |  |  |  |  | 9  |
| Level 62 |  |  |  |  | 9  |
| Level 63 |  |  |  |  | 9  |
| Level 64 |  |  |  |  | 9  |
| Level 65 |  |  |  |  | 9  |
| Level 66 |  |  |  |  | 10 |
| Level 67 |  |  |  |  | 10 |
| Level 68 |  |  |  |  | 10 |
| Level 69 |  |  |  |  | 10 |
| Level 70 |  |  |  |  | 10 |
| Level 71 |  |  |  |  | 10 |
| Level 72 |  |  |  |  | 10 |
| Level 73 |  |  |  |  | 10 |
| Level 74 |  |  |  |  | 10 |



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|----------|--|--|--|--|--|----|
| Level 75 |  |  |  |  |  | 10 |
| Level 76 |  |  |  |  |  | 10 |
| Level 77 |  |  |  |  |  | 10 |
| Level 78 |  |  |  |  |  | 10 |
| Level 79 |  |  |  |  |  | 10 |
| Level 80 |  |  |  |  |  | 10 |
| Level 81 |  |  |  |  |  | 10 |
| Level 82 |  |  |  |  |  | 11 |
| Level 83 |  |  |  |  |  | 11 |
| Level 84 |  |  |  |  |  | 11 |
| Level 85 |  |  |  |  |  | 11 |
| Level 86 |  |  |  |  |  | 11 |
| Level 87 |  |  |  |  |  | 11 |
| Level 88 |  |  |  |  |  | 11 |
| Level 89 |  |  |  |  |  | 11 |
| Level 90 |  |  |  |  |  | 11 |
| Level 91 |  |  |  |  |  | 11 |
| Level 92 |  |  |  |  |  | 11 |
| Level 93 |  |  |  |  |  | 11 |
| Level 94 |  |  |  |  |  | 11 |
| Level 95 |  |  |  |  |  | 11 |
| Level 96 |  |  |  |  |  | 11 |
| Level 97 |  |  |  |  |  | 12 |
| Level 98 |  |  |  |  |  | 12 |
| Level 99 |  |  |  |  |  | 12 |

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 >>> >>> >>> >>> >>> >>> >>> >>> >>> GOBBLEDEGUCK <<< <<< <<< <<< <<< <<< <<< <<<  
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 [9.go]

Innate: Weak to Ice

Poach: Mage Masher (Common), Ancient Sword (Rare)

Good Place to Find: Bariaus Valley from Golgorand Execution Site

// Abilities \\  
=====

| Name         | Effect                                                                               | Formula          |
|--------------|--------------------------------------------------------------------------------------|------------------|
| Tackle       | Standard attack (1v2) P Ev, R1                                                       | PA*[PA*(Br/100)] |
| Eye Gouge    | Inflicts Darkness (1v2) P Ev, R1                                                     | MA + 45 = %      |
| Goblin Punch | Damage dealt is equal to Goblin's Max HP<br>minus Goblin's Current HP (1v1) P Ev, R1 | MA + 35 = %      |

// Monster Skill Ability \\  
=====

| Name     | Effect                                          | Formula     |
|----------|-------------------------------------------------|-------------|
| Mutilate | Drain 75% of the target's max HP (1v0) P Ev, R1 | MA + 30 = % |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 6     |
| Level 2  |    |    |    |    | 6     |
| Level 3  |    |    |    |    | 6     |
| Level 4  |    |    |    |    | 6     |
| Level 5  |    |    |    |    | 6     |
| Level 6  |    |    |    |    | 6     |
| Level 7  |    |    |    |    | 6     |
| Level 8  |    |    |    |    | 6     |
| Level 9  |    |    |    |    | 6     |
| Level 10 |    |    |    |    | 7     |
| Level 11 |    |    |    |    | 7     |
| Level 12 |    |    |    |    | 7     |
| Level 13 |    |    |    |    | 7     |
| Level 14 |    |    |    |    | 7     |
| Level 15 |    |    |    |    | 7     |
| Level 16 |    |    |    |    | 7     |

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|----------|--|--|--|--|---|
| Level 17 |  |  |  |  | 7 |
| Level 18 |  |  |  |  | 7 |
| Level 19 |  |  |  |  | 7 |
| Level 20 |  |  |  |  | 7 |
| Level 21 |  |  |  |  | 7 |
| Level 22 |  |  |  |  | 7 |
| Level 23 |  |  |  |  | 8 |
| Level 24 |  |  |  |  | 8 |
| Level 25 |  |  |  |  | 8 |
| Level 26 |  |  |  |  | 8 |
| Level 27 |  |  |  |  | 8 |
| Level 28 |  |  |  |  | 8 |
| Level 29 |  |  |  |  | 8 |
| Level 30 |  |  |  |  | 8 |
| Level 31 |  |  |  |  | 8 |
| Level 32 |  |  |  |  | 8 |
| Level 33 |  |  |  |  | 8 |
| Level 34 |  |  |  |  | 8 |
| Level 35 |  |  |  |  | 8 |
| Level 36 |  |  |  |  | 9 |
| Level 37 |  |  |  |  | 9 |
| Level 38 |  |  |  |  | 9 |
| Level 39 |  |  |  |  | 9 |
| Level 40 |  |  |  |  | 9 |
| Level 41 |  |  |  |  | 9 |
| Level 42 |  |  |  |  | 9 |
| Level 43 |  |  |  |  | 9 |
| Level 44 |  |  |  |  | 9 |
| Level 45 |  |  |  |  | 9 |
| Level 46 |  |  |  |  | 9 |

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|----------|--|--|--|--|----|
| Level 47 |  |  |  |  | 9  |
| Level 48 |  |  |  |  | 9  |
| Level 49 |  |  |  |  | 9  |
| Level 50 |  |  |  |  | 10 |
| Level 51 |  |  |  |  | 10 |
| Level 52 |  |  |  |  | 10 |
| Level 53 |  |  |  |  | 10 |
| Level 54 |  |  |  |  | 10 |
| Level 55 |  |  |  |  | 10 |
| Level 56 |  |  |  |  | 10 |
| Level 57 |  |  |  |  | 10 |
| Level 58 |  |  |  |  | 10 |
| Level 59 |  |  |  |  | 10 |
| Level 60 |  |  |  |  | 10 |
| Level 61 |  |  |  |  | 10 |
| Level 62 |  |  |  |  | 10 |
| Level 63 |  |  |  |  | 11 |
| Level 64 |  |  |  |  | 11 |
| Level 65 |  |  |  |  | 11 |
| Level 66 |  |  |  |  | 11 |
| Level 67 |  |  |  |  | 11 |
| Level 68 |  |  |  |  | 11 |
| Level 69 |  |  |  |  | 11 |
| Level 70 |  |  |  |  | 11 |
| Level 71 |  |  |  |  | 11 |
| Level 72 |  |  |  |  | 11 |
| Level 73 |  |  |  |  | 11 |
| Level 74 |  |  |  |  | 11 |
| Level 75 |  |  |  |  | 11 |
| Level 76 |  |  |  |  | 11 |

Level 77 || || || || || 12

Level 78 || || || || || 12

Level 79 || || || || || 12

Level 80 || || || || || 12

Level 81 || || || || || 12

Level 82 || || || || || 12

Level 83 || || || || || 12

Level 84 || || || || || 12

Level 85 || || || || || 12

Level 86 || || || || || 12

Level 87 || || || || || 12

Level 88 || || || || || 12

Level 89 || || || || || 12

Level 90 || || || || || 13

Level 91 || || || || || 13

Level 92 || || || || || 13

Level 93 || || || || || 13

Level 94 || || || || || 13

Level 95 || || || || || 13

Level 96 || || || || || 13

Level 97 || || || || || 13

Level 98 || || || || || 13

Level 99 || || || || || 13

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>>> >>> >>> >>> >>> >>> >>> >>> >>> >>> BOMB <<< <<< <<< <<< <<< <<< <<< <<< <<<  
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[9.bo]

3 Move 3 Jump 10% C Ev

Innate: Float, Cannot Enter Water, Absorb Fire, Half Ice, Weak to Water

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

Good Place to Find: Sweegy Woods story battle, Sweegy Woods from Gariland

Magic City

// Abilities \\  
=====

| Name          | Effect                                                                             | Formula          |
|---------------|------------------------------------------------------------------------------------|------------------|
| Bite          | Standard attack (1v2) P Ev, R1                                                     | PA*[PA*(Br/100)] |
| Self Destruct | Suicide attack, causes large area damage = Bomb's max HP minus current HP (3v3) R0 | 100% adds Oil    |

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// Monster Skill Ability \\  
=====

| Name       | Effect                            | Formula |
|------------|-----------------------------------|---------|
| Small Bomb | Short range attack (1v0) P Ev, R1 | 4*MA    |

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| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 5     |
| Level 2  |    |    |    |    | 5     |
| Level 3  |    |    |    |    | 5     |
| Level 4  |    |    |    |    | 5     |
| Level 5  |    |    |    |    | 5     |
| Level 6  |    |    |    |    | 5     |
| Level 7  |    |    |    |    | 5     |
| Level 8  |    |    |    |    | 5     |
| Level 9  |    |    |    |    | 5     |
| Level 10 |    |    |    |    | 5     |
| Level 11 |    |    |    |    | 5     |
| Level 12 |    |    |    |    | 5     |
| Level 13 |    |    |    |    | 5     |
| Level 14 |    |    |    |    | 5     |
| Level 15 |    |    |    |    | 5     |
| Level 16 |    |    |    |    | 6     |
| Level 17 |    |    |    |    | 6     |
| Level 18 |    |    |    |    | 6     |
| Level 19 |    |    |    |    | 6     |

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|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 50 |  |  |  |  | 7 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |
| Level 55 |  |  |  |  | 8 |
| Level 56 |  |  |  |  | 8 |
| Level 57 |  |  |  |  | 8 |
| Level 58 |  |  |  |  | 8 |
| Level 59 |  |  |  |  | 8 |
| Level 60 |  |  |  |  | 8 |
| Level 61 |  |  |  |  | 8 |
| Level 62 |  |  |  |  | 8 |
| Level 63 |  |  |  |  | 8 |
| Level 64 |  |  |  |  | 8 |
| Level 65 |  |  |  |  | 8 |
| Level 66 |  |  |  |  | 8 |
| Level 67 |  |  |  |  | 8 |
| Level 68 |  |  |  |  | 8 |
| Level 69 |  |  |  |  | 9 |
| Level 70 |  |  |  |  | 9 |
| Level 71 |  |  |  |  | 9 |
| Level 72 |  |  |  |  | 9 |
| Level 73 |  |  |  |  | 9 |
| Level 74 |  |  |  |  | 9 |
| Level 75 |  |  |  |  | 9 |
| Level 76 |  |  |  |  | 9 |
| Level 77 |  |  |  |  | 9 |
| Level 78 |  |  |  |  | 9 |
| Level 79 |  |  |  |  | 9 |



|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 80 |  |  |  |  | 9  |
| Level 81 |  |  |  |  | 9  |
| Level 82 |  |  |  |  | 9  |
| Level 83 |  |  |  |  | 9  |
| Level 84 |  |  |  |  | 9  |
| Level 85 |  |  |  |  | 9  |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 10 |
| Level 89 |  |  |  |  | 10 |
| Level 90 |  |  |  |  | 10 |
| Level 91 |  |  |  |  | 10 |
| Level 92 |  |  |  |  | 10 |
| Level 93 |  |  |  |  | 10 |
| Level 94 |  |  |  |  | 10 |
| Level 95 |  |  |  |  | 10 |
| Level 96 |  |  |  |  | 10 |
| Level 97 |  |  |  |  | 10 |
| Level 98 |  |  |  |  | 10 |
| Level 99 |  |  |  |  | 10 |

```

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>>> >>> >>> >>> >>> >>> >>> >>> >>> GRENADE <<< <<< <<< <<< <<< <<< <<< <<< <<
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
[9.gr]

```

3 Move 3 Jump 11% C Ev

Innate: Float, Cannot Enter Water, Absorb Fire, Half Ice, Weak to Water

Poach: Water Ball (Common), Flame Whip (Rare)

Good Place to Find: Zeklaus Desert from Dorter Trade City

// Abilities \\

| Name |  | Effect                         |  | Formula          |
|------|--|--------------------------------|--|------------------|
| Bite |  | Standard attack (1v2) P Ev, R1 |  | PA*[PA*(Br/100)] |

```

Small Bomb || Short range attack (1v0) P Ev, R1 || 4*MA

Self Destruct||Suicide attack, causes large area damage = || 100% adds Oil
 || Bomb's max HP minus current HP (3v3) R0 ||

```

// Monster Skill Ability \\

```

Name || Effect || Formula
=====
Flame Attack || Ranged Fire attack (1) P Ev, R3 || 3*MA

```

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 5     |
| Level 2  |    |    |    |    | 5     |
| Level 3  |    |    |    |    | 5     |
| Level 4  |    |    |    |    | 5     |
| Level 5  |    |    |    |    | 6     |
| Level 6  |    |    |    |    | 6     |
| Level 7  |    |    |    |    | 6     |
| Level 8  |    |    |    |    | 6     |
| Level 9  |    |    |    |    | 6     |
| Level 10 |    |    |    |    | 6     |
| Level 11 |    |    |    |    | 6     |
| Level 12 |    |    |    |    | 6     |
| Level 13 |    |    |    |    | 6     |
| Level 14 |    |    |    |    | 6     |
| Level 15 |    |    |    |    | 6     |
| Level 16 |    |    |    |    | 6     |
| Level 17 |    |    |    |    | 6     |
| Level 18 |    |    |    |    | 6     |
| Level 19 |    |    |    |    | 6     |
| Level 20 |    |    |    |    | 6     |
| Level 21 |    |    |    |    | 7     |
| Level 22 |    |    |    |    | 7     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 8 |
| Level 38 |  |  |  |  | 8 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 8 |
| Level 41 |  |  |  |  | 8 |
| Level 42 |  |  |  |  | 8 |
| Level 43 |  |  |  |  | 8 |
| Level 44 |  |  |  |  | 8 |
| Level 45 |  |  |  |  | 8 |
| Level 46 |  |  |  |  | 8 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 8 |
| Level 49 |  |  |  |  | 8 |
| Level 50 |  |  |  |  | 8 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 53 |  |  |  |  | 9  |
| Level 54 |  |  |  |  | 9  |
| Level 55 |  |  |  |  | 9  |
| Level 56 |  |  |  |  | 9  |
| Level 57 |  |  |  |  | 9  |
| Level 58 |  |  |  |  | 9  |
| Level 59 |  |  |  |  | 9  |
| Level 60 |  |  |  |  | 9  |
| Level 61 |  |  |  |  | 9  |
| Level 62 |  |  |  |  | 9  |
| Level 63 |  |  |  |  | 9  |
| Level 64 |  |  |  |  | 9  |
| Level 65 |  |  |  |  | 9  |
| Level 66 |  |  |  |  | 9  |
| Level 67 |  |  |  |  | 9  |
| Level 68 |  |  |  |  | 9  |
| Level 69 |  |  |  |  | 10 |
| Level 70 |  |  |  |  | 10 |
| Level 71 |  |  |  |  | 10 |
| Level 72 |  |  |  |  | 10 |
| Level 73 |  |  |  |  | 10 |
| Level 74 |  |  |  |  | 10 |
| Level 75 |  |  |  |  | 10 |
| Level 76 |  |  |  |  | 10 |
| Level 77 |  |  |  |  | 10 |
| Level 78 |  |  |  |  | 10 |
| Level 79 |  |  |  |  | 10 |
| Level 80 |  |  |  |  | 10 |
| Level 81 |  |  |  |  | 10 |
| Level 82 |  |  |  |  | 10 |

|          |  |  |  |  |  |    |
|----------|--|--|--|--|--|----|
| Level 83 |  |  |  |  |  | 10 |
| Level 84 |  |  |  |  |  | 10 |
| Level 85 |  |  |  |  |  | 11 |
| Level 86 |  |  |  |  |  | 11 |
| Level 87 |  |  |  |  |  | 11 |
| Level 88 |  |  |  |  |  | 11 |
| Level 89 |  |  |  |  |  | 11 |
| Level 90 |  |  |  |  |  | 11 |
| Level 91 |  |  |  |  |  | 11 |
| Level 92 |  |  |  |  |  | 11 |
| Level 93 |  |  |  |  |  | 11 |
| Level 94 |  |  |  |  |  | 11 |
| Level 95 |  |  |  |  |  | 11 |
| Level 96 |  |  |  |  |  | 11 |
| Level 97 |  |  |  |  |  | 11 |
| Level 98 |  |  |  |  |  | 11 |
| Level 99 |  |  |  |  |  | 11 |

```

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>>> >>> >>> >>> >>> >>> >>> >>> >>> >> EXPLOSIVE << <<< <<< <<< <<< <<< <<< <<
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[9.ex]

```

3 Move 3 Jump 12% C Ev

Innate: Float, Cannot Enter Water, Absorb Fire, Half Ice, Weak to Water

Poach: Lightning Ball (Common), Flame Shield (Rare)

Good Place to Find: Zeklaus Desert from Goland Coal City

// Abilities \\

| Name          |  | Effect                                                                                |  | Formula          |
|---------------|--|---------------------------------------------------------------------------------------|--|------------------|
| Bite          |  | Standard attack (1v2) P Ev, R1                                                        |  | PA*[PA*(Br/100)] |
| Self Destruct |  | Suicide attack, causes large area damage =<br>Bomb's max HP minus current HP (3v3) R0 |  | 100% adds Oil    |
| Spark         |  | 100% Damage to surrounding area (3v1) R0                                              |  | 2*MA             |

// Monster Skill Ability \\  
=====

| Name       |  | Effect                            |  | Formula |
|------------|--|-----------------------------------|--|---------|
| Small Bomb |  | Short range attack (lv0) P Ev, R1 |  | 4*MA    |

---

| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 5     |
| Level 2  |  |    |  |    |  |    |  |    |  | 5     |
| Level 3  |  |    |  |    |  |    |  |    |  | 5     |
| Level 4  |  |    |  |    |  |    |  |    |  | 5     |
| Level 5  |  |    |  |    |  |    |  |    |  | 5     |
| Level 6  |  |    |  |    |  |    |  |    |  | 5     |
| Level 7  |  |    |  |    |  |    |  |    |  | 5     |
| Level 8  |  |    |  |    |  |    |  |    |  | 5     |
| Level 9  |  |    |  |    |  |    |  |    |  | 5     |
| Level 10 |  |    |  |    |  |    |  |    |  | 5     |
| Level 11 |  |    |  |    |  |    |  |    |  | 5     |
| Level 12 |  |    |  |    |  |    |  |    |  | 5     |
| Level 13 |  |    |  |    |  |    |  |    |  | 5     |
| Level 14 |  |    |  |    |  |    |  |    |  | 5     |
| Level 15 |  |    |  |    |  |    |  |    |  | 5     |
| Level 16 |  |    |  |    |  |    |  |    |  | 5     |
| Level 17 |  |    |  |    |  |    |  |    |  | 5     |
| Level 18 |  |    |  |    |  |    |  |    |  | 5     |
| Level 19 |  |    |  |    |  |    |  |    |  | 5     |
| Level 20 |  |    |  |    |  |    |  |    |  | 6     |
| Level 21 |  |    |  |    |  |    |  |    |  | 6     |
| Level 22 |  |    |  |    |  |    |  |    |  | 6     |
| Level 23 |  |    |  |    |  |    |  |    |  | 6     |
| Level 24 |  |    |  |    |  |    |  |    |  | 6     |

---

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 6 |
| Level 35 |  |  |  |  | 6 |
| Level 36 |  |  |  |  | 6 |
| Level 37 |  |  |  |  | 6 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 7 |
| Level 51 |  |  |  |  | 7 |
| Level 52 |  |  |  |  | 7 |
| Level 53 |  |  |  |  | 7 |
| Level 54 |  |  |  |  | 7 |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 55 |  |  |  |  | 7 |
| Level 56 |  |  |  |  | 8 |
| Level 57 |  |  |  |  | 8 |
| Level 58 |  |  |  |  | 8 |
| Level 59 |  |  |  |  | 8 |
| Level 60 |  |  |  |  | 8 |
| Level 61 |  |  |  |  | 8 |
| Level 62 |  |  |  |  | 8 |
| Level 63 |  |  |  |  | 8 |
| Level 64 |  |  |  |  | 8 |
| Level 65 |  |  |  |  | 8 |
| Level 66 |  |  |  |  | 8 |
| Level 67 |  |  |  |  | 8 |
| Level 68 |  |  |  |  | 8 |
| Level 69 |  |  |  |  | 8 |
| Level 70 |  |  |  |  | 8 |
| Level 71 |  |  |  |  | 8 |
| Level 72 |  |  |  |  | 8 |
| Level 73 |  |  |  |  | 8 |
| Level 74 |  |  |  |  | 9 |
| Level 75 |  |  |  |  | 9 |
| Level 76 |  |  |  |  | 9 |
| Level 77 |  |  |  |  | 9 |
| Level 78 |  |  |  |  | 9 |
| Level 79 |  |  |  |  | 9 |
| Level 80 |  |  |  |  | 9 |
| Level 81 |  |  |  |  | 9 |
| Level 82 |  |  |  |  | 9 |
| Level 83 |  |  |  |  | 9 |
| Level 84 |  |  |  |  | 9 |



|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 85 |  |  |  |  | 9  |
| Level 86 |  |  |  |  | 9  |
| Level 87 |  |  |  |  | 9  |
| Level 88 |  |  |  |  | 9  |
| Level 89 |  |  |  |  | 9  |
| Level 90 |  |  |  |  | 9  |
| Level 91 |  |  |  |  | 9  |
| Level 92 |  |  |  |  | 9  |
| Level 93 |  |  |  |  | 10 |
| Level 94 |  |  |  |  | 10 |
| Level 95 |  |  |  |  | 10 |
| Level 96 |  |  |  |  | 10 |
| Level 97 |  |  |  |  | 10 |
| Level 98 |  |  |  |  | 10 |
| Level 99 |  |  |  |  | 10 |

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>>> >>> >>> >>> >>> >>> >>> >>> RED PANTHER <<< <<< <<< <<< <<< <<< <<< <<<  
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[9.rp]

4 Move 4 Jump 23% C Ev

Innate: Ignore Height, Cannot Enter Water

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

Good Place to Find: Mandalia Plains from Gariland Magic City

// Abilities \\  
=====

| Name        |  | Effect                         |  | Formula          |
|-------------|--|--------------------------------|--|------------------|
| Scratch     |  | Standard attack (1v3) P Ev, R1 |  | PA*[PA*(Br/100)] |
| Poison Nail |  | Adds Poison (1v2) P Ev, R1     |  | MA + 40 = %      |

// Monster Skill Ability \\  
=====

| Name     |  | Effect                                                                            |  | Formula    |
|----------|--|-----------------------------------------------------------------------------------|--|------------|
| Cat Kick |  | Random HP damage with chance of causing unit<br>to be knocked back (1v2) P Ev, R1 |  | PA*(1...8) |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 5     |
| Level 2  |    |    |    |    | 5     |
| Level 3  |    |    |    |    | 5     |
| Level 4  |    |    |    |    | 6     |
| Level 5  |    |    |    |    | 6     |
| Level 6  |    |    |    |    | 6     |
| Level 7  |    |    |    |    | 6     |
| Level 8  |    |    |    |    | 6     |
| Level 9  |    |    |    |    | 6     |
| Level 10 |    |    |    |    | 6     |
| Level 11 |    |    |    |    | 6     |
| Level 12 |    |    |    |    | 6     |
| Level 13 |    |    |    |    | 6     |
| Level 14 |    |    |    |    | 6     |
| Level 15 |    |    |    |    | 6     |
| Level 16 |    |    |    |    | 6     |
| Level 17 |    |    |    |    | 6     |
| Level 18 |    |    |    |    | 6     |
| Level 19 |    |    |    |    | 7     |
| Level 20 |    |    |    |    | 7     |
| Level 21 |    |    |    |    | 7     |
| Level 22 |    |    |    |    | 7     |
| Level 23 |    |    |    |    | 7     |
| Level 24 |    |    |    |    | 7     |
| Level 25 |    |    |    |    | 7     |
| Level 26 |    |    |    |    | 7     |
| Level 27 |    |    |    |    | 7     |
| Level 28 |    |    |    |    | 7     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 8 |
| Level 35 |  |  |  |  | 8 |
| Level 36 |  |  |  |  | 8 |
| Level 37 |  |  |  |  | 8 |
| Level 38 |  |  |  |  | 8 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 8 |
| Level 41 |  |  |  |  | 8 |
| Level 42 |  |  |  |  | 8 |
| Level 43 |  |  |  |  | 8 |
| Level 44 |  |  |  |  | 8 |
| Level 45 |  |  |  |  | 8 |
| Level 46 |  |  |  |  | 8 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 8 |
| Level 49 |  |  |  |  | 9 |
| Level 50 |  |  |  |  | 9 |
| Level 51 |  |  |  |  | 9 |
| Level 52 |  |  |  |  | 9 |
| Level 53 |  |  |  |  | 9 |
| Level 54 |  |  |  |  | 9 |
| Level 55 |  |  |  |  | 9 |
| Level 56 |  |  |  |  | 9 |
| Level 57 |  |  |  |  | 9 |
| Level 58 |  |  |  |  | 9 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 59 |  |  |  |  | 9  |
| Level 60 |  |  |  |  | 9  |
| Level 61 |  |  |  |  | 9  |
| Level 62 |  |  |  |  | 9  |
| Level 63 |  |  |  |  | 9  |
| Level 64 |  |  |  |  | 10 |
| Level 65 |  |  |  |  | 10 |
| Level 66 |  |  |  |  | 10 |
| Level 67 |  |  |  |  | 10 |
| Level 68 |  |  |  |  | 10 |
| Level 69 |  |  |  |  | 10 |
| Level 70 |  |  |  |  | 10 |
| Level 71 |  |  |  |  | 10 |
| Level 72 |  |  |  |  | 10 |
| Level 73 |  |  |  |  | 10 |
| Level 74 |  |  |  |  | 10 |
| Level 75 |  |  |  |  | 10 |
| Level 76 |  |  |  |  | 10 |
| Level 77 |  |  |  |  | 10 |
| Level 78 |  |  |  |  | 10 |
| Level 79 |  |  |  |  | 11 |
| Level 80 |  |  |  |  | 11 |
| Level 81 |  |  |  |  | 11 |
| Level 82 |  |  |  |  | 11 |
| Level 83 |  |  |  |  | 11 |
| Level 84 |  |  |  |  | 11 |
| Level 85 |  |  |  |  | 11 |
| Level 86 |  |  |  |  | 11 |
| Level 87 |  |  |  |  | 11 |
| Level 88 |  |  |  |  | 11 |

|          |  |  |  |  |  |    |
|----------|--|--|--|--|--|----|
| Level 89 |  |  |  |  |  | 11 |
| Level 90 |  |  |  |  |  | 11 |
| Level 91 |  |  |  |  |  | 11 |
| Level 92 |  |  |  |  |  | 11 |
| Level 93 |  |  |  |  |  | 12 |
| Level 94 |  |  |  |  |  | 12 |
| Level 95 |  |  |  |  |  | 12 |
| Level 96 |  |  |  |  |  | 12 |
| Level 97 |  |  |  |  |  | 12 |
| Level 98 |  |  |  |  |  | 12 |
| Level 99 |  |  |  |  |  | 12 |

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>>> >>> >>> >>> >>> >>> >>> >>> >>> >>> CUAR <<< <<< <<< <<< <<< <<< <<< <<< <<<  
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[9.cu]

4 Move 4 Jump 26% C Ev

Innate: Ignore Height, Cannot Enter Water

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

Good Place to Find: Zirekile Falls from Araguay Woods

// Abilities \\

| Name        |  | Effect                                                                         |  | Formula          |
|-------------|--|--------------------------------------------------------------------------------|--|------------------|
| Scratch     |  | Standard attack (1v3) P Ev, R1                                                 |  | PA*[PA*(Br/100)] |
| Cat Kick    |  | Random HP damage with chance of causing unit to be knocked back (1v2) P Ev, R1 |  | PA*(1...8)       |
| Poison Nail |  | Adds Poison (1v2) P Ev, R1                                                     |  | MA + 40 = %      |

// Monster Skill Ability \\

| Name    |  | Effect                               |  | Formula     |
|---------|--|--------------------------------------|--|-------------|
| Blaster |  | Inflict Stop or Petrify (1) P Ev, R3 |  | MA + 30 = % |

Level || HP || MP || PA || MA || Speed  
=====

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 1  |  |  |  |  | 6 |
| Level 2  |  |  |  |  | 6 |
| Level 3  |  |  |  |  | 6 |
| Level 4  |  |  |  |  | 6 |
| Level 5  |  |  |  |  | 6 |
| Level 6  |  |  |  |  | 6 |
| Level 7  |  |  |  |  | 6 |
| Level 8  |  |  |  |  | 6 |
| Level 9  |  |  |  |  | 7 |
| Level 10 |  |  |  |  | 7 |
| Level 11 |  |  |  |  | 7 |
| Level 12 |  |  |  |  | 7 |
| Level 13 |  |  |  |  | 7 |
| Level 14 |  |  |  |  | 7 |
| Level 15 |  |  |  |  | 7 |
| Level 16 |  |  |  |  | 7 |
| Level 17 |  |  |  |  | 7 |
| Level 18 |  |  |  |  | 7 |
| Level 19 |  |  |  |  | 7 |
| Level 20 |  |  |  |  | 7 |
| Level 21 |  |  |  |  | 7 |
| Level 22 |  |  |  |  | 8 |
| Level 23 |  |  |  |  | 8 |
| Level 24 |  |  |  |  | 8 |
| Level 25 |  |  |  |  | 8 |
| Level 26 |  |  |  |  | 8 |
| Level 27 |  |  |  |  | 8 |
| Level 28 |  |  |  |  | 8 |
| Level 29 |  |  |  |  | 8 |
| Level 30 |  |  |  |  | 8 |

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|----------|--|--|--|--|----|
| Level 31 |  |  |  |  | 8  |
| Level 32 |  |  |  |  | 8  |
| Level 33 |  |  |  |  | 8  |
| Level 34 |  |  |  |  | 8  |
| Level 35 |  |  |  |  | 8  |
| Level 36 |  |  |  |  | 9  |
| Level 37 |  |  |  |  | 9  |
| Level 38 |  |  |  |  | 9  |
| Level 39 |  |  |  |  | 9  |
| Level 40 |  |  |  |  | 9  |
| Level 41 |  |  |  |  | 9  |
| Level 42 |  |  |  |  | 9  |
| Level 43 |  |  |  |  | 9  |
| Level 44 |  |  |  |  | 9  |
| Level 45 |  |  |  |  | 9  |
| Level 46 |  |  |  |  | 9  |
| Level 47 |  |  |  |  | 9  |
| Level 48 |  |  |  |  | 9  |
| Level 49 |  |  |  |  | 10 |
| Level 50 |  |  |  |  | 10 |
| Level 51 |  |  |  |  | 10 |
| Level 52 |  |  |  |  | 10 |
| Level 53 |  |  |  |  | 10 |
| Level 54 |  |  |  |  | 10 |
| Level 55 |  |  |  |  | 10 |
| Level 56 |  |  |  |  | 10 |
| Level 57 |  |  |  |  | 10 |
| Level 58 |  |  |  |  | 10 |
| Level 59 |  |  |  |  | 10 |
| Level 60 |  |  |  |  | 10 |

Level 61 ||           ||           ||           ||           || 10

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Level 62 ||           ||           ||           ||           || 11

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Level 63 ||           ||           ||           ||           || 11

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Level 88 ||           ||           ||           ||           || 12

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Level 89 ||           ||           ||           ||           || 13

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Level 90 ||           ||           ||           ||           || 13

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| Level 3  |  |  |  |  | 6 |
| Level 4  |  |  |  |  | 6 |
| Level 5  |  |  |  |  | 7 |
| Level 6  |  |  |  |  | 7 |
| Level 7  |  |  |  |  | 7 |
| Level 8  |  |  |  |  | 7 |
| Level 9  |  |  |  |  | 7 |
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| Level 16 |  |  |  |  | 7 |
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| Level 18 |  |  |  |  | 8 |
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| Level 30 |  |  |  |  | 8 |
| Level 31 |  |  |  |  | 9 |
| Level 32 |  |  |  |  | 9 |

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| Level 33 |  |  |  |  | 9  |
| Level 34 |  |  |  |  | 9  |
| Level 35 |  |  |  |  | 9  |
| Level 36 |  |  |  |  | 9  |
| Level 37 |  |  |  |  | 9  |
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| Level 39 |  |  |  |  | 9  |
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| Level 43 |  |  |  |  | 9  |
| Level 44 |  |  |  |  | 10 |
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| Level 50 |  |  |  |  | 10 |
| Level 51 |  |  |  |  | 10 |
| Level 52 |  |  |  |  | 10 |
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| Level 54 |  |  |  |  | 10 |
| Level 55 |  |  |  |  | 10 |
| Level 56 |  |  |  |  | 10 |
| Level 57 |  |  |  |  | 11 |
| Level 58 |  |  |  |  | 11 |
| Level 59 |  |  |  |  | 11 |
| Level 60 |  |  |  |  | 11 |
| Level 61 |  |  |  |  | 11 |
| Level 62 |  |  |  |  | 11 |

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Level 92 ||           ||           ||           ||           || 13

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|----------|--|--|--|--|--|----|
| Level 93 |  |  |  |  |  | 13 |
| Level 94 |  |  |  |  |  | 13 |
| Level 95 |  |  |  |  |  | 14 |
| Level 96 |  |  |  |  |  | 14 |
| Level 97 |  |  |  |  |  | 14 |
| Level 98 |  |  |  |  |  | 14 |
| Level 99 |  |  |  |  |  | 14 |

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>>> >>> >>> >>> >>> >>> >>> >>> >>> PISCO DEMON <<< <<< <<< <<< <<< <<< <<< <<
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[9.pd]

```

3 Move 3 Jump 8% C Ev

Innate: Move Underwater, Absorb Water, Weak to Bolt

Poach: Echo Grass (Common), Hi-Potion (Rare--Might be Rubber Shoes)

Good Place to Find: Fovoham Plains from Lenalia Plateau

// Abilities \\

| Name     |  | Effect                         |  | Formula          |
|----------|--|--------------------------------|--|------------------|
| Tentacle |  | Standard attack (1v2) P Ev, R1 |  | PA*[PA*(Br/100)] |

// Monster Skill Ability \\

| Name      |  | Effect                           |  | Formula     |
|-----------|--|----------------------------------|--|-------------|
| Black Ink |  | Inflicts Darkness (3v2) P Ev, R2 |  | MA + 50 = % |

| Level   |  | HP |  | MP |  | PA |  | MA |  | Speed |
|---------|--|----|--|----|--|----|--|----|--|-------|
| Level 1 |  |    |  |    |  |    |  |    |  | 5     |
| Level 2 |  |    |  |    |  |    |  |    |  | 5     |
| Level 3 |  |    |  |    |  |    |  |    |  | 5     |
| Level 4 |  |    |  |    |  |    |  |    |  | 5     |
| Level 5 |  |    |  |    |  |    |  |    |  | 5     |
| Level 6 |  |    |  |    |  |    |  |    |  | 5     |
| Level 7 |  |    |  |    |  |    |  |    |  | 5     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 8  |  |  |  |  | 6 |
| Level 9  |  |  |  |  | 6 |
| Level 10 |  |  |  |  | 6 |
| Level 11 |  |  |  |  | 6 |
| Level 12 |  |  |  |  | 6 |
| Level 13 |  |  |  |  | 6 |
| Level 14 |  |  |  |  | 6 |
| Level 15 |  |  |  |  | 6 |
| Level 16 |  |  |  |  | 6 |
| Level 17 |  |  |  |  | 6 |
| Level 18 |  |  |  |  | 6 |
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |

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|----------|--|--|--|--|---|
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 8 |
| Level 41 |  |  |  |  | 8 |
| Level 42 |  |  |  |  | 8 |
| Level 43 |  |  |  |  | 8 |
| Level 44 |  |  |  |  | 8 |
| Level 45 |  |  |  |  | 8 |
| Level 46 |  |  |  |  | 8 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 8 |
| Level 49 |  |  |  |  | 8 |
| Level 50 |  |  |  |  | 8 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |
| Level 55 |  |  |  |  | 9 |
| Level 56 |  |  |  |  | 9 |
| Level 57 |  |  |  |  | 9 |
| Level 58 |  |  |  |  | 9 |
| Level 59 |  |  |  |  | 9 |
| Level 60 |  |  |  |  | 9 |
| Level 61 |  |  |  |  | 9 |
| Level 62 |  |  |  |  | 9 |
| Level 63 |  |  |  |  | 9 |
| Level 64 |  |  |  |  | 9 |
| Level 65 |  |  |  |  | 9 |
| Level 66 |  |  |  |  | 9 |
| Level 67 |  |  |  |  | 9 |

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|----------|--|--|--|--|----|
| Level 68 |  |  |  |  | 9  |
| Level 69 |  |  |  |  | 9  |
| Level 70 |  |  |  |  | 10 |
| Level 71 |  |  |  |  | 10 |
| Level 72 |  |  |  |  | 10 |
| Level 73 |  |  |  |  | 10 |
| Level 74 |  |  |  |  | 10 |
| Level 75 |  |  |  |  | 10 |
| Level 76 |  |  |  |  | 10 |
| Level 77 |  |  |  |  | 10 |
| Level 78 |  |  |  |  | 10 |
| Level 79 |  |  |  |  | 10 |
| Level 80 |  |  |  |  | 10 |
| Level 81 |  |  |  |  | 10 |
| Level 82 |  |  |  |  | 10 |
| Level 83 |  |  |  |  | 10 |
| Level 84 |  |  |  |  | 10 |
| Level 85 |  |  |  |  | 10 |
| Level 86 |  |  |  |  | 11 |
| Level 87 |  |  |  |  | 11 |
| Level 88 |  |  |  |  | 11 |
| Level 89 |  |  |  |  | 11 |
| Level 90 |  |  |  |  | 11 |
| Level 91 |  |  |  |  | 11 |
| Level 92 |  |  |  |  | 11 |
| Level 93 |  |  |  |  | 11 |
| Level 94 |  |  |  |  | 11 |
| Level 95 |  |  |  |  | 11 |
| Level 96 |  |  |  |  | 11 |
| Level 97 |  |  |  |  | 11 |



Level 98 || || || || || 11

Level 99 || || || || || 11

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>>> >>> >>> >>> >>> >>> >>> >>> >>> > SQUIDLARKIN < <<< <<< <<< <<< <<< <<< <<< <<<  
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[9.sq]

3 Move 3 Jump 9%

Innate: Move Underwater, Absorb Water, Weak to Bolt

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

Good Place to Find: Fovoham Plains from Lenalia Plateau (Chapter Two)

// Abilities \\

| Name          | Effect                                                                                              | Formula          |
|---------------|-----------------------------------------------------------------------------------------------------|------------------|
| Tentacle      | Standard attack (1v2) P Ev, R1                                                                      | PA*[PA*(Br/100)] |
| Black Ink     | Inflicts Darkness (3v2) P Ev, R2                                                                    | MA + 50 = %      |
| Odd Soundwave | Dispels Float, Haste, Protect, Regen, Shell<br>Reraise, Transparent, Faith, and Reflect<br>(3v1) R0 | 100%<br>  <br>   |

// Monster Skill Ability \\

| Name       | Effect                                 | Formula     |
|------------|----------------------------------------|-------------|
| Mind Blast | Inflicts Confusion or Berserk (2v1) R3 | MA + 35 = % |

| Level   | HP | MP | PA | MA | Speed |
|---------|----|----|----|----|-------|
| Level 1 |    |    |    |    | 5     |
| Level 2 |    |    |    |    | 5     |
| Level 3 |    |    |    |    | 5     |
| Level 4 |    |    |    |    | 5     |
| Level 5 |    |    |    |    | 5     |
| Level 6 |    |    |    |    | 5     |
| Level 7 |    |    |    |    | 5     |
| Level 8 |    |    |    |    | 5     |
| Level 9 |    |    |    |    | 5     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 10 |  |  |  |  | 5 |
| Level 11 |  |  |  |  | 5 |
| Level 12 |  |  |  |  | 5 |
| Level 13 |  |  |  |  | 5 |
| Level 14 |  |  |  |  | 5 |
| Level 15 |  |  |  |  | 5 |
| Level 16 |  |  |  |  | 5 |
| Level 17 |  |  |  |  | 5 |
| Level 18 |  |  |  |  | 6 |
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 6 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |

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|----------|--|--|--|--|---|
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 7 |
| Level 51 |  |  |  |  | 7 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |
| Level 55 |  |  |  |  | 8 |
| Level 56 |  |  |  |  | 8 |
| Level 57 |  |  |  |  | 8 |
| Level 58 |  |  |  |  | 8 |
| Level 59 |  |  |  |  | 8 |
| Level 60 |  |  |  |  | 8 |
| Level 61 |  |  |  |  | 8 |
| Level 62 |  |  |  |  | 8 |
| Level 63 |  |  |  |  | 8 |
| Level 64 |  |  |  |  | 8 |
| Level 65 |  |  |  |  | 8 |
| Level 66 |  |  |  |  | 8 |
| Level 67 |  |  |  |  | 8 |
| Level 68 |  |  |  |  | 8 |
| Level 69 |  |  |  |  | 9 |

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|----------|--|--|--|--|----|
| Level 70 |  |  |  |  | 9  |
| Level 71 |  |  |  |  | 9  |
| Level 72 |  |  |  |  | 9  |
| Level 73 |  |  |  |  | 9  |
| Level 74 |  |  |  |  | 9  |
| Level 75 |  |  |  |  | 9  |
| Level 76 |  |  |  |  | 9  |
| Level 77 |  |  |  |  | 9  |
| Level 78 |  |  |  |  | 9  |
| Level 79 |  |  |  |  | 9  |
| Level 80 |  |  |  |  | 9  |
| Level 81 |  |  |  |  | 9  |
| Level 82 |  |  |  |  | 9  |
| Level 83 |  |  |  |  | 9  |
| Level 84 |  |  |  |  | 9  |
| Level 85 |  |  |  |  | 9  |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 10 |
| Level 89 |  |  |  |  | 10 |
| Level 90 |  |  |  |  | 10 |
| Level 91 |  |  |  |  | 10 |
| Level 92 |  |  |  |  | 10 |
| Level 93 |  |  |  |  | 10 |
| Level 94 |  |  |  |  | 10 |
| Level 95 |  |  |  |  | 10 |
| Level 96 |  |  |  |  | 10 |
| Level 97 |  |  |  |  | 10 |
| Level 98 |  |  |  |  | 10 |
| Level 99 |  |  |  |  | 10 |

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>>> >>> >>> >>> >>> >>> >>> >>> >>> > MIND FLARE < <<< <<< <<< <<< <<< <<< <<< <<<
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[9.mf]

```

3 Move 3 Jump 10% C Ev

Innate: Move Underwater, Absorb Water, Weak to Bolt

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

Good Place to Find: Bariaus Valley from Warjilis Trade City

// Abilities \\

| Name       |  | Effect                                 |  | Formula          |
|------------|--|----------------------------------------|--|------------------|
| Tentacle   |  | Standard attack (1v2) P Ev, R1         |  | PA*[PA*(Br/100)] |
| Black Ink  |  | Inflicts Darkness (3v2) P Ev, R2       |  | MA + 50 = %      |
| Mind Blast |  | Inflicts Confusion or Berserk (2v1) R3 |  | MA + 35 = %      |

// Monster Skill Ability \\

| Name        |  | Effect                            |  | Formula     |
|-------------|--|-----------------------------------|--|-------------|
| Level Blast |  | Lowers target's level by 1 (1) R4 |  | MA + 60 = % |

| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 5     |
| Level 2  |  |    |  |    |  |    |  |    |  | 5     |
| Level 3  |  |    |  |    |  |    |  |    |  | 5     |
| Level 4  |  |    |  |    |  |    |  |    |  | 5     |
| Level 5  |  |    |  |    |  |    |  |    |  | 5     |
| Level 6  |  |    |  |    |  |    |  |    |  | 5     |
| Level 7  |  |    |  |    |  |    |  |    |  | 5     |
| Level 8  |  |    |  |    |  |    |  |    |  | 6     |
| Level 9  |  |    |  |    |  |    |  |    |  | 6     |
| Level 10 |  |    |  |    |  |    |  |    |  | 6     |
| Level 11 |  |    |  |    |  |    |  |    |  | 6     |
| Level 12 |  |    |  |    |  |    |  |    |  | 6     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 13 |  |  |  |  | 6 |
| Level 14 |  |  |  |  | 6 |
| Level 15 |  |  |  |  | 6 |
| Level 16 |  |  |  |  | 6 |
| Level 17 |  |  |  |  | 6 |
| Level 18 |  |  |  |  | 6 |
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 8 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 8 |
| Level 41 |  |  |  |  | 8 |
| Level 42 |  |  |  |  | 8 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 43 |  |  |  |  | 8  |
| Level 44 |  |  |  |  | 8  |
| Level 45 |  |  |  |  | 8  |
| Level 46 |  |  |  |  | 8  |
| Level 47 |  |  |  |  | 8  |
| Level 48 |  |  |  |  | 8  |
| Level 49 |  |  |  |  | 8  |
| Level 50 |  |  |  |  | 8  |
| Level 51 |  |  |  |  | 8  |
| Level 52 |  |  |  |  | 8  |
| Level 53 |  |  |  |  | 8  |
| Level 54 |  |  |  |  | 9  |
| Level 55 |  |  |  |  | 9  |
| Level 56 |  |  |  |  | 9  |
| Level 57 |  |  |  |  | 9  |
| Level 58 |  |  |  |  | 9  |
| Level 59 |  |  |  |  | 9  |
| Level 60 |  |  |  |  | 9  |
| Level 61 |  |  |  |  | 9  |
| Level 62 |  |  |  |  | 9  |
| Level 63 |  |  |  |  | 9  |
| Level 64 |  |  |  |  | 9  |
| Level 65 |  |  |  |  | 9  |
| Level 66 |  |  |  |  | 9  |
| Level 67 |  |  |  |  | 9  |
| Level 68 |  |  |  |  | 9  |
| Level 69 |  |  |  |  | 10 |
| Level 70 |  |  |  |  | 10 |
| Level 71 |  |  |  |  | 10 |
| Level 72 |  |  |  |  | 10 |

Level 73 || || || || || 10

Level 74 || || || || || 10

Level 75 || || || || || 10

Level 76 || || || || || 10

Level 77 || || || || || 10

Level 78 || || || || || 10

Level 79 || || || || || 10

Level 80 || || || || || 10

Level 81 || || || || || 10

Level 82 || || || || || 10

Level 83 || || || || || 10

Level 84 || || || || || 11

Level 85 || || || || || 11

Level 86 || || || || || 11

Level 87 || || || || || 11

Level 88 || || || || || 11

Level 89 || || || || || 11

Level 90 || || || || || 11

Level 91 || || || || || 11

Level 92 || || || || || 11

Level 93 || || || || || 11

Level 94 || || || || || 11

Level 95 || || || || || 11

Level 96 || || || || || 11

Level 97 || || || || || 11

Level 98 || || || || || 11

Level 99 || || || || || 11

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>>> >>> >>> >>> >>> >>> >>> >>> >>> >> SKELETON << <<< <<< <<< <<< <<< <<< <<<  
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3 Move 4 Jump 11% C Ev

Innate: Undead, Absorb Dark, Weak to Holy and Fire

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

Good Place to Find: Sweegy Woods from Dorter Trade City

// Abilities \\  
=====

| Name         |  | Effect                         |  | Formula          |
|--------------|--|--------------------------------|--|------------------|
| Knife Hand   |  | Standard attack (1v2) P Ev, R1 |  | PA*[PA*(Br/100)] |
| Thunder Soul |  | Lightning damage (1) M Ev, R3  |  | MA*2             |

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// Monster Skill Ability \\  
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| Name      |  | Effect                    |  | Formula |
|-----------|--|---------------------------|--|---------|
| Aqua Soul |  | Water damage (1) M Ev, R3 |  | MA*2    |

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| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 6     |
| Level 2  |  |    |  |    |  |    |  |    |  | 6     |
| Level 3  |  |    |  |    |  |    |  |    |  | 6     |
| Level 4  |  |    |  |    |  |    |  |    |  | 6     |
| Level 5  |  |    |  |    |  |    |  |    |  | 6     |
| Level 6  |  |    |  |    |  |    |  |    |  | 6     |
| Level 7  |  |    |  |    |  |    |  |    |  | 6     |
| Level 8  |  |    |  |    |  |    |  |    |  | 6     |
| Level 9  |  |    |  |    |  |    |  |    |  | 6     |
| Level 10 |  |    |  |    |  |    |  |    |  | 6     |
| Level 11 |  |    |  |    |  |    |  |    |  | 6     |
| Level 12 |  |    |  |    |  |    |  |    |  | 6     |
| Level 13 |  |    |  |    |  |    |  |    |  | 6     |
| Level 14 |  |    |  |    |  |    |  |    |  | 6     |
| Level 15 |  |    |  |    |  |    |  |    |  | 6     |
| Level 16 |  |    |  |    |  |    |  |    |  | 7     |

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|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 17 |  |  |  |  | 7 |
| Level 18 |  |  |  |  | 7 |
| Level 19 |  |  |  |  | 7 |
| Level 20 |  |  |  |  | 7 |
| Level 21 |  |  |  |  | 7 |
| Level 22 |  |  |  |  | 7 |
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 8 |
| Level 31 |  |  |  |  | 8 |
| Level 32 |  |  |  |  | 8 |
| Level 33 |  |  |  |  | 8 |
| Level 34 |  |  |  |  | 8 |
| Level 35 |  |  |  |  | 8 |
| Level 36 |  |  |  |  | 8 |
| Level 37 |  |  |  |  | 8 |
| Level 38 |  |  |  |  | 8 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 8 |
| Level 41 |  |  |  |  | 8 |
| Level 42 |  |  |  |  | 8 |
| Level 43 |  |  |  |  | 8 |
| Level 44 |  |  |  |  | 8 |
| Level 45 |  |  |  |  | 9 |
| Level 46 |  |  |  |  | 9 |

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|----------|--|--|--|--|----|
| Level 47 |  |  |  |  | 9  |
| Level 48 |  |  |  |  | 9  |
| Level 49 |  |  |  |  | 9  |
| Level 50 |  |  |  |  | 9  |
| Level 51 |  |  |  |  | 9  |
| Level 52 |  |  |  |  | 9  |
| Level 53 |  |  |  |  | 9  |
| Level 54 |  |  |  |  | 9  |
| Level 55 |  |  |  |  | 9  |
| Level 56 |  |  |  |  | 9  |
| Level 57 |  |  |  |  | 9  |
| Level 58 |  |  |  |  | 9  |
| Level 59 |  |  |  |  | 10 |
| Level 60 |  |  |  |  | 10 |
| Level 61 |  |  |  |  | 10 |
| Level 62 |  |  |  |  | 10 |
| Level 63 |  |  |  |  | 10 |
| Level 64 |  |  |  |  | 10 |
| Level 65 |  |  |  |  | 10 |
| Level 66 |  |  |  |  | 10 |
| Level 67 |  |  |  |  | 10 |
| Level 68 |  |  |  |  | 10 |
| Level 69 |  |  |  |  | 10 |
| Level 70 |  |  |  |  | 10 |
| Level 71 |  |  |  |  | 10 |
| Level 72 |  |  |  |  | 10 |
| Level 73 |  |  |  |  | 11 |
| Level 74 |  |  |  |  | 11 |
| Level 75 |  |  |  |  | 11 |
| Level 76 |  |  |  |  | 11 |

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|----------|--|--|--|--|----|
| Level 77 |  |  |  |  | 11 |
| Level 78 |  |  |  |  | 11 |
| Level 79 |  |  |  |  | 11 |
| Level 80 |  |  |  |  | 11 |
| Level 81 |  |  |  |  | 11 |
| Level 82 |  |  |  |  | 11 |
| Level 83 |  |  |  |  | 11 |
| Level 84 |  |  |  |  | 11 |
| Level 85 |  |  |  |  | 11 |
| Level 86 |  |  |  |  | 11 |
| Level 87 |  |  |  |  | 11 |
| Level 88 |  |  |  |  | 12 |
| Level 89 |  |  |  |  | 12 |
| Level 90 |  |  |  |  | 12 |
| Level 91 |  |  |  |  | 12 |
| Level 92 |  |  |  |  | 12 |
| Level 93 |  |  |  |  | 12 |
| Level 94 |  |  |  |  | 12 |
| Level 95 |  |  |  |  | 12 |
| Level 96 |  |  |  |  | 12 |
| Level 97 |  |  |  |  | 12 |
| Level 98 |  |  |  |  | 12 |
| Level 99 |  |  |  |  | 12 |

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>>> >>> >>> >>> >>> >>> >>> >>> >>> BONE SNATCH <<< <<< <<< <<< <<< <<< <<< <<<  
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[9.bs]

3 Move 4 Jump 13% C Ev

Innate: Undead, Absorb Dark, Weak to Holy and Fire

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

Good Place to Find: Zeklaus Desert from Goland Coal City

// Abilities \\

| Name       | Effect                         | Formula                |
|------------|--------------------------------|------------------------|
| Knife Hand | Standard attack (1v2) P Ev, R1 | $PA * [PA * (Br/100)]$ |
| Aqua Soul  | Water damage (1) M Ev, R3      | $MA * 2$               |

// Monster Skill Ability \\

| Name     | Effect                  | Formula  |
|----------|-------------------------|----------|
| Ice Soul | Ice damage (1) M Ev, R3 | $MA * 2$ |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 5     |
| Level 2  |    |    |    |    | 5     |
| Level 3  |    |    |    |    | 5     |
| Level 4  |    |    |    |    | 5     |
| Level 5  |    |    |    |    | 5     |
| Level 6  |    |    |    |    | 5     |
| Level 7  |    |    |    |    | 5     |
| Level 8  |    |    |    |    | 5     |
| Level 9  |    |    |    |    | 5     |
| Level 10 |    |    |    |    | 5     |
| Level 11 |    |    |    |    | 5     |
| Level 12 |    |    |    |    | 5     |
| Level 13 |    |    |    |    | 6     |
| Level 14 |    |    |    |    | 6     |
| Level 15 |    |    |    |    | 6     |
| Level 16 |    |    |    |    | 6     |
| Level 17 |    |    |    |    | 6     |
| Level 18 |    |    |    |    | 6     |
| Level 19 |    |    |    |    | 6     |
| Level 20 |    |    |    |    | 6     |

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|----------|--|--|--|--|---|
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 8 |
| Level 46 |  |  |  |  | 8 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 8 |
| Level 49 |  |  |  |  | 8 |
| Level 50 |  |  |  |  | 8 |

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|----------|--|--|--|--|----|
| Level 51 |  |  |  |  | 8  |
| Level 52 |  |  |  |  | 8  |
| Level 53 |  |  |  |  | 8  |
| Level 54 |  |  |  |  | 8  |
| Level 55 |  |  |  |  | 8  |
| Level 56 |  |  |  |  | 8  |
| Level 57 |  |  |  |  | 8  |
| Level 58 |  |  |  |  | 8  |
| Level 59 |  |  |  |  | 8  |
| Level 60 |  |  |  |  | 8  |
| Level 61 |  |  |  |  | 8  |
| Level 62 |  |  |  |  | 9  |
| Level 63 |  |  |  |  | 9  |
| Level 64 |  |  |  |  | 9  |
| Level 65 |  |  |  |  | 9  |
| Level 66 |  |  |  |  | 9  |
| Level 67 |  |  |  |  | 9  |
| Level 68 |  |  |  |  | 9  |
| Level 69 |  |  |  |  | 9  |
| Level 70 |  |  |  |  | 9  |
| Level 71 |  |  |  |  | 9  |
| Level 72 |  |  |  |  | 9  |
| Level 73 |  |  |  |  | 9  |
| Level 74 |  |  |  |  | 9  |
| Level 75 |  |  |  |  | 9  |
| Level 76 |  |  |  |  | 9  |
| Level 77 |  |  |  |  | 9  |
| Level 78 |  |  |  |  | 10 |
| Level 79 |  |  |  |  | 10 |
| Level 80 |  |  |  |  | 10 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 81 |  |  |  |  | 10 |
| Level 82 |  |  |  |  | 10 |
| Level 83 |  |  |  |  | 10 |
| Level 84 |  |  |  |  | 10 |
| Level 85 |  |  |  |  | 10 |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 10 |
| Level 89 |  |  |  |  | 10 |
| Level 90 |  |  |  |  | 10 |
| Level 91 |  |  |  |  | 10 |
| Level 92 |  |  |  |  | 10 |
| Level 93 |  |  |  |  | 10 |
| Level 94 |  |  |  |  | 11 |
| Level 95 |  |  |  |  | 11 |
| Level 96 |  |  |  |  | 11 |
| Level 97 |  |  |  |  | 11 |
| Level 98 |  |  |  |  | 11 |
| Level 99 |  |  |  |  | 11 |

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>>> >>> >>> >>> >>> >>> >>> >>> >>> LIVING BONE <<< <<< <<< <<< <<< <<< <<< <<<  
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[9.lb]

3 Move 4 Jump 13% C Ev

Innate: Undead, Absorb Dark, Weak to Fire and Holy

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

Good Place to Find: Zeklaus Desert from Goland Coal City

// Abilities \\

| Name       |  | Effect                         |  | Formula          |
|------------|--|--------------------------------|--|------------------|
| Knife Hand |  | Standard attack (lv2) P Ev, R1 |  | PA*[PA*(Br/100)] |
| Ice Soul   |  | Ice damage (1) M Ev, R3        |  | MA*2             |



// Monster Skill Ability \\  
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| Name      |  | Effect                   |  | Formula |
|-----------|--|--------------------------|--|---------|
| Wind Soul |  | Wind damage (1) M Ev, R3 |  | MA*3    |

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| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 5     |
| Level 2  |  |    |  |    |  |    |  |    |  | 5     |
| Level 3  |  |    |  |    |  |    |  |    |  | 5     |
| Level 4  |  |    |  |    |  |    |  |    |  | 5     |
| Level 5  |  |    |  |    |  |    |  |    |  | 5     |
| Level 6  |  |    |  |    |  |    |  |    |  | 5     |
| Level 7  |  |    |  |    |  |    |  |    |  | 5     |
| Level 8  |  |    |  |    |  |    |  |    |  | 5     |
| Level 9  |  |    |  |    |  |    |  |    |  | 5     |
| Level 10 |  |    |  |    |  |    |  |    |  | 5     |
| Level 11 |  |    |  |    |  |    |  |    |  | 5     |
| Level 12 |  |    |  |    |  |    |  |    |  | 5     |
| Level 13 |  |    |  |    |  |    |  |    |  | 5     |
| Level 14 |  |    |  |    |  |    |  |    |  | 5     |
| Level 15 |  |    |  |    |  |    |  |    |  | 5     |
| Level 16 |  |    |  |    |  |    |  |    |  | 5     |
| Level 17 |  |    |  |    |  |    |  |    |  | 6     |
| Level 18 |  |    |  |    |  |    |  |    |  | 6     |
| Level 19 |  |    |  |    |  |    |  |    |  | 6     |
| Level 20 |  |    |  |    |  |    |  |    |  | 6     |
| Level 21 |  |    |  |    |  |    |  |    |  | 6     |
| Level 22 |  |    |  |    |  |    |  |    |  | 6     |
| Level 23 |  |    |  |    |  |    |  |    |  | 6     |
| Level 24 |  |    |  |    |  |    |  |    |  | 6     |

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|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 8 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 55 |  |  |  |  | 8  |
| Level 56 |  |  |  |  | 8  |
| Level 57 |  |  |  |  | 8  |
| Level 58 |  |  |  |  | 8  |
| Level 59 |  |  |  |  | 8  |
| Level 60 |  |  |  |  | 8  |
| Level 61 |  |  |  |  | 8  |
| Level 62 |  |  |  |  | 8  |
| Level 63 |  |  |  |  | 8  |
| Level 64 |  |  |  |  | 8  |
| Level 65 |  |  |  |  | 8  |
| Level 66 |  |  |  |  | 8  |
| Level 67 |  |  |  |  | 9  |
| Level 68 |  |  |  |  | 9  |
| Level 69 |  |  |  |  | 9  |
| Level 70 |  |  |  |  | 9  |
| Level 71 |  |  |  |  | 9  |
| Level 72 |  |  |  |  | 9  |
| Level 73 |  |  |  |  | 9  |
| Level 74 |  |  |  |  | 9  |
| Level 75 |  |  |  |  | 9  |
| Level 76 |  |  |  |  | 9  |
| Level 77 |  |  |  |  | 9  |
| Level 78 |  |  |  |  | 9  |
| Level 79 |  |  |  |  | 9  |
| Level 80 |  |  |  |  | 9  |
| Level 81 |  |  |  |  | 9  |
| Level 82 |  |  |  |  | 9  |
| Level 83 |  |  |  |  | 9  |
| Level 84 |  |  |  |  | 10 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 85 |  |  |  |  | 10 |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 10 |
| Level 89 |  |  |  |  | 10 |
| Level 90 |  |  |  |  | 10 |
| Level 91 |  |  |  |  | 10 |
| Level 92 |  |  |  |  | 10 |
| Level 93 |  |  |  |  | 10 |
| Level 94 |  |  |  |  | 10 |
| Level 95 |  |  |  |  | 10 |
| Level 96 |  |  |  |  | 10 |
| Level 97 |  |  |  |  | 10 |
| Level 98 |  |  |  |  | 10 |
| Level 99 |  |  |  |  | 10 |

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[9.gh]

4 Move 4 Jump 26% C Ev

Innate: Teleport, Undead, Float, Cannot Enter Water, Absorb Dark, Weak to Fire and Holy

Poach: Ether (Common), Ninja Knife (Rare)

Good Place to Find: Zigolis Swamp from Goug Machine City

// Abilities \\

| Name         |  | Effect                        |  | Formula          |
|--------------|--|-------------------------------|--|------------------|
| Throw Spirit |  | Ranged attack (1) P Ev, R3    |  | PA*[PA*(Br/100)] |
| Sleep Touch  |  | Inflicts Sleep (1v2) P Ev, R1 |  | MA + 40 = %      |

// Monster Skill Ability \\

| Name         |  | Effect                      |  | Formula     |
|--------------|--|-----------------------------|--|-------------|
| Grease Touch |  | Inflicts Oil (1v2) P Ev, R1 |  | MA + 50 = % |

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| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 5     |
| Level 2  |  |    |  |    |  |    |  |    |  | 5     |
| Level 3  |  |    |  |    |  |    |  |    |  | 5     |
| Level 4  |  |    |  |    |  |    |  |    |  | 5     |
| Level 5  |  |    |  |    |  |    |  |    |  | 5     |
| Level 6  |  |    |  |    |  |    |  |    |  | 5     |
| Level 7  |  |    |  |    |  |    |  |    |  | 5     |
| Level 8  |  |    |  |    |  |    |  |    |  | 5     |
| Level 9  |  |    |  |    |  |    |  |    |  | 5     |
| Level 10 |  |    |  |    |  |    |  |    |  | 5     |
| Level 11 |  |    |  |    |  |    |  |    |  | 5     |
| Level 12 |  |    |  |    |  |    |  |    |  | 5     |
| Level 13 |  |    |  |    |  |    |  |    |  | 5     |
| Level 14 |  |    |  |    |  |    |  |    |  | 5     |
| Level 15 |  |    |  |    |  |    |  |    |  | 5     |
| Level 16 |  |    |  |    |  |    |  |    |  | 6     |
| Level 17 |  |    |  |    |  |    |  |    |  | 6     |
| Level 18 |  |    |  |    |  |    |  |    |  | 6     |
| Level 19 |  |    |  |    |  |    |  |    |  | 6     |
| Level 20 |  |    |  |    |  |    |  |    |  | 6     |
| Level 21 |  |    |  |    |  |    |  |    |  | 6     |
| Level 22 |  |    |  |    |  |    |  |    |  | 6     |
| Level 23 |  |    |  |    |  |    |  |    |  | 6     |
| Level 24 |  |    |  |    |  |    |  |    |  | 6     |
| Level 25 |  |    |  |    |  |    |  |    |  | 6     |
| Level 26 |  |    |  |    |  |    |  |    |  | 6     |
| Level 27 |  |    |  |    |  |    |  |    |  | 6     |
| Level 28 |  |    |  |    |  |    |  |    |  | 6     |

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|----------|--|--|--|--|---|
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 8 |
| Level 50 |  |  |  |  | 8 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |
| Level 55 |  |  |  |  | 8 |
| Level 56 |  |  |  |  | 8 |
| Level 57 |  |  |  |  | 8 |
| Level 58 |  |  |  |  | 8 |

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|----------|--|--|--|--|----|
| Level 59 |  |  |  |  | 8  |
| Level 60 |  |  |  |  | 8  |
| Level 61 |  |  |  |  | 8  |
| Level 62 |  |  |  |  | 8  |
| Level 63 |  |  |  |  | 8  |
| Level 64 |  |  |  |  | 8  |
| Level 65 |  |  |  |  | 8  |
| Level 66 |  |  |  |  | 9  |
| Level 67 |  |  |  |  | 9  |
| Level 68 |  |  |  |  | 9  |
| Level 69 |  |  |  |  | 9  |
| Level 70 |  |  |  |  | 9  |
| Level 71 |  |  |  |  | 9  |
| Level 72 |  |  |  |  | 9  |
| Level 73 |  |  |  |  | 9  |
| Level 74 |  |  |  |  | 9  |
| Level 75 |  |  |  |  | 9  |
| Level 76 |  |  |  |  | 9  |
| Level 77 |  |  |  |  | 9  |
| Level 78 |  |  |  |  | 9  |
| Level 79 |  |  |  |  | 9  |
| Level 80 |  |  |  |  | 9  |
| Level 81 |  |  |  |  | 9  |
| Level 82 |  |  |  |  | 9  |
| Level 83 |  |  |  |  | 10 |
| Level 84 |  |  |  |  | 10 |
| Level 85 |  |  |  |  | 10 |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 10 |





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|----------|--|--|--|--|---|
| Level 2  |  |  |  |  | 5 |
| Level 3  |  |  |  |  | 5 |
| Level 4  |  |  |  |  | 5 |
| Level 5  |  |  |  |  | 5 |
| Level 6  |  |  |  |  | 5 |
| Level 7  |  |  |  |  | 5 |
| Level 8  |  |  |  |  | 5 |
| Level 9  |  |  |  |  | 6 |
| Level 10 |  |  |  |  | 6 |
| Level 11 |  |  |  |  | 6 |
| Level 12 |  |  |  |  | 6 |
| Level 13 |  |  |  |  | 6 |
| Level 14 |  |  |  |  | 6 |
| Level 15 |  |  |  |  | 6 |
| Level 16 |  |  |  |  | 6 |
| Level 17 |  |  |  |  | 6 |
| Level 18 |  |  |  |  | 6 |
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |

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|----------|--|--|--|--|---|
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 8 |
| Level 42 |  |  |  |  | 8 |
| Level 43 |  |  |  |  | 8 |
| Level 44 |  |  |  |  | 8 |
| Level 45 |  |  |  |  | 8 |
| Level 46 |  |  |  |  | 8 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 8 |
| Level 49 |  |  |  |  | 8 |
| Level 50 |  |  |  |  | 8 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |
| Level 55 |  |  |  |  | 8 |
| Level 56 |  |  |  |  | 9 |
| Level 57 |  |  |  |  | 9 |
| Level 58 |  |  |  |  | 9 |
| Level 59 |  |  |  |  | 9 |
| Level 60 |  |  |  |  | 9 |
| Level 61 |  |  |  |  | 9 |

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|----------|--|--|--|--|----|
| Level 62 |  |  |  |  | 9  |
| Level 63 |  |  |  |  | 9  |
| Level 64 |  |  |  |  | 9  |
| Level 65 |  |  |  |  | 9  |
| Level 66 |  |  |  |  | 9  |
| Level 67 |  |  |  |  | 9  |
| Level 68 |  |  |  |  | 9  |
| Level 69 |  |  |  |  | 9  |
| Level 70 |  |  |  |  | 9  |
| Level 71 |  |  |  |  | 9  |
| Level 72 |  |  |  |  | 10 |
| Level 73 |  |  |  |  | 10 |
| Level 74 |  |  |  |  | 10 |
| Level 75 |  |  |  |  | 10 |
| Level 76 |  |  |  |  | 10 |
| Level 77 |  |  |  |  | 10 |
| Level 78 |  |  |  |  | 10 |
| Level 79 |  |  |  |  | 10 |
| Level 80 |  |  |  |  | 10 |
| Level 81 |  |  |  |  | 10 |
| Level 82 |  |  |  |  | 10 |
| Level 83 |  |  |  |  | 10 |
| Level 84 |  |  |  |  | 10 |
| Level 85 |  |  |  |  | 10 |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 11 |
| Level 89 |  |  |  |  | 11 |
| Level 90 |  |  |  |  | 11 |
| Level 91 |  |  |  |  | 11 |

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|----------|--|--|--|--|--|----|
| Level 92 |  |  |  |  |  | 11 |
| Level 93 |  |  |  |  |  | 11 |
| Level 94 |  |  |  |  |  | 11 |
| Level 95 |  |  |  |  |  | 11 |
| Level 96 |  |  |  |  |  | 11 |
| Level 97 |  |  |  |  |  | 11 |
| Level 98 |  |  |  |  |  | 11 |
| Level 99 |  |  |  |  |  | 11 |

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[9.re]

5 Move 4 Jump 28% C Ev

Innate: Teleport, Undead, Float, Cannot Enter Water, Absorb Dark, Weak to Fire and Holy

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

Good Places to Find: Yugou Woods story battle, Zigolis Swamp from Goug Machine City (Chapter Three)

// Abilities \\

| Name         |  | Effect                                                                           |  | Formula          |
|--------------|--|----------------------------------------------------------------------------------|--|------------------|
| Throw Spirit |  | Ranged attack (1) P Ev, R3                                                       |  | PA*[PA*(Br/100)] |
| Drain Touch  |  | Drains 34% of the targets max HP, converting it to restorative HP (1v2) P Ev, R1 |  | MA + 60 = %      |

// Monster Skill Ability \\

| Name         |  | Effect                         |  | Formula     |
|--------------|--|--------------------------------|--|-------------|
| Zombie Touch |  | Inflicts Zombie (1v2) P Ev, R1 |  | MA + 45 = % |

| Level   |  | HP |  | MP |  | PA |  | MA |  | Speed |
|---------|--|----|--|----|--|----|--|----|--|-------|
| Level 1 |  |    |  |    |  |    |  |    |  | 6     |
| Level 2 |  |    |  |    |  |    |  |    |  | 6     |
| Level 3 |  |    |  |    |  |    |  |    |  | 6     |

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|----------|--|--|--|--|---|
| Level 4  |  |  |  |  | 6 |
| Level 5  |  |  |  |  | 6 |
| Level 6  |  |  |  |  | 6 |
| Level 7  |  |  |  |  | 6 |
| Level 8  |  |  |  |  | 6 |
| Level 9  |  |  |  |  | 6 |
| Level 10 |  |  |  |  | 6 |
| Level 11 |  |  |  |  | 6 |
| Level 12 |  |  |  |  | 6 |
| Level 13 |  |  |  |  | 6 |
| Level 14 |  |  |  |  | 6 |
| Level 15 |  |  |  |  | 7 |
| Level 16 |  |  |  |  | 7 |
| Level 17 |  |  |  |  | 7 |
| Level 18 |  |  |  |  | 7 |
| Level 19 |  |  |  |  | 7 |
| Level 20 |  |  |  |  | 7 |
| Level 21 |  |  |  |  | 7 |
| Level 22 |  |  |  |  | 7 |
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 8 |
| Level 30 |  |  |  |  | 8 |
| Level 31 |  |  |  |  | 8 |
| Level 32 |  |  |  |  | 8 |
| Level 33 |  |  |  |  | 8 |

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| Level 34 |  |  |  |  | 8  |
| Level 35 |  |  |  |  | 8  |
| Level 36 |  |  |  |  | 8  |
| Level 37 |  |  |  |  | 8  |
| Level 38 |  |  |  |  | 8  |
| Level 39 |  |  |  |  | 8  |
| Level 40 |  |  |  |  | 8  |
| Level 41 |  |  |  |  | 8  |
| Level 42 |  |  |  |  | 8  |
| Level 43 |  |  |  |  | 9  |
| Level 44 |  |  |  |  | 9  |
| Level 45 |  |  |  |  | 9  |
| Level 46 |  |  |  |  | 9  |
| Level 47 |  |  |  |  | 9  |
| Level 48 |  |  |  |  | 9  |
| Level 49 |  |  |  |  | 9  |
| Level 50 |  |  |  |  | 9  |
| Level 51 |  |  |  |  | 9  |
| Level 52 |  |  |  |  | 9  |
| Level 53 |  |  |  |  | 9  |
| Level 54 |  |  |  |  | 9  |
| Level 55 |  |  |  |  | 9  |
| Level 56 |  |  |  |  | 9  |
| Level 57 |  |  |  |  | 9  |
| Level 58 |  |  |  |  | 10 |
| Level 59 |  |  |  |  | 10 |
| Level 60 |  |  |  |  | 10 |
| Level 61 |  |  |  |  | 10 |
| Level 62 |  |  |  |  | 10 |
| Level 63 |  |  |  |  | 10 |

Level 64 ||           ||           ||           ||           || 10

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Level 65 ||           ||           ||           ||           || 10

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Level 66 ||           ||           ||           ||           || 10

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Level 67 ||           ||           ||           ||           || 10

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Level 68 ||           ||           ||           ||           || 10

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Level 69 ||           ||           ||           ||           || 10

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Level 70 ||           ||           ||           ||           || 10

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Level 71 ||           ||           ||           ||           || 10

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Level 72 ||           ||           ||           ||           || 11

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Level 73 ||           ||           ||           ||           || 11

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Level 74 ||           ||           ||           ||           || 11

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Level 75 ||           ||           ||           ||           || 11

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Level 76 ||           ||           ||           ||           || 11

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Level 77 ||           ||           ||           ||           || 11

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Level 78 ||           ||           ||           ||           || 11

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Level 79 ||           ||           ||           ||           || 11

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Level 80 ||           ||           ||           ||           || 11

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Level 81 ||           ||           ||           ||           || 11

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Level 83 ||           ||           ||           ||           || 11

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Level 85 ||           ||           ||           ||           || 11

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Level 86 ||           ||           ||           ||           || 12

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Level 87 ||           ||           ||           ||           || 12

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Level 88 ||           ||           ||           ||           || 12

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Level 89 ||           ||           ||           ||           || 12

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Level 90 ||           ||           ||           ||           || 12

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Level 91 ||           ||           ||           ||           || 12

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Level 92 ||           ||           ||           ||           || 12

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Level 93 ||           ||           ||           ||           || 12

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|----------|--|--|--|--|--|----|
| Level 94 |  |  |  |  |  | 12 |
| Level 95 |  |  |  |  |  | 12 |
| Level 96 |  |  |  |  |  | 12 |
| Level 97 |  |  |  |  |  | 12 |
| Level 98 |  |  |  |  |  | 12 |
| Level 99 |  |  |  |  |  | 12 |

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[9.fl]

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5 Move 5 Jump 12% C Ev

Innate: Fly, Cannot Enter Water, Half Wind, Weak to Ice

Poach: Shuriken (Common), Platina Dagger (Rare)

Good Place to Find: Zirekile Falls from Araguay Woods

// Abilities \\

| Name        |  | Effect                         |  | Formula          |
|-------------|--|--------------------------------|--|------------------|
| Wing Attack |  | Standard attack (1v2) P Ev, R1 |  | PA*[PA*(Br/100)] |

// Monster Skill Ability \\

| Name           |  | Effect                                   |  | Formula     |
|----------------|--|------------------------------------------|--|-------------|
| Look of Fright |  | Lowers target's Brave by 10 (1) P Ev, R3 |  | MA + 40 = % |

| Level   |  | HP |  | MP |  | PA |  | MA |  | Speed |
|---------|--|----|--|----|--|----|--|----|--|-------|
| Level 1 |  |    |  |    |  |    |  |    |  | 5     |
| Level 2 |  |    |  |    |  |    |  |    |  | 5     |
| Level 3 |  |    |  |    |  |    |  |    |  | 5     |
| Level 4 |  |    |  |    |  |    |  |    |  | 5     |
| Level 5 |  |    |  |    |  |    |  |    |  | 5     |
| Level 6 |  |    |  |    |  |    |  |    |  | 5     |
| Level 7 |  |    |  |    |  |    |  |    |  | 5     |
| Level 8 |  |    |  |    |  |    |  |    |  | 5     |



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|----------|--|--|--|--|---|
| Level 9  |  |  |  |  | 5 |
| Level 10 |  |  |  |  | 5 |
| Level 11 |  |  |  |  | 5 |
| Level 12 |  |  |  |  | 5 |
| Level 13 |  |  |  |  | 5 |
| Level 14 |  |  |  |  | 5 |
| Level 15 |  |  |  |  | 6 |
| Level 16 |  |  |  |  | 6 |
| Level 17 |  |  |  |  | 6 |
| Level 18 |  |  |  |  | 6 |
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
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| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 7 |

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| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 8 |
| Level 49 |  |  |  |  | 8 |
| Level 50 |  |  |  |  | 8 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |
| Level 55 |  |  |  |  | 8 |
| Level 56 |  |  |  |  | 8 |
| Level 57 |  |  |  |  | 8 |
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| Level 59 |  |  |  |  | 8 |
| Level 60 |  |  |  |  | 8 |
| Level 61 |  |  |  |  | 8 |
| Level 62 |  |  |  |  | 8 |
| Level 63 |  |  |  |  | 8 |
| Level 64 |  |  |  |  | 9 |
| Level 65 |  |  |  |  | 9 |
| Level 66 |  |  |  |  | 9 |
| Level 67 |  |  |  |  | 9 |
| Level 68 |  |  |  |  | 9 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 69 |  |  |  |  | 9  |
| Level 70 |  |  |  |  | 9  |
| Level 71 |  |  |  |  | 9  |
| Level 72 |  |  |  |  | 9  |
| Level 73 |  |  |  |  | 9  |
| Level 74 |  |  |  |  | 9  |
| Level 75 |  |  |  |  | 9  |
| Level 76 |  |  |  |  | 9  |
| Level 77 |  |  |  |  | 9  |
| Level 78 |  |  |  |  | 9  |
| Level 79 |  |  |  |  | 9  |
| Level 80 |  |  |  |  | 9  |
| Level 81 |  |  |  |  | 10 |
| Level 82 |  |  |  |  | 10 |
| Level 83 |  |  |  |  | 10 |
| Level 84 |  |  |  |  | 10 |
| Level 85 |  |  |  |  | 10 |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 10 |
| Level 89 |  |  |  |  | 10 |
| Level 90 |  |  |  |  | 10 |
| Level 91 |  |  |  |  | 10 |
| Level 92 |  |  |  |  | 10 |
| Level 93 |  |  |  |  | 10 |
| Level 94 |  |  |  |  | 10 |
| Level 95 |  |  |  |  | 10 |
| Level 96 |  |  |  |  | 10 |
| Level 97 |  |  |  |  | 11 |
| Level 98 |  |  |  |  | 11 |

```

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>>> >>> >>> >>> >>> >>> >>> >>> >>> >>> AHRIMAN <<< <<< <<< <<< <<< <<< <<< <<< <<
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[9.ah]

```

5 Move 5 Jump

Innate: Fly, Cannot Enter Water, Half Wind, Weak to Ice

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

Good Place to Find: Grog Hill from Yardow Fort City

// Abilities \\

| Name           |  | Effect                                                                 |  | Formula          |
|----------------|--|------------------------------------------------------------------------|--|------------------|
| Wing Attack    |  | Standard attack (1v2) P Ev, R1                                         |  | PA*[PA*(Br/100)] |
| Look of Devil  |  | Inflicts Petrify, Stop, Don't Act, Silence<br>or Darkness (1) P Ev, R3 |  | MA + 35 = %      |
| Look of Fright |  | Lowers target's Brave by 10 (1) P Ev, R3                               |  | MA + 40 = %      |

// Monster Skill Ability \\

| Name           |  | Effect                         |  | Formula     |
|----------------|--|--------------------------------|--|-------------|
| Death Sentence |  | Inflicts Death Sentence (1) R3 |  | MA + 40 = % |

| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 4     |
| Level 2  |  |    |  |    |  |    |  |    |  | 4     |
| Level 3  |  |    |  |    |  |    |  |    |  | 4     |
| Level 4  |  |    |  |    |  |    |  |    |  | 4     |
| Level 5  |  |    |  |    |  |    |  |    |  | 4     |
| Level 6  |  |    |  |    |  |    |  |    |  | 5     |
| Level 7  |  |    |  |    |  |    |  |    |  | 5     |
| Level 8  |  |    |  |    |  |    |  |    |  | 5     |
| Level 9  |  |    |  |    |  |    |  |    |  | 5     |
| Level 10 |  |    |  |    |  |    |  |    |  | 5     |
| Level 11 |  |    |  |    |  |    |  |    |  | 5     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 12 |  |  |  |  | 5 |
| Level 13 |  |  |  |  | 5 |
| Level 14 |  |  |  |  | 5 |
| Level 15 |  |  |  |  | 5 |
| Level 16 |  |  |  |  | 5 |
| Level 17 |  |  |  |  | 5 |
| Level 18 |  |  |  |  | 5 |
| Level 19 |  |  |  |  | 5 |
| Level 20 |  |  |  |  | 5 |
| Level 21 |  |  |  |  | 5 |
| Level 22 |  |  |  |  | 5 |
| Level 23 |  |  |  |  | 5 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 6 |
| Level 35 |  |  |  |  | 6 |
| Level 36 |  |  |  |  | 6 |
| Level 37 |  |  |  |  | 6 |
| Level 38 |  |  |  |  | 6 |
| Level 39 |  |  |  |  | 6 |
| Level 40 |  |  |  |  | 6 |
| Level 41 |  |  |  |  | 6 |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 7 |
| Level 51 |  |  |  |  | 7 |
| Level 52 |  |  |  |  | 7 |
| Level 53 |  |  |  |  | 7 |
| Level 54 |  |  |  |  | 7 |
| Level 55 |  |  |  |  | 7 |
| Level 56 |  |  |  |  | 7 |
| Level 57 |  |  |  |  | 7 |
| Level 58 |  |  |  |  | 7 |
| Level 59 |  |  |  |  | 7 |
| Level 60 |  |  |  |  | 8 |
| Level 61 |  |  |  |  | 8 |
| Level 62 |  |  |  |  | 8 |
| Level 63 |  |  |  |  | 8 |
| Level 64 |  |  |  |  | 8 |
| Level 65 |  |  |  |  | 8 |
| Level 66 |  |  |  |  | 8 |
| Level 67 |  |  |  |  | 8 |
| Level 68 |  |  |  |  | 8 |
| Level 69 |  |  |  |  | 8 |
| Level 70 |  |  |  |  | 8 |
| Level 71 |  |  |  |  | 8 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 72 |  |  |  |  | 8  |
| Level 73 |  |  |  |  | 8  |
| Level 74 |  |  |  |  | 8  |
| Level 75 |  |  |  |  | 8  |
| Level 76 |  |  |  |  | 8  |
| Level 77 |  |  |  |  | 8  |
| Level 78 |  |  |  |  | 9  |
| Level 79 |  |  |  |  | 9  |
| Level 80 |  |  |  |  | 9  |
| Level 81 |  |  |  |  | 9  |
| Level 82 |  |  |  |  | 9  |
| Level 83 |  |  |  |  | 9  |
| Level 84 |  |  |  |  | 9  |
| Level 85 |  |  |  |  | 9  |
| Level 86 |  |  |  |  | 9  |
| Level 87 |  |  |  |  | 9  |
| Level 88 |  |  |  |  | 9  |
| Level 89 |  |  |  |  | 9  |
| Level 90 |  |  |  |  | 9  |
| Level 91 |  |  |  |  | 9  |
| Level 92 |  |  |  |  | 9  |
| Level 93 |  |  |  |  | 9  |
| Level 94 |  |  |  |  | 9  |
| Level 95 |  |  |  |  | 9  |
| Level 96 |  |  |  |  | 9  |
| Level 97 |  |  |  |  | 10 |
| Level 98 |  |  |  |  | 10 |
| Level 99 |  |  |  |  | 10 |

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 [9.pl]

5 Move 5 Jump

Innate: Fly, Cannot Enter Water, Half Wind, Weak to Ice

Poach: Yagy Darkness (Common), Zorlin Shape (Rare)

Good Place to Find: Fovoham Plains from Riovanes Castle

// Abilities \\  
 =====

| Name           | Effect                                                                 | Formula          |
|----------------|------------------------------------------------------------------------|------------------|
| Wing Attack    | Standard attack (1v2) P Ev, R1                                         | PA*[PA*(Br/100)] |
| Look of Devil  | Inflicts Petrify, Stop, Don't Act, Silence<br>or Darkness (1) P Ev, R3 | MA + 35 = %<br>  |
| Death Sentence | Inflicts Death Sentence (1) R3                                         | MA + 40 = %      |

// Monster Skill Ability \\  
 =====

| Name   | Effect                             | Formula     |
|--------|------------------------------------|-------------|
| Circle | Target's MA is lowered by 2 (1) R4 | MA + 55 = % |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 5     |
| Level 2  |    |    |    |    | 5     |
| Level 3  |    |    |    |    | 5     |
| Level 4  |    |    |    |    | 5     |
| Level 5  |    |    |    |    | 5     |
| Level 6  |    |    |    |    | 5     |
| Level 7  |    |    |    |    | 5     |
| Level 8  |    |    |    |    | 5     |
| Level 9  |    |    |    |    | 5     |
| Level 10 |    |    |    |    | 5     |
| Level 11 |    |    |    |    | 6     |
| Level 12 |    |    |    |    | 6     |
| Level 13 |    |    |    |    | 6     |



|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 14 |  |  |  |  | 6 |
| Level 15 |  |  |  |  | 6 |
| Level 16 |  |  |  |  | 6 |
| Level 17 |  |  |  |  | 6 |
| Level 18 |  |  |  |  | 6 |
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 8 |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 44 |  |  |  |  | 8 |
| Level 45 |  |  |  |  | 8 |
| Level 46 |  |  |  |  | 8 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 8 |
| Level 49 |  |  |  |  | 8 |
| Level 50 |  |  |  |  | 8 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |
| Level 55 |  |  |  |  | 8 |
| Level 56 |  |  |  |  | 8 |
| Level 57 |  |  |  |  | 8 |
| Level 58 |  |  |  |  | 8 |
| Level 59 |  |  |  |  | 9 |
| Level 60 |  |  |  |  | 9 |
| Level 61 |  |  |  |  | 9 |
| Level 62 |  |  |  |  | 9 |
| Level 63 |  |  |  |  | 9 |
| Level 64 |  |  |  |  | 9 |
| Level 65 |  |  |  |  | 9 |
| Level 66 |  |  |  |  | 9 |
| Level 67 |  |  |  |  | 9 |
| Level 68 |  |  |  |  | 9 |
| Level 69 |  |  |  |  | 9 |
| Level 70 |  |  |  |  | 9 |
| Level 71 |  |  |  |  | 9 |
| Level 72 |  |  |  |  | 9 |
| Level 73 |  |  |  |  | 9 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 74 |  |  |  |  | 9  |
| Level 75 |  |  |  |  | 10 |
| Level 76 |  |  |  |  | 10 |
| Level 77 |  |  |  |  | 10 |
| Level 78 |  |  |  |  | 10 |
| Level 79 |  |  |  |  | 10 |
| Level 80 |  |  |  |  | 10 |
| Level 81 |  |  |  |  | 10 |
| Level 82 |  |  |  |  | 10 |
| Level 83 |  |  |  |  | 10 |
| Level 84 |  |  |  |  | 10 |
| Level 85 |  |  |  |  | 10 |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 10 |
| Level 89 |  |  |  |  | 10 |
| Level 90 |  |  |  |  | 10 |
| Level 91 |  |  |  |  | 11 |
| Level 92 |  |  |  |  | 11 |
| Level 93 |  |  |  |  | 11 |
| Level 94 |  |  |  |  | 11 |
| Level 95 |  |  |  |  | 11 |
| Level 96 |  |  |  |  | 11 |
| Level 97 |  |  |  |  | 11 |
| Level 98 |  |  |  |  | 11 |
| Level 99 |  |  |  |  | 11 |

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>>> >>> >>> >>> >>> >>> >>> >>> >>> >> JURAVIS << <<< <<< <<< <<< <<< <<< <<< <<<  
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[9.ju]

Innate: Fly, Cannot Enter Water, Half Wind, Weak to Earth

Poach: Potion (Common), Rubber Shoes (Rare--Might be Hi-Potion)

Good Place to Find: Fovoham Plains from Fort Zeakden

// Abilities \\

| Name       |  | Effect                         |  | Formula          |
|------------|--|--------------------------------|--|------------------|
| Scratch Up |  | Standard attack (1v2) P Ev, R1 |  | PA*[PA*(Br/100)] |

// Monster Skill Ability \\

| Name         |  | Effect                    |  | Formula |
|--------------|--|---------------------------|--|---------|
| Feather Bomb |  | 100% ranged damage (1) R3 |  | MA*2    |

| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 5     |
| Level 2  |  |    |  |    |  |    |  |    |  | 5     |
| Level 3  |  |    |  |    |  |    |  |    |  | 5     |
| Level 4  |  |    |  |    |  |    |  |    |  | 5     |
| Level 5  |  |    |  |    |  |    |  |    |  | 5     |
| Level 6  |  |    |  |    |  |    |  |    |  | 5     |
| Level 7  |  |    |  |    |  |    |  |    |  | 6     |
| Level 8  |  |    |  |    |  |    |  |    |  | 6     |
| Level 9  |  |    |  |    |  |    |  |    |  | 6     |
| Level 10 |  |    |  |    |  |    |  |    |  | 6     |
| Level 11 |  |    |  |    |  |    |  |    |  | 6     |
| Level 12 |  |    |  |    |  |    |  |    |  | 6     |
| Level 13 |  |    |  |    |  |    |  |    |  | 6     |
| Level 14 |  |    |  |    |  |    |  |    |  | 6     |
| Level 15 |  |    |  |    |  |    |  |    |  | 6     |
| Level 16 |  |    |  |    |  |    |  |    |  | 6     |
| Level 17 |  |    |  |    |  |    |  |    |  | 6     |
| Level 18 |  |    |  |    |  |    |  |    |  | 6     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 7 |
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 8 |
| Level 38 |  |  |  |  | 8 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 8 |
| Level 41 |  |  |  |  | 8 |
| Level 42 |  |  |  |  | 8 |
| Level 43 |  |  |  |  | 8 |
| Level 44 |  |  |  |  | 8 |
| Level 45 |  |  |  |  | 8 |
| Level 46 |  |  |  |  | 8 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 8 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 49 |  |  |  |  | 8  |
| Level 50 |  |  |  |  | 8  |
| Level 51 |  |  |  |  | 8  |
| Level 52 |  |  |  |  | 8  |
| Level 53 |  |  |  |  | 9  |
| Level 54 |  |  |  |  | 9  |
| Level 55 |  |  |  |  | 9  |
| Level 56 |  |  |  |  | 9  |
| Level 57 |  |  |  |  | 9  |
| Level 58 |  |  |  |  | 9  |
| Level 59 |  |  |  |  | 9  |
| Level 60 |  |  |  |  | 9  |
| Level 61 |  |  |  |  | 9  |
| Level 62 |  |  |  |  | 9  |
| Level 63 |  |  |  |  | 9  |
| Level 64 |  |  |  |  | 9  |
| Level 65 |  |  |  |  | 9  |
| Level 66 |  |  |  |  | 9  |
| Level 67 |  |  |  |  | 9  |
| Level 68 |  |  |  |  | 10 |
| Level 69 |  |  |  |  | 10 |
| Level 70 |  |  |  |  | 10 |
| Level 71 |  |  |  |  | 10 |
| Level 72 |  |  |  |  | 10 |
| Level 73 |  |  |  |  | 10 |
| Level 74 |  |  |  |  | 10 |
| Level 75 |  |  |  |  | 10 |
| Level 76 |  |  |  |  | 10 |
| Level 77 |  |  |  |  | 10 |
| Level 78 |  |  |  |  | 10 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 79 |  |  |  |  | 10 |
| Level 80 |  |  |  |  | 10 |
| Level 81 |  |  |  |  | 10 |
| Level 82 |  |  |  |  | 10 |
| Level 83 |  |  |  |  | 11 |
| Level 84 |  |  |  |  | 11 |
| Level 85 |  |  |  |  | 11 |
| Level 86 |  |  |  |  | 11 |
| Level 87 |  |  |  |  | 11 |
| Level 88 |  |  |  |  | 11 |
| Level 89 |  |  |  |  | 11 |
| Level 90 |  |  |  |  | 11 |
| Level 91 |  |  |  |  | 11 |
| Level 92 |  |  |  |  | 11 |
| Level 93 |  |  |  |  | 11 |
| Level 94 |  |  |  |  | 11 |
| Level 95 |  |  |  |  | 11 |
| Level 96 |  |  |  |  | 11 |
| Level 97 |  |  |  |  | 11 |
| Level 98 |  |  |  |  | 12 |
| Level 99 |  |  |  |  | 12 |

```

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>>> >>> >>> >>> >>> >>> >>> >>> >>> > STEEL HAWK < <<< <<< <<< <<< <<< <<< <<<
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[9.sh]

```

6 Move 6 Jump 28% C Ev

Innate: Fly, Cannot Enter Water, Half Wind, Weak to Earth

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

Good Place to Find:

// Abilities \\

|      |  |        |  |         |
|------|--|--------|--|---------|
| Name |  | Effect |  | Formula |
|------|--|--------|--|---------|

```
=====
Scratch Up || Standard attack (1v2) P Ev, R1 ||PA*[PA*(Br/100)]
```

```
Shine Lover || Steals Gil (1v1) P Ev, R1 || Speed + 200 = %
```

```
// Monster Skill Ability \\
=====
```

```
Name || Effect || Formula
```

```
Beak || Inflicts Petrify (1v0) P Ev, R1 || MA + 37 = %
```

```
=====
Level || HP || MP || PA || MA || Speed
```

```
Level 1 || || || || || 6
```

```
Level 2 || || || || || 6
```

```
Level 3 || || || || || 6
```

```
Level 4 || || || || || 6
```

```
Level 5 || || || || || 6
```

```
Level 6 || || || || || 6
```

```
Level 7 || || || || || 7
```

```
Level 8 || || || || || 7
```

```
Level 9 || || || || || 7
```

```
Level 10 || || || || || 7
```

```
Level 11 || || || || || 7
```

```
Level 12 || || || || || 7
```

```
Level 13 || || || || || 7
```

```
Level 14 || || || || || 7
```

```
Level 15 || || || || || 7
```

```
Level 16 || || || || || 7
```

```
Level 17 || || || || || 7
```

```
Level 18 || || || || || 7
```

```
Level 19 || || || || || 7
```

```
Level 20 || || || || || 7
```

```
Level 21 || || || || || 8
```

```
Level 22 || || || || || 8
```



|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 23 |  |  |  |  | 8  |
| Level 24 |  |  |  |  | 8  |
| Level 25 |  |  |  |  | 8  |
| Level 26 |  |  |  |  | 8  |
| Level 27 |  |  |  |  | 8  |
| Level 28 |  |  |  |  | 8  |
| Level 29 |  |  |  |  | 8  |
| Level 30 |  |  |  |  | 8  |
| Level 31 |  |  |  |  | 8  |
| Level 32 |  |  |  |  | 8  |
| Level 33 |  |  |  |  | 8  |
| Level 34 |  |  |  |  | 9  |
| Level 35 |  |  |  |  | 9  |
| Level 36 |  |  |  |  | 9  |
| Level 37 |  |  |  |  | 9  |
| Level 38 |  |  |  |  | 9  |
| Level 39 |  |  |  |  | 9  |
| Level 40 |  |  |  |  | 9  |
| Level 41 |  |  |  |  | 9  |
| Level 42 |  |  |  |  | 9  |
| Level 43 |  |  |  |  | 9  |
| Level 44 |  |  |  |  | 9  |
| Level 45 |  |  |  |  | 9  |
| Level 46 |  |  |  |  | 9  |
| Level 47 |  |  |  |  | 10 |
| Level 48 |  |  |  |  | 10 |
| Level 49 |  |  |  |  | 10 |
| Level 50 |  |  |  |  | 10 |
| Level 51 |  |  |  |  | 10 |
| Level 52 |  |  |  |  | 10 |

Level 53 ||           ||           ||           ||           || 10

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Level 54 ||           ||           ||           ||           || 10

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Level 82 ||           ||           ||           ||           || 12

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| Level 83 |  |  |  |  | 12 |
| Level 84 |  |  |  |  | 12 |
| Level 85 |  |  |  |  | 12 |
| Level 86 |  |  |  |  | 13 |
| Level 87 |  |  |  |  | 13 |
| Level 88 |  |  |  |  | 13 |
| Level 89 |  |  |  |  | 13 |
| Level 90 |  |  |  |  | 13 |
| Level 91 |  |  |  |  | 13 |
| Level 92 |  |  |  |  | 13 |
| Level 93 |  |  |  |  | 13 |
| Level 94 |  |  |  |  | 13 |
| Level 95 |  |  |  |  | 13 |
| Level 96 |  |  |  |  | 13 |
| Level 97 |  |  |  |  | 13 |
| Level 98 |  |  |  |  | 13 |
| Level 99 |  |  |  |  | 14 |

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>>> >>> >>> >>> >>> >>> >>> >>> >>> >> COCATORIS << <<< <<< <<< <<< <<< <<< <<
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[9.co]

```

6 Move 6 Jump 33% C Ev

Innate: Fly, Cannot Enter Water, Half Wind, Weak to Earth

Poach: Soft (Common), Feather Mantle (Rare)

Good Place to Find:

// Abilities \\

| Name         |  | Effect                          |  | Formula          |
|--------------|--|---------------------------------|--|------------------|
| Scratch Up   |  | Standard attack (1v2) P Ev, R1  |  | PA*[PA*(Br/100)] |
| Beak         |  | Inflicts Petrify (1v0) P Ev, R1 |  | MA + 37 = %      |
| Feather Bomb |  | 100% ranged damage (1) R3       |  | MA*2             |

// Monster Skill Ability \\  
=====

| Name    |  | Effect                                 |  | Formula     |
|---------|--|----------------------------------------|--|-------------|
| Beaking |  | Lowers target's PA by 2 (lv1) P Ev, R1 |  | MA + 45 = % |

---

| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 6     |
| Level 2  |  |    |  |    |  |    |  |    |  | 6     |
| Level 3  |  |    |  |    |  |    |  |    |  | 6     |
| Level 4  |  |    |  |    |  |    |  |    |  | 6     |
| Level 5  |  |    |  |    |  |    |  |    |  | 7     |
| Level 6  |  |    |  |    |  |    |  |    |  | 7     |
| Level 7  |  |    |  |    |  |    |  |    |  | 7     |
| Level 8  |  |    |  |    |  |    |  |    |  | 7     |
| Level 9  |  |    |  |    |  |    |  |    |  | 7     |
| Level 10 |  |    |  |    |  |    |  |    |  | 7     |
| Level 11 |  |    |  |    |  |    |  |    |  | 7     |
| Level 12 |  |    |  |    |  |    |  |    |  | 7     |
| Level 13 |  |    |  |    |  |    |  |    |  | 7     |
| Level 14 |  |    |  |    |  |    |  |    |  | 7     |
| Level 15 |  |    |  |    |  |    |  |    |  | 7     |
| Level 16 |  |    |  |    |  |    |  |    |  | 7     |
| Level 17 |  |    |  |    |  |    |  |    |  | 8     |
| Level 18 |  |    |  |    |  |    |  |    |  | 8     |
| Level 19 |  |    |  |    |  |    |  |    |  | 8     |
| Level 20 |  |    |  |    |  |    |  |    |  | 8     |
| Level 21 |  |    |  |    |  |    |  |    |  | 8     |
| Level 22 |  |    |  |    |  |    |  |    |  | 8     |
| Level 23 |  |    |  |    |  |    |  |    |  | 8     |
| Level 24 |  |    |  |    |  |    |  |    |  | 8     |
| Level 25 |  |    |  |    |  |    |  |    |  | 8     |

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| Level 26 |  |  |  |  | 8  |
| Level 27 |  |  |  |  | 8  |
| Level 28 |  |  |  |  | 8  |
| Level 29 |  |  |  |  | 8  |
| Level 30 |  |  |  |  | 9  |
| Level 31 |  |  |  |  | 9  |
| Level 32 |  |  |  |  | 9  |
| Level 33 |  |  |  |  | 9  |
| Level 34 |  |  |  |  | 9  |
| Level 35 |  |  |  |  | 9  |
| Level 36 |  |  |  |  | 9  |
| Level 37 |  |  |  |  | 9  |
| Level 38 |  |  |  |  | 9  |
| Level 39 |  |  |  |  | 9  |
| Level 40 |  |  |  |  | 9  |
| Level 41 |  |  |  |  | 9  |
| Level 42 |  |  |  |  | 9  |
| Level 43 |  |  |  |  | 10 |
| Level 44 |  |  |  |  | 10 |
| Level 45 |  |  |  |  | 10 |
| Level 46 |  |  |  |  | 10 |
| Level 47 |  |  |  |  | 10 |
| Level 48 |  |  |  |  | 10 |
| Level 49 |  |  |  |  | 10 |
| Level 50 |  |  |  |  | 10 |
| Level 51 |  |  |  |  | 10 |
| Level 52 |  |  |  |  | 10 |
| Level 53 |  |  |  |  | 10 |
| Level 54 |  |  |  |  | 10 |
| Level 55 |  |  |  |  | 10 |

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Level 85 ||            ||            ||            ||            || 13

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| Level 12 |  |  |  |  | 7 |
| Level 13 |  |  |  |  | 7 |
| Level 14 |  |  |  |  | 8 |
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| Level 31 |  |  |  |  | 9 |



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| Level 32 |  |  |  |  | 9  |
| Level 33 |  |  |  |  | 9  |
| Level 34 |  |  |  |  | 9  |
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| Level 42 |  |  |  |  | 10 |
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| Level 44 |  |  |  |  | 10 |
| Level 45 |  |  |  |  | 10 |
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| Level 50 |  |  |  |  | 10 |
| Level 51 |  |  |  |  | 11 |
| Level 52 |  |  |  |  | 11 |
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| Level 59 |  |  |  |  | 11 |
| Level 60 |  |  |  |  | 11 |
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Level 63 ||           ||           ||           ||           || 12

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| Level 37 |  |  |  |  | 9  |
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| Level 65 |  |  |  |  | 12 |
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>>> >>> >>> >>> >>> >>> >>> >>> >>> >> WILDBOW << <<< <<< <<< <<< <<< <<< <<< <<  
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[9.wi]

3 Move 3 Jump 39% C Ev

Innate:

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

// Abilities \\  
Name || Effect || Formula  
=====

Straight Dash || Standard attack (1v0) P Ev, R1 || PA\*[PA\*(Br/100)]  
-----  
Nose Braclet || Inflicts Charm (1v1) R1 || MA + 40 = %  
-----

// Monster Skill Ability \\  
Name || Effect || Formula  
=====

Please Eat || Sacrifice one owns life (turns into a || 100%  
||crystal) to raise target's level by 1 (1v1) R1||  
-----

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 6     |
| Level 2  |    |    |    |    | 6     |
| Level 3  |    |    |    |    | 7     |
| Level 4  |    |    |    |    | 7     |
| Level 5  |    |    |    |    | 7     |
| Level 6  |    |    |    |    | 7     |
| Level 7  |    |    |    |    | 7     |
| Level 8  |    |    |    |    | 7     |
| Level 9  |    |    |    |    | 7     |
| Level 10 |    |    |    |    | 7     |
| Level 11 |    |    |    |    | 7     |

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|----------|--|--|--|--|----|
| Level 12 |  |  |  |  | 7  |
| Level 13 |  |  |  |  | 7  |
| Level 14 |  |  |  |  | 7  |
| Level 15 |  |  |  |  | 8  |
| Level 16 |  |  |  |  | 8  |
| Level 17 |  |  |  |  | 8  |
| Level 18 |  |  |  |  | 8  |
| Level 19 |  |  |  |  | 8  |
| Level 20 |  |  |  |  | 8  |
| Level 21 |  |  |  |  | 8  |
| Level 22 |  |  |  |  | 8  |
| Level 23 |  |  |  |  | 8  |
| Level 24 |  |  |  |  | 8  |
| Level 25 |  |  |  |  | 8  |
| Level 26 |  |  |  |  | 8  |
| Level 27 |  |  |  |  | 8  |
| Level 28 |  |  |  |  | 9  |
| Level 29 |  |  |  |  | 9  |
| Level 30 |  |  |  |  | 9  |
| Level 31 |  |  |  |  | 9  |
| Level 32 |  |  |  |  | 9  |
| Level 33 |  |  |  |  | 9  |
| Level 34 |  |  |  |  | 9  |
| Level 35 |  |  |  |  | 9  |
| Level 36 |  |  |  |  | 9  |
| Level 37 |  |  |  |  | 9  |
| Level 38 |  |  |  |  | 9  |
| Level 39 |  |  |  |  | 9  |
| Level 40 |  |  |  |  | 10 |
| Level 41 |  |  |  |  | 10 |



|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 42 |  |  |  |  | 10 |
| Level 43 |  |  |  |  | 10 |
| Level 44 |  |  |  |  | 10 |
| Level 45 |  |  |  |  | 10 |
| Level 46 |  |  |  |  | 10 |
| Level 47 |  |  |  |  | 10 |
| Level 48 |  |  |  |  | 10 |
| Level 49 |  |  |  |  | 10 |
| Level 50 |  |  |  |  | 10 |
| Level 51 |  |  |  |  | 10 |
| Level 52 |  |  |  |  | 10 |
| Level 53 |  |  |  |  | 11 |
| Level 54 |  |  |  |  | 11 |
| Level 55 |  |  |  |  | 11 |
| Level 56 |  |  |  |  | 11 |
| Level 57 |  |  |  |  | 11 |
| Level 58 |  |  |  |  | 11 |
| Level 59 |  |  |  |  | 11 |
| Level 60 |  |  |  |  | 11 |
| Level 61 |  |  |  |  | 11 |
| Level 62 |  |  |  |  | 11 |
| Level 63 |  |  |  |  | 11 |
| Level 64 |  |  |  |  | 11 |
| Level 65 |  |  |  |  | 12 |
| Level 66 |  |  |  |  | 12 |
| Level 67 |  |  |  |  | 12 |
| Level 68 |  |  |  |  | 12 |
| Level 69 |  |  |  |  | 12 |
| Level 70 |  |  |  |  | 12 |
| Level 71 |  |  |  |  | 12 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 72 |  |  |  |  | 12 |
| Level 73 |  |  |  |  | 12 |
| Level 74 |  |  |  |  | 12 |
| Level 75 |  |  |  |  | 12 |
| Level 76 |  |  |  |  | 12 |
| Level 77 |  |  |  |  | 12 |
| Level 78 |  |  |  |  | 13 |
| Level 79 |  |  |  |  | 13 |
| Level 80 |  |  |  |  | 13 |
| Level 81 |  |  |  |  | 13 |
| Level 82 |  |  |  |  | 13 |
| Level 83 |  |  |  |  | 13 |
| Level 84 |  |  |  |  | 13 |
| Level 85 |  |  |  |  | 13 |
| Level 86 |  |  |  |  | 13 |
| Level 87 |  |  |  |  | 13 |
| Level 88 |  |  |  |  | 13 |
| Level 89 |  |  |  |  | 13 |
| Level 90 |  |  |  |  | 14 |
| Level 91 |  |  |  |  | 14 |
| Level 92 |  |  |  |  | 14 |
| Level 93 |  |  |  |  | 14 |
| Level 94 |  |  |  |  | 14 |
| Level 95 |  |  |  |  | 14 |
| Level 96 |  |  |  |  | 14 |
| Level 97 |  |  |  |  | 14 |
| Level 98 |  |  |  |  | 14 |
| Level 99 |  |  |  |  | 14 |



|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 18 |  |  |  |  | 5 |
| Level 19 |  |  |  |  | 5 |
| Level 20 |  |  |  |  | 5 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 6 |
| Level 35 |  |  |  |  | 6 |
| Level 36 |  |  |  |  | 6 |
| Level 37 |  |  |  |  | 6 |
| Level 38 |  |  |  |  | 6 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 7 |
| Level 51 |  |  |  |  | 7 |
| Level 52 |  |  |  |  | 7 |
| Level 53 |  |  |  |  | 7 |
| Level 54 |  |  |  |  | 7 |
| Level 55 |  |  |  |  | 7 |
| Level 56 |  |  |  |  | 7 |
| Level 57 |  |  |  |  | 7 |
| Level 58 |  |  |  |  | 8 |
| Level 59 |  |  |  |  | 8 |
| Level 60 |  |  |  |  | 8 |
| Level 61 |  |  |  |  | 8 |
| Level 62 |  |  |  |  | 8 |
| Level 63 |  |  |  |  | 8 |
| Level 64 |  |  |  |  | 8 |
| Level 65 |  |  |  |  | 8 |
| Level 66 |  |  |  |  | 8 |
| Level 67 |  |  |  |  | 8 |
| Level 68 |  |  |  |  | 8 |
| Level 69 |  |  |  |  | 8 |
| Level 70 |  |  |  |  | 8 |
| Level 71 |  |  |  |  | 8 |
| Level 72 |  |  |  |  | 8 |
| Level 73 |  |  |  |  | 8 |
| Level 74 |  |  |  |  | 8 |
| Level 75 |  |  |  |  | 8 |
| Level 76 |  |  |  |  | 9 |
| Level 77 |  |  |  |  | 9 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 78 |  |  |  |  | 9  |
| Level 79 |  |  |  |  | 9  |
| Level 80 |  |  |  |  | 9  |
| Level 81 |  |  |  |  | 9  |
| Level 82 |  |  |  |  | 9  |
| Level 83 |  |  |  |  | 9  |
| Level 84 |  |  |  |  | 9  |
| Level 85 |  |  |  |  | 9  |
| Level 86 |  |  |  |  | 9  |
| Level 87 |  |  |  |  | 9  |
| Level 88 |  |  |  |  | 9  |
| Level 89 |  |  |  |  | 9  |
| Level 90 |  |  |  |  | 9  |
| Level 91 |  |  |  |  | 9  |
| Level 92 |  |  |  |  | 9  |
| Level 93 |  |  |  |  | 9  |
| Level 94 |  |  |  |  | 10 |
| Level 95 |  |  |  |  | 10 |
| Level 96 |  |  |  |  | 10 |
| Level 97 |  |  |  |  | 10 |
| Level 98 |  |  |  |  | 10 |
| Level 99 |  |  |  |  | 10 |

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[9.tr]

3 Move 3 Jump 0% C Ev

Innate: Cannot Enter Water, Absorb Earth, Weak to Fire

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

// Abilities \\

| Name           | Effect                                  | Formula |
|----------------|-----------------------------------------|---------|
| Leaf Dance     | 100% Damage to adjacent panels (2v0) R0 | MA*3    |
| Spirit of Life | Restores HP (2v0) R0                    | MA*2    |

// Monster Skill Ability \\

| Name        | Effect              | Formula     |
|-------------|---------------------|-------------|
| Clam Spirit | Adds Shell (2v0) R0 | MA + 45 = % |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 4     |
| Level 2  |    |    |    |    | 4     |
| Level 3  |    |    |    |    | 4     |
| Level 4  |    |    |    |    | 4     |
| Level 5  |    |    |    |    | 5     |
| Level 6  |    |    |    |    | 5     |
| Level 7  |    |    |    |    | 5     |
| Level 8  |    |    |    |    | 5     |
| Level 9  |    |    |    |    | 5     |
| Level 10 |    |    |    |    | 5     |
| Level 11 |    |    |    |    | 5     |
| Level 12 |    |    |    |    | 5     |
| Level 13 |    |    |    |    | 5     |
| Level 14 |    |    |    |    | 5     |
| Level 15 |    |    |    |    | 5     |
| Level 16 |    |    |    |    | 5     |
| Level 17 |    |    |    |    | 5     |
| Level 18 |    |    |    |    | 5     |
| Level 19 |    |    |    |    | 5     |
| Level 20 |    |    |    |    | 5     |
| Level 21 |    |    |    |    | 5     |
| Level 22 |    |    |    |    | 5     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 23 |  |  |  |  | 5 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 6 |
| Level 35 |  |  |  |  | 6 |
| Level 36 |  |  |  |  | 6 |
| Level 37 |  |  |  |  | 6 |
| Level 38 |  |  |  |  | 6 |
| Level 39 |  |  |  |  | 6 |
| Level 40 |  |  |  |  | 6 |
| Level 41 |  |  |  |  | 6 |
| Level 42 |  |  |  |  | 6 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 7 |
| Level 51 |  |  |  |  | 7 |
| Level 52 |  |  |  |  | 7 |



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|----------|--|--|--|--|---|
| Level 53 |  |  |  |  | 7 |
| Level 54 |  |  |  |  | 7 |
| Level 55 |  |  |  |  | 7 |
| Level 56 |  |  |  |  | 7 |
| Level 57 |  |  |  |  | 7 |
| Level 58 |  |  |  |  | 7 |
| Level 59 |  |  |  |  | 7 |
| Level 60 |  |  |  |  | 7 |
| Level 61 |  |  |  |  | 7 |
| Level 62 |  |  |  |  | 8 |
| Level 63 |  |  |  |  | 8 |
| Level 64 |  |  |  |  | 8 |
| Level 65 |  |  |  |  | 8 |
| Level 66 |  |  |  |  | 8 |
| Level 67 |  |  |  |  | 8 |
| Level 68 |  |  |  |  | 8 |
| Level 69 |  |  |  |  | 8 |
| Level 70 |  |  |  |  | 8 |
| Level 71 |  |  |  |  | 8 |
| Level 72 |  |  |  |  | 8 |
| Level 73 |  |  |  |  | 8 |
| Level 74 |  |  |  |  | 8 |
| Level 75 |  |  |  |  | 8 |
| Level 76 |  |  |  |  | 8 |
| Level 77 |  |  |  |  | 8 |
| Level 78 |  |  |  |  | 8 |
| Level 79 |  |  |  |  | 8 |
| Level 80 |  |  |  |  | 8 |
| Level 81 |  |  |  |  | 9 |
| Level 82 |  |  |  |  | 9 |

|          |  |  |  |  |  |   |
|----------|--|--|--|--|--|---|
| Level 83 |  |  |  |  |  | 9 |
| Level 84 |  |  |  |  |  | 9 |
| Level 85 |  |  |  |  |  | 9 |
| Level 86 |  |  |  |  |  | 9 |
| Level 87 |  |  |  |  |  | 9 |
| Level 88 |  |  |  |  |  | 9 |
| Level 89 |  |  |  |  |  | 9 |
| Level 90 |  |  |  |  |  | 9 |
| Level 91 |  |  |  |  |  | 9 |
| Level 92 |  |  |  |  |  | 9 |
| Level 93 |  |  |  |  |  | 9 |
| Level 94 |  |  |  |  |  | 9 |
| Level 95 |  |  |  |  |  | 9 |
| Level 96 |  |  |  |  |  | 9 |
| Level 97 |  |  |  |  |  | 9 |
| Level 98 |  |  |  |  |  | 9 |
| Level 99 |  |  |  |  |  | 9 |

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[9.ta]

3 Move 3 Jump 0% C Ev

Innate: Cannot Enter Water, Absorb Earth, Weak to Fire

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

// Abilities \\

| Name           |  | Effect                                  |  | Formula     |
|----------------|--|-----------------------------------------|--|-------------|
| Leaf Dance     |  | 100% Damage to adjacent panels (2v0) R0 |  | MA*3        |
| Protect Spirit |  | Adds Protect (2v0) R0                   |  | MA + 45 = % |
| Clam Spirit    |  | Adds Shell (2v0) R0                     |  | MA + 45 = % |

// Monster Skill Ability \\

| Name         |  | Effect               |  | Formula |
|--------------|--|----------------------|--|---------|
| Magic Spirit |  | Restores MP (2v0) R0 |  | MA*1    |

| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 4     |
| Level 2  |  |    |  |    |  |    |  |    |  | 4     |
| Level 3  |  |    |  |    |  |    |  |    |  | 4     |
| Level 4  |  |    |  |    |  |    |  |    |  | 4     |
| Level 5  |  |    |  |    |  |    |  |    |  | 4     |
| Level 6  |  |    |  |    |  |    |  |    |  | 4     |
| Level 7  |  |    |  |    |  |    |  |    |  | 5     |
| Level 8  |  |    |  |    |  |    |  |    |  | 5     |
| Level 9  |  |    |  |    |  |    |  |    |  | 5     |
| Level 10 |  |    |  |    |  |    |  |    |  | 5     |
| Level 11 |  |    |  |    |  |    |  |    |  | 5     |
| Level 12 |  |    |  |    |  |    |  |    |  | 5     |
| Level 13 |  |    |  |    |  |    |  |    |  | 5     |
| Level 14 |  |    |  |    |  |    |  |    |  | 5     |
| Level 15 |  |    |  |    |  |    |  |    |  | 5     |
| Level 16 |  |    |  |    |  |    |  |    |  | 5     |
| Level 17 |  |    |  |    |  |    |  |    |  | 5     |
| Level 18 |  |    |  |    |  |    |  |    |  | 5     |
| Level 19 |  |    |  |    |  |    |  |    |  | 5     |
| Level 20 |  |    |  |    |  |    |  |    |  | 5     |
| Level 21 |  |    |  |    |  |    |  |    |  | 5     |
| Level 22 |  |    |  |    |  |    |  |    |  | 5     |
| Level 23 |  |    |  |    |  |    |  |    |  | 5     |
| Level 24 |  |    |  |    |  |    |  |    |  | 5     |
| Level 25 |  |    |  |    |  |    |  |    |  | 5     |
| Level 26 |  |    |  |    |  |    |  |    |  | 5     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 6 |
| Level 35 |  |  |  |  | 6 |
| Level 36 |  |  |  |  | 6 |
| Level 37 |  |  |  |  | 6 |
| Level 38 |  |  |  |  | 6 |
| Level 39 |  |  |  |  | 6 |
| Level 40 |  |  |  |  | 6 |
| Level 41 |  |  |  |  | 6 |
| Level 42 |  |  |  |  | 6 |
| Level 43 |  |  |  |  | 6 |
| Level 44 |  |  |  |  | 6 |
| Level 45 |  |  |  |  | 6 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 7 |
| Level 51 |  |  |  |  | 7 |
| Level 52 |  |  |  |  | 7 |
| Level 53 |  |  |  |  | 7 |
| Level 54 |  |  |  |  | 7 |
| Level 55 |  |  |  |  | 7 |
| Level 56 |  |  |  |  | 7 |

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|----------|--|--|--|--|---|
| Level 57 |  |  |  |  | 7 |
| Level 58 |  |  |  |  | 7 |
| Level 59 |  |  |  |  | 7 |
| Level 60 |  |  |  |  | 7 |
| Level 61 |  |  |  |  | 7 |
| Level 62 |  |  |  |  | 7 |
| Level 63 |  |  |  |  | 7 |
| Level 64 |  |  |  |  | 7 |
| Level 65 |  |  |  |  | 8 |
| Level 66 |  |  |  |  | 8 |
| Level 67 |  |  |  |  | 8 |
| Level 68 |  |  |  |  | 8 |
| Level 69 |  |  |  |  | 8 |
| Level 70 |  |  |  |  | 8 |
| Level 71 |  |  |  |  | 8 |
| Level 72 |  |  |  |  | 8 |
| Level 73 |  |  |  |  | 8 |
| Level 74 |  |  |  |  | 8 |
| Level 75 |  |  |  |  | 8 |
| Level 76 |  |  |  |  | 8 |
| Level 77 |  |  |  |  | 8 |
| Level 78 |  |  |  |  | 8 |
| Level 79 |  |  |  |  | 8 |
| Level 80 |  |  |  |  | 8 |
| Level 81 |  |  |  |  | 8 |
| Level 82 |  |  |  |  | 8 |
| Level 83 |  |  |  |  | 8 |
| Level 84 |  |  |  |  | 8 |
| Level 85 |  |  |  |  | 9 |
| Level 86 |  |  |  |  | 9 |



|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 3  |  |  |  |  | 5 |
| Level 4  |  |  |  |  | 5 |
| Level 5  |  |  |  |  | 5 |
| Level 6  |  |  |  |  | 5 |
| Level 7  |  |  |  |  | 5 |
| Level 8  |  |  |  |  | 5 |
| Level 9  |  |  |  |  | 5 |
| Level 10 |  |  |  |  | 5 |
| Level 11 |  |  |  |  | 5 |
| Level 12 |  |  |  |  | 6 |
| Level 13 |  |  |  |  | 6 |
| Level 14 |  |  |  |  | 6 |
| Level 15 |  |  |  |  | 6 |
| Level 16 |  |  |  |  | 6 |
| Level 17 |  |  |  |  | 6 |
| Level 18 |  |  |  |  | 6 |
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 8 |
| Level 45 |  |  |  |  | 8 |
| Level 46 |  |  |  |  | 8 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 8 |
| Level 49 |  |  |  |  | 8 |
| Level 50 |  |  |  |  | 8 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |
| Level 55 |  |  |  |  | 8 |
| Level 56 |  |  |  |  | 8 |
| Level 57 |  |  |  |  | 8 |
| Level 58 |  |  |  |  | 8 |
| Level 59 |  |  |  |  | 8 |
| Level 60 |  |  |  |  | 9 |
| Level 61 |  |  |  |  | 9 |
| Level 62 |  |  |  |  | 9 |



|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 63 |  |  |  |  | 9  |
| Level 64 |  |  |  |  | 9  |
| Level 65 |  |  |  |  | 9  |
| Level 66 |  |  |  |  | 9  |
| Level 67 |  |  |  |  | 9  |
| Level 68 |  |  |  |  | 9  |
| Level 69 |  |  |  |  | 9  |
| Level 70 |  |  |  |  | 9  |
| Level 71 |  |  |  |  | 9  |
| Level 72 |  |  |  |  | 9  |
| Level 73 |  |  |  |  | 9  |
| Level 74 |  |  |  |  | 9  |
| Level 75 |  |  |  |  | 9  |
| Level 76 |  |  |  |  | 10 |
| Level 77 |  |  |  |  | 10 |
| Level 78 |  |  |  |  | 10 |
| Level 79 |  |  |  |  | 10 |
| Level 80 |  |  |  |  | 10 |
| Level 81 |  |  |  |  | 10 |
| Level 82 |  |  |  |  | 10 |
| Level 83 |  |  |  |  | 10 |
| Level 84 |  |  |  |  | 10 |
| Level 85 |  |  |  |  | 10 |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 10 |
| Level 89 |  |  |  |  | 10 |
| Level 90 |  |  |  |  | 10 |
| Level 91 |  |  |  |  | 10 |
| Level 92 |  |  |  |  | 11 |

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|----------|--|--|--|--|--|----|
| Level 93 |  |  |  |  |  | 11 |
| Level 94 |  |  |  |  |  | 11 |
| Level 95 |  |  |  |  |  | 11 |
| Level 96 |  |  |  |  |  | 11 |
| Level 97 |  |  |  |  |  | 11 |
| Level 98 |  |  |  |  |  | 11 |
| Level 99 |  |  |  |  |  | 11 |

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[9.mi]

3 Move 3 Jump 15% C Ev

Innate: Cannot Enter Water, Weak to Water

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

// Abilities \\

| Name        |  | Effect                                  |  | Formula          |
|-------------|--|-----------------------------------------|--|------------------|
| Shake Off   |  | Standard attack (1v2) P Ev, R1          |  | PA*[PA*(Br/100)] |
| Wave Around |  | 100% Damage to adjacent panels (2v1) R0 |  | PA*[PA/2]        |

// Monster Skill Ability \\

| Name      |  | Effect                         |  | Formula |
|-----------|--|--------------------------------|--|---------|
| Blow Fire |  | 100% Area Fire damage (3v2) R3 |  | MA*4    |

| Level   |  | HP |  | MP |  | PA |  | MA |  | Speed |
|---------|--|----|--|----|--|----|--|----|--|-------|
| Level 1 |  |    |  |    |  |    |  |    |  | 5     |
| Level 2 |  |    |  |    |  |    |  |    |  | 5     |
| Level 3 |  |    |  |    |  |    |  |    |  | 5     |
| Level 4 |  |    |  |    |  |    |  |    |  | 5     |
| Level 5 |  |    |  |    |  |    |  |    |  | 5     |
| Level 6 |  |    |  |    |  |    |  |    |  | 5     |
| Level 7 |  |    |  |    |  |    |  |    |  | 5     |

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|----------|--|--|--|--|---|
| Level 8  |  |  |  |  | 5 |
| Level 9  |  |  |  |  | 5 |
| Level 10 |  |  |  |  | 5 |
| Level 11 |  |  |  |  | 6 |
| Level 12 |  |  |  |  | 6 |
| Level 13 |  |  |  |  | 6 |
| Level 14 |  |  |  |  | 6 |
| Level 15 |  |  |  |  | 6 |
| Level 16 |  |  |  |  | 6 |
| Level 17 |  |  |  |  | 6 |
| Level 18 |  |  |  |  | 6 |
| Level 19 |  |  |  |  | 6 |
| Level 20 |  |  |  |  | 6 |
| Level 21 |  |  |  |  | 6 |
| Level 22 |  |  |  |  | 6 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 7 |
| Level 34 |  |  |  |  | 7 |
| Level 35 |  |  |  |  | 7 |
| Level 36 |  |  |  |  | 7 |
| Level 37 |  |  |  |  | 7 |

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|----------|--|--|--|--|---|
| Level 38 |  |  |  |  | 7 |
| Level 39 |  |  |  |  | 7 |
| Level 40 |  |  |  |  | 7 |
| Level 41 |  |  |  |  | 7 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 8 |
| Level 44 |  |  |  |  | 8 |
| Level 45 |  |  |  |  | 8 |
| Level 46 |  |  |  |  | 8 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 8 |
| Level 49 |  |  |  |  | 8 |
| Level 50 |  |  |  |  | 8 |
| Level 51 |  |  |  |  | 8 |
| Level 52 |  |  |  |  | 8 |
| Level 53 |  |  |  |  | 8 |
| Level 54 |  |  |  |  | 8 |
| Level 55 |  |  |  |  | 8 |
| Level 56 |  |  |  |  | 8 |
| Level 57 |  |  |  |  | 8 |
| Level 58 |  |  |  |  | 8 |
| Level 59 |  |  |  |  | 9 |
| Level 60 |  |  |  |  | 9 |
| Level 61 |  |  |  |  | 9 |
| Level 62 |  |  |  |  | 9 |
| Level 63 |  |  |  |  | 9 |
| Level 64 |  |  |  |  | 9 |
| Level 65 |  |  |  |  | 9 |
| Level 66 |  |  |  |  | 9 |
| Level 67 |  |  |  |  | 9 |

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|----------|--|--|--|--|----|
| Level 68 |  |  |  |  | 9  |
| Level 69 |  |  |  |  | 9  |
| Level 70 |  |  |  |  | 9  |
| Level 71 |  |  |  |  | 9  |
| Level 72 |  |  |  |  | 9  |
| Level 73 |  |  |  |  | 9  |
| Level 74 |  |  |  |  | 9  |
| Level 75 |  |  |  |  | 10 |
| Level 76 |  |  |  |  | 10 |
| Level 77 |  |  |  |  | 10 |
| Level 78 |  |  |  |  | 10 |
| Level 79 |  |  |  |  | 10 |
| Level 80 |  |  |  |  | 10 |
| Level 81 |  |  |  |  | 10 |
| Level 82 |  |  |  |  | 10 |
| Level 83 |  |  |  |  | 10 |
| Level 84 |  |  |  |  | 10 |
| Level 85 |  |  |  |  | 10 |
| Level 86 |  |  |  |  | 10 |
| Level 87 |  |  |  |  | 10 |
| Level 88 |  |  |  |  | 10 |
| Level 89 |  |  |  |  | 10 |
| Level 90 |  |  |  |  | 10 |
| Level 91 |  |  |  |  | 11 |
| Level 92 |  |  |  |  | 11 |
| Level 93 |  |  |  |  | 11 |
| Level 94 |  |  |  |  | 11 |
| Level 95 |  |  |  |  | 11 |
| Level 96 |  |  |  |  | 11 |
| Level 97 |  |  |  |  | 11 |

Level 98 || || || || || 11

Level 99 || || || || || 11

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[9.sa]

3 Move 3 Jump 12% C Ev

Innate: Cannot Enter Water, Weak to Water

Poach: Ivory Rod (Common), Holy Lance (Rare)

// Abilities \\  
Name || Effect || Formula

=====

Shake Off || Standard attack (1v2) P Ev, R1 || PA\*[PA\*(Br/100)]

Mimic Titan || 100% Earth damage to area (3v1) R0 || MA\*3

Gather Power || Raise your PA by 2 R0 || 100%

// Monster Skill Ability \\  
Name || Effect || Formula

=====

Blow Fire || 100% Area Fire damage (3v2) R3 || MA\*4

Level || HP || MP || PA || MA || Speed

=====

Level 1 || || || || || 6

Level 2 || || || || || 6

Level 3 || || || || || 6

Level 4 || || || || || 6

Level 5 || || || || || 6

Level 6 || || || || || 6

Level 7 || || || || || 6

Level 8 || || || || || 6

Level 9 || || || || || 6

Level 10 || || || || || 6

Level 11 || || || || || 6

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|----------|--|--|--|--|---|
| Level 12 |  |  |  |  | 6 |
| Level 13 |  |  |  |  | 6 |
| Level 14 |  |  |  |  | 7 |
| Level 15 |  |  |  |  | 7 |
| Level 16 |  |  |  |  | 7 |
| Level 17 |  |  |  |  | 7 |
| Level 18 |  |  |  |  | 7 |
| Level 19 |  |  |  |  | 7 |
| Level 20 |  |  |  |  | 7 |
| Level 21 |  |  |  |  | 7 |
| Level 22 |  |  |  |  | 7 |
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 8 |
| Level 29 |  |  |  |  | 8 |
| Level 30 |  |  |  |  | 8 |
| Level 31 |  |  |  |  | 8 |
| Level 32 |  |  |  |  | 8 |
| Level 33 |  |  |  |  | 8 |
| Level 34 |  |  |  |  | 8 |
| Level 35 |  |  |  |  | 8 |
| Level 36 |  |  |  |  | 8 |
| Level 37 |  |  |  |  | 8 |
| Level 38 |  |  |  |  | 8 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 8 |
| Level 41 |  |  |  |  | 8 |

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|----------|--|--|--|--|----|
| Level 42 |  |  |  |  | 9  |
| Level 43 |  |  |  |  | 9  |
| Level 44 |  |  |  |  | 9  |
| Level 45 |  |  |  |  | 9  |
| Level 46 |  |  |  |  | 9  |
| Level 47 |  |  |  |  | 9  |
| Level 48 |  |  |  |  | 9  |
| Level 49 |  |  |  |  | 9  |
| Level 50 |  |  |  |  | 9  |
| Level 51 |  |  |  |  | 9  |
| Level 52 |  |  |  |  | 9  |
| Level 53 |  |  |  |  | 9  |
| Level 54 |  |  |  |  | 9  |
| Level 55 |  |  |  |  | 9  |
| Level 56 |  |  |  |  | 9  |
| Level 57 |  |  |  |  | 10 |
| Level 58 |  |  |  |  | 10 |
| Level 59 |  |  |  |  | 10 |
| Level 60 |  |  |  |  | 10 |
| Level 61 |  |  |  |  | 10 |
| Level 62 |  |  |  |  | 10 |
| Level 63 |  |  |  |  | 10 |
| Level 64 |  |  |  |  | 10 |
| Level 65 |  |  |  |  | 10 |
| Level 66 |  |  |  |  | 10 |
| Level 67 |  |  |  |  | 10 |
| Level 68 |  |  |  |  | 10 |
| Level 69 |  |  |  |  | 10 |
| Level 70 |  |  |  |  | 10 |
| Level 71 |  |  |  |  | 11 |



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|----------|--|--|--|--|----|
| Level 72 |  |  |  |  | 11 |
| Level 73 |  |  |  |  | 11 |
| Level 74 |  |  |  |  | 11 |
| Level 75 |  |  |  |  | 11 |
| Level 76 |  |  |  |  | 11 |
| Level 77 |  |  |  |  | 11 |
| Level 78 |  |  |  |  | 11 |
| Level 79 |  |  |  |  | 11 |
| Level 80 |  |  |  |  | 11 |
| Level 81 |  |  |  |  | 11 |
| Level 82 |  |  |  |  | 11 |
| Level 83 |  |  |  |  | 11 |
| Level 84 |  |  |  |  | 11 |
| Level 85 |  |  |  |  | 12 |
| Level 86 |  |  |  |  | 12 |
| Level 87 |  |  |  |  | 12 |
| Level 88 |  |  |  |  | 12 |
| Level 89 |  |  |  |  | 12 |
| Level 90 |  |  |  |  | 12 |
| Level 91 |  |  |  |  | 12 |
| Level 92 |  |  |  |  | 12 |
| Level 93 |  |  |  |  | 12 |
| Level 94 |  |  |  |  | 12 |
| Level 95 |  |  |  |  | 12 |
| Level 96 |  |  |  |  | 12 |
| Level 97 |  |  |  |  | 12 |
| Level 98 |  |  |  |  | 12 |
| Level 99 |  |  |  |  | 13 |



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|----------|--|--|--|--|---|
| Level 16 |  |  |  |  | 5 |
| Level 17 |  |  |  |  | 5 |
| Level 18 |  |  |  |  | 5 |
| Level 19 |  |  |  |  | 5 |
| Level 20 |  |  |  |  | 5 |
| Level 21 |  |  |  |  | 5 |
| Level 22 |  |  |  |  | 5 |
| Level 23 |  |  |  |  | 6 |
| Level 24 |  |  |  |  | 6 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
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| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 6 |
| Level 35 |  |  |  |  | 6 |
| Level 36 |  |  |  |  | 6 |
| Level 37 |  |  |  |  | 6 |
| Level 38 |  |  |  |  | 6 |
| Level 39 |  |  |  |  | 6 |
| Level 40 |  |  |  |  | 6 |
| Level 41 |  |  |  |  | 6 |
| Level 42 |  |  |  |  | 7 |
| Level 43 |  |  |  |  | 7 |
| Level 44 |  |  |  |  | 7 |
| Level 45 |  |  |  |  | 7 |

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| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 7 |
| Level 51 |  |  |  |  | 7 |
| Level 52 |  |  |  |  | 7 |
| Level 53 |  |  |  |  | 7 |
| Level 54 |  |  |  |  | 7 |
| Level 55 |  |  |  |  | 7 |
| Level 56 |  |  |  |  | 7 |
| Level 57 |  |  |  |  | 7 |
| Level 58 |  |  |  |  | 7 |
| Level 59 |  |  |  |  | 7 |
| Level 60 |  |  |  |  | 7 |
| Level 61 |  |  |  |  | 8 |
| Level 62 |  |  |  |  | 8 |
| Level 63 |  |  |  |  | 8 |
| Level 64 |  |  |  |  | 8 |
| Level 65 |  |  |  |  | 8 |
| Level 66 |  |  |  |  | 8 |
| Level 67 |  |  |  |  | 8 |
| Level 68 |  |  |  |  | 8 |
| Level 69 |  |  |  |  | 8 |
| Level 70 |  |  |  |  | 8 |
| Level 71 |  |  |  |  | 8 |
| Level 72 |  |  |  |  | 8 |
| Level 73 |  |  |  |  | 8 |
| Level 74 |  |  |  |  | 8 |
| Level 75 |  |  |  |  | 8 |

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|----------|--|--|--|--|----|
| Level 76 |  |  |  |  | 8  |
| Level 77 |  |  |  |  | 8  |
| Level 78 |  |  |  |  | 8  |
| Level 79 |  |  |  |  | 9  |
| Level 80 |  |  |  |  | 9  |
| Level 81 |  |  |  |  | 9  |
| Level 82 |  |  |  |  | 9  |
| Level 83 |  |  |  |  | 9  |
| Level 84 |  |  |  |  | 9  |
| Level 85 |  |  |  |  | 9  |
| Level 86 |  |  |  |  | 9  |
| Level 87 |  |  |  |  | 9  |
| Level 88 |  |  |  |  | 9  |
| Level 89 |  |  |  |  | 9  |
| Level 90 |  |  |  |  | 9  |
| Level 91 |  |  |  |  | 9  |
| Level 92 |  |  |  |  | 9  |
| Level 93 |  |  |  |  | 9  |
| Level 94 |  |  |  |  | 9  |
| Level 95 |  |  |  |  | 9  |
| Level 96 |  |  |  |  | 9  |
| Level 97 |  |  |  |  | 9  |
| Level 98 |  |  |  |  | 10 |
| Level 99 |  |  |  |  | 10 |

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 [9.oc]

3 Move 3 Jump 0% C Ev

Innate: Move in Water, Weak to Ice

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

// Abilities \\

| Name     | Effect                         | Formula                |
|----------|--------------------------------|------------------------|
| Tentacle | Standard attack (1v1) P Ev, R1 | $PA * [PA * (Br/100)]$ |
| Goo      | Inflicts Don't Move (1v1) R1   | 100%                   |

// Monster Skill Ability \\

| Name | Effect                    | Formula |
|------|---------------------------|---------|
| Lick | Inflicts Reflect (1v0) R1 | 100%    |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 4     |
| Level 2  |    |    |    |    | 4     |
| Level 3  |    |    |    |    | 4     |
| Level 4  |    |    |    |    | 4     |
| Level 5  |    |    |    |    | 4     |
| Level 6  |    |    |    |    | 5     |
| Level 7  |    |    |    |    | 5     |
| Level 8  |    |    |    |    | 5     |
| Level 9  |    |    |    |    | 5     |
| Level 10 |    |    |    |    | 5     |
| Level 11 |    |    |    |    | 5     |
| Level 12 |    |    |    |    | 5     |
| Level 13 |    |    |    |    | 5     |
| Level 14 |    |    |    |    | 5     |
| Level 15 |    |    |    |    | 5     |
| Level 16 |    |    |    |    | 5     |
| Level 17 |    |    |    |    | 5     |
| Level 18 |    |    |    |    | 5     |
| Level 19 |    |    |    |    | 5     |
| Level 20 |    |    |    |    | 5     |

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|----------|--|--|--|--|---|
| Level 21 |  |  |  |  | 5 |
| Level 22 |  |  |  |  | 5 |
| Level 23 |  |  |  |  | 5 |
| Level 24 |  |  |  |  | 5 |
| Level 25 |  |  |  |  | 6 |
| Level 26 |  |  |  |  | 6 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 6 |
| Level 35 |  |  |  |  | 6 |
| Level 36 |  |  |  |  | 6 |
| Level 37 |  |  |  |  | 6 |
| Level 38 |  |  |  |  | 6 |
| Level 39 |  |  |  |  | 6 |
| Level 40 |  |  |  |  | 6 |
| Level 41 |  |  |  |  | 6 |
| Level 42 |  |  |  |  | 6 |
| Level 43 |  |  |  |  | 6 |
| Level 44 |  |  |  |  | 6 |
| Level 45 |  |  |  |  | 7 |
| Level 46 |  |  |  |  | 7 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 7 |

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|----------|--|--|--|--|---|
| Level 51 |  |  |  |  | 7 |
| Level 52 |  |  |  |  | 7 |
| Level 53 |  |  |  |  | 7 |
| Level 54 |  |  |  |  | 7 |
| Level 55 |  |  |  |  | 7 |
| Level 56 |  |  |  |  | 7 |
| Level 57 |  |  |  |  | 7 |
| Level 58 |  |  |  |  | 7 |
| Level 59 |  |  |  |  | 7 |
| Level 60 |  |  |  |  | 7 |
| Level 61 |  |  |  |  | 7 |
| Level 62 |  |  |  |  | 7 |
| Level 63 |  |  |  |  | 7 |
| Level 64 |  |  |  |  | 8 |
| Level 65 |  |  |  |  | 8 |
| Level 66 |  |  |  |  | 8 |
| Level 67 |  |  |  |  | 8 |
| Level 68 |  |  |  |  | 8 |
| Level 69 |  |  |  |  | 8 |
| Level 70 |  |  |  |  | 8 |
| Level 71 |  |  |  |  | 8 |
| Level 72 |  |  |  |  | 8 |
| Level 73 |  |  |  |  | 8 |
| Level 74 |  |  |  |  | 8 |
| Level 75 |  |  |  |  | 8 |
| Level 76 |  |  |  |  | 8 |
| Level 77 |  |  |  |  | 8 |
| Level 78 |  |  |  |  | 8 |
| Level 79 |  |  |  |  | 8 |
| Level 80 |  |  |  |  | 8 |



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|----------|--|--|--|--|---|
| Level 81 |  |  |  |  | 8 |
| Level 82 |  |  |  |  | 8 |
| Level 83 |  |  |  |  | 9 |
| Level 84 |  |  |  |  | 9 |
| Level 85 |  |  |  |  | 9 |
| Level 86 |  |  |  |  | 9 |
| Level 87 |  |  |  |  | 9 |
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| Level 90 |  |  |  |  | 9 |
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| Level 92 |  |  |  |  | 9 |
| Level 93 |  |  |  |  | 9 |
| Level 94 |  |  |  |  | 9 |
| Level 95 |  |  |  |  | 9 |
| Level 96 |  |  |  |  | 9 |
| Level 97 |  |  |  |  | 9 |
| Level 98 |  |  |  |  | 9 |
| Level 99 |  |  |  |  | 9 |

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[9.gm]

3 Move 3 Jump 0% C Ev

Innate: Move in Water, Weak to Ice

Poach: Elixir (Common), Madmemgem (Rare)

// Abilities \\

| Name        |  | Effect                                                                                         |  | Formula          |
|-------------|--|------------------------------------------------------------------------------------------------|--|------------------|
| Tentacle    |  | Standard attack (lv1) P Ev, R1                                                                 |  | PA*[PA*(Br/100)] |
| Bad Braclet |  | 25% chance each of adding Petrify, Darkness   <br>   Confusion, Silence, Poison, Oil, Frog, or |  |                  |

// Monster Skill Ability \\  
 =====

|                |  |                                   |  |            |
|----------------|--|-----------------------------------|--|------------|
| Name           |  | Effect                            |  | Formula    |
| Moldball Virus |  | Turns target into Morbol (1v0) R1 |  | MA + 5 = 0 |

=====

| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 4     |
| Level 2  |  |    |  |    |  |    |  |    |  | 4     |
| Level 3  |  |    |  |    |  |    |  |    |  | 4     |
| Level 4  |  |    |  |    |  |    |  |    |  | 4     |
| Level 5  |  |    |  |    |  |    |  |    |  | 4     |
| Level 6  |  |    |  |    |  |    |  |    |  | 4     |
| Level 7  |  |    |  |    |  |    |  |    |  | 4     |
| Level 8  |  |    |  |    |  |    |  |    |  | 5     |
| Level 9  |  |    |  |    |  |    |  |    |  | 5     |
| Level 10 |  |    |  |    |  |    |  |    |  | 5     |
| Level 11 |  |    |  |    |  |    |  |    |  | 5     |
| Level 12 |  |    |  |    |  |    |  |    |  | 5     |
| Level 13 |  |    |  |    |  |    |  |    |  | 5     |
| Level 14 |  |    |  |    |  |    |  |    |  | 5     |
| Level 15 |  |    |  |    |  |    |  |    |  | 5     |
| Level 16 |  |    |  |    |  |    |  |    |  | 5     |
| Level 17 |  |    |  |    |  |    |  |    |  | 5     |
| Level 18 |  |    |  |    |  |    |  |    |  | 5     |
| Level 19 |  |    |  |    |  |    |  |    |  | 5     |
| Level 20 |  |    |  |    |  |    |  |    |  | 5     |
| Level 21 |  |    |  |    |  |    |  |    |  | 5     |
| Level 22 |  |    |  |    |  |    |  |    |  | 5     |
| Level 23 |  |    |  |    |  |    |  |    |  | 5     |
| Level 24 |  |    |  |    |  |    |  |    |  | 5     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 25 |  |  |  |  | 5 |
| Level 26 |  |  |  |  | 5 |
| Level 27 |  |  |  |  | 6 |
| Level 28 |  |  |  |  | 6 |
| Level 29 |  |  |  |  | 6 |
| Level 30 |  |  |  |  | 6 |
| Level 31 |  |  |  |  | 6 |
| Level 32 |  |  |  |  | 6 |
| Level 33 |  |  |  |  | 6 |
| Level 34 |  |  |  |  | 6 |
| Level 35 |  |  |  |  | 6 |
| Level 36 |  |  |  |  | 6 |
| Level 37 |  |  |  |  | 6 |
| Level 38 |  |  |  |  | 6 |
| Level 39 |  |  |  |  | 6 |
| Level 40 |  |  |  |  | 6 |
| Level 41 |  |  |  |  | 6 |
| Level 42 |  |  |  |  | 6 |
| Level 43 |  |  |  |  | 6 |
| Level 44 |  |  |  |  | 6 |
| Level 45 |  |  |  |  | 6 |
| Level 46 |  |  |  |  | 6 |
| Level 47 |  |  |  |  | 7 |
| Level 48 |  |  |  |  | 7 |
| Level 49 |  |  |  |  | 7 |
| Level 50 |  |  |  |  | 7 |
| Level 51 |  |  |  |  | 7 |
| Level 52 |  |  |  |  | 7 |
| Level 53 |  |  |  |  | 7 |
| Level 54 |  |  |  |  | 7 |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 55 |  |  |  |  | 7 |
| Level 56 |  |  |  |  | 7 |
| Level 57 |  |  |  |  | 7 |
| Level 58 |  |  |  |  | 7 |
| Level 59 |  |  |  |  | 7 |
| Level 60 |  |  |  |  | 7 |
| Level 61 |  |  |  |  | 7 |
| Level 62 |  |  |  |  | 7 |
| Level 63 |  |  |  |  | 7 |
| Level 64 |  |  |  |  | 7 |
| Level 65 |  |  |  |  | 7 |
| Level 66 |  |  |  |  | 8 |
| Level 67 |  |  |  |  | 8 |
| Level 68 |  |  |  |  | 8 |
| Level 69 |  |  |  |  | 8 |
| Level 70 |  |  |  |  | 8 |
| Level 71 |  |  |  |  | 8 |
| Level 72 |  |  |  |  | 8 |
| Level 73 |  |  |  |  | 8 |
| Level 74 |  |  |  |  | 8 |
| Level 75 |  |  |  |  | 8 |
| Level 76 |  |  |  |  | 8 |
| Level 77 |  |  |  |  | 8 |
| Level 78 |  |  |  |  | 8 |
| Level 79 |  |  |  |  | 8 |
| Level 80 |  |  |  |  | 8 |
| Level 81 |  |  |  |  | 8 |
| Level 82 |  |  |  |  | 8 |
| Level 83 |  |  |  |  | 8 |
| Level 84 |  |  |  |  | 8 |

|          |  |  |  |  |  |   |
|----------|--|--|--|--|--|---|
| Level 85 |  |  |  |  |  | 9 |
| Level 86 |  |  |  |  |  | 9 |
| Level 87 |  |  |  |  |  | 9 |
| Level 88 |  |  |  |  |  | 9 |
| Level 89 |  |  |  |  |  | 9 |
| Level 90 |  |  |  |  |  | 9 |
| Level 91 |  |  |  |  |  | 9 |
| Level 92 |  |  |  |  |  | 9 |
| Level 93 |  |  |  |  |  | 9 |
| Level 94 |  |  |  |  |  | 9 |
| Level 95 |  |  |  |  |  | 9 |
| Level 96 |  |  |  |  |  | 9 |
| Level 97 |  |  |  |  |  | 9 |
| Level 98 |  |  |  |  |  | 9 |
| Level 99 |  |  |  |  |  | 9 |

```

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>>> >>> >>> >>> >>> >>> >>> >>> >>> >> BEHEMOTH << <<< <<< <<< <<< <<< <<< <<<
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[9.be]

```

4 Move 3 Jump 13% C Ev

Innate: Cannot Enter Water

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

// Abilities \\

| Name       |  | Effect                                                |  | Formula          |
|------------|--|-------------------------------------------------------|--|------------------|
| Stab Up    |  | Standard attack (1v2) P Ev, R1                        |  | PA*[PA*(Br/100)] |
| Sudden Cry |  | HP damage with a chance of adding Dead (1v0) P Ev, R1 |  | PA*[PA/2]        |

// Monster Skill Ability \\

| Name       |  | Effect               |  | Formula |
|------------|--|----------------------|--|---------|
| Giga Flare |  | Area damage (3v0) R4 |  | MA*7    |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 5     |
| Level 2  |    |    |    |    | 5     |
| Level 3  |    |    |    |    | 5     |
| Level 4  |    |    |    |    | 6     |
| Level 5  |    |    |    |    | 6     |
| Level 6  |    |    |    |    | 6     |
| Level 7  |    |    |    |    | 6     |
| Level 8  |    |    |    |    | 6     |
| Level 9  |    |    |    |    | 6     |
| Level 10 |    |    |    |    | 6     |
| Level 11 |    |    |    |    | 6     |
| Level 12 |    |    |    |    | 6     |
| Level 13 |    |    |    |    | 6     |
| Level 14 |    |    |    |    | 6     |
| Level 15 |    |    |    |    | 6     |
| Level 16 |    |    |    |    | 6     |
| Level 17 |    |    |    |    | 6     |
| Level 18 |    |    |    |    | 7     |
| Level 19 |    |    |    |    | 7     |
| Level 20 |    |    |    |    | 7     |
| Level 21 |    |    |    |    | 7     |
| Level 22 |    |    |    |    | 7     |
| Level 23 |    |    |    |    | 7     |
| Level 24 |    |    |    |    | 7     |
| Level 25 |    |    |    |    | 7     |
| Level 26 |    |    |    |    | 7     |
| Level 27 |    |    |    |    | 7     |
| Level 28 |    |    |    |    | 7     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 7 |
| Level 33 |  |  |  |  | 8 |
| Level 34 |  |  |  |  | 8 |
| Level 35 |  |  |  |  | 8 |
| Level 36 |  |  |  |  | 8 |
| Level 37 |  |  |  |  | 8 |
| Level 38 |  |  |  |  | 8 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 8 |
| Level 41 |  |  |  |  | 8 |
| Level 42 |  |  |  |  | 8 |
| Level 43 |  |  |  |  | 8 |
| Level 44 |  |  |  |  | 8 |
| Level 45 |  |  |  |  | 8 |
| Level 46 |  |  |  |  | 8 |
| Level 47 |  |  |  |  | 8 |
| Level 48 |  |  |  |  | 9 |
| Level 49 |  |  |  |  | 9 |
| Level 50 |  |  |  |  | 9 |
| Level 51 |  |  |  |  | 9 |
| Level 52 |  |  |  |  | 9 |
| Level 53 |  |  |  |  | 9 |
| Level 54 |  |  |  |  | 9 |
| Level 55 |  |  |  |  | 9 |
| Level 56 |  |  |  |  | 9 |
| Level 57 |  |  |  |  | 9 |
| Level 58 |  |  |  |  | 9 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 59 |  |  |  |  | 9  |
| Level 60 |  |  |  |  | 9  |
| Level 61 |  |  |  |  | 9  |
| Level 62 |  |  |  |  | 9  |
| Level 63 |  |  |  |  | 10 |
| Level 64 |  |  |  |  | 10 |
| Level 65 |  |  |  |  | 10 |
| Level 66 |  |  |  |  | 10 |
| Level 67 |  |  |  |  | 10 |
| Level 68 |  |  |  |  | 10 |
| Level 69 |  |  |  |  | 10 |
| Level 70 |  |  |  |  | 10 |
| Level 71 |  |  |  |  | 10 |
| Level 72 |  |  |  |  | 10 |
| Level 73 |  |  |  |  | 10 |
| Level 74 |  |  |  |  | 10 |
| Level 75 |  |  |  |  | 10 |
| Level 76 |  |  |  |  | 10 |
| Level 77 |  |  |  |  | 11 |
| Level 78 |  |  |  |  | 11 |
| Level 79 |  |  |  |  | 11 |
| Level 80 |  |  |  |  | 11 |
| Level 81 |  |  |  |  | 11 |
| Level 82 |  |  |  |  | 11 |
| Level 83 |  |  |  |  | 11 |
| Level 84 |  |  |  |  | 11 |
| Level 85 |  |  |  |  | 11 |
| Level 86 |  |  |  |  | 11 |
| Level 87 |  |  |  |  | 11 |
| Level 88 |  |  |  |  | 11 |



|          |  |  |  |  |  |    |
|----------|--|--|--|--|--|----|
| Level 89 |  |  |  |  |  | 11 |
| Level 90 |  |  |  |  |  | 11 |
| Level 91 |  |  |  |  |  | 11 |
| Level 92 |  |  |  |  |  | 12 |
| Level 93 |  |  |  |  |  | 12 |
| Level 94 |  |  |  |  |  | 12 |
| Level 95 |  |  |  |  |  | 12 |
| Level 96 |  |  |  |  |  | 12 |
| Level 97 |  |  |  |  |  | 12 |
| Level 98 |  |  |  |  |  | 12 |
| Level 99 |  |  |  |  |  | 12 |

```

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>>> >>> >>> >>> >>> >>> >>> >>> >>> KING BEHEMOTH <<< <<< <<< <<< <<< <<< <<< <<<
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
[9.kb]

```

4 Move 3 Jump 13% C Ev  
 Innate: Cannot Enter Water

Poach: Cherche (Common), Ultimus Bow (Rare)

// Abilities \\  
 =====

| Name       |  | Effect                                                |  | Formula          |
|------------|--|-------------------------------------------------------|--|------------------|
| Stab Up    |  | Standard attack (1v2) P Ev, R1                        |  | PA*[PA*(Br/100)] |
| Sudden Cry |  | HP damage with a chance of adding Dead (1v0) P Ev, R1 |  | PA*[PA/2]        |

// Monster Skill Ability \\  
 =====

| Name      |  | Effect                                                                    |  | Formula |
|-----------|--|---------------------------------------------------------------------------|--|---------|
| Hurricane |  | Wind attack that damages target for 34% of target's max HP (3v2) M Ev, R4 |  |         |

| Level   |  | HP |  | MP |  | PA |  | MA |  | Speed |
|---------|--|----|--|----|--|----|--|----|--|-------|
| Level 1 |  |    |  |    |  |    |  |    |  | 6     |
| Level 2 |  |    |  |    |  |    |  |    |  | 6     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 3  |  |  |  |  | 6 |
| Level 4  |  |  |  |  | 6 |
| Level 5  |  |  |  |  | 6 |
| Level 6  |  |  |  |  | 6 |
| Level 7  |  |  |  |  | 6 |
| Level 8  |  |  |  |  | 6 |
| Level 9  |  |  |  |  | 6 |
| Level 10 |  |  |  |  | 6 |
| Level 11 |  |  |  |  | 6 |
| Level 12 |  |  |  |  | 6 |
| Level 13 |  |  |  |  | 7 |
| Level 14 |  |  |  |  | 7 |
| Level 15 |  |  |  |  | 7 |
| Level 16 |  |  |  |  | 7 |
| Level 17 |  |  |  |  | 7 |
| Level 18 |  |  |  |  | 7 |
| Level 19 |  |  |  |  | 7 |
| Level 20 |  |  |  |  | 7 |
| Level 21 |  |  |  |  | 7 |
| Level 22 |  |  |  |  | 7 |
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 8 |
| Level 28 |  |  |  |  | 8 |
| Level 29 |  |  |  |  | 8 |
| Level 30 |  |  |  |  | 8 |
| Level 31 |  |  |  |  | 8 |
| Level 32 |  |  |  |  | 8 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 33 |  |  |  |  | 8  |
| Level 34 |  |  |  |  | 8  |
| Level 35 |  |  |  |  | 8  |
| Level 36 |  |  |  |  | 8  |
| Level 37 |  |  |  |  | 8  |
| Level 38 |  |  |  |  | 8  |
| Level 39 |  |  |  |  | 8  |
| Level 40 |  |  |  |  | 8  |
| Level 41 |  |  |  |  | 9  |
| Level 42 |  |  |  |  | 9  |
| Level 43 |  |  |  |  | 9  |
| Level 44 |  |  |  |  | 9  |
| Level 45 |  |  |  |  | 9  |
| Level 46 |  |  |  |  | 9  |
| Level 47 |  |  |  |  | 9  |
| Level 48 |  |  |  |  | 9  |
| Level 49 |  |  |  |  | 9  |
| Level 50 |  |  |  |  | 9  |
| Level 51 |  |  |  |  | 9  |
| Level 52 |  |  |  |  | 9  |
| Level 53 |  |  |  |  | 9  |
| Level 54 |  |  |  |  | 9  |
| Level 55 |  |  |  |  | 10 |
| Level 56 |  |  |  |  | 10 |
| Level 57 |  |  |  |  | 10 |
| Level 58 |  |  |  |  | 10 |
| Level 59 |  |  |  |  | 10 |
| Level 60 |  |  |  |  | 10 |
| Level 61 |  |  |  |  | 10 |
| Level 62 |  |  |  |  | 10 |

Level 63 || || || || 10

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Level 64 || || || || 10

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Level 65 || || || || 10

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Level 66 || || || || 10

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Level 67 || || || || 10

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Level 68 || || || || 10

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Level 69 || || || || 11

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Level 70 || || || || 11

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Level 71 || || || || 11

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Level 72 || || || || 11

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Level 73 || || || || 11

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Level 74 || || || || 11

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Level 75 || || || || 11

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Level 76 || || || || 11

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Level 77 || || || || 11

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Level 78 || || || || 11

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Level 79 || || || || 11

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Level 80 || || || || 11

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Level 81 || || || || 11

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Level 82 || || || || 11

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Level 83 || || || || 12

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Level 84 || || || || 12

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Level 85 || || || || 12

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Level 86 || || || || 12

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Level 87 || || || || 12

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Level 88 || || || || 12

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Level 89 || || || || 12

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Level 90 || || || || 12

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Level 91 || || || || 12

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Level 92 || || || || 12

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|          |  |  |  |  |  |    |
|----------|--|--|--|--|--|----|
| Level 93 |  |  |  |  |  | 12 |
| Level 94 |  |  |  |  |  | 12 |
| Level 95 |  |  |  |  |  | 12 |
| Level 96 |  |  |  |  |  | 12 |
| Level 97 |  |  |  |  |  | 13 |
| Level 98 |  |  |  |  |  | 13 |
| Level 99 |  |  |  |  |  | 13 |

```

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>>> >>> >>> >>> >>> >>> >>> >>> >>> DARK BEHEMOTH <<< <<< <<< <<< <<< <<< <<< <<<
o-----o-----o-----o-----o-----o-----o-----o-----o
[9.db]

```

4 Move 3 Jump 18% C Ev

Innate: Cannot Enter Water

Poach: Wizard Rod (Common), Stone Gun (Rare)

// Abilities \\

| Name       |  | Effect                                                |  | Formula          |
|------------|--|-------------------------------------------------------|--|------------------|
| Stab Up    |  | Standard attack (1v2) P Ev, R1                        |  | PA*[PA*(Br/100)] |
| Sudden Cry |  | HP damage with a chance of adding Dead (1v0) P Ev, R1 |  | PA*[PA/2]        |

// Monster Skill Ability \\

| Name      |  | Effect                                                                   |  | Formula |
|-----------|--|--------------------------------------------------------------------------|--|---------|
| Ulmaguest |  | HP Damage equal to caster's max HP minus<br>caster's minimum HP (3v1) R4 |  |         |

| Level   |  | HP |  | MP |  | PA |  | MA |  | Speed |
|---------|--|----|--|----|--|----|--|----|--|-------|
| Level 1 |  |    |  |    |  |    |  |    |  | 6     |
| Level 2 |  |    |  |    |  |    |  |    |  | 6     |
| Level 3 |  |    |  |    |  |    |  |    |  | 6     |
| Level 4 |  |    |  |    |  |    |  |    |  | 6     |
| Level 5 |  |    |  |    |  |    |  |    |  | 6     |
| Level 6 |  |    |  |    |  |    |  |    |  | 6     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 7  |  |  |  |  | 6 |
| Level 8  |  |  |  |  | 6 |
| Level 9  |  |  |  |  | 6 |
| Level 10 |  |  |  |  | 6 |
| Level 11 |  |  |  |  | 6 |
| Level 12 |  |  |  |  | 7 |
| Level 13 |  |  |  |  | 7 |
| Level 14 |  |  |  |  | 7 |
| Level 15 |  |  |  |  | 7 |
| Level 16 |  |  |  |  | 7 |
| Level 17 |  |  |  |  | 7 |
| Level 18 |  |  |  |  | 7 |
| Level 19 |  |  |  |  | 7 |
| Level 20 |  |  |  |  | 7 |
| Level 21 |  |  |  |  | 7 |
| Level 22 |  |  |  |  | 7 |
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 8 |
| Level 27 |  |  |  |  | 8 |
| Level 28 |  |  |  |  | 8 |
| Level 29 |  |  |  |  | 8 |
| Level 30 |  |  |  |  | 8 |
| Level 31 |  |  |  |  | 8 |
| Level 32 |  |  |  |  | 8 |
| Level 33 |  |  |  |  | 8 |
| Level 34 |  |  |  |  | 8 |
| Level 35 |  |  |  |  | 8 |
| Level 36 |  |  |  |  | 8 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 37 |  |  |  |  | 8  |
| Level 38 |  |  |  |  | 8  |
| Level 39 |  |  |  |  | 9  |
| Level 40 |  |  |  |  | 9  |
| Level 41 |  |  |  |  | 9  |
| Level 42 |  |  |  |  | 9  |
| Level 43 |  |  |  |  | 9  |
| Level 44 |  |  |  |  | 9  |
| Level 45 |  |  |  |  | 9  |
| Level 46 |  |  |  |  | 9  |
| Level 47 |  |  |  |  | 9  |
| Level 48 |  |  |  |  | 9  |
| Level 49 |  |  |  |  | 9  |
| Level 50 |  |  |  |  | 9  |
| Level 51 |  |  |  |  | 9  |
| Level 52 |  |  |  |  | 9  |
| Level 53 |  |  |  |  | 10 |
| Level 54 |  |  |  |  | 10 |
| Level 55 |  |  |  |  | 10 |
| Level 56 |  |  |  |  | 10 |
| Level 57 |  |  |  |  | 10 |
| Level 58 |  |  |  |  | 10 |
| Level 59 |  |  |  |  | 10 |
| Level 60 |  |  |  |  | 10 |
| Level 61 |  |  |  |  | 10 |
| Level 62 |  |  |  |  | 10 |
| Level 63 |  |  |  |  | 10 |
| Level 64 |  |  |  |  | 10 |
| Level 65 |  |  |  |  | 10 |
| Level 66 |  |  |  |  | 10 |

Level 67 || || || || || 11

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Level 68 || || || || || 11

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Level 69 || || || || || 11

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Level 70 || || || || || 11

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Level 71 || || || || || 11

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Level 72 || || || || || 11

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Level 73 || || || || || 11

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Level 74 || || || || || 11

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Level 75 || || || || || 11

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Level 76 || || || || || 11

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Level 77 || || || || || 11

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Level 78 || || || || || 11

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Level 79 || || || || || 11

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Level 80 || || || || || 11

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Level 81 || || || || || 12

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Level 82 || || || || || 12

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Level 83 || || || || || 12

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Level 84 || || || || || 12

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Level 85 || || || || || 12

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Level 86 || || || || || 12

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Level 87 || || || || || 12

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Level 88 || || || || || 12

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Level 89 || || || || || 12

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Level 90 || || || || || 12

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Level 91 || || || || || 12

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Level 92 || || || || || 12

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Level 93 || || || || || 12

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Level 94 || || || || || 13

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Level 95 || || || || || 13

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Level 96 || || || || || 13

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Level 97 || || || || || 13

Level 98 || || || || || 13

Level 99 || || || || || 13

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>>> >>> >>> >>> >>> >>> >>> >>> >>> DRAGON <<< <<< <<< <<< <<< <<< <<< <<<  
o-----o-----o-----o-----o-----o-----o-----o-----o  
[9.dr]

5 Move 3 Jump 5% C Ev

Innate: Cannot Enter Water

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

Good Place to Find: Lenalia Plateau from Gariland Magic City

// Abilities \\  
=====

| Name | Effect                         | Formula          |
|------|--------------------------------|------------------|
| Dash | Standard attack (1v2) P Ev, R1 | PA*[PA*(Br/100)] |

// Monster Skill Ability \\  
=====

| Name       | Effect                                                                 | Formula         |
|------------|------------------------------------------------------------------------|-----------------|
| Tail Swing | Random damage with a chance of knocking the target back (1v2) P Ev, R1 | PA*(1...15)<br> |

Level || HP || MP || PA || MA || Speed  
=====

Level 1 || || || || || 5

Level 2 || || || || || 5

Level 3 || || || || || 6

Level 4 || || || || || 6

Level 5 || || || || || 6

Level 6 || || || || || 6

Level 7 || || || || || 6

Level 8 || || || || || 6

Level 9 || || || || || 6

Level 10 || || || || || 6

Level 11 || || || || || 6

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 12 |  |  |  |  | 6 |
| Level 13 |  |  |  |  | 6 |
| Level 14 |  |  |  |  | 6 |
| Level 15 |  |  |  |  | 6 |
| Level 16 |  |  |  |  | 6 |
| Level 17 |  |  |  |  | 6 |
| Level 18 |  |  |  |  | 7 |
| Level 19 |  |  |  |  | 7 |
| Level 20 |  |  |  |  | 7 |
| Level 21 |  |  |  |  | 7 |
| Level 22 |  |  |  |  | 7 |
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 7 |
| Level 27 |  |  |  |  | 7 |
| Level 28 |  |  |  |  | 7 |
| Level 29 |  |  |  |  | 7 |
| Level 30 |  |  |  |  | 7 |
| Level 31 |  |  |  |  | 7 |
| Level 32 |  |  |  |  | 8 |
| Level 33 |  |  |  |  | 8 |
| Level 34 |  |  |  |  | 8 |
| Level 35 |  |  |  |  | 8 |
| Level 36 |  |  |  |  | 8 |
| Level 37 |  |  |  |  | 8 |
| Level 38 |  |  |  |  | 8 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 8 |
| Level 41 |  |  |  |  | 8 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 42 |  |  |  |  | 8  |
| Level 43 |  |  |  |  | 8  |
| Level 44 |  |  |  |  | 8  |
| Level 45 |  |  |  |  | 8  |
| Level 46 |  |  |  |  | 8  |
| Level 47 |  |  |  |  | 9  |
| Level 48 |  |  |  |  | 9  |
| Level 49 |  |  |  |  | 9  |
| Level 50 |  |  |  |  | 9  |
| Level 51 |  |  |  |  | 9  |
| Level 52 |  |  |  |  | 9  |
| Level 53 |  |  |  |  | 9  |
| Level 54 |  |  |  |  | 9  |
| Level 55 |  |  |  |  | 9  |
| Level 56 |  |  |  |  | 9  |
| Level 57 |  |  |  |  | 9  |
| Level 58 |  |  |  |  | 9  |
| Level 59 |  |  |  |  | 9  |
| Level 60 |  |  |  |  | 9  |
| Level 61 |  |  |  |  | 10 |
| Level 62 |  |  |  |  | 10 |
| Level 63 |  |  |  |  | 10 |
| Level 64 |  |  |  |  | 10 |
| Level 65 |  |  |  |  | 10 |
| Level 66 |  |  |  |  | 10 |
| Level 67 |  |  |  |  | 10 |
| Level 68 |  |  |  |  | 10 |
| Level 69 |  |  |  |  | 10 |
| Level 70 |  |  |  |  | 10 |
| Level 71 |  |  |  |  | 10 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 72 |  |  |  |  | 10 |
| Level 73 |  |  |  |  | 10 |
| Level 74 |  |  |  |  | 10 |
| Level 75 |  |  |  |  | 10 |
| Level 76 |  |  |  |  | 11 |
| Level 77 |  |  |  |  | 11 |
| Level 78 |  |  |  |  | 11 |
| Level 79 |  |  |  |  | 11 |
| Level 80 |  |  |  |  | 11 |
| Level 81 |  |  |  |  | 11 |
| Level 82 |  |  |  |  | 11 |
| Level 83 |  |  |  |  | 11 |
| Level 84 |  |  |  |  | 11 |
| Level 85 |  |  |  |  | 11 |
| Level 86 |  |  |  |  | 11 |
| Level 87 |  |  |  |  | 11 |
| Level 88 |  |  |  |  | 11 |
| Level 89 |  |  |  |  | 11 |
| Level 90 |  |  |  |  | 12 |
| Level 91 |  |  |  |  | 12 |
| Level 92 |  |  |  |  | 12 |
| Level 93 |  |  |  |  | 12 |
| Level 94 |  |  |  |  | 12 |
| Level 95 |  |  |  |  | 12 |
| Level 96 |  |  |  |  | 12 |
| Level 97 |  |  |  |  | 12 |
| Level 98 |  |  |  |  | 12 |
| Level 99 |  |  |  |  | 12 |

>>> >>> >>> >>> >>> >>> >>> >>> BLUE DRAGON <<< <<< <<< <<< <<< <<< <<< <<<  
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 [9.bld]

5 Move 3 Jump 9% C Ev

Innate: Cannot Enter Water, Absorb Ice, Weak to Fire

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

// Abilities \\  
 =====

| Name         | Effect                                                                  | Formula          |
|--------------|-------------------------------------------------------------------------|------------------|
| Dash         | Standard attack (1v2) P Ev, R1                                          | PA*[PA*(Br/100)] |
| Ice Bracelet | Ice damage with a two panel effect in a direction, 2 vertical, M Ev, R0 | MA*5             |

// Monster Skill Ability \\  
 =====

| Name           | Effect                                                                        | Formula |
|----------------|-------------------------------------------------------------------------------|---------|
| Thnder Braclet | Lightning damage with a two panel effect in a direction, 2 vertical, M Ev, R0 | MA*5    |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 6     |
| Level 2  |    |    |    |    | 6     |
| Level 3  |    |    |    |    | 6     |
| Level 4  |    |    |    |    | 6     |
| Level 5  |    |    |    |    | 6     |
| Level 6  |    |    |    |    | 6     |
| Level 7  |    |    |    |    | 6     |
| Level 8  |    |    |    |    | 6     |
| Level 9  |    |    |    |    | 6     |
| Level 10 |    |    |    |    | 6     |
| Level 11 |    |    |    |    | 6     |
| Level 12 |    |    |    |    | 6     |
| Level 13 |    |    |    |    | 7     |
| Level 14 |    |    |    |    | 7     |
| Level 15 |    |    |    |    | 7     |

|          |  |  |  |  |   |
|----------|--|--|--|--|---|
| Level 16 |  |  |  |  | 7 |
| Level 17 |  |  |  |  | 7 |
| Level 18 |  |  |  |  | 7 |
| Level 19 |  |  |  |  | 7 |
| Level 20 |  |  |  |  | 7 |
| Level 21 |  |  |  |  | 7 |
| Level 22 |  |  |  |  | 7 |
| Level 23 |  |  |  |  | 7 |
| Level 24 |  |  |  |  | 7 |
| Level 25 |  |  |  |  | 7 |
| Level 26 |  |  |  |  | 8 |
| Level 27 |  |  |  |  | 8 |
| Level 28 |  |  |  |  | 8 |
| Level 29 |  |  |  |  | 8 |
| Level 30 |  |  |  |  | 8 |
| Level 31 |  |  |  |  | 8 |
| Level 32 |  |  |  |  | 8 |
| Level 33 |  |  |  |  | 8 |
| Level 34 |  |  |  |  | 8 |
| Level 35 |  |  |  |  | 8 |
| Level 36 |  |  |  |  | 8 |
| Level 37 |  |  |  |  | 8 |
| Level 38 |  |  |  |  | 8 |
| Level 39 |  |  |  |  | 8 |
| Level 40 |  |  |  |  | 9 |
| Level 41 |  |  |  |  | 9 |
| Level 42 |  |  |  |  | 9 |
| Level 43 |  |  |  |  | 9 |
| Level 44 |  |  |  |  | 9 |
| Level 45 |  |  |  |  | 9 |

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|----------|--|--|--|--|----|
| Level 46 |  |  |  |  | 9  |
| Level 47 |  |  |  |  | 9  |
| Level 48 |  |  |  |  | 9  |
| Level 49 |  |  |  |  | 9  |
| Level 50 |  |  |  |  | 9  |
| Level 51 |  |  |  |  | 9  |
| Level 52 |  |  |  |  | 9  |
| Level 53 |  |  |  |  | 9  |
| Level 54 |  |  |  |  | 10 |
| Level 55 |  |  |  |  | 10 |
| Level 56 |  |  |  |  | 10 |
| Level 57 |  |  |  |  | 10 |
| Level 58 |  |  |  |  | 10 |
| Level 59 |  |  |  |  | 10 |
| Level 60 |  |  |  |  | 10 |
| Level 61 |  |  |  |  | 10 |
| Level 62 |  |  |  |  | 10 |
| Level 63 |  |  |  |  | 10 |
| Level 64 |  |  |  |  | 10 |
| Level 65 |  |  |  |  | 10 |
| Level 66 |  |  |  |  | 10 |
| Level 67 |  |  |  |  | 10 |
| Level 68 |  |  |  |  | 11 |
| Level 69 |  |  |  |  | 11 |
| Level 70 |  |  |  |  | 11 |
| Level 71 |  |  |  |  | 11 |
| Level 72 |  |  |  |  | 11 |
| Level 73 |  |  |  |  | 11 |
| Level 74 |  |  |  |  | 11 |
| Level 75 |  |  |  |  | 11 |

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|----------|--|--|--|--|--|----|
| Level 76 |  |  |  |  |  | 11 |
| Level 77 |  |  |  |  |  | 11 |
| Level 78 |  |  |  |  |  | 11 |
| Level 79 |  |  |  |  |  | 11 |
| Level 80 |  |  |  |  |  | 11 |
| Level 81 |  |  |  |  |  | 11 |
| Level 82 |  |  |  |  |  | 12 |
| Level 83 |  |  |  |  |  | 12 |
| Level 84 |  |  |  |  |  | 12 |
| Level 85 |  |  |  |  |  | 12 |
| Level 86 |  |  |  |  |  | 12 |
| Level 87 |  |  |  |  |  | 12 |
| Level 88 |  |  |  |  |  | 12 |
| Level 89 |  |  |  |  |  | 12 |
| Level 90 |  |  |  |  |  | 12 |
| Level 91 |  |  |  |  |  | 12 |
| Level 92 |  |  |  |  |  | 12 |
| Level 93 |  |  |  |  |  | 12 |
| Level 94 |  |  |  |  |  | 12 |
| Level 95 |  |  |  |  |  | 12 |
| Level 96 |  |  |  |  |  | 13 |
| Level 97 |  |  |  |  |  | 13 |
| Level 98 |  |  |  |  |  | 13 |
| Level 99 |  |  |  |  |  | 13 |

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>>> >>> >>> >>> >>> >>> >>> >>> >>> > RED DRAGON < <<< <<< <<< <<< <<< <<< <<< <<<  
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[9.rd]

5 Move 3 Jump 8% C Ev

Innate: Cannot Enter Water, Absorb Fire, Weak to Ice



Poach: Salty Rage (Common), Dragon Whisker (Rare)

// Abilities \\  
=====

| Name         | Effect                                                                         | Formula*         |
|--------------|--------------------------------------------------------------------------------|------------------|
| Dash         | Standard attack (1v2) P Ev, R1                                                 | PA*[PA*(Br/100)] |
| Fire Braclet | Fire damage with a two panel effect<br>   in a direction, 2 vertical, M Ev, R0 | MA*5<br>         |

// Monster Skill Ability \\  
=====

| Name           | Effect                                                                              | Formula  |
|----------------|-------------------------------------------------------------------------------------|----------|
| Thnder Braclet | Lightning damage with a two panel effect<br>   in a direction, 2 vertical, M Ev, R0 | MA*5<br> |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 6     |
| Level 2  |    |    |    |    | 6     |
| Level 3  |    |    |    |    | 6     |
| Level 4  |    |    |    |    | 6     |
| Level 5  |    |    |    |    | 6     |
| Level 6  |    |    |    |    | 6     |
| Level 7  |    |    |    |    | 7     |
| Level 8  |    |    |    |    | 7     |
| Level 9  |    |    |    |    | 7     |
| Level 10 |    |    |    |    | 7     |
| Level 11 |    |    |    |    | 7     |
| Level 12 |    |    |    |    | 7     |
| Level 13 |    |    |    |    | 7     |
| Level 14 |    |    |    |    | 7     |
| Level 15 |    |    |    |    | 7     |
| Level 16 |    |    |    |    | 7     |
| Level 17 |    |    |    |    | 7     |
| Level 18 |    |    |    |    | 7     |
| Level 19 |    |    |    |    | 7     |

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|----------|--|--|--|--|----|
| Level 20 |  |  |  |  | 8  |
| Level 21 |  |  |  |  | 8  |
| Level 22 |  |  |  |  | 8  |
| Level 23 |  |  |  |  | 8  |
| Level 24 |  |  |  |  | 8  |
| Level 25 |  |  |  |  | 8  |
| Level 26 |  |  |  |  | 8  |
| Level 27 |  |  |  |  | 8  |
| Level 28 |  |  |  |  | 8  |
| Level 29 |  |  |  |  | 8  |
| Level 30 |  |  |  |  | 8  |
| Level 31 |  |  |  |  | 8  |
| Level 32 |  |  |  |  | 8  |
| Level 33 |  |  |  |  | 9  |
| Level 34 |  |  |  |  | 9  |
| Level 35 |  |  |  |  | 9  |
| Level 36 |  |  |  |  | 9  |
| Level 37 |  |  |  |  | 9  |
| Level 38 |  |  |  |  | 9  |
| Level 39 |  |  |  |  | 9  |
| Level 40 |  |  |  |  | 9  |
| Level 41 |  |  |  |  | 9  |
| Level 42 |  |  |  |  | 9  |
| Level 43 |  |  |  |  | 9  |
| Level 44 |  |  |  |  | 9  |
| Level 45 |  |  |  |  | 9  |
| Level 46 |  |  |  |  | 10 |
| Level 47 |  |  |  |  | 10 |
| Level 48 |  |  |  |  | 10 |
| Level 49 |  |  |  |  | 10 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 50 |  |  |  |  | 10 |
| Level 51 |  |  |  |  | 10 |
| Level 52 |  |  |  |  | 10 |
| Level 53 |  |  |  |  | 10 |
| Level 54 |  |  |  |  | 10 |
| Level 55 |  |  |  |  | 10 |
| Level 56 |  |  |  |  | 10 |
| Level 57 |  |  |  |  | 10 |
| Level 58 |  |  |  |  | 10 |
| Level 59 |  |  |  |  | 11 |
| Level 60 |  |  |  |  | 11 |
| Level 61 |  |  |  |  | 11 |
| Level 62 |  |  |  |  | 11 |
| Level 63 |  |  |  |  | 11 |
| Level 64 |  |  |  |  | 11 |
| Level 65 |  |  |  |  | 11 |
| Level 66 |  |  |  |  | 11 |
| Level 67 |  |  |  |  | 11 |
| Level 68 |  |  |  |  | 11 |
| Level 69 |  |  |  |  | 11 |
| Level 70 |  |  |  |  | 11 |
| Level 71 |  |  |  |  | 11 |
| Level 72 |  |  |  |  | 12 |
| Level 73 |  |  |  |  | 12 |
| Level 74 |  |  |  |  | 12 |
| Level 75 |  |  |  |  | 12 |
| Level 76 |  |  |  |  | 12 |
| Level 77 |  |  |  |  | 12 |
| Level 78 |  |  |  |  | 12 |
| Level 79 |  |  |  |  | 12 |

|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 80 |  |  |  |  | 12 |
| Level 81 |  |  |  |  | 12 |
| Level 82 |  |  |  |  | 12 |
| Level 83 |  |  |  |  | 12 |
| Level 84 |  |  |  |  | 12 |
| Level 85 |  |  |  |  | 13 |
| Level 86 |  |  |  |  | 13 |
| Level 87 |  |  |  |  | 13 |
| Level 88 |  |  |  |  | 13 |
| Level 89 |  |  |  |  | 13 |
| Level 90 |  |  |  |  | 13 |
| Level 91 |  |  |  |  | 13 |
| Level 92 |  |  |  |  | 13 |
| Level 93 |  |  |  |  | 13 |
| Level 94 |  |  |  |  | 13 |
| Level 95 |  |  |  |  | 13 |
| Level 96 |  |  |  |  | 13 |
| Level 97 |  |  |  |  | 13 |
| Level 98 |  |  |  |  | 14 |
| Level 99 |  |  |  |  | 14 |

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>>> >>> >>> >>> >>> >>> >>> >>> >>> >>> HYUDRA <<< <<< <<< <<< <<< <<< <<< <<< <<<  
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[9.hyu]

4 Move 4 Jump 0% C Ev

Innate: Fly, Cannot Enter Water, Weak to Ice and Wind

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

Good Place to Find: Bariaus Hill from Lionel Castle (Rare Battle),  
End (Deep Dungeon)

// Abilities \\

|      |  |        |  |         |
|------|--|--------|--|---------|
| Name |  | Effect |  | Formula |
|------|--|--------|--|---------|

=====  
Triple Attack||  
=====

// Monster Skill Ability \\  
=====

| Name           |  | Effect                                                                                                                       |  | Formula      |
|----------------|--|------------------------------------------------------------------------------------------------------------------------------|--|--------------|
| Triple Brcelet |  | Deals 50% of the targets max HP damage,<br>   targets three panels in three different<br>   directions, 2 vertical, M Ev, R0 |  | MA + 120 = % |

=====

| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 6     |
| Level 2  |  |    |  |    |  |    |  |    |  | 6     |
| Level 3  |  |    |  |    |  |    |  |    |  | 6     |
| Level 4  |  |    |  |    |  |    |  |    |  | 6     |
| Level 5  |  |    |  |    |  |    |  |    |  | 6     |
| Level 6  |  |    |  |    |  |    |  |    |  | 6     |
| Level 7  |  |    |  |    |  |    |  |    |  | 6     |
| Level 8  |  |    |  |    |  |    |  |    |  | 6     |
| Level 9  |  |    |  |    |  |    |  |    |  | 6     |
| Level 10 |  |    |  |    |  |    |  |    |  | 6     |
| Level 11 |  |    |  |    |  |    |  |    |  | 7     |
| Level 12 |  |    |  |    |  |    |  |    |  | 7     |
| Level 13 |  |    |  |    |  |    |  |    |  | 7     |
| Level 14 |  |    |  |    |  |    |  |    |  | 7     |
| Level 15 |  |    |  |    |  |    |  |    |  | 7     |
| Level 16 |  |    |  |    |  |    |  |    |  | 7     |
| Level 17 |  |    |  |    |  |    |  |    |  | 7     |
| Level 18 |  |    |  |    |  |    |  |    |  | 7     |
| Level 19 |  |    |  |    |  |    |  |    |  | 7     |
| Level 20 |  |    |  |    |  |    |  |    |  | 7     |
| Level 21 |  |    |  |    |  |    |  |    |  | 7     |
| Level 22 |  |    |  |    |  |    |  |    |  | 7     |

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|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 23 |  |  |  |  | 7  |
| Level 24 |  |  |  |  | 7  |
| Level 25 |  |  |  |  | 8  |
| Level 26 |  |  |  |  | 8  |
| Level 27 |  |  |  |  | 8  |
| Level 28 |  |  |  |  | 8  |
| Level 29 |  |  |  |  | 8  |
| Level 30 |  |  |  |  | 8  |
| Level 31 |  |  |  |  | 8  |
| Level 32 |  |  |  |  | 8  |
| Level 33 |  |  |  |  | 8  |
| Level 34 |  |  |  |  | 8  |
| Level 35 |  |  |  |  | 8  |
| Level 36 |  |  |  |  | 8  |
| Level 37 |  |  |  |  | 8  |
| Level 38 |  |  |  |  | 9  |
| Level 39 |  |  |  |  | 9  |
| Level 40 |  |  |  |  | 9  |
| Level 41 |  |  |  |  | 9  |
| Level 42 |  |  |  |  | 9  |
| Level 43 |  |  |  |  | 9  |
| Level 44 |  |  |  |  | 9  |
| Level 45 |  |  |  |  | 9  |
| Level 46 |  |  |  |  | 9  |
| Level 47 |  |  |  |  | 9  |
| Level 48 |  |  |  |  | 9  |
| Level 49 |  |  |  |  | 9  |
| Level 50 |  |  |  |  | 9  |
| Level 51 |  |  |  |  | 9  |
| Level 52 |  |  |  |  | 10 |

Level 53 ||           ||           ||           ||           || 10

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Level 54 ||           ||           ||           ||           || 10

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Level 55 ||           ||           ||           ||           || 10

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Level 56 ||           ||           ||           ||           || 10

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Level 57 ||           ||           ||           ||           || 10

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Level 58 ||           ||           ||           ||           || 10

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Level 59 ||           ||           ||           ||           || 10

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Level 60 ||           ||           ||           ||           || 10

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Level 61 ||           ||           ||           ||           || 10

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Level 62 ||           ||           ||           ||           || 10

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Level 63 ||           ||           ||           ||           || 10

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Level 64 ||           ||           ||           ||           || 10

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Level 65 ||           ||           ||           ||           || 10

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Level 66 ||           ||           ||           ||           || 11

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Level 67 ||           ||           ||           ||           || 11

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Level 68 ||           ||           ||           ||           || 11

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Level 69 ||           ||           ||           ||           || 11

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Level 70 ||           ||           ||           ||           || 11

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Level 71 ||           ||           ||           ||           || 11

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Level 72 ||           ||           ||           ||           || 11

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Level 80 ||           ||           ||           ||           || 12

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Level 81 ||           ||           ||           ||           || 12

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Level 82 ||           ||           ||           ||           || 12

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|          |  |  |  |  |    |
|----------|--|--|--|--|----|
| Level 83 |  |  |  |  | 12 |
| Level 84 |  |  |  |  | 12 |
| Level 85 |  |  |  |  | 12 |
| Level 86 |  |  |  |  | 12 |
| Level 87 |  |  |  |  | 12 |
| Level 88 |  |  |  |  | 12 |
| Level 89 |  |  |  |  | 12 |
| Level 90 |  |  |  |  | 12 |
| Level 91 |  |  |  |  | 12 |
| Level 92 |  |  |  |  | 12 |
| Level 93 |  |  |  |  | 13 |
| Level 94 |  |  |  |  | 13 |
| Level 95 |  |  |  |  | 13 |
| Level 96 |  |  |  |  | 13 |
| Level 97 |  |  |  |  | 13 |
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| Level 99 |  |  |  |  | 13 |

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[9.hyd]

```

4 Move 4 Jump 0% C Ev

Innate: Fly, Cannot Enter Water, Weak to Ice and Wind

Poach: Setiemson (Common), Rubber Costume (Rare)

Good Place to Find: Bariaus Hill from Lionel Castle (Rare Battle),  
End (Deep Dungeon)

// Abilities \\

| Name          |  | Effect                                                                                 |  | Formula   |
|---------------|--|----------------------------------------------------------------------------------------|--|-----------|
| =====         |  |                                                                                        |  |           |
| Triple Attack |  |                                                                                        |  |           |
| Triple Flame  |  | Fire damage that randomly strikes three<br>   times among the targeted panels (2v0) R4 |  | MA*[MA/2] |



// Monster Skill Ability \\  
=====

| Name           |  | Effect                                       |  | Formula   |
|----------------|--|----------------------------------------------|--|-----------|
| Triple Thunder |  | Lightning damage that randomly strikes three |  | MA*[MA/2] |
|                |  | times among the targeted panels (2v0) R4     |  |           |

---

| Level    |  | HP |  | MP |  | PA |  | MA |  | Speed |
|----------|--|----|--|----|--|----|--|----|--|-------|
| Level 1  |  |    |  |    |  |    |  |    |  | 6     |
| Level 2  |  |    |  |    |  |    |  |    |  | 6     |
| Level 3  |  |    |  |    |  |    |  |    |  | 6     |
| Level 4  |  |    |  |    |  |    |  |    |  | 6     |
| Level 5  |  |    |  |    |  |    |  |    |  | 6     |
| Level 6  |  |    |  |    |  |    |  |    |  | 7     |
| Level 7  |  |    |  |    |  |    |  |    |  | 7     |
| Level 8  |  |    |  |    |  |    |  |    |  | 7     |
| Level 9  |  |    |  |    |  |    |  |    |  | 7     |
| Level 10 |  |    |  |    |  |    |  |    |  | 7     |
| Level 11 |  |    |  |    |  |    |  |    |  | 7     |
| Level 12 |  |    |  |    |  |    |  |    |  | 7     |
| Level 13 |  |    |  |    |  |    |  |    |  | 7     |
| Level 14 |  |    |  |    |  |    |  |    |  | 7     |
| Level 15 |  |    |  |    |  |    |  |    |  | 7     |
| Level 16 |  |    |  |    |  |    |  |    |  | 7     |
| Level 17 |  |    |  |    |  |    |  |    |  | 7     |
| Level 18 |  |    |  |    |  |    |  |    |  | 7     |
| Level 19 |  |    |  |    |  |    |  |    |  | 8     |
| Level 20 |  |    |  |    |  |    |  |    |  | 8     |
| Level 21 |  |    |  |    |  |    |  |    |  | 8     |
| Level 22 |  |    |  |    |  |    |  |    |  | 8     |
| Level 23 |  |    |  |    |  |    |  |    |  | 8     |
| Level 24 |  |    |  |    |  |    |  |    |  | 8     |
| Level 25 |  |    |  |    |  |    |  |    |  | 8     |

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| Level 26 |  |  |  |  | 8  |
| Level 27 |  |  |  |  | 8  |
| Level 28 |  |  |  |  | 8  |
| Level 29 |  |  |  |  | 8  |
| Level 30 |  |  |  |  | 8  |
| Level 31 |  |  |  |  | 8  |
| Level 32 |  |  |  |  | 9  |
| Level 33 |  |  |  |  | 9  |
| Level 34 |  |  |  |  | 9  |
| Level 35 |  |  |  |  | 9  |
| Level 36 |  |  |  |  | 9  |
| Level 37 |  |  |  |  | 9  |
| Level 38 |  |  |  |  | 9  |
| Level 39 |  |  |  |  | 9  |
| Level 40 |  |  |  |  | 9  |
| Level 41 |  |  |  |  | 9  |
| Level 42 |  |  |  |  | 9  |
| Level 43 |  |  |  |  | 9  |
| Level 44 |  |  |  |  | 9  |
| Level 45 |  |  |  |  | 10 |
| Level 46 |  |  |  |  | 10 |
| Level 47 |  |  |  |  | 10 |
| Level 48 |  |  |  |  | 10 |
| Level 49 |  |  |  |  | 10 |
| Level 50 |  |  |  |  | 10 |
| Level 51 |  |  |  |  | 10 |
| Level 52 |  |  |  |  | 10 |
| Level 53 |  |  |  |  | 10 |
| Level 54 |  |  |  |  | 10 |
| Level 55 |  |  |  |  | 10 |

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Level 56 ||           ||           ||           ||           || 10

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Level 57 ||           ||           ||           ||           || 10

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Level 58 ||           ||           ||           ||           || 11

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Level 59 ||           ||           ||           ||           || 11

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Level 85 ||           ||           ||           ||           || 13

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| Level 86 |  |  |  |  |  | 13 |
| Level 87 |  |  |  |  |  | 13 |
| Level 88 |  |  |  |  |  | 13 |
| Level 89 |  |  |  |  |  | 13 |
| Level 90 |  |  |  |  |  | 13 |
| Level 91 |  |  |  |  |  | 13 |
| Level 92 |  |  |  |  |  | 13 |
| Level 93 |  |  |  |  |  | 13 |
| Level 94 |  |  |  |  |  | 13 |
| Level 95 |  |  |  |  |  | 13 |
| Level 96 |  |  |  |  |  | 13 |
| Level 97 |  |  |  |  |  | 14 |
| Level 98 |  |  |  |  |  | 14 |
| Level 99 |  |  |  |  |  | 14 |

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[9.ti]

```

4 Move 4 Jump 0% C Ev

Innate: Fly, Cannot Enter Water, Weak to Ice and Wind

Poach: Ryozan Silk (Common), Whale Whisker (Rare)

Good Place to Find: End (Deep Dungeon)

// Abilities \\

| Name           |  | Effect                                                                                                                       |  | Formula      |
|----------------|--|------------------------------------------------------------------------------------------------------------------------------|--|--------------|
| Triple Brcelet |  | Deals 50% of the targets max HP damage,<br>   targets three panels in three different<br>   directions, 2 vertical, M Ev, R0 |  | MA + 120 = % |
| Triple Thunder |  | Lightning damage that randomly strikes three<br>   times among the targeted panels (2v0) R4                                  |  | MA*[MA/2]    |
| Triple Flame   |  | Fire damage that randomly strikes three<br>   times among the targeted panels (2v0) R4                                       |  | MA*[MA/2]    |

// Monster Skill Ability \\

| Name         | Effect                                                                                                             | Formula       |
|--------------|--------------------------------------------------------------------------------------------------------------------|---------------|
| Dark Whisper | Dark damage that randomly strikes six times among the targeted panels, 25% chance of adding Sleep or Dead (2v0) R4 | $MA * [MA/2]$ |

| Level    | HP | MP | PA | MA | Speed |
|----------|----|----|----|----|-------|
| Level 1  |    |    |    |    | 6     |
| Level 2  |    |    |    |    | 6     |
| Level 3  |    |    |    |    | 7     |
| Level 4  |    |    |    |    | 7     |
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| Level 12 |    |    |    |    | 7     |
| Level 13 |    |    |    |    | 7     |
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| Level 16 |    |    |    |    | 8     |
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| Level 19 |    |    |    |    | 8     |
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| Level 55 |  |  |  |  | 11 |

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Level 56 ||           ||           ||           ||           || 11

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Level 80 ||           ||           ||           ||           || 13

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Level 81 ||           ||           ||           ||           || 13

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Level 83 ||           ||           ||           ||           || 13

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Level 84 ||           ||           ||           ||           || 13

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Level 85 ||           ||           ||           ||           || 13

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| Level 86 |  |  |  |  |  | 13 |
| Level 87 |  |  |  |  |  | 13 |
| Level 88 |  |  |  |  |  | 13 |
| Level 89 |  |  |  |  |  | 13 |
| Level 90 |  |  |  |  |  | 13 |
| Level 91 |  |  |  |  |  | 14 |
| Level 92 |  |  |  |  |  | 14 |
| Level 93 |  |  |  |  |  | 14 |
| Level 94 |  |  |  |  |  | 14 |
| Level 95 |  |  |  |  |  | 14 |
| Level 96 |  |  |  |  |  | 14 |
| Level 97 |  |  |  |  |  | 14 |
| Level 98 |  |  |  |  |  | 14 |
| Level 99 |  |  |  |  |  | 14 |

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-Overated  
overatedsan@excite.com  
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:: Version History ::

:: .8

FAQ Submitted, sections I to XIV created.

:: .85

- Added opinion blurbs about classes and equipment
- Fixed mistakes pointed out to me
- Did some more equipment stuff
- Left some sections unfinished like XVII, XVIII, and this

:: .87

This is July and August's update. I hardly did anything as I was busy this month and did not feel like FAQing that much. I did finish section 18 so feel free to send me emails if you have any other thoughts or ideas you would like



to seen in the story analysis section.

MalcolmMasher sent me some of his thoughts on the My Thoughts blurbs in section four so while some of the thoughts are mine, some of them are his. He also has sent me a list of mistakes and what not that I have made and subsequently corrected.

- After some complaints about the FAQ being too large, I moved the Monster section to the end of the FAQ and will make sure that it is always the last section. To accomodate this I had to make up a new section 9 which is now a paragraph about Propositions. See instead of addressing the problem I just swept it to the side.

```
// Height Map \\

 A B C D E F G H I J K L
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1]
2]
3]
4]
5]
6]
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8]
9]
10]
```

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10 = 1 H, 15 = 1.5 H, etc.

```
// Starting Grid \\

// Guest Starting Position \\

Delita starts on

// Enemy Starting Positions \\

// Move-Find Item \\
Coordinates: High Brave, Low Brave

// Traps \\

None

// Terrain Map \\
```

A B C D E F G H I J K L M N O P Q R

- =====
- 1 ]
  - 2 ]
  - 3 ]
  - 4 ]
  - 5 ]
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  - 7 ]
  - 8 ]
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  - 11]
  - 12]
  - 13]
  - 14]

- P - Pitfall (Natural Surface, Wasteland, Road)
- W - Water Ball (Waterway, River, Lake, Sea, Waterfall)
- H - Hell Ivy (Grassland, Thicket, Water planet, Ivy)
- C - Carve Model (Gravel, Stone floor, Stone wall, Mud wall, Tombstone)
- L - Local Quake (Rocky cliff, Lava rocks)
- K - Kamaitachi (Book, Tree, Brick, Bridge, Furniture, Iron plate, Moss, Coffin)
- D - Demon Fire (Wooden floor, Rug, Box, Stairs, Deck)
- Q - Quicksand (Swamp, Marsh, Poisoned marsh)
- S - Sand Storm (Sand area, Stalactite, Salt)
- B - Blizzard (Snow Ice)
- G - Gusty Wind (Roof, Sky, Chimney)
- A - Lava Ball (Lava, Machine)
- O - Obstacle (unable to stand on)