

# Final Fantasy Tactics FAQ/Walkthrough

by Shotgunnova

Updated on Jun 16, 2017

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Final Fantasy Tactics (Playstation) Walkthrough by Shotgunnova / P. Summers

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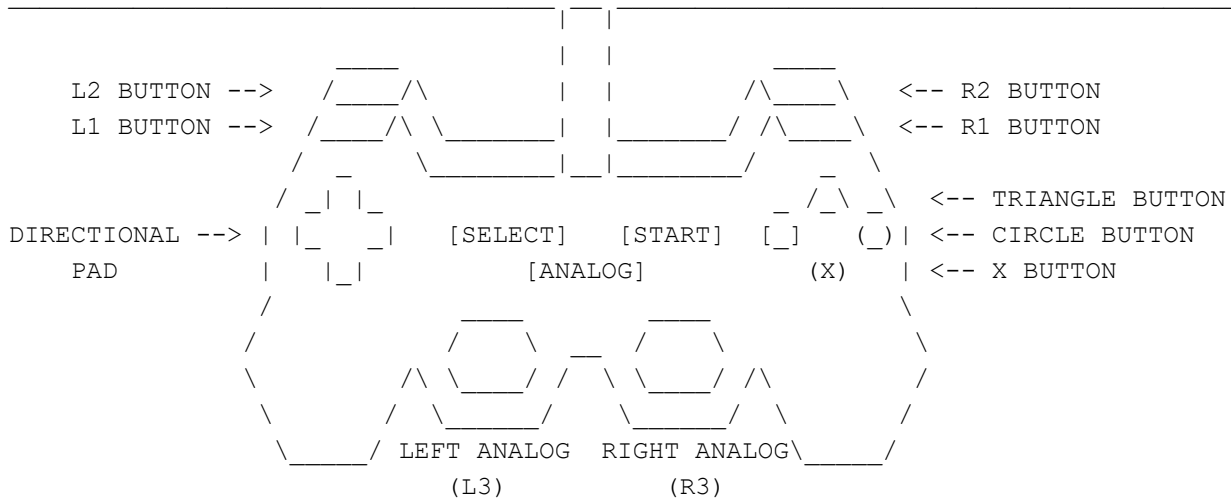
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## I. CONTROLS

[CNTR]



BUTTON	BATTLE FUNCTION
D-Pad	Move menu cursor / Move screen around (hold Square button)
Start	Cursor-seeks nearest numbered unit on battlefield
Select	View help message explanation for current selection
Circle	'Confirm' button for menus
Triangle	Open menu / Pause game during auto-battle
X Button	'Cancel' button for menus
L1 Button	Rotate map (left)
L2 Button	Zoom in/out of battlefield
R1 Button	Rotate map (right)
R2 Button	Change battlefield camera tilt (re-angle)

## II. TH' BASICS

[THBS]

### STORY [STRY]

From manual:

"Throughout history, wars repeat themselves in various times and places. From these wars, legends of heroes are handed down from generation to generation. Weathered by rumors and the passing of time, the truth may be forgotten, the reality buried under legends.

Many years ago, a war seethed and erupted within the land of Ivalice. It lasted for 50 years, finally ending when both sides laid down their arms. However, the war had exhausted the people's strength and the country's resources, and the situation within Ivalice gradually became worse.

The lords of the six ruling families united to guide Ivalice back to prosperity. However, their delicate balance of power soon collapsed. One year after the 50-year war ended, Ivalice's Princess Ovelia was abducted. Prompted by this, conflict grew between two families: Gallione (ruled by Prince Larg, whose crest was one of a White Lion) and Zeltennia (ruled by Prince Goltana, whose crest was a Black Lion). The war between the two families would be known later as 'The Lion War'. Added to the backdrop of the Lion War was the problem of succession to Ivalice's throne due to the sudden death of the King. Prince Larg is the elder brother of the Queen Ruvelia. Prince Goltana is the younger cousin to the dead king. According to historical record, a young hero named Delita suppressed the Lion War soon after it engulfed Ivalice. There was also another young man named Ramza who played a role during the Lion War, although you will not see Ramza's name in any history books. Now the true story can be told..."

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BRAVE & FAITH [BRVF]

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Two stats integral to playing FFT are Brave and Faith.

**BRAVE:** This relates to some weapon attack formulas, but most of all, reaction ability success, many of which have (Brave%) of triggering. This means a unit with 80 Brave has an 80% chance of Blade Grasp triggering. The maximum amount a unit can have is 100, but the permanent maximum is 97. There is no penalty for having too high of Brave, but it's not the same case for too low of Brave. Units with a temporarily reduced Brave rating (under 10) will be inflicted with Chicken status, gaining 1 Brave per turn until they hit 10, when the status is cured. Units with a permanent brave of 6 grow too cowardly and leave the team for good (after current battle).

There is only one upside to low Brave and that is Move-Find Item's success rate, which has a (100-Brave)% chance of working.

**FAITH:** This stat affects magic accuracy, magic damage, healing, and chance of alleviating/inflicting status effects. Units with high Faith will inflict more damage but also incur more magical-based damage, while units with low Faith will be less potent with magic but take less damage. The flipside to low Brave is high Faith; a unit that has more than 94 permanent Faith will grow too religious and permanently leave the party (after current battle).

If your Brave is getting too low, or Faith getting too high, after battle there will be a 'WARNING' and the applicable unit will say something about their growing cowardice/religious values. This happens so a player isn't completely blindsided by a useful person up and leaving. Note that mandatory characters (such as Ramza) cannot leave under these circumstances, although special optional characters (like Beowulf) definitely can.

All units have Brave/Faith values, and there are a few ways to raise/lower them permanently. For instance, the 'Praise' ability will raise Brave by 4 temporarily but only 1 permanently. Basically, for every 4 Brave/Faith raised

only one permanent point is gained. Here is a list of how to increase these values, with the temporary and permanent changes noted (in that order):

BRAVE

FAITH

Cheer Up (+5/+1)  
 Scream (+10/+2)  
 Praise (+4/+1)  
 Threaten (-20/-4)  
 Foxbird (-30/-7)  
 Chicken (-50/-12)  
 Look of Fright (-10/-2)

Preach (+4/+1)  
 Solution (-4/-1)

Additionally, two statuses can affect Faith. "Faith" status pretends that the unit has 100 Faith for its duration, while "Innocent" pretends that the unit has no Faith for its duration. These can be used to augment/reduce Faith without going through the trouble of permanently doing so.

STATUS EFFECTS [STTS]

Final Fantasy games typically have status effects (conditions which help or hurt units), but FFTactics might just have the most out of them all. There's a crapton of these things! Asterisked (\*) statuses will alleviate from units after a set time. [See equipment and item list for ways to prevent and cure these statuses.] Statuses that do not have an asterisk (1) have infinite duration, such as Darkness or Petrify (2) run out based on player's actions, such as Performing and Transparent (3) run out based on the enemy's actions, such as Reraise (4) cannot be cured whatsoever, such as Morbol.

Some equipment will give inherent statuses, such as the Robe of Lords giving Auto-Protect and Auto-Shell. These statuses remain as long as the equipment is on the unit, and any enemy who tries to remove those statuses (such as the Squidlarquin's Odd Soundwave) will have a 0% success rate. Any inherent status given by equipment will be in the form "Always: [name]", while any inherent status on normal units can be checked by viewing their status in-battle.

STATUSES	EFFECT
Berserk	Unit is uncontrollable but gets increased attack power
Blood Suck	Unit attacks allies and inflicts them with same status
* Charging	Unit prepares to use Charge ability (cannot evade)
Charm	Unit attacks allies (damage removes status)
* Chicken	Unit is a chicken (cannot use skills, reaction abilitys)
* Confusion	Unit is uncontrollable, attacks units indiscriminately
Critical	Nothing (occurs when ally has >20% Max HP remaining)
Darkness	Unit's physical attack accuracy is diminished
Dead	Unit is KO'd and will permanently die after three turns
* Death Sentence	Unit will automatically be KO'd after three turns
* Defending	Unit's evasion is doubled
* Don't Act	Unit cannot use any attack or use special commands
* Don't Move	Unit cannot move off current tile
* Faith	Unit's Faith value is treated as a hundred (100)
Float	Unit floats 1H over tiles (cancels earth-based damage)
Frog	Unit becomes a frog (cannot use skills, reaction abltys)
* Haste	Unit gets turns at a faster rate
* Innocent	Unit's Faith value is treated as zero (0)
Morbol	Unit becomes a morbol (this is irreversable!!!)
Oil	Unit takes more fire damage (glitched: has no effect)

Performing	Unit prepares to use bard/dancer skill (cannot evade)	
Petrify	Unit cannot get turns/evade	
*   Poison	Unit loses some HP each turn	
*   Protect	Unit takes reduced physical-based damage	
*   Reflect	Unit cannot be hit with most types of magic	
*   Regen	Unit regains some HP each turn	
Reraise	Unit automatically revives turn after being KO'd	
*   Shell	Unit takes reduced magical-based damage	
Silence	Unit cannot use abilities that cost MP	
*   Sleep	Unit cannot get turns/evade (damage removes status)	
*   Slow	Unit gets turns at a slower rate	
*   Stop	Unit cannot get turns/evade	
Transparent	Unit is invisible; physical attacks have 100% accuracy	
Undead	Unit is damaged by healing; may revive 3 turns after KO	
_____	_____	

Other tidbits:

- Poison supersedes Regen and vice versa.

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UNIT DEATH [UNTD]

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Anything that has health (HP) can die -- it's just the way of the world. When a unit's HP is reduced to zero, s/he will go into "Dead" status and there'll be a bubble that appears overhead with a number in it, starting a countdown (from 3 to 1). There are three outcomes for KO'd units:

#1) PERMANENT DEATH: When the countdown goes depletes after three turns, the unit will either leave behind a treasure box (containing an equipped item for humans, a consumable for monsters) or a crystal. If a living unit moves to a crystal, the option to restore HP/MP fully will be given; and, if a human unit died and a human unit moved to the crystal, s/he may get the chance to learn some of the deceased's abilities for free. Note that if the ability option is taken, ALL listed abilities are obtained (the game suggests otherwise by making the player pick).

Note: Finishing battle with allies still KO'd is fine; they don't die permanently.

Note: A unit's three turns are based off their own speed, not a full turn of the still-living units. This means ninja will crystalize much faster than, say, calculators.

Note: Treasures are added to the inventory automatically, meaning if one doesn't have space for that item (99 is max), money proportional to some of that item's value is obtained instead.

#2) UNIT RESURRECTS: A unit with Reraise status will automatically come back to life one turn after being KO'd, without fail. An undead unit, such as a Skeleton-type monster or a human with the Cursed Ring equipped, can come back to life three turns after death. Note that undead units have a chance at resurrection but may also permanently die, leaving behind a treasure chest or crystal.

#3) GUEST-PROTECTED: Some allies in the game are considered 'Guests,' those with special storyline consideration whose deaths would seriously screw up the plot. When these allies are KO'd, instead of a countdown above

their heads they get a "seeing stars" icon -- they cannot permanently die under any circumstances! Thus, in the first couple chapters, it's not necessary to protect Delita & Albus as they're truly expendible. Random-battle guests, however, can die permanently.

Also worth noting, the Brave Story option in the game keeps track of these situations. 'Injured' denotes friendly units who were KO'd but then lived by being resurrected or battle ending; 'Casualties' denotes friendly units that were permanently slain via crystalization (poaching ally monsters does not add to this).

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REFLECTING [RFLC]

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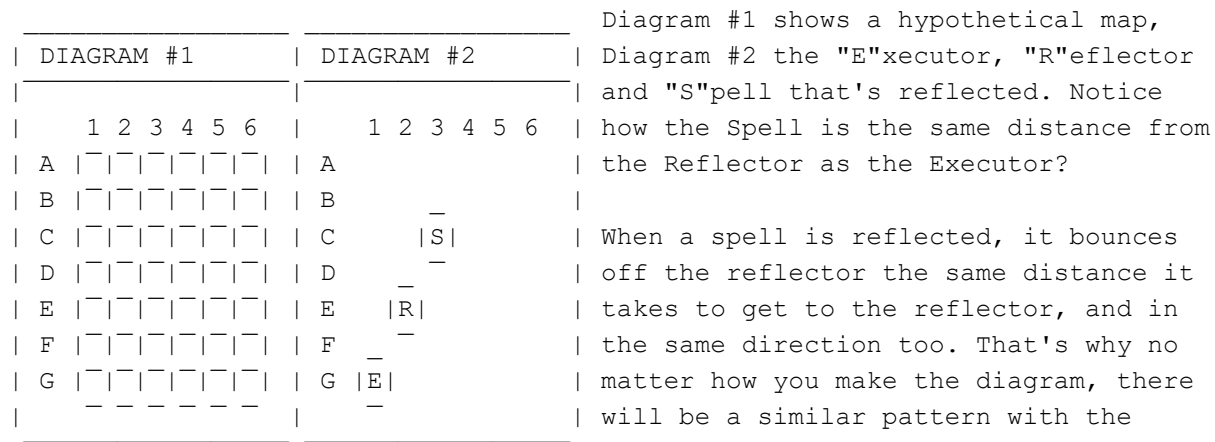


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Units in Reflect status will become immune to most spells, as they will just bounce off. To find out if a spell is reflectable, hover over the name and press select. If it has a "bouncy arrow" symbol in the info, it's subject to that.

Reflected magic cannot be avoided a 2nd time, meaning there are ways to hit units despite this status: (1) the person with Reflect is hit with a Reflected spell (2) the person with Reflect is hit with a spell used by the Math Skill command, which is discussed in the Calculator section (3) the target is hit with magic automatically cast by a weapon, such as with the Ice Brand.

This section is about the #1 type, hitting units with Reflect spells. You may notice that when someone hits a person with a reflectable spell, it bounces off a certain distance and acts instead, whether or not someone's there. This proceed takes into account the position of the executor and target. For instance:



Reflector being the "pivot". It's a pretty simple concept to learn first-hand although using diagrams may be a little, uh, cluttering. Go out and try it for yourself! Other notes:

- Some spells can't be reflected. Additionally, if a spell is reflectable and has an area of effect, the entire thing does not bounce off a reflected person, only the portion that attacks him/her. For example, any normal unit standing around a reflected person would still be hit with the spell.
- Enemies take reflect status into account, and use it to hit enemies outside their spell distance, so while it's not important, it's fun to know how the reflect mechanics work.

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UNLOCKING JOBS [NLCK]

Level 0 : Under 100	In FFTactics, new classes are unlocked by reaching
Level 1 : 100 JP	a certain level in the current job, which itself is
Level 2 : 200 JP	raised by earning JP (job points). Job points are
Level 3 : 350 JP	earned by doing successful actions, which means if
Level 4 : 550 JP	someone lands an attack they get JP but someone who
Level 5 : 800 JP	uses Stigma Magic without curing a status gets no
Level 6 : 1150 JP	JP. Additionally, the higher the unit's job level,
Level 7 : 1550 JP	the more job points are gained for the same action
Level 8 : 2100 JP	taken.

When a unit gains JP, all allies in the current battle party get "spillover JP," which is a residual boost to their own JP in that class. For instance, say a Wizard gains 60 JP for an action; anyone else fighting alongside him gets (60/4) JP, or 15, without doing anything. This works even if an ally doesn't have the job open, so when they do, they'll have a JP surplus waiting for 'em. This means that the best way to gain JP in a class (technically) is to have everyone as the same job, to put all those residual JP gains to work!

Spillover JP only applies to living (non-KO'd) human units. Special classes count as squires for the calculations. In other words, when Agrias whacks a creature and gets 20 JP, all units with base class of Squire get 5 JP, and all unique classes get 5 JP in their unique job. A unique situation is that Dancers and Bards don't give spillover JP to each other (they're mutually exclusive, gender-specific classes).

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TRAPS [TRPS]

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TRAP	EFFECT	
Deathtrap	Add: Death Sentence	Although a small part of battle, some fields contain trap squares which house buried items. If any
Degenerator	Unit's level minus one	unit (friend or foe) walks on one
Sleeping Gas	Add: Sleep	and they don't have Move-Find Item
Steel Needle	Unit takes damage	they are hit with the effect. If
		someone does have Move-Find Item, they can take the item underneath.

These traps don't pierce equipment however, meaning if someone guards against Death Sentence, a Deathtrap won't do anything, and so on.

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STAT OVERVIEW [STTO]

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Here's an example of a unit's status screen, with info from the ability screen added in. Note that by pressing select on the overview screen, the player can hover over each point of interest and see information about it, so one doesn't have to stumble around aimlessly here.

	Lv.95	Exp.31	( )01	Ramza
	HP-----	628/628		Squire
	MP-----	124/124	(   )	
	CT-----	---/---		Brave97 Faith70



Move	6	Weap.Power	AT	C-EV	S-EV	A-EV
Jump	3	R--018/30%	[PA]	16 / 10%	00% / 40%	
Speed	12	L--018/30%	[MA]	14 / 00%	00% / 30%	
<hr/>						
L: Save the Queen	Primary		: Guts			
R: Save the Queen	Secondary		: Elemental			
H: Genji Helmet	Reaction		: Weapon Guard			
A: Genji Armor	Support		: Two Swords			
A: Feather Mantle	Movement		: Move +2			

First, some of the basics based off of the chart above.

HP : Unit's health. When it drops to zero, unit is considered 'Dead'  
MP : Unit's magic points. When it drops to zero, unit can't use magic  
CT : Unit's current CT. Only applicable in battle, which is why none's shown  
Move : Range unit can move in battle  
Jump : Vertical range unit can jump in battle  
Speed: Unit's speed. The faster s/he is, the faster turns are gotten.  
PA : Unit's physical prowess. More physical damage is done as it grows.  
MA : Unit's magical prowess. More magical damage is done as it grows.  
C-EV%: Class innate evasion. This is determined by simply being the class.  
S-EV%: Shield evasion. Ramza has no shield equipped so it's marked 00%.  
A-EV%: Accessory evasion. Ramza gets 40% Physical/30% Magical evasion with a Feather Mantle equipped

What's shown under the Weap.Power part is the strength and evasion of the unit's weapons. For instance, a Save the Queen knightsword has 18 WP and 30% evasion, and since Ramza has two equipped, it's listed twice. Weapon evasion is useless unless the unit has the 'Weapon Guard' reaction equipped, for reference.

Each unit can equip five pieces of equipment: a weapon, headgear, armor, and an accessory. Some units can equip a shield or a 2nd weapon, while some have weapons that require both hands (such as longbows). Changing the support ability of a class allows them to equip things they normally wouldn't be able to. For instance, Ramza's squire class can equip knightswords but can't equip two without the 'Two Swords' ability.

Speaking of which, all units can equip five ability slots. The primary skillset is determined by the current class and can't be changed. Since Ramza's a squire, he has to have 'Guts' as his primary. A secondary command can be picked from any that unit has currently open. Elemental is a Geomancer command and since Ramza has that accessible, he can use it there. Reaction abilities are meant to be defensive in nature and protect the unit from attacks (such as Blade Grasp and Arrow Guard), or to improve one's stats (as Speed Save and Regenerator do). Support abilities are passive and meant to improve one's abilities in some way, such as Monster Skill or Equip \_\_\_\_\_ abilities. Movement abilities affect how the class gets around, such as Move +2 and Teleport.

That just leaves Brave, Faith, and Zodiac Compatibility, all of which are covered in their own sections.

Got any good tips/tricks to add here? Email me good ones and I'll put 'em in!

- Chapter 1 can be a trial for a new player, especially one that doesn't like to power-level. There's a great tip for getting through on this end: give everyone Item as a secondary! It's open by default and it allows anyone to heal, which means no one should be standing around doing nothing -- get out there and gain some JP!
- Males get better PA growth, females get better MA growth and specialized girly equipment later on. So which is better to use? That's up to the player. Note that girly equipment like the Ribbon and Chantage are super awesome and may tip the scales in the femmes' favor, especially if a player likes a magic-oriented team.
- Many maps have buried stuff that can only be unearthed via Move-Find Item. But, this also applies to enemies! Make sure that they don't steal any of those useful treasures, particularly in Deep Dungeon where all the rare items are.
- Most projectile weapons have a zone around the user where enemies can't be targeted. There is a workaround, though: target the tile right behind the enemy and the projectile will be obstructed by said enemy, dealing damage like normal. This works best when there's no huge height differential, obviously.
- There are some instances in the game, mostly castles and other fortresses, which are composed of consecutive battles. This means that Ramza and co. can't leave to level up, learn abilities, and so forth. For a player who isn't well-acquainted with FFT, it's very wise to make a separate save on the world map in case something goes awry inside. There's one particular castle in the third chapter that has sent newcomers reeling and made them restart entirely, so don't underestimate the game's varying difficulty. ;p
- The game has a tutorial for someone just starting the game. Normally I'd suggest just learning first-hand because the tutorial's translation is pretty crappy, but one can pick up the gist of things. Don't forget to check out the Brave Story or the info overviews either, which can provide useful intel and tidbits about characters and gameplay elements.
- Battles revolve around AT (Active Turns), and all units have speeds to be mindful of. When selecting an ability, pressing left or right will show the AT Turn list. This isn't important for instantaneous abilities (marked with 'Speed: Now' tags) but for things with large charge times, this quicklink to the AT list will be very useful. As y'know, while charging one is left (more) vulnerable to attack, so there's no sense in charging a huge summon if the target will just act first and slaughter you!
- Blade Grasp prevents weapon attacks and some physical-oriented commands with a (Brave%) chance of success. Two Swords lets the user equip two one-handed weapons. Two Hands uses up the shield slot to pretty much double a weapon's WP for damage purposes. These abilities are all lauded for a good reason, and while they make take some of the difficulty out, there's the go-to abilities for improving teams.
- When shopping, don't just click 'Best Fit' -- many times this gives bad options that don't suit the character. For instance, many females will be recommended bags as weapons. These have decent attack but are not really that awesome, not to mention they cost 50000g+ and that can break Ramza's bank early on. Manually equipping is often the best course of action. Likewise, when changing classes, sometimes the game auto-equips items

things from the inventory (for me, it was Feather Boots, because that was the first applicable one toward the top of the list). Always pay attention to equipment!

- If you want to learn how the game works, check out Aerostar's BMG (Battle Mechanics Guide): <http://www.gamefaqs.com/console/psx/file/197339/3876>. When it comes to FFTdom, this thing is ubiquitous. Heck, even if you're bad with formulae like me, it's still an incredible, succinct read. It's the FFT Bible for a reason, folks.

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/ III. WALKTHROUGH - WLKT | \_

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01) Orbonne Monastery

[WK01]

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\ WIN: Defeat all enemies | \_

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When the player starts the game, s/he will name the main male character (the default is Ramza) and give him a birthday. Unlike other games where birthdays are celebrated and the unit may be given an item, here they effect battlefield compatibility which can influence how good/bad Ramza is versus someone else. This is negligible mostly and can be ignored; however, if the player wants a leg-up on the competition, make him a Pisces (birthday from Feb 19 - Mar 20). Why? Because later in the game, when Ramza has to do some mano-e-mano stuff, he won't be slighted by that dang compatibility that has suddenly become more useful.

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	04	04	07	07	07	07	08	09	10	04	F-06 - Ramza [L9 Squire]
B	04	04	04	04	07	16½	13	16½	11	04	H-06 - Gafgarion [L11 Dark Knight]
C	04	04	04	04	09	27	27	27	11	5½	H-05 - Agrias [L10 Holy Knight]
D	04	5½	5½	08	16½	27	31	27	16½	5½	F-05 - Rad [L8 Squire]
E	6½	7½	08	10	11	27	27	27	08	7½	G-04 - Lavian [L8 Knight]
F	7½	9½	9½	10	11	11	11	11	09	08	G-07 - Alicia [L8 Knight]
G	08	9½	10	10	10	11	11	09	08	07	
H	8½	09	9½	10	10	11	11	07	07	07	ENEMIES
I	8½	8½	8½	09	09	11	11	8½	07	07	
J	7½	7½	07	7½	08	11	11	09	08	7½	M-05 - L7 Archer [56 HP] (M)
K	05	07	07	07	7½	11	11	10	9½	08	M-07 - L7 Archer [64 HP] (M)
L	04	6½	07	07	07	11	11	10	10	8½	N-04 - L6 Chemist [55 HP] (M)
M	04	04	04	06	06	09	10	10	10	09	N-06 - L9 Knight [134 HP] (M)
N	04	04	04	5½	06	07	08	09	09	09	N-08 - L6 Archer [62 HP] (M)

This is the first "battle" the player encounters, and like many RPGS before and after, it functions as a tutorial to teach some of the basics. Ramza is the main and only controllable character; everyone else is a 'Guest' who acts based on computer AI when his/her active turn (AT) arrives. Ramza knows Dash, Throw Stone, and Wish from his special Squire skillset "Guts" and may use them in battle to get some experience (EXP).

But it's the guests Agrias and Gafgarion who steal the show. Agrias' Stasis Sword will inflict damage with a chance of 'Stop' status, while Gafgarion's Night Sword will heal him by however much damage he inflicts, making him a very hard target to kill. Because of these two powerhouses, it's nearly impossible to fail -- although, there are certainly tales of Gafgarion and the Chemist in an eternal deadlock, with Gafgarion healing himself and the Chemist healing himself repeatedly.

To avoid that situation and make the battle easier, kill the Chemist as soon

as possible -- he'll heal the other units by throwing Potions. Maintain the high ground (~11H) during attacks whenever possible, and give precedence to attacking units from behind, which at this range is one adjacent panel in the opposite direction he's facing.

Collecting lots of EXP for Ramza at this stage is unnecessary (and unlikely), so concentrate on getting through the battle quickly to get to the "real" first battle in the game. [Attacking an Archer during 'Charging' status results in more damage than normal.] On that note, any extra EXP for Agrias will be good for later. All enemies are considered 'guests' so their crystals cannot be collected.

NOTE: Don't worry (or reset) if the knight breaks someone's equipment, as, in the second chapter, it will have magically reappeared in the slot.

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Once finished, watch the scene and the first chapter starts.

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02) Gariland Magic City

[WK02]

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\ WIN: Defeat all enemies |

After the cadets are introduced, a save prompt! There's no reason to not do this, so feel free. From now on, the player can pick where his/her allies are placed. Speaking of which, the rest of the cadets will be under Ramza's command: four Lv1 Squires (2 Male/Female) and two Lv1 Chemists (M/F). Two of the cadets come with Broad Swords and should be included in battle, with at least one chemist. The 4th ally is up to the player.

CAPACITY : Ramza + 4

PLACEMENT: N-02, M-02 to M06, L-05, L06

WON ITEMS: 500g, 2000G, Mythril Knife, Phoenix Down, Potion

	00	01	02	03	04	05	06	07	08	09	
											ALLIES
A	03	2½	01	01	01	01	02	05	02	02	
B	03	2½	02	01	02	04	02	02	02	02	
C	2½	2½	02	01	02	07	08	02	01	01	
D	02	05	02	01	02	08	08	02	01	02	
E	01	02	02	02	02	07	07	01	01	02	
F	01	02	02	02	02	02	02	02	01	02	
G	05	04	02	01	01	02	07	08	01	02	
H	07	07	02	01	01	02	08	08	02	02	
I	08	08	02	02	01	02	07	07	02	01	
J	08	07	02	02	01	04	05	03	02	01	
K	01	02	02	02	01	02	01	01	01	01	
L	02	02	01	01	01	02	02	02	02	01	
M	2½	2½	02	2½	2½	02	02	7½	08	7½	
N	03	2½	02	01	01	04	06	8½	10	8½	
O	03	2½	01	01	01	04	07	8½	09	8½	
											ENEMIES
											M-01 - Delita [Squire 1]
											D-06 - L1 Squire (F)
											B-08 - L1 Squire (M)
											F-03 - L1 Squire (M)
											E-04 - L1 Squire (M)
											E-02 - L1 Chemist (M)

The geography has a lot of flumes (waterways) in around the street with some crates giving access to the smaller roofs. One squire starts on a roof with all the others around level height, most coming up 'main street' alongside the main canal. The chemist, an important unit to murder here, will have fallen behind some squires and usually takes to the roof of a lone house in

the west.

Delita will be attacked first, and if there's one thing that's useful at this early point, it's ganging up on the enemy. Whoever Delita attacks, that's who Ramza should attack. The nearest squire usually goes down easy, opening a hole toward the chemist, who should be dispatched as soon as possible 'fore he can heal any other injured comrades. The roof squire will often be by her lonesome, with the B-08 squire often being too far away to assist in time. Should any allies become too injured, take them out of harm's way.

If the player picks targets off one by one with precedence given to the Chemist, this battle should be a good test run of the player's skills. Also worth doing is waiting for a fainted enemy to die (after 3 turns) -- the body will turn into a crystal or treasure chest. Crystals refill HP/MP and may also contain that unit's learned abilities, which can be 'absorbed' and automatically learned on the person who eats the crystal (if applicable). The downside is that the person has to have the job class available already. Any treasure chests found will contain an item that unit previously had equipped. When rarer items are found later, this is a better way to get them; now, it serves as a minor method to get cash (resell to shops). Enemies can also get crystals (AI: always refill health) so prevent that if possible.

NOTE: If you pick 'Get Ability' from a crystal, ALL listed abilities are then learned.

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AFTER-BATTLE

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The shop provides basic 'junk' that most crappy units will have equipped, like 'Clothes', 'Leather Hats' and 'Daggers'. For all units the player plans to keep, buy a Broad Sword (if Squire) and give a Chemist a Mythril Knife. For all units one doesn't plan to keep, strip them of their clothes and kick their behinds to the curb; then, sell all their crap to fund other endeavors, like buying a few Antidotes for the upcoming battle.

Gariland also has a Bar and Soldier Office. The former lets the player hear a few gossipy goings-on about the state of Gallione and Ivalice in general, while the latter lets the player recruit new Lvl Squires of varying stats and Brave/Faith for a fee.

Before leaving for Mandalia Plains, give all units that are coming with the 'Item' command. This allows those non-Chemists to use items in battle, and most will already know Potion and another ability. If they don't, teach it to 'em! [The first thing one should learn as a Squire is Gained JP Up, which will pay for itself very easily.]

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03) Mandalia Plains

[WK03]

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\ WIN: Defeat all foes / Save Albus |

CAPACITY : Ramza + 3  
PLACEMENT: B-03, B-05, B-07, A-03, A-05 to A-07  
WON ITEMS: 700g + Potion, Potion

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	01	01	01	1½	03	1½	01	01	05	01	01	01	Vary - Ramza

B		04	01	01	1½	05	02	04	01	01	01	02	03		Vary - Ally [x3]
C		01	01	04	01	04	02	06	1½	1½	1½	01	01		C-07 - Delita [Guest]
D		01	01	03	01	01	1½	02	02	02	1½	04	01		I-02 - Albus [Guest]
E		05	01	01	01	01	1½	02	02	02	02	1½	1½		
F		0½	0½	0½	0½	03	01	1½	1½	3½	5½	02	02		ENEMIES
G		00	00	00	00	03	01	01	01	01	04	02	02		
H		03	00	00	00	00	00	01	01	01	04	04	02		H-02 - L1 Squire (M)
I		01	03	00	00	00	00	0½	03	01	01	01	03		M-06 - L1 Squire (M)
J		02	4½	02	00	2½	1½	0½	01	01	01	01	04		K-07 - L1 Squire (M)
K		02	02	01	00	00	00	00	01	01	01	01	1½		K-09 - L1 Squire (M)
L		02	02	01	00	03	01	00	02	03	02	01	01		I-03 - L2 Thief (M)
M		02	02	01	00	00	00	00	00	03	01	01	01		I-11 - L1 Red Panther

Upon entering, the team will encounter the murderous band, the Death Corps, attacking someone. Ramza is given two choices: "Our duty is to destroy the Death Corps" or "Saving him is our priority." The former will give +10 Brave for the current battle (+2 permanently) to everyone; choosing the latter only means that Albus will die if HP drops to 0, despite him being a marked Guest unit. [This decision will also come slightly affect Brave in the final battle of this chapter. With that in mind, choosing to save Albus is wisest.]

The opposition -- a bunch of generic squires and a thief -- are all easy to gang up on, and what's more, they're all improperly equipped (Daggers?). Hey, being in the Death Corps means following a budget! The thief is slightly stronger than his comrades (5 PA) but shouldn't pose much of a problem when Ramza's team comes a-knockin'. The new unit, a Red Panther, will Counter all physical attacks within range and knows the 'Poison Nail' ability which may inflict Poison status. It's the reason that someone should know the Antidote Chemist ability.

Albus will be ganged up on right away and have most of his HP depleted, so if his death has become a failure condition, it pays to place a unit with the "Item" command near him during pre-battle placement (B-03 to be precise). He will usually retreat towards the upper-left corner but may engage battle, and that can just be bad luck. Sometimes he knows the Item command, sometimes he doesn't -- again, bad luck.

The squires often stray around the lower reaches where they start, and if they congregate in the rocky corner -- which has a few gaps that when filled, trap them in that region -- then all the better. The previous strategy still applies: gang up on them one at a time and try to draw battle out and get a few free skills from their crystals. The enemy is unable to heal themselves, so this shouldn't be a skirmish of epic proportions...

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AFTER-BATTLE

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Albus will join the party thereafter but remains a guest. Like Delita and Ramza, his Squire Class is semi-special as it includes two Knight abilities: Head Break & Armor Break. Not learned, but that option's there for later. Visiting Igros Castle will open up the Sweegy Woods map east of Gariland. Mandalia Plains may have random battles now, so training there beforehand is a good way to open up some more classes and earn cash for equipment in Igros. Speaking of which, the shops there are mostly geared towards units who can equip heavy armor, which means that now's a good time to make some units a Knight after they've reaped the Squire class of its useful abilities (being Accumulate, Throw Stone, Gained JP Up, Move+1; Ramza also gets Yell). The

shop upgrade in Gariland is more for mage types.

Also worth noting: battlefield enemy formations change depending on where one enters. That means someone who walks from Igros to Mandalia Plains will fight a different monster party than those entering from Gariland, not to mention the starting formation placement is different.

Target level for Sweegy is about 4-5, which isn't so much about the upcoming battle as that immediately following (Dorter Trade City) which may consider rather difficult at this early stage.

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04) Sweegy Woods

[WK04]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 3

PLACEMENT: H-06 to H-08, I-05 to I-09, J-06 to J-08

WON ITEMS: 3000g

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	05	05	05	4½	2½	1½	01	03	3½	3½	3½	2½	Vary - Ramza
B	05	20	05	4½	03	01	2½	03	03	18	03	2½	Vary - Ally [x3]
C	4½	4½	4½	4½	01	01	2½	2½	03	03	03	03	J-05 - Albus [Guest]
D	3½	03	1½	01	01	01	01	02	2½	2½	02	04	J-09 - Delita [Guest]
E	03	02	1½	01	01	02	01	02	01	02	02	02	
F	1½	02	01	01	01	01	01	02	1½	02	17	02	ENEMIES
G	01	02	01	02	01	2½	03	2½	2½	02	02	01	
H	1½	02	01	01	01	03	03	03	2½	02	02	1½	A-03 - L5 Bomb
I	02	03	17	01	01	2½	03	03	2½	2½	2½	2½	A-05 - L5 Goblin
J	04	3½	3½	1½	01	1½	2½	2½	2½	2½	18	03	B-02 - L5 Goblin
K	4½	4½	04	03	01	1½	02	02	02	2½	3½	3½	B-04 - L5 Red Panther
													B-08 - L5 Bomb
													C-07 - L5 Black Goblin

Ah, the pungent smell of leaves in the morning!

Sweegy Woods' map is a secluded forest where a muddy creek's drained, making the middle section of the map swampwater. There are select spots around the course where there's more water pooled, but often the battle comes to a head right toward the middle. Avoiding the water or standing on one of the two stepping stones for a slight advantage is a good idea, since the enemies will dive right in willy nilly.

Speaking of which, if the allies are properly levelled, they'll be facing a motley monster menagerie with all colors of the rainbow represented. Bombs are close-range creatures but will often opt to use "Self Destruct" when in critical health, damaging all allies in a small area. Goblins appear at Mandalia Plains and may've been encountered so far -- basically the same as Bombs except they have a Darkness-inflicting attack rather than a blow-up one. Black Goblins are the nastier version of normal goblins, having a "Turn Punch" skill that hits 100% in a range not unlike the Monk's "Spin Fist" ability (basically 4 adjacent panels around self). The allied team can still be cut down to size if underlevelled because, as one's quick to find out, monsters get extremely good PA/MA growth due to them being unable to equip items. Being around level 4-5 should be good enough to get by, taking each out as they approach and capitalizing on those that enter the waist-deep creek.

Also worth noting, Goblin types are weak to Ice, so anyone with a few basic

Wizard spells learned (and whoever has them open often starts with 100 or so JP) can find a more effective way to attack. Bombs absorb fire and are weak to water (not ice, whose damage is halved). No other weaknesses are really applicable right now, which is good 'cause they don't need to come into play.

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AFTER-BATTLE

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The next battle can be a toughie so leveling up to 7-8 with Ramza and three other allies is highly recommended. None of the shop inventories have changed so that's the only type of preparation to do. Sweegy Woods random battles'll have Black Goblins and, a new type, Skeletons. Skeletons are undead and thus will be hurt by curative magic/items and instantly killed by Phoenix Down & Raise-type abilities. The latter's a good way to quickly dispatch 'em, if the inventory can afford it! Undead enemies, when killed, may automatically come back to life 3 turns after their HP hits 0, instead of turning into a crystal or treasure box.

When of a proper strength, head to Dorter! Hopefully it'll be one of those battles where the player says "Yo, Shotty, this wasn't as hard as you said, man!" Hopefully.

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05) Dorter Trade City [Slums in Dorter]

[WK05]

\ WIN: Defeat all enemies |

CAPACITY : Ramza + 3

PLACEMENT: O-06 to O-09, P-05 to P-09

WON ITEMS: 2400g + 500g, Iron Sword, Linen Robe, Ether

	00	01	02	03	04	05	06	07	08	09	
	-----										ALLIES
A	01	01	01	01	01	01	01	01	01	01	
B	01	1½	1½	1½	01	01	01	1½	1½	1½	N-06 - Ramza
C	02	02	02	1½	1½	01	02	02	02	1½	Vary - Ally [x3]
D	04	04	10	08	08	3½	3½	02	02	03	
E	06	07	08	08	09	09	10	2½	2½	03	GUESTS
F	09	09	08	08	09	09	08	03	03	03	
G	08	08	10	09	09	09	08	03	03	03	N-05 - Delita
H	03	03	05	05	06	07	07	03	03	03	N-07 - Albus
I	03	03	03	03	03	03	03	03	03	03	
J	03	03	03	03	03	03	03	03	07	06	ENEMIES
K	10	08	08	05	03	03	03	03	05	06	
L	10	09	09	07	09	08	03	03	01	01	D-08 - L3 Wizard (M)
M	16	15	14	09	09	11	2½	2½	01	01	E-00 - L2 Wizard (M)
N	16	15	14	09	09	08	02	02	02	01	E-01 - L3 Archer (M)
O	17	14	13	09	09	08	2½	02	02	1½	E-07 - L4 Knight (M)
P	16	14	11	09	09	05	2½	2½	02	1½	H-01 - L3 Archer (M)
	-----										O-00 - L3 Archer (M)

This is the usually the first battle any FFT newcomer has problems with, for a few reasons: (1) magic-casters' area spells (2) enemy mostly has height advantage (3) the Long Bow archer snipes at lower, weaker allies immediately. So, getting through the battle will be a trial in overcoming these three annoyances.

First off, the archer with a longbow. Although this weapon has only a 5-panel



range, the higher up the enemy is, the farther he can extend outside of this range and pick off stragglers. Delita and Albus, 99 times out of 100, will quickly start scaling the huge stack of boxes he stands on, and any allies who can capitalize on the height advantage -- mages and archers, mostly -- should follow suit. Taking care of that archer will essentially level the playing field, as any other enemy will have to inch closer on the lower panels. Naturally, during the ascent, it pays to have a few "Item"-users who for upkeep's sake.

The magic casters can pack a punch and will often assign the spell to "unit" not "panel." This means even if that targeted unit were to teleport to the other end of the battlefield (hypothetically), s/he would still be attacked by that spell when the time came. For reference, targeting a panel would be just like it sounds -- aiming the spell at a certain patch of ground where an enemy could simply walk off and evade all damage. Anyway, these wizards have horrible defense and HP, which means two attacks from a Knight or other powerful character can often do them in. The knight may block immediate access to the wizard if he moves to tile I-07, but that doesn't always occur. Attacking a wizard while he's charging a spell is often a OHKO for a unit of 6 PA or higher.

The only other enemy to worry about when all 3 "slights" are completed are the knight and other 2 archers. The latter are easy pickins with one of 'em not even having a WEAPON, while the knight is in full getup and about as powerful as any normal Lv5-6 knight. Getting his crystal can be a quick save to learning some skills, so wait around for it!

NOTE: None of the buried items here are worth getting, but since this map is one-time-only, check the Map Reference section if you want that junk.

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AFTER-BATTLE

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For a booming trade city, Dorter's shop unexpectedly sucks, boasting all the new stuff found in Gariland's last upgrade but nothing that bests Igros' heavier armor. Make sure to equip that Iron Sword won from the slum skirmish on someone before approaching Zeklaus Desert. Level recommendations? Whatever y'had when Dorter was finished should be just fine.

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06) Zeklaus Desert [Cellar of Sand Mouse] [WK06]

\ WIN: Defeat all enemies |

CAPACITY : Ramza + 3 [Two pairs]  
 PLACEMENT: C-00, C-01, D-01, E-00, E-01, F-00, G-00  
               : A-03 to A-06, B-04 to B-06  
 WON ITEMS: 2200g + 500g, Hi-Potion, Blind Knife

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	05	10	04	03	2½	02	02	03	04	04	03	Vary - Ramza
B	4½	2½	2½	2½	1½	1½	0½	00	0½	1½	02	Vary - Ally [x3]
C	03	2½	1½	0½	0½	0½	0½	00	00	00	00	I-00 - Delita [Guest]
D	08	01	0½	00	00	00	00	00	00	00	00	A-07 - Albus [Guest]
E	00	00	00	00	06	00	6½	08	09	08	6½	
F	0½	00	00	00	00	00	07	00	00	00	00	ENEMIES
G	1½	00	00	00	5½	06	06	00	00	00	00	
H	02	0½	00	00	07	00	02	00	00	00	00	F-10 - L4 Knight (M)

I		02	0½	00	00	00	00	00	00	00	00	00		G-08	-	L5	Knigh	(M)				
J		03	2½	00	00	06	00	00	00	00	00	00		H-07	-	L3	Knigh	(M)				
		_____												H-09	-	L3	Arch	(M)				
																		I-05	-	L3	Monk	(M)
																		I-08	-	L4	Monk	(M)

Looks fun, don't it?

This time around, the player must split his ally in preparation for a pincer attack on the rundown shack the enemy's holed up in. Each group consists of 2 allies and a guest, with one strike team taking the north and the other in the west.

The geography this time around is a little hilly but evens out around the flat foundation of the shack, which has high walls that prevent easy access. Because of this, any offensive spellcasters can simply target the groups inside -- who inevitably clump together since there are only two exits to the place -- and wreak havoc with little difficulty. The enemies themselves have equipment on par with what's already available, while some tote Bucklers and Silk Robes which are as of yet unbuyable. The monks have 6 PA bare-handed, and aren't anything to mess around with; it helps to Power Break them if that option's available. Even if they have formidable PA when compared to Knights, they have less HP due to not being able to equip heavy armor -- capitalize & slay!

Out of the two teams, Algus' is probably the worst off as they start near the heavy-hitters and Ramza's has maybe a monk or two. A few people with "Item" secondaries on the north side should help out a lot. In fact, it isn't such a bad idea to move the group farthest away towards Algus' band and do a big, sloppy skirmish in the doorway.

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AFTER-BATTLE

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Zeklaus Desert can now be fought in regularly, although the map will not be the same as Sand Rat Cellar.

All shops are upgraded in one way or another, with Igros specializing in the heavy stuff and the others getting better clothes, mage hats, and the like. After visiting Igros -- and that part is mandatory -- the Thieves' Fort map dot opens south of Mandalia Plains. It's a good idea to outfit everyone who will be coming along, and learn a few skills along the way. Hi-Potions, the next-best potion, are also sold and will be more useful as enemies stop doing 30-and-under strikes.

Are you being diverse in class usage? If not, it hampers the accessibility of learning new ones! Experimenting in all available ones for a few job levels will pay off, especially as the opposition does the same.

07) Thieves Fort [WK07]

\_\_\_\_\_ \ WIN: Defeat Miluda | \_\_\_\_\_

CAPACITY : Ramza + 3  
 PLACEMENT: L-02 to L-05, K-02, K-04  
 WON ITEMS: 3300g + 700g, Iron sword, Bronze Shield

00	01	02	03	04	05	06	07	08	09	ALLIES
_____										

A		02	02	02	02	02	02	02	02	02		Vary - Ramza	
B		02	02	10	03	03	08	08	06	02		Vary - Ally [x3]	
C		02	2½	11	03	03	09	08	06	02		K-03 - Delita [Guest]	
D		02	4½	13	12	11	11	09	09	06	02		K-05 - Albus [Guest]
E		03	06	13	3½	6½	6½	04	02	02	02		
F		04	06	07	4½	5½	5½	04	03	02	02		ENEMIES
G		06	06	07	4½	4½	05	05	05	3½	02		
H		06	06	06	3½	3½	05	05	05	3½	02		B-03 - L5 Priest (F)
I		06	06	06	2½	2½	05	05	05	02	02		B-04 - L7 Knight [Miluda] (F)
J		06	06	06	02	02	03	03	03	02	02		C-01 - L4 Thief (M)
K		02	02	02	02	02	02	02	02	02	02		C-06 - L5 Thief (M)
L		02	02	02	02	02	02	02	02	02	02		E-04 - L6 Priest (F)
													F-03 - L6 Thief (M)

This fisherman's shelter turned enemy base, Thieves Fort is, expectedly, an inch from the sea which surrounds three sides of the place. Unlike water that may appear later, these are mostly 'Depth 2' which prevents a unit from doing any actions in it. Basically, stay out of there and get a cheap shot on any foe who wades in.

Two new enemies (thus far) appear: thieves and priests. Thieves have great movement/jump but at this point, don't have a lot of their own skills to work with. At most, it's Steal Gil and Steal Heart, the latter which inflicts a unit with 'Charm' if they're of the opposite sex. No girls in battle? Then it's useless. Priests are white mages who specialize in curative/protective magic, although the ones here will also have Black Magic up their sleeves and can pack quite a punch. Funny note: any allied thieves who use Steal Heart successfully will cancel a mage's charge. Tee-hee? There shouldn't be many annoyances here, but one thief has a Mage Masher that can inflict Silence on contact (sometimes).

Miluda is the knight in the open-roofed fort and supposing the team is quick enough (read: great movement), she can be blocked in. It's not too hard to drop some magical bombs over the high walls and get weaken her and the priest without any recourse. As long some people have "Item" secondaries with the Phoenix Down ability, this battle should be less than difficult. Just watch out for Miluda's Shield Break which she isn't afraid to use. Maintenance (Chemist support ability) can prevent this, but since the items are less than rare or costly, just roll with the punches.

NOTE: If you're wondering why enemy Bolt spells are doing outrageous amounts of damage on this map, it's because those spells' damage are amplified by the thunderstorm in the map (which as far as I know, always occurs here). Conversely, the rain makes fire-elemental spells do less damage.

Battle ends when Miluda's downed.

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AFTER-BATTLE

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Before checking into see Dycedarg, strip Albus of all items and then proceed. Return to Igros afterwards and see some scenes -- Albus will leave the party at this time. Fort Zeakden, Fovoham Plains, and Lenalia Plateau will now appear on the map. There's a scene at Mandalia Plains, and after, the next battlefield can be entered. Make sure to replace any equipment broken at the thieves' fort!

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\ WIN: Defeat Miluda |

CAPACITY : Ramza + 4

PLACEMENT: I-04 to I-06, J-03, J-05 to J-07, K-03 to K-05

WON ITEMS: 3500g + 1000g, Silk Robe, Battle Boots

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	02	02	2½	09	4½	04	6½	8½	09	09	7½	Vary - Ramza
B	02	02	2½	8½	4½	05	6½	8½	9½	09	8½	Vary - Ally [x4]
C	03	07	04	08	06	06	06	7½	10	10	10	J-04 - Delita [Guest]
D	03	6½	05	09	07	05	05	6½	7½	08	7½	
E	04	06	05	07	05	04	04	5½	07	6½	5½	ENEMIES
F	2½	05	05	09	6½	3½	04	04	07	5½	5½	
G	02	03	3½	8½	2½	2½	3½	06	07	8½	06	A-03 - L6 Wizard (M)
H	02	03	3½	07	02	2½	2½	2½	02	9½	06	A-05 - L5 Time Mage (F)
I	02	02	2½	04	02	02	02	02	02	02	02	B-06 - L5 Wizard (M)
J	02	02	02	03	02	02	02	02	02	04	02	B-08 - L8 Knight [Miluda] (F)
K	02	02	02	02	02	03	02	02	02	02	02	C-01 - L5 Knight (F)
												C-05 - L6 Knight (F)

As expected, the plateau is crag-infested and has elevation that works against the allied team, who starts in the lowest part flanked by two small ponds. Due to this, the spellcasters will probably get a free turn to set their spells unless the player's unlocked long-range Geomancy/Summoner abilities.

The only new unit this time (battle-wise) is the Time Mage, a petit unit who does supportive/inhibitive spells such as Haste/Slow, respectfully. She will be a nuisance if left alone, but has little MP and horrible defense -- it'll be a cinch to OHKO her if she's in 'Charging' state. The two female knights are decently equipped but aren't that special. Miluda, on the other hand, is a lot more deadly than usual with the Monk's "Counter" ability that'll repay most damage she receives. Her so far unbuyable Mythril Sword will be quite an annoyance...of course, she can't counter long-range physical attacks or magic which is the best opening for avoiding that assault!

Because of all the magic casting going on (some of it 2nd-tier like Fire 2), it helps to have a healthy bunch of healers. Yes, I've harped about it before, but this is just good strategy. "Item" suffices for the most part, and the Monk's "Chakra" ability will be even better for instant adjacent healing. One can also do things like Reflect magic, but the difficulty doesn't exactly warrant it. Because half the units are spellcasters, it's rather easy to overcome 'em during the first couple turns. It would be wise to avoid Miluda during this time and heal whoever she attacks first (or at least inflict her with Darkness during the meantime).

Also worth noting is that this is one of the 'easier' maps to collect corpse crystals in, as Delita often rushes headlong into a slaughter. Sometimes he has the devil's luck and survives, but usually not without retreating and/or having a healing ability.

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 AFTER-BATTLE
 

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Igros' shop will now have upgraded armor, swords, longbows, bowguns, and now available, axes. I don't recommend using axes, really, but hey, whatever floats your boat. Dorter/Gariland's shops now have Mage Mashers, Chain Vests, and Silk Robes for all the light-armor equippers. For reference, if a knight

had optimum everything before Lenalia Plateau, it'll take 4100g to upgrade... so get to work on leveling up! The next battle also causes problems...

Also worth noting is that, to me, Lenalia Plateau is the first "EXCELLENT" level-grinding spot. The reason is simply because there are tons of Lake panels to slip into while hydrophobic panthers/dragons can do nothing except wait on the shore. Simply put, put everyone around a Chakra user and let loose on enemies and each other, then heal every turn and repeat. Definitely a great way to get 'long before Fovoham Plains, and should give a crapload of cash (6-7000g+) afterwards.

Now's a great time to start cultivating a unit who has a complete set of Thief abilities, which will be great to have around when later enemies carry unique or hard-to-get equips.

09) Fovoham Plains [Windmill Shed]

[WK09]

\ WIN: Defeat Wiegraf |

CAPACITY : Ramza + 3

PLACEMENT: I-00, I-01 to I-3, J-00 to J-04

WON ITEMS: 3500g + Hi-Potion

	00	01	02	03	04	05	06	07	ALLIES
A	01	01	0½	00	00	00	00	00	Vary - Ramza
B	01	01	05	05	01	01	05	03	Vary - Ally [x3]
C	1½	1½	05	06	07	07	05	05	I-01 - Delita [Guest]
D	02	02	06	07	07	07	07	05	
E	02	02	03	07	07	07	07	07	ENEMIES
F	2½	02	02	06	11½	11½	11½	07	
G	03	02	02	05	20	20	20	04	A-01 - L7 Chocobo [Boco]
H	3½	03	2½	04	20	20	20	04	B-00 - L7 Monk (F)
I	04	04	03	03	20	20	20	04	B-02 - L9 White Knight [Wiegraf] (M)
J	04	04	3½	03	03	04	04	04	C-04 - L6 Knight (F)
									E-05 - L6 Monk (F)

This small map is the site of battle #9, which is the first to display a special unit as a boss. For a player who's been training and trying out the different classes, s/he may very well have units that are L15+! If so, this battle shouldn't take too long. Wiegraf's lackeys are all under-equipped and rather easy to take care of, comparatively.

The boss is really the main star of this level, though. His "Holy Sword" skillset contains a few really annoying attacks. Stasis Sword, as we saw in the game's first battle, is an attack that can inflict 'Stop' status; luckily it won't see much use if the team spreads out. Split Punch inflicts damage and Death Sentence (unit dies after a couple turns), while the most-used Crush Punch inflicts damage and the chance of instant death. Couple this with the fact that he knows Counter and this can be an annoying battle. Naturally it should be a given to have Phoenix Down, Raise-type, or Revive capabilities to counterattack instant death! Other things of note:

- The chocobo will be Wiegraf's medic every chance it gets, so take it out.
- Like many future enemies, Wiegraf's abilities are entirely dependant on him having a sword. Should the player use "Weapon Break" or "Steal Weapon" successfully, he won't be able to use any of his skills and the battle will be fifty billion times easier. Likewise, he's susceptible to "Don't Act",

Stop/Slow, and Don't Move statuses...these can also be of use. For reference, his skills will do about 50 each, 75-ish on critical.

- Wiegraf's zodiac compatibility is that of Virgo, making him do best vs. female Pisces types and Taurus/Capricorns, and bad against male Pisces types & Gemini/Sagittariuses. Since he'll rely on Holy Sword primarily, there won't be any evasion; however, the player can still take these into account when deciding how best to attack him.

Battle ends when Wiegraf is placed in critical condition.

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AFTER-BATTLE

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For once, no shop upgrades. Fovoham Plains will now become a regular battle location (but not same as windmill shed as per usual). There's a degenerator trap there but little else of use. So, onto the chapter's final battle, aye?

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10) Fort Zeakden

[WK10]

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\ WIN: Defeat Albus |

CAPACITY : Ramza + 3 [2 Pairs]

PLACEMENT: J-00, K-00 to K-02, L-00 to L-03

: J-08, K-06 to K-08, L-05 to L-08, M-05 to M-08

WON ITEMS: 8600g

	00	01	02	03	04	05	06	07	08	ALLIES
A	00	00	00	00	00	0½	0½	00	00	H-00 - Ramza
B	00	00	2½	02	1½	1½	07	0½	0½	Vary - Ally [x3]
C	00	2½	3½	3½	03	2½	12	12	01	H-01 - Delita [Guest]
D	00	2½	04	04	05	07	12	13	0½	
E	00	0½	04	04	3½	07	0½	00	00	ENEMIES
F	00	0½	01	01	0½	07	00	00	00	
G	00	0½	0½	0½	0½	07	00	0½	0½	A-06 - L8 Wizard (F)
H	00	00	00	04	00	07	00	05	0½	B-01 - L9 Wizard (F)
I	00	0½	04	05	12	13	12	12	0½	B-03 - L8 Knight (M)
J	00	01	04	08	12	13	13	13	00	B-04 - L7 Knight (M)
K	00	00	0½	11	13	13	02	01	00	B-08 - L8 Knight (M)
L	00	00	00	0½	0½	0½	01	01	00	D-03 - L10 Knight [Albus] (M)
M	01	00	00	00	00	00	00	00	00	

NOTE: There's another "Brave" situation based off events back that occurred at Mandalia Plains. If Ramza chose to neutralize the Death Corps, the +10 Brave he got back then is lost during some dialogue, and Albus'll get that boost instead. If Ramza chose to save Albus back then, he'll get a +10 Brave during some dialogue scenes.

Like Sand Rat Cellar, the party is split initially into two pairs, with each on the side of the large keep of the fort. Regardless, Ramza will still start at H-00 with Delita by his side. The geography here is almost completely Snow tiles, with the aforementioned keep and a small tower as the landmarks. A unit with a jump of 4 can actually scale the largest building via crates on its side, although it'd be easier for an archer [etc.] to get up there with the Lancer's "Ignore Height" support ability.

Albus' backup dancer--...I mean backup units are not that well-equipped, and will often have junky items like Linen Robes and Iron Swords instead of the optimum. Heck, even Albus himself has a Night Killer, although that's more of a plot element weapon (as we just saw). However, to counteract his rather weak attack, he has the chemist "Auto Potion" ability and will heal himself 30 HP for every attack. His secondary skillset is variable, sometimes being Elemental, Item, etc.

The lackeys should be easy to take care of, if the player opts to. Both wizards could pose a problem if they're left to use the geography to their advantage and angle their spells around the towers, not to mention all ice-elemental spells are boosted because of the snowstorm. There are quite a few ways to take out Albus, though:

- Abuse "Accumulate" and one-shot him when possible
- Break his HP-boosting equipment to make his health more manageable
- Focus ice-elemental spells on Albus and play off the snowstorm's power

The best way to kill Albus would be to use Zombie on him and make Auto Potion hurt him each time, but alas, one can't. When Albus is killed, the battle comes to a dramatic, climactic, I-just-killed-that-smarmy-bastard ending! So does the chapter, actually.

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#### AFTER-BATTLE

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There's a save prompt after the Fort Zeakden scenes, signifying a chapter change. Chapter Two starts afterwards, and picks up where the opening at Orbonne Monastery left off, with Ramza assisting Gafgarion and Agrias in the search for Princess Ovelia. Said two will now be guests, and the three semi-special generic units from the opening battle (Rad, Lavian, Alicia) can join as commandable characters. In my opinion, there's little reason to keep them if homegrown generics have already branched into many class paths. But, hey, one can still steal their equipment and sell it after booting 'em to the curb...or would that be considered mean? [NOTE: Whatever Ramza had equipped in the opening battle will have been superceded by whatever he had at Fort Zeakden, for consistency's sake.]

Also, Ramza's Squire class now has the Cheer Up ability able to be learned. No time for equipping items or leveling-up -- Dorter Trade City's the next location. Hopefully no equipment was broken in the previous skirmish...

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#### 11) Dorter Trade City

[WK11]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 3

PLACEMENT: J-04, J-05, J-07, K-03 to K-07

WON ITEMS: 7600g + 1000g, Flame Rod, Mage Masher, Phoenix Down

	00	01	02	03	04	05	06	07	08	ALLIES
A	18	18	12	08	08	08	08	13½	16	Vary - Ramza
B	16	16	12	08	08	08	08	13½	13½	Vary - Ally [x3]
C	19	16	08	08	7½	7½	7½	12	06	J-03 - Gafgarion [Guest]
D	14	14½	09	6½	6½	6½	6½	12	05	J-06 - Agrias [Guest]
E	14	16	09	5½	5½	5½	5½	12	05	
F	14	14½	12½	05	4½	4½	05	05	05	ENEMIES

G		14	17	12½	3½	3½	3½	3½	05	05		_____	
H		07	07	07	2½	2½	2½	2½	05	14		A-03 - L10 Wizard (M)	
I		09	09	09	02	1½	1½	1½	05	05		A-05 - L09 Wizard (M)	
J		09	07	07	0½	0½	0½	0½	0½	0½		C-03 - L09 Archer (F)	
K		00	00	00	00	00	00	00	00	00		C-04 - L11 Thief (M)	
		_____											C-05 - L10 Archer (F)
												C-06 - L09 Thief (M)	

The street's incline is flanked by two rows of houses on either side that mostly serve to force battle toward the middle. However, it's still possible to get on the roofs, although there isn't much to do there besides the height advantage and maybe a buried item in a chimney. Gafgarion and Agrias will stick to the street and cast magic/use swordskills, naturally.

The enemies are either decently equipped or failing horribly in that area, with the L11 Thief being the "ringleader". As previous encounters have told us, Thieves will pester with their stealing abilities, perhaps the worst of which is "Steal Heart" (inflict: Charm). However, Agrias is immune to that status and it's rendered useless on males. Also worth noting, the ringleader thief has a special sprite for some reason. Just sit back and let Gafgarion clean the house, heh heh...not like most enemies have much HP or great ways of healing. Just be sure to cut down the wizards before they have a chance to run wild.

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AFTER-BATTLE

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All previous locations from Chapter 1 are available for use, and the shops have been updated accordingly. Gariland and Dorter sell upgraded light armor while Igros has upgraded longbows and heavy armor. The latter also carries the first spears in the game, the Javelin -- although this one only attacks one panel away unlike any others, making it slightly less awesome. All shops carry Shurikens (use with ninja 'Throw' command) and Holy Water also.

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12) Araguay Woods

[WK12]

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\ WIN: Defeat all enemies or Save Boco |

CAPACITY : Ramza + 3

PLACEMENT: A-03 to A-05, B-02 to B-05

WON ITEMS: 5700g + Hi-Potion

	00	01	02	03	04	05	06	07	08	09	ALLIES		
A		17	07	07	5½	05	6½	08	17	08	6½	Vary - Ramza	
B		07	07	06	05	03	02	02	05	07	04	Vary - Ally [x3]	
C		4½	03	03	2½	02	02	02	02	03	03	A-02 - Agrias [Guest]	
D		3½	03	03	2½	02	00	02	02	03	2½	B-06 - Gafgarion [Guest]	
E		03	03	01	2½	02	2½	2½	02	02	02		
F		03	03	2½	2½	02	2½	17	00	0½	1½	ENEMIES	
G		00	02	02	00	00	2½	00	02	02	02		
H		2½	2½	02	02	02	02	02	02	02	02	H-02 - L09 Goblin	
I		05	05	3½	3½	03	00	03	03	02	3½	H-06 - L09 Goblin	
J		07	05	05	04	04	04	4½	05	07	07	I-04 - L13 Black Goblin	
K		07	07	07	04	04	4½	05	6½	17	07	I-07 - L08 Goblin	
L		07	17	07	04	04	4½	05	6½	07	07	J-01 - L08 Goblin	
		_____											K-06 - L10 Goblin



Like in the first Mandalia Plains battle, Ramza is given a choice on how to proceed. Picking "We must leave now" makes the objective to kill all baddies and all allies suffer a -10 Brave penalty (-2 permanent). Choosing "Is he strong in a fight?" makes the objective about saving Boco, who will then be able to join afterwards.

Is there any strategy? Not really -- these stupid monsters have been showing up in battles since Mandalia Plains & Sweegy Woods, and what's worse, their levels haven't scaled to the party's! Yes, that means you could be Lv100 and they would still be Lv9-13. Gafgarion and Agrias could probably wallop these suckers themselves if time allowed. The geography is mostly flat with a few crags and untraversable treetops, so no tough hiking to be found. Remember that goblins are weak to ice-elemental spells/weapons!

Boco (L10 Chocobo, Guest) can heal himself and often heads for the nearest corner or toward the allied team, so there's little chance of it dying. Know that Boco will join afterwards no matter which decision is chosen, so one shouldn't have a reason to pick "We must leave now" beforehand. There's not anything special about the big bird except that it has a quote when one hovers over its name on the Formation screen. Just be prepared to dismiss a whole bunch of baby birds that appear (of all types) as they'll quickly fill up the unit roster.

Funny that a chocobo who appeared in the Windmill Shed battle has come this far...hmmm...

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AFTER-BATTLE

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Araguay Woods will now become a normal battle location. No shops have been upgraded, so Zirekile Falls is the next spot to visit. If you want an easier time here, strip Gafgarion of all his equipment, or at least his sword. This reason will be very evident.

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13) Zirekile Falls [WK13]

\ WIN: Defeat all enemies + Save Princess Ovelia |

CAPACITY : Ramza + 3  
 PLACEMENT: J-01, J-02, K-01 to K-03  
 WON ITEMS: 5700g

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	22	22	21	21	21	21	21	21½	22	22	Vary - Ramza
B	22	22	22	20½	20½	20½	20½	22	22	22	Vary - Ally [x3]
C	21½	19½	19½	16½	13½	15½	16½	16½	19½	20½	J-03 - Agrias [Guest]
D	19½	16½	14½	12½	8½	10½	13½	15	16½	18½	G-04 - L5 Princess [Guest]
E	17	13½	09	6½	4½	7½	9½	10½	13½	17	G-05 - L11 Holy Knight [Guest]
F	10½	10½	9½	3½	02	02	5½	10	10½	11½	
G	10½	10	10	9½	09	09	9½	10	10½	10½	ENEMIES
H	10	10	10	02	02	02	02	9½	9½	9½	
I	9½	9½	9½	2½	02	02	02	08	8½	08	F-00 - L08 Knight (M)
J	8½	4½	04	3½	02	02	02	3½	05	6½	F-09 - L09 Knight (M)
K	7½	4½	4½	3½	02	02	02	02	03	04	G-08 - L11 Knight (M)
											H-00 - L10 Knight (M)
											H-09 - L08 Knight (M)
											I-01 - Dark Knight [Gafgarion]

Truly one of the best maps in the game!

Zirekile Falls is a huge mountain slope with a waterfall cutting through it, making passage across rather difficult the higher up one gets, since there's a ton of angular crags and weird heights. A single 1x4 tile bridge extends across the lower-middle part and that's where the two new guests, Ovelia the Princess and Delita the Holy Knight, begin. If one was paying attention to Gafgarion's pre-battle speech, it's no wonder that all enemies are gunning for Ovelia's death.

As for enemy placement, two knights and Gaffy start on one side and three Hokuten knights start on the other. Delita can 2-shot any enemy but will still need some help. Ovelia's safety is paramount, so she'll often move against the cliff where a 1-2 allies can prevent any close-range attackers from getting near. The bridge often gets crowded in this battle so brooking the river at its lowest point (with stepping stones!) is often preferable. Mage units really get the devil's luck in this battle, providing a nice under-bridge sanctuary for them to hit basically any enemy without them being able to draw near immediately. Keep 'em in the shade!

Battle ends when all enemies have been slain, or when Ovelia is slain (bad!). Her skills -- MBarrier and Deathspell 2 -- are of the protective and curative sort, and should serve her very well in staying alive, luckily. Agrias' AI is also programmed to go toward Ovelia if she's nearby, also taking precedence over attacking an enemy within range (!?). Li'l tidbit to chew on.

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AFTER-BATTLE

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On the map again, the way to Bethla Garrison is closed and the path continues south into Lionel. Zirekile Falls is now a spot to normal battlefield en route to Zaland Fort City. All stores will now be upgraded, with Igros selling the best "heavies" and the other two with their mage/clothes types. If you're like me and love using Oracles, Cypress Rods (2-panel sticks) are also for sale!

As for Ovelia, she won't be joining anymore battles for the duration she's in the party. Thus, strip her of any equipment now and sell/equip it. None of it is rare or anythin'... That said, continue to Zaland.

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14) Zaland Fort City

[WK14]

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\ WIN: Defeat all enemies or Save Mustadio |

CAPACITY : Ramza + 3

PLACEMENT: L-02 to L-05, M-02 to M-05

WON ITEMS: 7000g + 2000g, Mythril Sword, Hi-Potion

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	04	06	08	09	10	3½	4½	07	07	07	Vary - Ramza
B	02	04	08	09	08	3½	3½	08	08	08	Vary - Ally [x3]
C	2½	2½	08	09	08	2½	2½	2½	09	09	L-00 - Agrias [Guest]
D	03	2½	2½	2½	02	02	02	02	10	10	I-06 - Mustadio [Guest]
E	05	3½	3½	2½	2½	2½	2½	2½	9½	9½	
F	07	04	3½	3½	3½	03	03	03	8½	10	ENEMIES
G	09	4½	4½	04	3½	3½	3½	3½	3½	05	
H	08	05	4½	4½	04	04	04	04	04	07	B-05 - L12 Archer (F)
I	12	12	12	09	08	09	08	09	08	08	B-06 - L11 Knight (M)
J	12	12	12	05	4½	3½	3½	2½	2½	07	C-01 - L11 Archer (F)

K		05	05	05	05	4½	3½	2½	2½	2½	03		F-06 - L13 Knight (M)
L		0½	0½	00	0½	0½	1½	1½	1½	2½	2½		G-05 - L12 Wizard (M)
M		00	00	00	00	0½	0½	0½	1½	1½	2½		G-07 - L12 Wizard (M)

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Like Araguay Woods only a short while ago, another option prompt is given to Ramza. Choosing "Don't want to get involved" makes the mission objective to kill all enemies, and all units get +5 Brave (1 permanent) for the battle. Selecting "We have to help him!" makes the objective about saving Mustadio from his pursuers, and all units get +10 Brave (2 permanent). The downside to the latter is if Mustadio's HP depletes, it's game over, whereas he won't by choosing the former.

Mustadio is an Engineer (special class) that uses a gun, and his skillset allows him to "Snipe" enemies from afar and inflict Don't Act with Arm Aim, the only offensive ability he knows at the moment. He may stick to the walls and high ground where he has the advantage, but this battle is infamous for incredibly bad AI on his part, where he may simply wander down into the open and get slaughtered.

Speaking of which, it's important to assist him as soon as possible, even though he often has an Item secondary command. The main problem to this is that there is a huge wall preventing easy access, which means two things:

- Mages with low Jump will have to stand on the outer extremities of the wall and cast their magic, trying to use the passage at (I-01 & J-01) to get inside the town. Casting Silence Song on the wizards if there's no alternative is a good idea (the Silf summon works also, if y'have it).
- Units with high jump or Ignore Height can easily get into the fray and cut down the Wizards who are nearby. Powerful physical attackers like Agrias have mediocre Jump, so giving her Spike Shoes (now buyable) for that extra +1 Jump can actually make a difference. There are a couple spots on the wall where one can get past with 4 Jump, at J-04 & J-09, respectively.

The wizards typically target Mustadio first; however, if the outer allies congregate into an opportune formation (such as plus-shaped) they may target them instead. The only way up to where Mustadio normally starts is on either side of the inner fort, which makes it easier to know where the trudging enemies will go. And, hey, if Jump ratings still pose a problem, stand on the outside and use powerful moves (Earth Slash, Wave Fist, summons, etc.) that can ignore it.

A few other things. Almost all units have Small Mantles that increase their physical/magical evasion, and the units can actually be rather tough if they gang up on a unit. Igros has heavy armor that gives great HP bonuses so no one should be slaughtered if strategic play is employed.

Battle ends when all enemies are dead or Mustadio dies (2nd choice only).

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AFTER-BATTLE

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Mustadio will join the party (as a guest, urgh!) once some scenes have been shown. Save your cash for the equipment that becomes available after doing the next level, which will be a lot more useful. Onward, to Bariaus Hill!

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 3

PLACEMENT: K-02 to K-05, L-03 to L-06, M-02 to M-05

WON ITEMS: 7400g + 1000g, Holy Water

	00	01	02	03	04	05	06	07	08	ALLIES
A	02	02	02	12	12	9½	03	03	03	Vary - Ramza
B	02	02	02	12	12	11½	6½	03	03	Vary - Ally [x3]
C	1½	1½	7½	12	12	11½	6½	2½	2½	L-01 - Mustadio [Guest]
D	01	1½	7½	11½	11½	11½	9½	2½	01	M-05 - Agrias [Guest]
E	01	01	7½	10	10	10	9½	01	01	
F	01	01	06	9½	10	10	9½	01	01	ENEMIES
G	01	2½	06	9½	16	9½	9½	1½	01	
H	2½	2½	8½	9½	9½	9½	07	1½	1½	B-01 - L11 Summoner (F)
I	03	03	8½	09	09	09	6½	02	02	B-08 - L12 Summoner (F)
J	03	03	8½	8½	8½	8½	06	02	02	C-04 - L14 Knight (M)
K	4½	4½	07	8½	8½	6½	12	3½	02	E-03 - L11 Archer (M)
L	4½	05	13	07	6½	6½	04	0½	02	E-05 - L13 Archer (M)
M	4½	6½	07	07	6½	04	04	3½	3½	F-02 - L13 Knight (M)
N	05	6½	07	6½	6½	04	04	04	3½	

Bariaus Hill's geography is a bit unique, in that the highest part is the middle bluff where the main units start, with 2 descending paths from one parallel corner to the next. The main close-range force is found on this bluff, with one summoner on either side in a lower corner. The knights and archers don't stray too far from where they begin, but the summoners may ascend or go alongside to get better angles for their magic.

This battle marks the first introduction of enemy summoners. For those who haven't played or unlocked that job yet, they're basically mage units who have huge area-effect spells; what's worse, these spells automatically avoid any allied units, meaning the AI can just fire and forget. Not good, in any case. Take a page out of Mustadio's book and start sniping/shooting those units -- once they're decimated, a huge thorn is outta your side. Luckily they have typical mage traits: high MA, poor PA, mediocre Move/Jump/Speed. Shiva, the most basic offensive summon, can do about 65-80 damage, which is cause enough for alarm (unless everyone is an HP-heavy armored unit, haha!).

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#### AFTER-BATTLE

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Agrias/Ovelia leaves the party at the next map dot, so steal anything of hers that's useful before visiting Lionel Castle. After some scenes, Mustadio will want to visit Goug to see how Draclau's men are fighting to get his father back; Ramza decides to come along. The shop here has the best in heavy armor and also stocks new axes, bows, and Range-2 spears. IF YOU WANT AN EASIER BOSS FIGHT LATER, buy 5 Defense Rings (5000g). These will come in very handy, yo. Also, other trade cities' shops have been upgraded, most having great Wizard Robes (+2 MA!) and samurai katana that should be useful. If you don't get any katana in Dorter, they won't be available for a little while.

Also, check Mustadio's class screen and see if he has enough JP (200) to buy Seal Evil, which is helpful for the next battle.

\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: A-03, A-05, A-07, B-03 to B-05, B-07, C-08

WON ITEMS: 7900g

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	03	03	03	2½	02	02	02	2½	2½	2½	2½	2½	Vary - Ramza
B	03	04	4½	05	4½	3½	02	2½	03	02	05	2½	Vary - Ally [x4]
C	04	04	3½	02	02	02	02	2½	2½	02	05	02	B-08 - Mustadio [Guest]
D	3½	3½	3½	02	05	02	02	02	02	02	02	02	
E	3½	02	02	02	02	02	02	05	05	2½	2½	03	ENEMIES
F	02	02	02	02	02	02	02	02	2½	2½	03	03	
G	02	02	02	05	05	02	02	02	2½	2½	2½	02	G-02 - L14 Skeleton
H	02	02	02	02	02	03	02	02	02	02	02	02	G-07 - L13 Ghoul
I	02	02	02	02	02	4½	02	02	05	02	02	02	J-05 - L14 Bone Snatch
J	02	05	05	02	02	05	02	02	02	02	02	03	J-11 - L12 Ghoul
K	02	02	02	03	03	4½	03	02	02	3½	3½	3½	K-08 - L13 Flotiball
L	03	03	03	03	04	04	03	02	02	3½	3½	04	L-04 - L13 Skeleton

This appears to be a fairly standard fight, but look before y'leap -- that ain't muddy water! Poison marsh tiles fill the area and anyone steps in there will be poisoned immediately following their turn (any unit that can float'll be immune however). One good thing is that all enemies, with the flotiball being the exception, are undead and can be instantly killed with a phoenix down or damaged by healing items/spells. Since they'll come to Ramza's team, it's helpful to just sit tight in the starting area and let the enemies get poisoned and such. Mustadio can be a big help here with his range, and even moreso if "Seal Evil" is learned -- it petrifies undead abominations like those skeletons. He'll pick off critical-health enemies as well. Other things of note:

- Flotiballs are weak to ice-elemental attacks
- Skeletons are also weak to fire/holy-elemental attacks
- Ghouls/Flotiballs can't enter water despite their great moving abilities
- Skeletons avoid poison marshes tiles if possible -- great for bottlenecking

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**AFTER-BATTLE**


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Not much to say, except to reiterate that after going to Goug, going back to Lionel won't be possible for awhile. If you didn't get five Defense Rings as suggested before, now's a good time to do so. It'll save a few headaches later, I promise!

Anyway, after arriving in Goug, try to leave once again and the battle in the slums takes place. It's possible to buy things before this -- this is the only place Romanda Guns are sold -- but this can be done later, too.

CAPACITY : Ramza + 4  
 PLACEMENT: J-02 to J-06, K-02 to K-06  
 WON ITEMS: 11700g + 100g, Thunder Rod

	00	01	02	03	04	05	06	07	08	ALLIES
A	3½	06	6½	07	10½	11	4½	03	02	G-02 - Ramza
B	2½	05	7½	08	11	11	06	3½	1½	Vary - Allies [x3]
C	2½	04	08	08	10½	12	7½	04	00	H-02 - Mustadio [Guest]
D	02	03	7½	09	10	09	09	3½	1½	
E	03	3½	05	06	06	5½	05	03	1½	ENEMIES
F	04	4½	6½	7½	7½	6½	02	0½	0½	
G	04	4½	6½	7½	7½	7½	08	08	00	A-04 - L13 Summoner (M)
H	3½	4½	6½	7½	7½	6½	3½	0½	0½	B-02 - L15 Thief (M)
I	02	01	03	05	03	02	01	01	01	B-05 - L12 Summoner (M)
J	1½	01	2½	03	2½	1½	01	01	01	C-01 - L13 Thief (M)
K	0½	00	00	00	0½	01	03	01	01	C-06 - L14 Archer (F)
										C-07 - L14 Archer (F)

Mustadio, stripped of his equipment, isn't thrown any bones in this battle, and will often rush headlong into the thieves' path and be struck down. His Engineer skills can still be used without his guns (unlike some special classes), but without that range he's a liability. Think about reviving him later if extra help's needed.

The enemies are pretty well-equipped, although the summoners -- who should be the first targets to kill -- are the worst of the bunch, toting a bunch of outdated junk. Ramza starts nearest the rooftop they're on no matter where he was initially positioned, and if he can get ahold of 'em, it should make quick work of their summons. In the meantime, Silence Song or any ranged attacks (Carve Model elemental -> Petrify!) can impede their progress as well. Since they'll hit a large group anyway, try to put everyone close together for healing purposes, especially Chakra.

Without the dual summoners, the rest of the battle should be pretty easy to get through. However, because there's so many uneven spots on the map, if you know someone's going to be KO'd, put them where they're easily accessible with your revivers. [Since this is a one-time-only map, think about looting the buried treasures, some of which can save a few bucks -- see the map references section for this info.]

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AFTER-BATTLE

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Don't save just yet.

Mustadio can join permanently at this point, making him the first special unit (besides Ramza's ubersquire) to do so. He starts out naked for all intents and purposes, so make sure to equip him properly before y'forget. If he didn't learn any action skills previously, one randomly should've been. [NOTE: Mustadio is required for a sidequest in the final chapter, so if you want to get a couple more optional allies, ensure that he never crystalizes or is dismissed from the roster.]

As said before, the way back to Lionel is closed off, so the ship route to Warjilis opens up. Visit there for a scene and then browse the shop, which has a lot of cool stuff to get.

Now, the reason you didn't save is because there isn't any way to level up before taking on the next story battle. Veterans can probably get through without too much hassle but an FFT newcomer may want to try it out and level up pre-Goug if all else fails. It's just one of those missions...

18) Bariaus Valley

[WK18]

\ WIN: Defeat all enemies + Agrias lives |

CAPACITY : Ramza + 4

PLACEMENT: B-00, B-01, C-00, C-01, D-00, D-01, F-00

: H-00, H-02, J-02, K-00, K-01, K-02, L-00, L-01, L-02

WON ITEMS: 8700g + Echo Grass

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	08	09	18	11	11	11½	09	09	09	11	11½	15½	Vary - Ramza
B	7½	09	10	10½	10½	10½	09	8½	09	9½	14½	14½	Vary - Allies [x4]
C	07	07	09	10	08	09	08	08	09	09	13	11	E-06 - Agrias [Guest]
D	6½	6½	05	05	05	08	08	08	09	16	11½	9½	
E	06	06	06	05	05	04	08	7½	08	9½	10½	10	ENEMIES
F	08	9½	09	8½	04	04	04	6½	06	07	6½	02	
G	11	11	10½	10	08	04	04	04	04	04	03	02	B-08 - L14 Wizard (M)
H	7½	09	6½	04	04	04	04	04	06	04	03	03	B-10 - L15 Archer (F)
I	06	06	06	04	04	04	04	04	04	04	06	06	C-09 - L15 Knight (M)
J	06	06	07	6½	06	04	04	5½	06	6½	7½	7½	E-10 - L15 Knight (M)
K	10½	10	10	7½	7½	06	6½	12	7½	09	09	8½	J-09 - L15 Wizard (M)
L	11½	11½	10½	09	08	6½	07	08	08	8½	17	09	K-09 - L15 Archer (F)

This will be another fight where Ramza's team is split in two groups: three on the side nearest Agrias, two near the other side of the river. The enemy team is split in a similar fashion, with four near Agrias and two trying to come near there. Our guest now knows either Split Punch or Lightning Stab -- if they weren't learned previously -- and will use it with a vengeance. She can hold her own, but only for so long, which is why the team nearest her should be decked out and ready to save her bacon. Have someone ready to chuck Hi-Potions or use Chakra here.

Unfortunately, this can actually be a tough battle for the ill-prepared, the main reason being the enemies -- who might be formidable on a normal day -- get all their lightning weapons/spells powered-up by the rainshowers. Ramza's team does too, of course, but it's more important for the enemies. The archer has a Lightning Bow, one knight has a Coral Sword, and the wizard is prepped to spam Bolt 2 -- a deadly combo. [Inversely, fire-elemental attacks are powered-down, and the enemy wizards occasionally waste turns with them.]

With both groups wizards and the lightning-bow archer down, things go a lot smoother. Just remember to keep Agrias' welfare in mind through the whole battle (enemies gun for her every chance they get)

ALSO: STAY OUT OF THE WATER unless you have a ranged attack. Slow-moving characters can get in easily, but they take forever to leave, and they'll be sitting ducks for enemies in that state.

AFTER-BATTLE

Like Mustadio before her, Agrias can now join permanently, and this map can now be used for training purposes. It's worth mentioning the Warjilis shop's updated a bit and now carries things like Brigandines and Bizen Boats. You may want to level up a little bit with Mustadio/Agrias (if you plan on using 'em), or if you don't have any methods of removing weapons from enemies. The next one can be pretty tough for a newcomer... Just watch out for Black Chocobos and Mindflares! [Some human enemies will carry so-far unbuyable equipment like Ice Bows, Holy Miters, Judo Outfits, etc...assuming your team average is high enough.] Mindflares are weak to lightning-elemental things, so Coral Swords can probably one-shot 'em. Remember that Lightning Stab has no inherent element.

19) Golgorand Execution Site

[WK19]

\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: G-09, G-10, H-09, H-10, I-09, I-10, J-09, J-10, K-10  
 : A-04, A-05, B-04, B-05

WON ITEMS: 12200g

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	09	09	09	09	09	09	09	09	09	09	09	Vary - Ramza
B	10	10	09	09	09	09	09	09	10	10	10	Vary - Allies
C	06	07	08	00	00	00	00	08	7½	6½	5½	
D	04	03	00	00	00	00	00	00	00	02	04	ENEMIES
E	01	02	00	00	03	03	03	00	00	02	03	
F	01	02	00	00	03	03	03	00	00	01	01	A-02 - L14 Time Mage (F)
G	01	02	00	00	03	03	03	00	00	01	01	A-09 - L15 Time Mage (F)
H	01	02	00	00	00	2½	00	00	00	01	01	B-05 - L14 Knight (M)
I	02	02	00	00	00	02	00	00	00	02	02	F-05 - L16 Archer (F)
J	02	02	00	00	00	01	00	00	00	02	03	G-01 - L15 Archer (F)
K	01	01	00	00	00	00	00	00	01	03	03	G-05 - L17 Dark Knight (M) [Gafgarion]
												I-04 - L16 Knight (M)
												I-06 - L15 Knight (M)

Any map with Gafgarion rocks, I say!

Yes, the dark knight's back with help this time, and Ramza's team is split in two as they enter the execution site. There's a ton of ways to do this, so here's the lowdown.

- Gafgarion's Night Sword ability -- which he uses every turn -- does damage in the formula (PA\*WP), which means it does consistant damage unless his PA is reduced or his weapon is broken/stolen. The Blood Sword he carries has the same properties as his spammed skill, and it's the only one seen in mandatory play (although you can get others through fur shops). So, if it comes down to it, stealing it is preferable to destroying it. Regardless of the path, he retreats from battle when about 80% of his health is gone.
- The map has a near-symmetry, so that any team can immediately head for there and get above the archway two members (can) start under. Prioritizing Gafgarion or the time mages is up to the player, although I personally can't stand time mages and rid the map of the scourge ASAP. Naturally the ways up will be congested, so good instant skills (Draw Out's Koutetsu for one) will be great for mass damage. One cool thing is that the largest party can set up a Monk to use Earth Slash and hit both knights in one go, which knocks off a decent chunk of their HP without positioning.



- The team that starts under the archway is closest to the time mages, which is why Agrias' Lightning Stab should earn her a spot there. If she can hit an enemy with Silence from down below, things can go much easier. Remember that, like Gafgarion, she can't use her skills without a sword, so try not to let anyone break her stuff (or use Maintenance as support).
- If you can trap Gafgarion in a corner, someone can simply go around and collect all the skill crystals. This can be done on any map, of course, but since we just got Agrias and she's lacking in plenty of fields, they're a great way to boost her up artificially. [NOTE: only skills for classes she has currently has access can be taken, and all skills shown will be taken, even though the selection process indicates otherwise.]

If you're not sure your team's strong enough to tackle these guys, reform the two teams as fast as possible, hopefully damaging the nearest time mage and knight as they near the wooden ramp downwards. Gafgarion's annoying but not that tough overall. [Because Gaffy can heal himself indefinitely, he's a good way to have fun leveling up on.]

The buried treasures here suck so don't bother, even though this is a one-time-only map (sadly!).

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#### AFTER-BATTLE

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The road back to Lionel is open, and is actually a two-part stage -- which means you should stock up for the two battle maps therein. Also, fighting in Bariaus Valley can be more fun if you enter from the Golgorand site, which places the team on the small hill that forks the river. Why mention this? Because, like the archer who may appear if entering from Warjilis, there's a female knight who can appear if entering from Golgorand. Since heavy equips aren't buyable until the next chapter, this can be a way to stock up on good things that outclass "Gold" wears. Here's what you can get from her with a party of mid-twenties units:

- Sleep Sword/Ancient Sword
- Flame Shield/Diamond Shield
- Diamond Helm/Platina Helm
- Wizard Robe/Linen Robe
- Power Wrist/Defense Armlet

Of course, although you SHOULD be raising someone with a thief skillset since that's the only way to get all unique items, it's also sufficient to invite her (Mediator skill), strip her of goodies, then boot her out. Personally, I use Agrias through the whole game so I just make her "The Thief" in the team. For a newcomer who probably wants to try all the special classes and stuff, it might be best to wait until later to see who will fill that position.

One other thing: entering the Valley from Golgorand ensures there aren't any Mindflares to deal with. Schwing!

NOTE: If you're bothering to do any propositions, make sure that all allies have returned before setting out to Lionel. If you finish the chapter while they're still on a job, they are GONE FOREVER and cannot be retrieved.

CAPACITY : Ramza + 4

PLACEMENT: Doesn't matter (Ramza always ends up at same tile)

: H-03 to H-07, I-03 to I-07, J-03 to J-07 (H-# tiles under outcrop)

WON ITEMS: 11100g + 700g, Mythril Helmet

	00	01	02	03	04	05	06	07	08	ALLIES
A	15	14½	11½	04	04	04	4½	05	05	F-05 - Ramza
B	14½	14½	10	05	04	04	4½	4½	4½	Vary - Allies [x4]
C	13	10	08	06	04	04	04	04	04	
D	13	10½	09	07	04	04	04	04	04	ENEMIES
E	15	10½	10	10	12½	12½	12½	12½	10	
F	15	15	15	15	15	15	15	15	15	B-05 - L18 Dark Knight (M)
G	15	15	15	15	15	15	15	15	15	I-01 - L15 Archer (M)
H	04	17	15	17	17	17	17	17	17	K-01 - L15 Knight (F)
I	04	04	04	04	04	04	04	04	04	N-05 - L16 Knight (F)
J	04	04	04	04	04	04	04	04	04	N-06 - L17 Archer (M)
K	3½	04	04	04	04	04	04	04	04	O-04 - L15 Summoner (M)
L	3½	04	3½	3½	07	04	04	07	04	O-07 - L15 Knight (F)
M	02	01	01	01	04	04	04	04	02	
N	1½	01	02	01	04	04	04	04	01	OTHER THINGS
O	01	01	01	01	04	04	04	04	01	
										D-07 - Interior Gate Switch

As we see the battle take place, Ramza is stranded on top of the gate and must fend for himself against Gafgarion, while the others are locked outside and must take on the brunt of the ambushers. First thing to do is locate the gate-lock switch, located on the wall at tile D-07, which opens the gate. Standing on this panel will automatically open the gate, allowing allies in. Of course, Gaffy won't make this too easy, and bombards Night Sword every chance he gets. There are plenty of ways to take care of our favorite dark knight here, both indirectly and otherwise:

- Steal/Break Gafgarion's Ancient Sword to neutralize his abilities
- Open the gate switch and let the allies in for a tag-team beatdown
- With Ignore Height, jump over gate at corner where no railing is
- Teleport over the gate, and leave Gaffy locked in until the others are dead
- Self-heal on the gate, and attacking Gaffy with magic/skills through gate
- Allies teleport in and do the beatdown on Gafgarion first

No matter how this plays out, Ramza will need a constant source of healing (Chakra/Hi-Potion/Auto Potion). Since we've already seen that Night Sword does pretty consistent damage -- here it's 56ish -- Hi-Potions can more than smooth 'em over. [NOTE: Anyone can trigger the gate switch actually.]

As for the ambush party, they're only in the Lv15-17 range and it's not too hard to imagine Ramza's team already being in the mid-twenties with only a little screwing around in Bariaus Valley. Due to this, it's probably pretty easy to get a win here, especially if anyone has Blade Grasp and the weak Summoner is eliminated first. Once Gafgarion's underhanded trick falls through, and the other allies can approach, the battle should be over rather quickly.

If you look at the map's buried treasure, there's the currently-unbuyable Rubber Boots that can be dug up. These null lightning skills and screw with enemy AI on that end, too -- more on this much later.

NOTE: Although the rumors have probably been quelled years ago, I'll

reiterate: it is 100% impossible for Ramza to legitimately become a Dark Knight, period. He can't become one by killing 100 squidlarkin, he can't become one by eating Gaffy's crystal, etc. Sad but true, folks.

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AFTER-BATTLE

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The next battle takes place in the castle, and there's no possibility to level up anywhere, so if you're not sure you can get through, make a separate savefile (or don't save at all?) to be on the safe side. Equip everyone with Defense Rings like I harped on y'to do back when Lionel first opened, and replace any broken equipment from the previous battle.

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21) Lionel Castle II [Inside of Lionel Castle] [WK21]

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\ WIN: Defeat Queklain |

CAPACITY : Ramza + 4

PLACEMENT: I-02 to I-05, J-02 to J-05

WON ITEMS: 8000g

	00	01	02	03	04	05	06	07	
	-----								ALLIES
A	15	15	10	12	12	10	15	15	
B	12	12	07	07	07	07	12	12	H-03 - Ramza
C	05	06	07	08	08	07	06	05	Vary - Ally [x4]
D	05	05	05	05	05	05	05	05	
E	05	09	07	04	04	07	09	05	ENEMIES
F	00	00	01	02	02	01	00	00	
G	00	00	00	01	01	00	00	00	D-04 - Lv?? Impure King [Queklain]
H	00	00	00	01	01	00	00	00	
I	00	00	00	01	01	00	00	00	
J	01	01	01	01	01	01	01	01	
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This map is smaller because there's only one enemy to defeat this time, and he's got a bag of tricks that would make most pants pee their pants. His repertoire actually consists of three spells (Bio, Bio 2, Bio 3) and three 100% status infliction skills (Nightmare, Chicken Race, Death Cold), which inflict Sleep or Death Sentence, Don't Act, and Slow, respectively.

As you can see, his skills can be pretty brutal. If you equipped everyone with Defense Rings, it renders Nightmare useless, which in turn makes him rely more on "Bio" spells, mostly Bio 2 and 3. Whereas the 100% status inflictors are instantaneous and annoying, Bio-type spells have charge times, which is great for evasion even if the boss has innate Short Charge. There's no real strategy to plan out since Queklain lumbers down to where Ramza's team is, but the best one is staying as far apart to ensure each spell hits the minimum amount of people, if it hits at all. Remember that hitting a unit while s/he is in "Charging" status deals extra damage and improves accuracy.

If you must stay in groups for some reason, try to have someone with Esuna or Stigma Magic handy to alleviate nasty symptoms. Queklain's hidden HP is about 350, so even if you want to just run in and tagteam him with everyone, that can work as well (the Defense Rings part was most important anyway...).

NOTE: This is a one-time-only map so if you're a perfectionist, you may want to get the buried items here. How are things buried inside? No idea!

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AFTER-BATTLE

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The 2nd chapter ends following this battle, and Ramza's crew will start the next in the ever-popular Dorter Trade City. The destination is north of Zeklaus, at Lesalia Imperial Capital, Ivalice's...well, capital. If you check the inventory, we'll have acquired the Scorpio Zodiac Stone to go with the Taurus Mustadio kept hidden. Item-wise, shops now carry a new supply of stuff (check shop list for specifics), including the Murasame katana, the first ninja sword, and X-Potions.

You may have also spotted a "fur shop" option on the city menu now. This is for poaching enemies and then having (often) rare items available for purchase afterwards; it's sort of like a taxidermy. There are a few things to know about this: (1) the poacher must have the thief ability Secret Hunt equipped (2) any poached items from previous chapters don't carry over here (3) items can only be bought as long as someone in the party has Secret Hunt equipped. Each monster has two possible poachable items, a common and a rare, and it's a toss-up for which one the shop produces.

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22) Goland Coal City

[WK22]

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\ WIN: Save Olan + Defeat all enemies |

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CAPACITY : Ramza + 4

PLACEMENT: I-03 to I-07, J-03 to J-07

WON ITEMS: 12000g + 1500g, Battle Dict

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	0½	0½	02	02	01	02	02	03	02	01	Vary - Ramza
B	1½	1½	06	06	01	06	06	04	02	03	Vary - Ally [x4]
C	02	02	7½	09	16	16	12	05	04	04	F-05 - L18 Astrologist [Olan]
D	01	01	7½	09	16	16	12	04	04	03	
E	01	00	7½	7½	13	14	16	05	03	02	ENEMIES
F	01	2½	5½	07	13	14	13	5½	03	02	
G	01	2½	5½	07	07	07	07	06	02	02	B-01 - L21 Thief (F)
H	01	01	02	00	06	06	01	01	1½	1½	B-07 - L20 Thief (F)
I	02	01	0½	00	00	00	00	00	0½	0½	C-03 - L?? Chemist (M)
J	1½	01	0½	00	00	00	00	00	00	00	C-05 - L?? Mediator (M)
											D-02 - L?? Chemist (M)
											F-03 - L?? Thief (F)

Welcome to this author's favorite battle in the game, for two reasons: (1) the "Antidote" track plays (2) we're introduced to Olan Durai. The battle's objective is to save Olan from the thieves surrounding the house, who try to climb up from the surrounding landscape along with Ramza's team. The good news is Olan is pretty capable of handling enemies himself, with the massively incredible "Galaxy Stop" ability. It targets all enemies on the battlefield and inflicts Don't Move/Don't Act/Stop on all foes who aren't immune (or have the same Zodiac sign as Olan). He'll repeatedly cast this throughout the fight, luckily, and it gets easier with time due to skipped enemy ATs. He pretty much hands the entire battle to Ramza on a silver platter.

The enemies are mildly annoying as the chemists carry yet-unbuyable Mythril Guns and stay back, while the three female thieves spam Steal Heart like it's no tomorrow. Galaxy Stop can help a lot here but prioritize anyway and take

out the thieves before they turn friends on friends.

Also: the mediator here has a special sprite, if you've noticed. Inviting him into the party won't keep it, though; this is true for all special-sprite generics, actually. Oh, and since this is a one-time-only battle site, think about looting the place for buried treasure, most of which is hidden in spots you'd look first (doorstep, corner, chimney, etc.)

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AFTER-BATTLE

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Sadly, Olan does not join the party afterwards, although he seems to give his Battle Dict over as 'war spoils'. There's nothing else to do here as Goland's a snowy ol' ghost town, but we'll return here in the next chapter for a few awesome events, don't you worry.

Onward to Lesalia! After the scene with Zalbag, try to leave Lesalia again to start the battle...

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23) Lesalia Imperial Capital [Back gate of Lesalia Castle] [WK23]

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\ WIN: Defeat Zalmo |

CAPACITY : Ramza + 4  
PLACEMENT: A-07 to A-09  
          : A-00 to A-02  
WON ITEMS: 13000g + Ether

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	05	05	05	05	05	05	05	05	05	05	D-04 - L03 Cleric [Alma][Guest]
B	14	16	16	16	16	16	16	16	16	14	D-05 - Ramza
C	03	16	16	05	05	05	05	16	16	02	Vary - Allies [x4]
D	03	06	07	05	05	05	05	04	03	02	
E	2½	4½	07	07	07	07	07	6½	5½	02	ENEMIES
F	1½	03	01	00	00	0½	1½	02	02	02	
G	01	0½	0½	0½	0½	0½	1½	02	02	02	I-05 - L24 Holy Priest [Zalmo](M)
H	01	01	01	01	01	01	1½	1½	1½	02	J-03 - L22 Knight (M)
I	1½	1½	1½	1½	01	01	01	01	1½	02	J-07 - L22 Knight (M)
J	1½	02	10	1½	01	01	01	0½	0½	0½	K-02 - L20 Knight (M)
K	1½	02	02	1½	01	01	01	0½	00	00	K-05 - L21 Monk (F)
											K-08 - L21 Monk (F)

The geography of this map works pretty well for Ramza's team, since they'll start on the stairway and rocky climb-up spot alongside it, which makes them perfect bottlenecks for Zalmo's troops who clump together a lot. Alma joins for this battle, too, and will buff Ramza out with MBarrier, and other people as well if her MP supply is refilled immediately. Zalmo is decked out for a white mage (Half of MP!?) and is good about his allies' upkeep, but ultimately poses little threat himself. The opposition usually splits into a 4/2 team to assault, so any area-effect spells (or Draw Out especially) can clean up with little worry.

Since Battle ends when Zalmo's defeated, if you want to get the arguably crappy buried treasures, leave him the last one alive and go to town that way.

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AFTER-BATTLE

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Alma will join afterwards (as a guest) and the new objective will be Orbonne Monastery. The shops will have updated again, with better heavy armor, that Mythril Gun we saw awhile back, Heaven's Clouds, and a host of other great stuff. Since Ramza's kid sister can't actually fight and won't appear in any battles from hereon, so stripping her of helpful equipment (Barette!) is both fine and suggested.

Orbonne Monastery will be a three-part battlefield like castles usually are, so come prepared.

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24) Orbonne Monastery [Underground Book Storage Second Floor]

[WK04]

\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: B-04, B-05, C-02 to C-06, D-02 to D-06, E-04, E-05

WON ITEMS: 19300g + Battle Dict

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	18	18	18	18	18	18	18	18	18	18	Vary - Ramza
B	18	18	18	18	12	12	18	18	18	18	Vary - Ally [x4]
C	12	12	12	12	12	12	12	12	12	12	
D	12	12	12	12	12	12	12	12	12	12	ENEMIES
E	12	12	18	18	12	12	18	18	12	12	
F	12	12	12	12	12	12	12	12	12	12	H-05 - L25 Lancer (M)
G	12	12	12	12	12	12	12	12	12	12	J-03 - L24 Lancer (M)
H	12	12	12	06	07	09	11	12	12	12	J-06 - L25 Lancer (M)
I	06	06	06	06	06	06	06	06	06	06	K-04 - L24 Chemist (M)
J	03	05	06	06	08	08	06	06	05	03	L-02 - L22 Time Mage (M)
K	02	01	06	06	06	06	06	06	01	02	L-05 - L23 Time Mage (M)
L	00	00	00	00	00	00	00	00	00	00	

The first battle in the underground lair, err, library gives Ramza's team the height advantage while putting the lancers closest and the mages farthest away. Lancer AI has them attack from two spaces away, which often avoids any counterattacks for short-range weapons. They can do about 100 damage so it's good to have some decent evasion/healing. Murasame's there for a reason. They typically have little range for their Jump skill, but that's still something to deal with -- take 'em out pronto. Luckily, as you've seen if you've tried the class, their muscle comes at the price of them having poor base move and being rather slow. Without the lancers, the chemist and time mage duo should be easy pickins. [Sometimes the chemist has White Magic as a secondary, which can be a little more annoying.]

The buried treasures on this floor are nothing special, so don't bother unless you just like collecting stuff on one-time-only maps.

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AFTER-BATTLE

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Save if you want and at the status screen, replace any broken equipment. It will be a good idea to switch out unit accessories for mantles, particularly any Elf Mantles you've bought (8000g/per?) or any previous types. Evasion'll

be helpful for the next battle.

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25) Orbonne Monastery II [Underground Book Storage Third Floor]

[WK25]

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\ WIN: Defeat Izlude |

CAPACITY : Ramza + 4

PLACEMENT: I-01, I-02, J-01, J-02, K-01, K-02, L-00 to L-03

WON ITEMS: 13900g + Defense Armlet

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	09	08	07	08	07	07	07	07	06	04	03	Vary - Ramza
B	11	09	07	09	07	07	11	11½	11½	11	02	Vary - Ally [x4]
C	11½	07	07	11	07	07	07	07	07	11	01	
D	11½	07	07	11	07	07	07	07	07	11	00	ENEMIES
E	11	07	07	11	07	07	11	07	07	11	10½	
F	09	07	07	11½	07	07	11½	07	07	07	07	B-05 - L26 Knight Blade (M)
G	09	07	07	11½	07	07	11½	07	07	07	07	C-01 - L24 Knight (M)
H	11	11	11	11	11½	11½	11	11	11	11	09	D-07 - L23 Archer (M)
I	11½	07	07	11½	07	07	07	07	07	07	07	E-04 - L23 Knight (M)
J	11½	07	07	11½	07	07	07	07	07	07	07	G-07 - L21 Archer (M)
K	10	07	07	11	11½	11½	11	07	07	11	08	J-09 - L22 Summoner (M)
L	08	07	07	07	07	07	07	07	07	09	09	

Izlude (the Knight Blade) is basically a buffed-up Lancer who can equip swords, and his Ignore Height skill lets him walk around the field with ease. For Ramza's team, they'll have to find a stairway up to the 11H tiles or have 4+ Jump. Luckily, getting around isn't too difficult and the enemy knights/archers are also impeded in this manner. Since the summoner starts out nearest Ramza's team, he should be first to go.

This battle might not be too hard actually, as Izlude LOVES to waste turns trying to break equipment, rather than using his Jump command. It helps that he doesn't have any spears either. Izlude gets about 35% P-EV, so using any 100% success skills (summons, Draw Out abilities, guns) can save a lot of grief. For reference he does about 120 damage with his physical attack, so keep any wussy mages away -- if you can.

Also, the buried treasures that typically suck have a good find here: the C Bag at tile L-00, right near the starting point. This may not be an item used extensively (unless you want to make a funny 'Bag Knight' setup) but it can be sold for a pretty penny at least.

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AFTER-BATTLE

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Replace any broken equips and suit up for the Orbonne's third and final waltz with...

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26) Orbonne Monastery III [Underground Book Storage First Floor]

[WK26]

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\ WIN: Defeat Wiegraf |

CAPACITY : Ramza + 4

PLACEMENT: G-05, G-07, H-05 to H-07, I-05 to I-07

WON ITEMS: 20100g + 2500g

	00	01	02	03	04	05	06	07	08	09	10	11	12	ALLIES
A	01	01	01	01	01	01	01	01	01	01	01	01	01	Vary - Ramza
B	01	01	01	02	04	05	05	05	04	02	01	01	01	Vary - Ally [x3]
C	08	08	08	08	07	06	05	06	07	08	08	08	16	
D	16	16	16	16	16	16	16	16	16	16	16	16	16	ENEMIES
E	08	08	08	08	07	06	05	06	07	08	08	08	16	
F	01	01	01	02	04	05	05	05	04	02	01	01	01	A-03: L22 Wizard (F)
G	01	01	01	01	01	01	00	01	01	01	01	01	01	A-11: L23 Archer (F)
H	02	2½	00	00	2½	01	01	01	1½	00	00	1½	00	B-06: L27 White Knight
I	02	2½	00	00	1½	01	01	01	1½	00	00	1½	00	C-02: L24 Knight (F)
														C-08: L21 Archer (F)
														C-10: L24 Knight (F)

Wiegraf's rolling fat with an all-female cast...hmm...

Regardless, the final battle of the monastery is a bit cheaper than the two that preceded, since the starting formation lets Wiegraf basically hit three people with his sword skills, all of which do 100+ damage due to Two Hands' involvement. However, this doesn't mean the battle has to be difficult -- any spear- or Two Hands-user Ramza's team has can probably match that damage and put the battle over ASAP, assuming the hits land. And really, the longer the battle drones on, the more enemies who start behind Wiegraf get involved. With Counter, he can certainly has lethal damage potential, so don't cut it too close now. [There's always restarting if his initial attack inflicts bad statuses, etc.]

Buried treasure-wise, there's nothing much to go out of the way for, since a few treasures are actually in the back area.

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#### AFTER-BATTLE

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Following the scenes, shops around the world update again, this time with more diamond equipment, better bows and clothes-type armor, etc. Check the If you check the 'Treasure' option under the Brave Story option, Ramza will now have possession of the 'Germonik Scriptures.' There'll be a scene in Dorter regarding this book, which opens a way forward to Riovanes Castle in northern Fovoham. The closest of the four points is...

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#### 27) Grog Hill

[WK27]

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\ WIN: Defeat all enemies |

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CAPACITY : Ramza + 4

PLACEMENT: L-03 to L-07, M-03 to M-07

WON ITEMS: 15800g + Mythril Gun

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	09	09	09	09	10	07	8½	8½	08	8½	8½	K-05 - Ramza
B	09	09	10	07	10	06	09	08	08	8½	8½	Vary - Ally [x4]
C	10	10	10	06	07	06	06	06	08	8½	09	
D	06	06	06	06	07	06	06	06	06	06	06	ENEMIES
E	06	06	07	07	07	05	07	07	06	06	06	
F	08	07	07	03	03	04	03	07	07	07	06	A-04 - L25 Squire (M)
G	09	07	03	03	03	04	03	03	03	07	07	A-05 - L27 Thief (F)



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H | 07 03 03 03 03 04 03 03 03 03 03 | A-06 - L27 Chemist (M)
I | 03 03 03 04 04 04 02 04 03 03 03 | B-05 - L26 Archer (M)
J | 03 04 04 04 00 01 01 04 04 04 04 | C-06 - L26 Chemist (M)
K | 04 04 00 00 00 01 00 00 00 00 00 | D-05 - L27 Squire (M)
L | 00 00 00 00 00 01 00 00 00 00 00 |
M | 00 00 00 00 00 01 00 00 00 00 00 | Chemists, thieves, squires, archers...
  | _____ | some basic units are getting their own
                                time in the sun as they face off with

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'Heretic' Ramza's troops. You may notice that all deserters are sporting the fashionable Power Sleeve which gives +2 PA and evens the odds a little bit. Since the player is probably over-levelled by a little -- I'm around Lv30 w/ everyone myself -- it shouldn't be too difficult to unleash ninja wrath, samurai beatdowns, or whatever one's favorite method is. The sad thing is, this battle could be a lot more fun if the enemies had any skill variation -- everything they know is strictly from their current class. [Also, flails' damage is semi-random and they're a pretty lame weapon overall.] Make sure to take out the chemists and female thief as fast as possible, or the latter will just chuck phoenix down repeatedly.

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AFTER-BATTLE

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Nothing else is new. Yardow's just over the hill...

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28) Yardow Fort City

[WK28]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: H-08, H-09, I-08, J-07 to J-09, K-07, K-09, L07 to L-09

WON ITEMS: 15300g + 2000g, Yaguy Darkness, Holy Water

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      00 01 02 03 04 05 06 07 08 09  ALLIES
  | _____ | _____
A | 10 11 10 09 09 03 07 08 06 06 | Vary - Ramza
B | 10 11 10 09 8½ 03 03 06 12 06 | Vary - Ally [x4]
C | 03 03 03 09 8½ 03 03 03 07 11 | I-04 - L22 Heaven Knight [Guest]
D | 03 03 03 03 03 03 03 03 12 06 |
E | 03 03 03 03 03 03 03 03 06 0½ | ENEMIES
F | 03 03 03 03 03 03 03 03 06 0½ | _____
G | 03 03 03 03 03 03 06 06 06 01 | A-05 - L26 Ninja (M)
H | 06 06 06 11 11 11 06 06 01 01 | B-06 - L27 Summoner (F)
I | 1½ 01 01 01 01 01 01 01 01 06 | C-01 - L28 Summoner (F)
J | 0½ 01 01 01 01 01 01 1½ 1½ 1½ | D-03 - L23 Hell Knight (M)
K | 0½ 01 01 01 01 01 01 1½ 07 1½ | D-05 - L25 Ninja (M)
L | 0½ 01 01 01 01 01 01 1½ 02 1½ | D-06 - L25 Ninja (M)
  | _____ |

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This is another "save the guest" mission, and perhaps a little harder than most, although not unlike the fight in Zaland Fort City. Basically, the town is surrounded by a high wall and there's only one way inside; all foes're in, all allies outside. Luckily, both Malak and the two ninjas have zodiac signs incompatible with Rafa, so at least we have that goin' for us.

- Units will need a Jump of 5+ to get over, or at least a quick workaround movement skill, like Teleport or Ignore Height. Ninja won't have enough jump to get over either, which is why the front gate bottleneck is likely to become overcrowded. [Obviously, whoever gets pinned down there will

probably be the target of twin summons that turn.]

- This is the first battle where ninja appear. If the player hasn't unlocked the class yet, they might not know their versatility. For one, they can equip two weapons and attack a target twice with them. The 'Throw' command lets them take weapons/balls/shurikens from the inventory and pelt distant targets with them as well. Of course, the infamous ninja movement works to their advantage, and they have better Move/Jump than heavier units. They're also rather weak and can fold in two good physical attacks, but will put up a fight at close-range.
- Rafa is pretty weak and her skills are actually pretty lame; because of this, she is an easy target for Throw fodder. Having someone "puppyguard" her and immediately heal after sustained damage isn't a bad idea, since all enemies (particularly Malak) have their AI turned towards her. Luckily, she can't be coaxed back into Yardow and will run around on the outskirts of the screen.
- The summoners won't be drawn out into the open, so the only way to get 'em is going to them. If using the aforementioned teleport/ignore height strategy, they will be taken out a lot quicker; just make sure to have decent evasion to avoid the ninja's twin attacks. [Blade Grasp helps here.]

The "force your way in" strategy with long-range attacks is probably the one most people use, although there are other fun ways to mix up the fight, like using Dancers' "Nameless Dance" to inflict global status effects, or using the Bard's "Life Song" to restore HP en masse.

This is a one-time-only map, and if you want to get all the buried treasure, you'll really need some decent jumping abilities (6+) to get on some roofs. It's not ultimately worth doing but deserves a footnote.

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#### AFTER-BATTLE

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Shops have updated again. Of particular interest is the Kiyamori katana, with which a samurai can inflict Protect/Shell on allies around him; the Golden Hairpin hat, which has a +50 MP and is great for mages; and a whole bunch of platinum heavy equipment.

Rafa also joins this battle as a guest, and since she'll stay that way for a few battles, don't bother stealing her equipment like you might've done to Alma. [If you have cash to spare, you may actually outfit her wardrobe...]

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#### 29) Yuguo Woods

[WK29]

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\ WIN: Defeat all enemies |

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CAPACITY : Ramza + 4

PLACEMENT: J-02 to J-06, K-02 to K-06, L-02 to L-06

WON ITEMS: 22600g + Phoenix Down, Phoenix Down

	00	01	02	03	04	05	06	07	ALLIES
A	00	00	00	00	00	0½	01	01	Vary - Ramza
B	00	00	00	0½	0½	0½	01	01	Vary - Ally [x4]
C	0½	0½	02	02	1½	01	01	01	K-01 - Rafa [Guest]
D	01	01	3½	3½	3½	3½	2½	2½	

E		01	01	04	5½	5½	4½	03	2½		ENEMIES
F		01	05	5½	14	15	5½	04	3½		
G		01	04	5½	14	14	5½	04	3½		A-00 - L27 Wizard (M)
H		01	01	4½	5½	5½	04	3½	3½		A-06 - L28 Wizard (M)
I		01	01	03	3½	3½	3½	3½	3½		B-02 - L40 Gust
J		1½	1½	1½	01	02	03	3½	3½		B-05 - L39 Ghoul
K		02	02	1½	01	01	3½	04	3½		C-03 - L37 Revnant
L		02	02	1½	01	01	3½	3½	3½		D-01 - L28 Time Mage (F)
											F-07 - L27 Time Mage (F)

This battle is a little out of the ordinary...but on second thought, maybe not so much. The main draw is that the geography -- which has a massive tree trunk in the middle and low-H tiles around it -- is filled with undead units. As such, they're subject to the "Phoenix Down OHKO" rule, the "Healing Hurts You" rule, and so forth. Undead humans are certainly curios worthy of being invited by Ramza's team, but alack, they're immune to that. The high-level monsters who accompany the killed soldiers can be rather annoying themselves but they have pretty pathetic HP values, and shouldn't take more than two hits from powerful allies. I guess it's possible for the undead to re-rise after three turns, but a well-developed, balanced team can work thoroughly and avoid that outcome.

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#### AFTER-BATTLE

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Riovanes Castle is the next location and contains three battles in all. Like others before it, once the player goes in and saves, the chance to leave and level up/learn abilities will be gone! In fact, out of all the places in the game, Riovanes is the most likely to force an unprepared, under-leveled team into a stalemate -- and make the player restart entirely. However, there are a few "tricks" to use in preparation. Not all have to be used but it's good to have a aces up yer sleeve in case things turn south. They are:

- Have Ramza learn Accumulate & Yell
- Buy Rubber Boots and a Chameleon Robe
- Buy 5 Jade Armlets (10000g/per) to protect against Petrify & Stop

These tricks will be expounded on later. Now, as for party average coming into Riovanes, I usually come in around Lv50, which I think is a little over-leveled but appropriate for someone who enjoys battling and learning skills. The first time I played the game and didn't know what awaited me inside the castle, I was Lv36 and barely got by. It's certainly possible to get by with fewer levels -- heck, plenty of SCC people do it all the time -- but for a person who isn't familiar with Riovanes, the higher the better. I suggest at least being around Lv40, if only because random-battle knights start to carry Rune Blades, and having a few of those coming in to Riovanes is great.

NOTE: If you want to keep the challenge and try it without lots of leveling, which is fine, think about making a separate save 'case you get stuck.

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30) Riovanes Castle [At the Gate of Riovanes Castle]

[WK30]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: J-08 to J-10, K-08 to K-10, L-08 to L-10

: J-01 to J-03, K-01 to K-03, L-01 to L-03

WON ITEMS: 22000g + Elf Mantle, Hi-Potion, X-Potion

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	04	04	04	11	12	11	11	11	12	13	13	13	Vary - Ramza
B	04	04	03	10	12	12	12	11	13	13	13	13	Vary - Ally [x4]
C	02	01	02	09	09	09	01	09	13½	13	13	13½	K-07 - Rafa [Guest]
D	01	01	1½	02	06	08	01	08	14	15	15	14	
E	01	01	01	1½	03	7½	01	7½	07	05	05	07	ENEMIES
F	1½	01	01	01	2½	01	01	06	09	05	05	09	
G	02	01	01	01	01	01	01	04	06	05	05	06	A-05 - L29 Archer (F)
H	02	1½	01	01	02	01	01	01	06	05	05	06	B-01 - L28 Knight (M)
I	02	02	1½	02	02	1½	02	02	06	05	05	06	B-07 - L24 Hell Knight (M)
J	02	02	02	02	02	02	02	02	07	05	05	07	C-06 - L27 Knight (M)
K	2½	2½	2½	02	02	02	03	04	05	05	05	05	C-09 - L28 Archer (F)
L	03	03	2½	02	02	02	03	04	05	05	05	05	C-10 - L27 Archer (F)
													E-09 - L29 Knight (M)

The first of the Riovanes battles takes place at the front gate, which is on the side of the screen Ramza starts. The castle wall stretches along a middle pond, which makes getting to the wall archers harder for the allies stuck in the far corner (if they want to cut across, that is). There are two ways to get onto the wall, though: (1) the steps Malak is on near Ramza's small team (2) a low part of the wall near a pond, requiring a Jump of 3+.

Other than the setup, it's a fairly standard battle. Any mages who get closer to the castle gates (even in Row "L" on the map) may catch arrows with their throats, so Kiyomori [etc.] is useful for helping them survive longer. Malak will go straight for Ramza this time and while he's certainly a feeble foe in the grand scheme of things, his Gokuu Rod may inflict "Innocent" status which will make all magic cast on him miss. When Malak is defeated, Rafa'll teleport out after him, too.

Since this is also a one-time-only map, if you want to collect any of the lowlands' deposits, it's best to do that after clearing out the archers...if you want that junk, that is.

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#### AFTER-BATTLE

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Save afterwards if you like (did you do the separate save suggestion?) and equip everyone with Jade Armlets for the upcoming fight.

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### 31) Riovanes Castle II [Inside of Riovanes Castle] [WK31]

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\ WIN: Defeat Wiegraf, then Velius |

CAPACITY : Ramza + 3  
 PLACEMENT: H-03, H-04, I-03, I-04  
               : K-02 to K-05, L-02 to L-05  
 WON ITEMS: 14400g

	00	01	02	03	04	05	06	07	ALLIES
A	10	9½	09	09	09	09	9½	10	Vary - Ramza
B	10	9½	09	09	09	09	9½	10	Vary - Ally [x3]
C	07	04	09	09	09	09	04	07	
D	05	03	03	08	08	03	03	05	ENEMIES
E	05	03	03	07	07	03	03	05	

F		05	03	04	06	06	04	03	05		C-04 - L28 White Knight [Wiegraf]
G		04	01	07	05	05	07	01	04		C-04 - L?? Warlock [Velius]
H		3½	01	04	4½	4½	04	01	3½		A-02 - L29 Archaic Demon
I		04	01	01	3½	3½	01	01	04		A-05 - L28 Archaic Demon
J		3½	01	03	03	03	03	01	3½		B-03 - L27 Archaic Demon
K		03	02	03	03	03	03	02	03		
L		03	03	03	03	03	03	03	03		OTHER NOTES: One-time-only map

This is one of the hardest battles in the game for a new player, but luckily it's the only one-on-one fight in the game. In the past we could simply defeat Wiegraf by breaking his sword, but this time, he's toting Maintenance which prevents broken/stolen equipment. This doesn't mean there aren't other ways to deal with this, though!

- STRATEGY #1 (Speed Demon): Perhaps the most commonplace, cheapest way to get the battle is running away, using Yell to boost Ramza's speed and Accumulate to power-up PA. Eventually, Ramza will get so fast and powerful that he can pretty much OHKO Wiegraf, or at least make the battle shorter. If Ramza happens to have a two-panel weapon (Lance, Stick) he can avoid nasty counterattacks. Auto-Potion helps here, although anything should be good enough as long as it heals more than 60 HP. If you want to collect any buried treasures, this is the method to do it in.
- STRATEGY #2 (Dissuasion): Wiegraf's Holy Sword skills are non-elemental, as the player may know, but the AI still thinks they're holy-elemental. Thus, by equipping a Chameleon Robe, Ramza "dissuades" Wiegraf from using any of his swordskill attacks, instead making him use his monk abilities (Wave Fist, Earth Slash). Instead of being hit for around 150 damage, Ramza gets less than half that. Bingo bango, battle is way easier, and even moreso if Ramza has Blade Grasp learned (Wiegraf uses physical attacks if close enough).
- STRATEGY #3 (Bumrushin'): This is perhaps the most "fair" but also the one that has the most drawbacks. Ramza can't break Wiegraf's equipment, he's subject to counterattacks and Lightning Stab, and he still has to worry about healing to boot. One possible way is to make Ramza a ninja (or maybe a heavy-armor class with Two Swords as support) and Power Break Wiegraf, which equates to two attacks per turn. Since Holy Sword is a partially PA-dependant skillset, he can heavily reduce the damage done by Lightning Stab and make it more manageable. The other option is using the Two Swords strategy to inflict mass damage and hopefully not being counterattacked (71% of Counter activating).

If you choose this strategy, hopefully it involves some method of easily dealing heavy damage (Two Swords, Two Hands, etc.) and isn't simply hoping Wiegraf fails to evade, counterattack, etc. The first time I played this game, that's how I managed to get by -- it's needlessly frustrating. Using Kiyomori and Auto-Potion can help here, the latter moreso if Brave has been boosted really high. [fourthbracelet suggests using Meatbone Slash in conjunction with a gun to KO Wiegraf in a last-ditch counterattack. This can work, but leaves Ramza in critical...that can be more of a "con" than a "pro".]

Whatever path is taken, that's only half the battle. Velius appears after the White Knight is defeated, who summons three allies when Ramza's three show up also. Since these aren't two separate battles per se, there's two ways to go about the last half as well.

- STRATEGY #1 (Bumrushing): As said, all stat values carry over to the 2nd

half of this fight -- this means low HP, high SPD, etc. The transformation makes Velius have no counter ability, which means a high-speed, two-sword-wielding Ramza can probably OHKO him, supposing Accumulate was used also. In fact, it doesn't matter; if Ramza speed-boosted really high, he'll just eviscerate the Warlock. [At 50 SPD, Ramza will get about 6 turns to Velius' one...hilarious.]

Supposing Ramza didn't speed-boost and used other methods, then the fight will be a little harder. Velius loves to cast the Cyclops summon, which'll do a lot of damage, but probably tolerable if Kiyomori/Murasame is used [etc]. The Archaic Demons have innate Short Charge and are nuisances, as they spam Giga Flare and Dark Holy, and if almost dead, Lifebreak (although this is rarer). They'll have about 200 HP each and shouldn't be much to worry about for anyone with Two Swords, Two Hands, or mass-attack skills. Without cohorts, it's easier to get Velius' goat via Speed Break and other such skills. Just stay far enough apart that it baits him into using his summons instead of 100%-infliction skills which have plus-shaped AoEs. Hitting a charging unit gives extra damage, remember, so that helps the allies in this case.

- STRATEGY #2 (Silencing): Perhaps the more dangerous of the two strategies, this one's possible by inflicting Velius with Silence. Yes, he can actually be hit with it! But, by stripping away his summoning powers, this forces him to use his 100%-status infliction skills. He has three overall: Loss (Inflict: Confusion), Seal (Inflict: Petrify), and Lose Voice (Inflict: Silence). Seal is the worst out of all of 'em, which is why Jade Armlets were suggested on everyone. The rest should be manageable by ensuring that each skill (plus-shaped AoEs means 5-tile hit maximum) only hits one ally per use.

Archaic Demons' skills are Giga Flare (MP: 0) and Dark Holy (MP: 40), doing about 90 and 170 at neutral compatibility, respectively. The latter can be used only once, luckily, but it's still pretty hard-hitting.

Battle finally ends when Velius' apx. 850 HP is depleted. Make no mistake, this is a hard-won battle and if it takes a few game overs to achieve it, that's what it takes. Be glad you don't fall into the camp that has a forced restart!

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AFTER-BATTLE

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Definitely save after the battle. You may want to keep those Jade Armlets equipped for the final battle here. It's definitely easier than the previous but still vexes some.

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32) Riovanes Castle III [Roof of Riovanes Castle] [WK32]

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\ Win: Save Rafa + Bring any enemy to critical health |

CAPACITY : Ramza + 3

PLACEMENT: D-10, E-10, F-10, G-10, H-10

WON ITEMS: 10000g

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	0½	0½	0½	0½	0½	0½	0½	0½	0½	0½	1½	I-09 - Ramza
B	02	1½	5½	6½	07	6½	07	6½	07	6½	07	Vary - Ally [x3]

C		04	03	4½	08	09	08	09	08	09	08	05		I-07 - Rafa [Guest]
D		06	05	05	10	10	10	10	12	10	10	03		I-06 - Malak [Guest]
E		21	21	21	12	12	12	12	12	12	18	01		
F		21	30	21	13	13	21	13	14	16	24	01		<u>ENEMIES</u>
G		21	21	21	12	12	12	12	12	12	18	01		
H		02	05	05	10	10	10	10	12	10	10	03		F-06 - L29 Assassin [Celia]
I		04	03	4½	08	09	08	09	08	09	08	05		F-07 - L28 Assassin [Lede]
J		02	1½	5½	6½	07	6½	07	6½	07	6½	07		G-04 - L33 Arc Knight [Elmdor]
K		0½	0½	0½	0½	0½	0½	0½	0½	0½	0½	1½		
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This final battle can be a bit annoying as Rafa chooses this battle to run right into the enemy ranks. And her AI was at least half-decent before...oy vey! To fulfill the "protect Rafa" scenario, any one of the enemies must be brought into critical condition. Although Elmdor always goes for Rafa with his buffed-up Muramasa attack, his cohorts Celia & Lede can be enticed away from there by using what's known colloquially as the "naked archer" strategy. By placing weak units, such as naked (equipmentless) mages next to each other, it may bait the gals into drawing close or casting Ultima, the latter of which opens up possibilities to inflict more damage.

It's worth talking about the enemies here, though. Elmdor's Sword Spirit command is like Draw Out, just better by a bit. Celia and Lede's Assassin jobs allow them to, as you'd guess, kill with ease (Stop Bracelet), as well inflict other annoying statuses (Stop, Charm, Petrify) with 100% accuracy. They also have the Ultima spell, which Ramza himself can sometimes learn in the last chapter -- it's not learnable currently.

Damage any one of the assassins or Elmdor enough and the battle automatically ends. This often has to be done by the second turn, or else Rafa gets hit with Stop Bracelet and dies...oops. Because it's so hard just to keep Rafa alive, it's definitely not worth seeking out buried treasures, as they're all boring and soon-to-be-buyables.

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#### AFTER-BATTLE

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Beating the rooftop skirmish starts the fourth chapter, "Someone to Love," and lets the player invite Rafa and Malak into the party if s/he so desires. The world's shops have updated accordingly as well, having a new katana and more heavy equipment to buy -- good stuff! The Aries and Pisces zodiac stones will now be in Ramza's possession as well.

The fourth chapter's first stretch goes east towards Zeltennia, but this is also the chapter to start some sidequests for extra allies. Given how few there are, maybe it's time to take the "long cut" and have some fun, eh? Skip ahead to Doguola Pass [WK33] if you're a buzzkill and hate entertainment. =p

NOTE: Bervenian Volcano also opens up between Zeklaus and Riovanes, and while being part of a sidequest, we'll skip it for now. Also, rare battles're now available on most map dots.

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--> Goland Coal City [Colliery Underground Third Floor] [OPTIONAL] [OP01]

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CAPACITY : Ramza + 4

\ WIN: Defeat all enemies |

PLACEMENT: I-03 to I-06, J-03 to J-07, K-03 to K-07  
 : E-00, E-01, F-00, F-01, G-00, G-01, H-00, H-01  
 WON ITEMS: 22200g + Mythril Bow, Mythril Shield

Chapter 4 has basically one long sidequest that allows Ramza's team to get a few optional characters, and the some legwork can be done immediately. Note that Mustadio is required here, and without him, the entire sidequest fails to begin! [For reference, the sidequest can be started basically any time in Chapter 4, but I'll be interjecting each optional segment as soon as it becomes available.]

- 01) Visit Goug Machine City for a scene
- 02) Visit Goland Coal City and view rumor "Ghost of Colliery"
- 03) Visit Lesalia for a bar scene; allow Beowulf to accompany Ramza

Return to Goland and it'll be possible to start fighting the way through the colliery (by definition a coal mine, which is why there's so many fights inside.). If you're unsure of winning/leaving unscathed, make a separate file as suggested for Riovanes. For reference, Beowulf starts with: Rune Blade, Crystal Shield, Circlet, Light Robe, Elf Mantle.

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	12	14½	15	15	15	14½	14½	14½	14½	14½	15	Vary - Ramza
B	10	14½	14½	14½	14½	14½	12	12	12	14½	15	Vary - Ally [x4]
C	09	08	07	07	07	8½	8½	8½	8½	14½	15	J-01 - Beowulf [Guest]
D	1½	1½	07	07	00	00	00	07	07	14½	15	
E	00	00	07	07	00	00	00	07	07	14½	15	ENEMIES
F	00	00	07	07	00	00	00	06	07	14½	15	
G	00	00	07	07	00	00	00	4½	7½	14½	14½	B-03 - L47 Chemist (M)
H	00	00	06	00	00	00	00	03	09	13½	14	E-09 - L44 Chemist (M)
I	00	00	04	00	00	00	00	1½	10	13½	14	F-04 - L42 Chemist (M)
J	00	00	02	00	00	00	00	00	11½	13½	14	J-08 - L43 Chemist (M)
K	00	00	00	00	00	00	00	00	13	13½	13½	J-09 - L47 Chemist (M)

This is a pretty standard battle, although it's one of the few in the game where only one class is presented. There's a few things worth noting:

- J-08 enemy can start battle boxed-in, depending on ally positioning
- Ignore Height/Teleport is very useful -- start at top, drive chemists down!
- Keep Beowulf alive so he can spam Don't Act and Blind; Chemists gun for 'im
- Two of the four (crappy) treasures are underneath eaves (dual panels)
- Try to tag-team enemies if possible; some may know 'Elixir'...

If everyone starts attacking different targets, eventually the chemists will start dropping like flies or having to waste their turns healing, turns that are squandered away -- hopefully. That should be a good enough foothold to stop 'em from reviving comrades.

--> Goland Coal City II [Colliery Underground Second Floor] [OPTIONAL] [OP02]

\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4  
 PLACEMENT: K-03 to K-07, L-03 to L-07, M-03 to M-06  
 WON ITEMS: 23400g + Mythril Knife, Mythril Spear

00 01 02 03 04 05 06 07 08 09 10 11 ALLIES



A	17	18½	18½	18½	17½	17	17	17½	18½	19	19	18½	Vary - Ramza
B	16	18	18	18	17	16½	17	17½	18½	18½	18½	18½	Vary - Ally [x4]
C	13	15	18	19	15½	15	14½	13½	11½	10	10	09	L-08 - Beowulf [Guest]
D	12	14	17	17	13½	11	06	09	10½	10	09	09	
E	11	14	14	14	08	9½	7½	09	09	09	08	08	ENEMIES
F	09	13	13	13	08	08	08	08	08	08	08	08	
G	08	09	09	09	08	06	06	06	08	08	08	08	B-09 - L45 Thief (M)
H	6½	08	08	08	03	03	04	05	6½	08	08	08	C-06 - L48 Chemist (M)
I	04	04	04	04	03	1½	04	04	6½	08	08	7½	F-00 - L48 Behemoth
J	02	1½	1½	1½	1½	00	1½	1½	1½	1½	00	1½	H-10 - L49 King Behemoth
K	00	00	00	00	00	00	00	00	00	00	00	00	I-10 - L44 Thief (M)
L	00	00	02	00	00	00	00	00	00	00	00	00	
M	00	00	00	00	00	00	00	03	02	00	00	00	• All enemies are under eaves except Behemoth

This is can be a fun albeit run-of-the-mill battle, but has a few cool points overall. First, the Chemist has a Blaze Gun (ATK: 20; Ice-elemental), which is in finite quantity within the game. Most unbuyable weapons can be obtained through the "Throw-and-Catch" method with enemy ninja, but guns can't be done in this manner. It'll be very worthwhile to invite/steal in order to claim that rare item; just be sure Beowulf doesn't get his hands on him first (i.e. surround him with controllable allies).

The Behemoths are as one would expect: large monsters with high HP, tough physical attacks, and a skill that may inflict instant death (Sudden Cry). One starts up high on the slope but one is within the cave near the thief; should someone manage to be faster than the thief, he can simply block the mine opening and trap the behemoth in back. Try to take the nearest out ASAP as it can probably do 100s of damage if you're Lv35+, and since the weather (snowstorm) empowers ice-type attacks, the chemist's gun can be a huge annoyance. [Using Kiyomori at the start is a good idea.]

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--) Goland Coal City III [Colliery Underground First Floor] [OPTIONAL] [OP02]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4  
 PLACEMENT: I-02, I-03, J-01 to J-03, K-01 to K-03  
               : C-01, C-02, D-01, D-02, E-01  
 WON ITEMS: 23700g + Mythril Sword, Mythril Armor

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	4½	5½	07	09	10	12	12	12	10	10	10	Vary - Ramza
B	03	06	07	09	09	12	12	12	10	10	10	Vary - Ally [x4]
C	05	06	06	06	07	08	07	07	8½	09	09	H-01 - Beowulf [Guest]
D	05	06	06	06	07	07	07	06	5½	11	10	
E	03	06	08	06	06	06	06	06	5½	11	10	ENEMIES
F	03	4½	03	04	04	04	4½	07	10	12½	12½	
G	02	03	02	02	02	03	03	07	09	12½	12½	A-07 - L45 Uribo
H	03	04	00	00	08	08	09	10	10	11	11	B-07 - L47 Chemist (M)
I	02	02	00	00	3½	05	05	12	12	13	12	E-10 - L50 Blue Dragon
J	01	01	00	00	3½	05	05	05	10	11½	11	H-09 - L46 Blue Dragon
K	02	01	0½	00	2½	05	05	05	07	09	10	K-10 - L49 Chemist (M)
L	02	1½	01	02	03	4½	05	05	07	09	09	
M	02	02	02	02	03	03	04	04	07	08	08	

This is a really bland battle, with no enemies having special equipment like last time. As before, the snowstorm will enhance ice-type abilities, making the Blue Dragons deadlier than usual (200-plus damage usually), so they should be the first targets taken out, which will make the chemists waste their turns reviving. The lone anomaly is the inclusion of the Uribo, the weakling pig monster that really has no place being in this level whatsoever. However, it's a good chance to invite it into the party for breeding purposes (or poaching it on the spot). Either way, without the dragons this level's a cinch.

NOTE: Like the other levels, skipping the crappy buried items is recommended, even if this is a one-time-only battle.

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--) Goland Coal City IV [Underground Passage in Goland] [OPTIONAL] [OP02]

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\ WIN: Defeat all enemies + Save Reis |

CAPACITY : Ramza + 3

PLACEMENT: N-02, N-03, O-02, O-03, P-03, R-02, R-03

WON ITEMS: 28100g

	00	01	02	03	04	05	ALLIES
A	12	13	04	02	02	02	Vary - Ramza
B	12	13	04	00	00	02	Vary - [Ally x3]
C	04	04	00	00	00	00	P-02 - Beowulf [Guest]
D	04	04	04	00	00	00	E-03 - Reis [Guest]
E	04	04	04	00	00	01	
F	12	04	04	04	04	02	ENEMIES
G	12	04	04	04	04	03	
H	12	13	04	04	6½	6½	A-04 - L50 Archaic Demon [Sinogue]
I	12	13	04	04	11	10	D-01 - L46 Ochu
J	12	13	04	04	12	10	F-02 - L49 Plague
K	12	13	04	04	03	1½	G-04 - L47 Ochu
L	12	04	04	04	1½	1½	H-02 - L45 Plague
M	04	04	04	00	00	00	J-03 - L44 Plague
N	4½	04	00	00	1½	1½	
O	05	04	00	00	1½	02	This is certainly an odd fight...a freaky gang!
P	4½	04	00	00	1½	1½	The object here is to save the Holy Dragon Reis,
Q	04	04	00	00	00	00	who's being accosted by these thugs. To get to
R	04	03	02	01	00	00	her (well, she's unisex, I guess) the team will

have to get through a few Ochus and Plagues, the latter of which can inflict Death Sentence with a decent accuracy. Luckily, Reis knows all of the dragon "Bracelet" abilities and most foes are deathly weak to ice-type attacks. Reis will typically be slain within 4-5 turns if the team can't get there, but otherwise this isn't so hard to beat. [If you keep failing, make sure to boost everyone's Jump to 4+, so they can get straight into the middle part without taking the stairs. Also, be sure to remove Beowulf's secondary skillset, forcing him to battle with his Magic Sword abilities.]

And no, the Archaic Demon can't be invited.

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AFTER-BATTLE

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Beowulf and Reis can now join permanently after battle, and Ramza will have obtained the Aquarius zodiac stone. There's more to the sidequest involving Reis, so make sure she tags along for the ride. [Unlike normal dragons, Reis

will not flood the roster with offspring; there's a reason for this.]

The Aquarius stone also sets the next part of the sidequest in motion. Visit Goug once again and it'll activate the machine Besrodio unearthed, a robot named Worker-8. He can join the party as well.

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33) Doguola Pass

[WK33]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: C-02, D-00, D-01, E-01, E-02, F-00 to F-02, G-00, G-01

WON ITEMS: 18600g + 3000g, Diamond Armor

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	10	11	13½	13½	12	12	12½	13	13	13	Vary - Ramza
B	9½	11	11	11	11½	12	12½	13	13	13	Vary - Ally [x4]
C	08	9½	10	11	11½	12	12½	12½	07	07	
D	06	07	09	11	07	07	8½	08	06	08	ENEMIES
E	7½	08	08	7½	07	07	07	6½	05	07	
F	08	08	08	06	06	07	07	6½	05	04	A-07 - L31 Wizard (M)
G	01	01	03	04	00	0½	01	06	4½	03	B-08 - L30 Archer (M)
H	01	01	01	0½	00	0½	01	01	1½	02	C-09 - L29 Wizard (M)
											D-08 - L32 Lancer (M)
											E-07 - L33 Knight (M)
											F-08 - L31 Lancer (M)

The 1st story battle here is...a letdown.

The Nanten patrol consists of a few heavy infantry types, an archer and two wizards. The map is awfully tiny in comparison to previous locales, meaning area-effect spells and abilities really clean up, particularly in the middle portion bottleneck. At the ally allotment screen, if you put a ninja in the isolated tile, s/he can immediately go kill the uppermost wizard -- ha! In any case, rushing in after using Kiyomori [etc.] helps a lot.

If you focus most of the fighting in the middle sector, using a summoner or samurai to bust things up can be really easy. The lancers won't have a high enough jump to break out of that central part, laughably. Consider taking out the knight first to avoid any busted-up equipment. [Note that the enemy's LVs don't properly scale to Ramza's units here, making the win even easier.]

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AFTER-BATTLE

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This next battle will be simultaneously annoying and awesome. There's only one way to get the infantry units through without wanting to commit seppuku: put Maintenance as support on everyone. This prevents equipment breaking and, as we'll see, extra damage. [Units like Bards/Dancers who plan on hiding can get away with not using Maintenance.]

Also, have someone with Steal Accessory and Steal Weapon. If you listened up earlier, you'd already be grooming someone to be "The Thief" in the party, and boy will said skills be awesome in the next fight.

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34) Bervenia Free City

[WK34]

CAPACITY : Ramza + 4  
 PLACEMENT: L-01 to L-04, M-01 to M-05  
               : J-06 to J-09, K-08, K-09, L-08, L-09, M-06 to M-09  
 WON ITEMS: 19300g + Jade Armlet, Remedy, Remedy

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	17	17	17	17	17	17	17	13	13	12	Vary - Ramza
B	17	17	17	17	17	17	17	13	11	12	Vary - Ally [x4]
C	17	17	17	16	15	14	13	13	09	05	
D	17	17	17	13	13	13	13	13	08	08	ENEMIES
E	09	11	11	12	13	13	13	13	09	09	
F	07	11	11	11	11	13	13	12	08	09	B-05 - L32 Archer (F)
G	07	11	11	11	11	12	13	12	06	04	C-01 - L31 Archer (F)
H	07	07	07	06	05	03	03	3½	04	04	C-08 - L31 Ninja (F)
I	08	08	01	1½	02	02	02	02	02	02	D-06 - L32 Summoner (F)
J	09	09	01	1½	02	02	02	02	02	1½	E-02 - L32 Summoner (F)
K	09	08	1½	00	00	06	07	07	1½	1½	F-05 - L35 Divine Knight (F)
L	1½	1½	1½	0½	0½	06	07	06	00	00	
M	1½	00	00	0½	01	0½	00	00	00	00	This battle marks the debut of Meliadoul the Divine Knight, and she's on the warpath. There's a

reason it was suggested all allies equip Maintenance here, and that's because her "Divine Sword" skills will attack a piece of equipment, break it, and make the target suffer damage accordingly. HOWEVER, if she can't break the equipment, then her skills are rendered useless. Depending on what randomized secondary skillsets she has (if any), she may have a little versatility. It's worth mentioning that if Meliadoul's sword is broken/stolen, she can't use any of her skills either (just like Agrias, Gafgarion, etc.)

NOTE: Berserking Meliadoul is an alternative to equipping Maintenance!

So, why bring Steal Accessory and Steal Weapon? Meliadoul has two unbuyables (technically) that are just too awesome to pass up. Her Defender sword has a slightly higher attack power than the Rune Blade and an evasion stat of 60%! This doesn't mean anything without the Weapon Guard counter, but it can make a knight a whole lot more untouchable than normal (even moreso with Blade Grasp). Definitely worth stealing now instead of poaching Taijus later. The Chantage accessory she has is a female-only perfume which grants permanent Regen and Reraise (as long as it's equipped that is). This is also an item obtainable through poaching, but if it's sitting in front of y'for free, why pass it up?

Meliadoul's cohorts are all around her on the high ground, but any unit with high jump (ninja, etc.) can get there pretty quickly. They shouldn't pose much of a threat if Kiyomori or any other protect-type spells are in place before bumrushing the upper area. Since the team is split into two groups -- although the can rejoin easily -- it can be worthwhile to ascend separately which may avoid having the summoners tagteam one unit(s). The ninja will typically block the building-side path first, though.

Aside: don't you think Meliadoul has an awesome sprite? Definitely my fave.

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AFTER-BATTLE

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Equip the Chantage/Defender on the person of your choice (Agrias for me)

\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: A-00 to A-04, B-00 to B-04, C-00 to C-03, D-00 to D-02, E-00 to E-2  
: A-06, A-08, A-09, B-08, B-09, C-08, C-09, D-08, D-09, E-06 to E-09

WON ITEMS: 30000g

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	11	10½	10½	10	10	09	10	09	10	7½	E-04 - Ramza
B	11	11	10½	10	9½	09	09	09	9½	07	Vary - Ally [x4]
C	10½	8½	8½	7½	06	06	06	06	6½	6½	
D	9½	08	6½	06	06	06	06	06	6½	4½	ENEMIES
E	7½	7½	07	06	6½	06	6½	06	6½	4½	
F	7½	07	07	06	07	06	07	4½	04	04	I-09 - Black Chocobo
G	7½	6½	03	03	6½	03	3½	3½	3½	3½	L-00 - Chocobo
H	06	5½	03	03	03	03	3½	3½	03	03	L-04 - Uribo
I	06	5½	4½	03	03	03	03	03	03	03	L-08 - Red/Chocobo
J	5½	4½	4½	03	03	03	03	03	03	3½	O-06 - Red/Chocobo
K	04	10	3½	03	3½	03	03	03	3½	3½	P-01 - Red/Chocobo
L	3½	3½	03	03	3½	3½	03	03	3½	10	
M	03	03	03	03	3½	3½	03	03	3½	3½	
N	2½	03	03	03	03	3½	03	03	03	03	
O	2½	2½	09	03	03	03	03	03	03	03	
P	02	2½	03	03	02	02	03	03	2½	01	
Q	02	2½	2½	2½	02	02	2½	1½	1½	01	

Although this is a generic battle, it can actually be harder than some of the recent skirmishes because all the enemies will have scaled to the team's average level. So you thought it was funny beating up Meliadoul at thirty levels higher? Prepare for chocodeath! Actually, the easiest way to get through this battle is to reset until most of the birds are normal chocobos. There's not much else to say here, except there's an Uribo to invite if you have been fixin' to get one.

Note that if the resets aren't going your way, there's a ton of ways to get through. For instance, back when I was a lot crappier, I just gave Agrias a Chantage (auto-Reraise, auto-Regen) and gave a 2nd character Sunken State. A chocobo would trigger Sunken State and that 2nd character would go hide, and Agrias would eventually mop up the battlefield due to infinite reraise. Not the most prudent method but it definitely worked, saving extra resets and fretting over crystalized allies.

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AFTER-BATTLE

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Not much to say besides Finath River becoming a permanent random battlepoint on the map. The way to Zeltennia Castle's open. Ahoy!

\ WIN: Defeat Zalmo |

CAPACITY : Ramza + 4

PLACEMENT: F-03, F-04, G-03, G-04, H-03, H-04, I-03, I-04, J-03, J-04

WON ITEMS: 19800g + Angel Ring

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	07	06	05	04	04	04	04	13	04	3½	I-06 - Ramza
B	08	08	09	10	04	04	04	04	04	3½	Vary - Ally [x4]
C	13½	14	13	11	11	11	11	04	3½	3½	I-05 - Delita [Guest]
D	14½	16	17	30	31	30½	11	3½	03	03	
E	14½	16	17	19	19	19	10	03	2½	2½	ENEMIES
F	14½	16	14½	02	02	09	09	07	2½	02	
G	14½	16	14½	02	02	8½	8½	02	02	02	B-08 - L33 Knight (M)
H	8½	10	8½	02	02	01	1½	1½	1½	02	C-01 - L32 Oracle (M)
I	8½	10	8½	02	02	01	01	01	1½	02	C-06 - L33 Knight (M)
J	8½	10	8½	02	01	01	01	01	1½	1½	C-07 - L32 Knight (M)
											D-02 - L33 Oracle (M)
											E-04 - L35 Holy Priest [Zalmo]

In this author's humble opinion, this is one of the funnest maps in the game (similarly, MLAPAN is made in the same way, but more on that later). The church grounds are made so that the way to the roofs is around back, and that way is blocked by enemies. In fact, more than likely, the back stairs will become crowded. Delita is still a Holy Knight at this point and can use his skills with compunction, although the enemy knights might try to break his equipment which reduces his effectiveness.

Since Zalmo will heal and the oracles drop magic bombs from ahigh, what's a team to do? Simple: Ignore Height! Funny enough, anyone with that movement skill can jump straight up to the steeple walkway and fence Zalmo in on that platform, then just beat on him until he dies. It avoids the rigamarole of reaching the summit the old-fashioned way, but then again, why not saver this fun level?

If you've leveled up, the enemies should be pretty easy by now; however, Delita will be around the same level as Ramza, which can make him even more powerful. If you plan on getting the buried items here -- it is a 1-time-only fight after all -- you'll have to get rid of Delita first, else he'll clean up like it's no one's business.

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#### AFTER-BATTLE

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Immediately following, Bed Desert and Bethla Garrison open up as the next locations. Zeltennia's castle town inventory is the same as everywhere else and the next equipment (the penultimate one, actually) doesn't come until after the next two map dots are complete.

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#### 37) Bed Desert

[WK37]

CAPACITY : Ramza + 4

PLACEMENT: K-03 to K-07, J-03 to J-07

WON ITEMS: 19700g + 5000g

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	1½	2½	03	04	04	04	05	05	05	04	J-05 - Ramza

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\ WIN: Defeat Balk |

B		1½	04	03	05	07	07	07	06	05	05		Vary - Ally [x4]
C		05	04	03	05	08	08	04	3½	03	04		
D		04	3½	02	06	08	07	04	03	03	03		ENEMIES
E		01	01	01	01	07	04	04	03	03	03		
F		0½	01	01	01	06	05	6½	08	09	04		B-02 - L33 Knight (M)
G		0½	01	01	01	01	2½	01	05	9½	04		B-03 - L32 Knight (M)
H		01	02	02	02	02	02	01	01	01	04		B-06 - L32 Wizard (M)
I		01	01	02	01	01	02	01	01	01	01		C-08 - L33 Archer (M)
J		01	01	02	01	01	02	01	01	01	01		D-04 - L35 Engineer (M) [Balk]
K		01	02	2½	03	01	01	01	01	1½	1½		D-07 - L32 Archer (M)
L		01	01	02	03	01	01	01	01	1½	02		

In the windswept desert, Ramza's team encounters Balk and his knights who have some nasty surprises for the war. Upon being discovered, the Shrine Knight poisons all of Ramza's team with a bomb -- this happens regardless of protective equipment. There are a few ways to make this battle easier though:

- Steal rare Blaze Gun to get rid of his range
- Equip ice-absorbing equipment so Balk doesn't target unit whatsoever
- Equip Blade Grasp to have a better chance of guarding Balk's gunshots
- Equip Defense Armlets/Thief Hats to render Balk's Snipe abilities useless
- Cure the poison immediately; most damage comes from here, and the enemy's pinprick attacks are more annoying in this state

Battle ends when Balk's defeated, which is slightly harder than it should be as he has innate Defense UP (unlike Mustadio) and some enemies may try to revive their comrades.

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AFTER-BATTLE

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Bethla Garrison will be the next destination, and like some Tactics Ogre games, the player can choose which gate to storm to enter: the west or east. Both lead to unique maps, but ultimately lead to the same events/ending so it's not that hard of a decision.

Like Orbonne Monastery and Lionel/Riovanes Castle, the upcoming fortress is comprised of a few consecutive battles, so leaving is prohibited and saving inside has the potential to be "bad" -- this one is easier than Riovanes, though, so the chance of having to restart the game entirely is really slim.

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38) Bethla Garrison [South/North Wall of Bethla Garrison] [WK38]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4  
 PLACEMENT: K-02 to K-06, L-02 to L-06, M-02 to M-06 (South)  
               : E/F/G/H/I-06 to E/F/G/H/I-08 (North)  
 WON ITEMS: 23600g + Circlet (South)  
               : 20900g + Carabini Mail (North)

	00	01	02	03	04	05	06	07	08	ALLIES [SOUTH]
A		11	08	08	08	08	08	11	12	L-04 - Ramza
B		11	10	08	08	08	08	10	12	Vary - Ally [x4]
C		11	08	08	08	08	08	08	12	
D		11	07	08	08	08	06	05	05	12   ENEMIES

E		11½	05	03	02	02	02	02	05	12		
F		12	06	02	02	02	02	02	07	12		A-03 - L34 Knight (M)
G		12	08	02	02	02	03	05	08	12		A-05 - L33 Knight (M)
H		12	08	05	05	05	05	05	08	12		C-04 - L35 Knight (M)
I		12	08	07	05	05	05	05	08	11½		H-00 - L33 Archer (M)
J		12	08	05	05	04	04	05	08	11		H-08 - L34 Archer (M)
K		11	08	02	02	02	02	02	10	11		M-00 - L33 Thief (M)
L		10	08	02	02	02	02	02	08	11½		M-08 - L34 Ninja (M)
M		10	08	02	02	02	02	02	08	12		

As said before, the player can pick which gate to storm. Either option is a one-time-only battle, though, so if you like digging up buried goodies, you'll want to inspect the

In the south, the battlefield is canyon-shaped, with high ridges along each side and general lowland in the middle, running parallel. The archers will start up there, the knights farther away, and the thief/ninja end up as the wildcards (although thief should be first priority, as he'll try to Steal Heart any females in the vicinity!). The Knights' poor move/jump work against 'em here, and they usually can be picked off from a distance, especially if some allies manage to claim to the ridge.

	00	01	02	03	04	05	06	07	08	09	10	ALLIES [NORTH]		
A		03	18	18	18	18	03	2½	2½	2½	01		G-09 - Ramza	
B		18	18	16	16	16	18	03	03	2½	01		Vary - Ally [x4]	
C		18	16	16	16	16	16	18	2½	2½	2½	1½		
D		18	16	16	16	16	16	18	2½	2½	02	02		ENEMIES
E		13	15	16	16	16	15	13	03	2½	02	02		
F		11	06	06	06	06	06	11	2½	2½	02	02		A-06 - L35 Monk (M)
G		09	04	02	02	02	04	09	2½	2½	02	02		D-03 - L36 Archer (M)
H		8½	02	02	02	02	02	09	03	2½	2½	02		F-02 - L35 Summoner (M)
I		08	02	02	02	02	02	08	3½	3½	2½	02		F-06 - L34 Archer (M)
J		08	04	02	02	02	06	07	06	3½	2½	02		I-00 - L34 Lancer (M)
K		07	06	02	02	02	04	07	04	3½	2½	2½		K-01 - L35 Lancer (M)
L		7½	02	02	02	02	02	08	3½	3½	03	2½		
M		08	02	02	02	02	02	09	3½	03	03	03		

The enemies here are rather generic (not a pun) but the one-time-only map can be pretty fun to traverse. The garrison's outpost has a high tower on one end and with a low walkway ledge near the starting point, so that most of the brawling takes place around the center portion of the place. The summoner is the best target to remove first, then probably the archer. Besides that, it's not that special of a battle, but manages to be better than the alternative treasure-wise (Rune Blade can be dug up, both Lancers carry Oberisks -- they are unbuyable as of now but won't be after next battle). Oh, and sometimes the Monk has Elemental -- he might need a prioritized dirtnap, if y'get my drift.

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#### AFTER-BATTLE

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Replace any broken equipment (if you went to the South), save if you're confident in your abilities, and head for the final stop...

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\ WIN: Open the sluice |

CAPACITY : Ramza + 4

PLACEMENT: J-08, J-09, K-07 to K-09, L-07 to L09

: J-01, K-00 to K-02, L-00 to L-02

WON ITEMS: 28900g

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	8½	08	08	08	08	08	08	08	08	08	Vary - Ramza
B	09	09	08	08	08	08	08	08	08	09	Vary - Ally [x4]
C	12	11	11	08	11	11	08	11	10	10	
D	13	13	11½	11	11	11	11	11	13	12	ENEMIES
E	12½	12½	11	01	11	11	01	11	11½	11½	
F	11	11	01	01	01	01	01	01	09	10	A-00 - L37 Archer (M)
G	10½	09	01	01	01	01	01	02	07	05	B-09 - L36 Archer (M)
H	07	08	04	01	04	04	01	03	5½	04	D-02 - L36 Knight (M)
I	05	03	03	03	03	03	03	03	03	03	D-04 - L39 Wizard (M)
J	03	02	04	01	04	04	01	04	02	02	D-07 - L35 Knight (M)
K	01	01	01	01	01	01	01	01	01	01	F-09 - L35 Knight (M)
L	01	01	01	01	01	01	01	01	01	01	G-01 - L35 Wizard (M)
											G-08 - L36 Knight (M)

LEVER LOCATIONS: D-02, D-07

This is one of the more unique battles in the game, if only because the winning objective isn't simply slaughtering the opposition. To open the sluice's floodgates, an Ramza (ONLY) must move and stop on a lever location, high up on the sluice itself. Two enemy knights are guarding those spots and, in a surprise AI twist, they won't move from those spots whatsoever. There's a few ways to make them move:

- Kill them and move when their crystalize
- Knockback effects (Throw Stone, etc -- they move back if possible!)
- Target the "switch knight" with a fatal spell; if that target can kill the caster before the spell executes, he will.

The teams are split in a 3/2 formation and go up the sluice on either side. Allies whose skills have no vertical tolerance, such as Agrias and Beowulf, can play off their mediocre move stats and just go in the lowlands to strike enemies up top. [One archer may have an unbuyable Ultimus Bow and it makes a good find -- steal/invite him mayhap?] Nothing else too impressive except that both wizards have high MA, and could probably kill an ally if they manage to both target him/her.

Battle ends only when both levers are depressed. If you want to see a cool spectacle, put ally units in front of the floodgate before Ramza triggers the 2nd switch. All of them will be swept away in the ensuing torrent! No real repercussions come of this but it's hilarious.

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AFTER-BATTLE

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Following the flood, Count Orlandu can join the party. He's arguably the best character in the game, having all of Agrias, Meliadoul, and Gafgarion's sword techniques, not to mention high PA/HP growth and a special knightsword: the Excalibur. It gives its bearer auto-haste and is fifty kinds of awesomeness. He should join around the same level as Ramza, which means he comes with

about 17+ PA! Since he can equip any armor, this means he can boost PA with Power Sleeves, Twist Headbands, etc. He's a really broken character, c'est vrai...

Some new spots open up in the east, heading for Limberry Castle (the nearest is Zarghidas). At this point, all of the best equipment -- except the Thief Hat -- will be storeboughts. This means Rune Blades, Black Costumes, Crystal and Feather Mail, Feather Mantles, Kikuichimojis, etc.

### IN ZARGHIDAS ###

There is only a scene here, meant to be a throwback to Final Fantasy 7. A flower girl will approach Ramza and ask him to buy a flower (1g), to which he can agree or refuse. Accepting allows the Chapter 4 sidequest to continue, which you can see in the next section.

--) Nelveska Temple

[OPTIONAL] [OP05]

\ WIN: Defeat Worker-7 New |

CAPACITY : Ramza + 4

PLACEMENT: C-10, C-11, D-10, D-11, E-10, E-11, F-10, F-11, G-10, G-11

WON ITEMS: 34700g +

This optional battle is part of the Chapter 4 sidequest. The map dot itself unlocks by viewing the "Cursed Island, Nelveska" rumor in the Zeltennia bar, although nothing happens there unless the following steps have been done prior (in this order):

- 1) Goug: saw Besrodio unearth a mechanical ball
- 2) Goland: read "Ghost of Colliery" rumor in bar
- 3) Lesalia: met with Beowulf, allowing him to enter party as guest
- 4) Goland: went through colliery, saved Reis (she joins also)
- 5) Goug: obtained Worker 8 (Steel Giant) as a party member
- 6) Zarghidas: purchased a flower from seller
- 7) Goug: saw Besrodio unearth a second machine

So, if Worker 8 is in the party, the temple battle will ensue when the team arrives.

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	3½	6½	09	9½	10	06	4½	04	02	1½	01	00	Vary - Ramza
B	4½	6½	08	10	10	07	03	02	02	01	0½	00	Vary - Ally [x4]
C	05	07	09	12	12	08	02	02	00	07	00	00	
D	04	6½	08	09	08	08	00	00	00	00	00	00	ENEMIES
E	06	06	08	12	12	08	00	00	00	00	00	00	
F	05	07	08	09	08	08	00	00	00	00	00	00	C-04 - L56 Cocatoris
G	03	04	09	12	12	08	0½	0½	00	07	00	00	C-09 - L58 Hyudra
H	04	4½	8½	10	10	7½	01	0½	0½	0½	00	00	F-04 - L54 Cocatoris
													F-05 - L66 Steel Giant
													G-04 - L58 Cocatoris
													G-09 - L55 Hyudra

If you didn't prepare, this can be an annoyance.

The gameplan is to defeat Worker 7-new, a Steel Giant like Worker 8 -- he's got innate Innocent and Defense UP, so this will be a purely physical battle. His hyudra cohorts aren't that special but the cocatoris trio love to inflict petrify, so it pays to tote Jade Armllets here (or Blade Grasp). Since there will usually be someone dying -- either by Feather Bomb or Crush -- make sure

most people can revive in some method, Item preferable.

Now, one of the prime reasons this battle is great is because there are rare items all over the place. Some can be obtained from poaching (Nagrarok), some can be caught from high-level ninja (Sasuke Knife, Javelin). The only truly unique rare item here is the Escutcheon, the best shield in the game. Since it shares the name with the worst shield in the game, people call it the "Escutcheon II". Unlike the lesser version, this one's colored pure gold and gives high, high evasion rates. When it's dug up via Move-Find Item, it helps to have someone use Equip Change to see which version was obtained.

But we're getting ahead of ourselves! Those two rare items are on top of the pillars -- that's 7H high. No one's going to have that good of jump, so what is the solution? Easy: use a friendly monster unit as a stepping stone. One can't ride a chocobo (movement skills don't function while onboard), but the large monsters -- Reis, Worker 8, and similars -- can provide extra boosts to get that high. It seems self-evident, but naturally the monster has to be adjacent to the pillar, and the person must have a Jump of four (4) or more. Remember that the lower Brave someone has, the higher chance they have of getting the rarer item.

About Worker 7-new: he has all the same abilities as Worker 8. As you know, when he uses any Work commands, he incurs self-damage (recoil). When he's defeated, he'll automatically revive with 1 HP -- this means his AI usually won't do anything but normal physical attacks. It's a good idea to Speed Break him in this case, particularly when it comes to reviving allies and getting on the pillars. [NOTE: If you back Worker 7-new into a corner, he MAY use a Work command and kill himself in the process, ending battle.

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#### AFTER-BATTLE

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With Worker 7's defeat, the party obtains the Cancer zodiac stone. Reis the Holy Dragon -- if she's still in the party -- will be transformed back into her human self, the special 'Dragoner' class which is bloomin' fantastic. See the class section for details. [Before saving, you should check to see if you got the powerful Javelin/Escutcheon instead of the crappier versions.]

To continue the Chapter 4 sidequest, take the Cancer zodiac stone back to Goug for a scene in which the "heavenly globe" summons a man from another planet...Cloud. Yes, that amicable rogue from Final Fantasy 7. Unfortunately for the player, he immediately runs away instead of joining the party at once.

The final step of the sidequest will be held in Zarghidas Trade City, just further along in the game. For now, the only option is to proceed with the regular storyline.

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#### 40) Germinas Peak

[WK40]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: J-08, J-09, K-08, K-09, L-07 to L-09

: J-00, J-01, K-00 to K-02, L-00 to L-03

WON ITEMS: 21900g + 7700g, Feather Boots, Germinas Boots

00 01 02 03 04 05 06 07 08 09 ALLIES

A	00	00	00	6½	07	06	05	04	03	02		Vary - Ramza
B	00	00	03	6½	6½	06	05	04	03	02		Vary - Ally [x4]
C	01	01	06	06	06	06	05	04	07	07		
D	01	09	09	07	07	06	06	10	10	10		ENEMIES
E	05	09	08	08	12	12	07	08	09	10		
F	05	8½	07	08	15	15	15	12	09	09		A-00 - L37 Archer (M)
G	4½	08	06	06	15	15	15	12	09	09		A-04 - L36 Thief (M)
H	00	0½	04	05	12	15	15	08	08	08		E-02 - L35 Archer (M)
I	00	0½	04	05	05	04	03	04	04	04		E-05 - L36 Archer (M)
J	00	00	06	06	05	04	03	02	01	01		E-08 - L37 Thief (M)
K	0½	0½	00	06	06	05	04	02	01	00		G-05 - L38 Ninja (M)
L	01	0½	00	00	00	0½	01	01	01	00		

True to its name, this level has a giant hill in the middle and lower lands around its base. Most of the bounty hunters start towards the top (archers in particular). The ninja will be one of the nearest targets but killing the thieves will pay off immediately, especially if you're fond of using female units like I am. None of the enemies are scaled to the party's level so this is another stopgap battle without much difficulty. Two things to note:

- 1) The ninja has a special sprite -- if invited, he loses it. Just sayin'.
- 2) There is a Vanish Mantle buried at tile G-05, where the ninja starts. This will let whoever has it on start battle in Transparent status. This is the ONLY one in the game, so don't settle for the commonplace item.

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AFTER-BATTLE

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Nothing to say. Poeskas Lake's next.

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41) Poeskas Lake

[WK41]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: K-03 to K-07, L-03 to L-07, M-03 to M-07

WON ITEMS: 27100g + Phoenix Down, PHOENIX Down

	00	01	02	03	04	05	06	07	08	09	10	ALLIES	
A	04	03	03	04	08	08	08	08	08	09	08		Vary - Ramza
B	04	04	2½	06	08	08	08	09	09	09	06		Vary - Ally [x4]
C	04	04	01	06	7½	10	12	10	11	10	5½		
D	3½	3½	01	03	04	10	10	10	10	10	4½		ENEMIES
E	2½	01	01	2½	04	5½	13	10	11	11	03		
F	01	01	01	01	04	04	04	04	04	12	2½		C-06 - L37 Archer (M)
G	01	01	01	01	3½	04	04	04	04	12	01		C-08 - L37 Archer (M)
H	01	01	01	01	01	3½	3½	04	04	12	01		E-06 - L38 Oracle (M)
I	01	01	01	01	01	01	01	3½	3½	3½	01		H-09 - L36 Summoner (F)
J	01	05	05	05	01	01	01	01	01	01	01		K-10 - L59 Revnant
K	01	4½	4½	4½	04	01	01	01	03	03	03		L-00 - L67 Revnant
L	03	3½	3½	3½	3½	1½	01	01	03	03	01		
M	2½	2½	2½	2½	2½	02	01	01	2½	2½	01		
N	1½	1½	1½	1½	1½	1½	01	01	01	01	01		

Disappointingly, the lake is nonexistent and there's only a bone-dry bed in its place. One side has some small ruins, the highest point in the map. The enemies all start at that place and, more importantly, the summoner starts on the bridge and can drop her summons from a high. Beowulf's Petrify and Mustadio's Seal Evil work great on this level, although the usual methods of killing undead apply (read: phoenix downing 'em). Only the Revnants will have levels comparable to the allies, while the undead humans are stuck in the thirties.

As an aside, one of the archer's random secondaries is sometimes Charge... kinda odd.

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AFTER-BATTLE

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The next battle will be the best time for Ramza to learn the Ultima spell, which as you know, can only be taught in a few places. He must be in his Squire class to do so and must take damage (which means no Innocent status, etc.). However, the enemy doesn't like to cast Ultima unless other options are taken off the table. So, to render their other skills useless, we need to prevent Petrify, Dead, and Stop. This means equipping everyone with Jade Armlets and armor to prevent Dead, either the Judo Outfit (preferable) or Chameleon Robe. There's nothing that can be done about Charm without giving up a useful slot for these statuses, unfortunately.

For further preparation for the 2nd Limberry battle, buy everyone five '108 Gems' accessories and have someone with all the steal abilities. Remember how it was recommended earlier to train a master thief? Battle #2 is the reason for that suggestion. [The stealing will go easier if someone has a full set of Battle Skills, as well as someone who can reduce Brave values.]

Like all multi-battle castles, it's unwise to save inside if you're unsure about winning, so keep a 2nd file outside of there if possible.

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42) Limberry Castle [At the Gate of Limberry Castle]

[WK42]

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\ WIN: Put Celia or Lede in critical HP |

CAPACITY : Ramza + 4

PLACEMENT: M-02 to M-06, N-02 to N-06

WON ITEMS: 31000g + Echo Grass

	00	01	02	03	04	05	06	07	ALLIES
A	13	13	13	11	11	13	13	13	D-03 - Ramza
B	13	13	13	11	11	13	13	13	Vary - Ally [x4]
C	11	11	11	11	11	11	11	11	
D	03	11	2½	2½	2½	2½	11	07	ENEMIES
E	03	03	2½	02	02	2½	11	05	
F	2½	2½	02	02	02	2½	03	03	B-01 - L58 Apanda
G	2½	2½	02	02	02	2½	11	03	B-06 - L57 Apanda
H	03	11	02	1½	1½	2½	11	03	C-03 - L38 Assassin (F) [Celia]
I	10	10½	10	09	09	10	10½	10	G-06 - L37 Assassin (F) [Lede]
J	10	10	01	01	01	03	10	10	I-00 - L61 Apanda
K	06	08	01	01	00	00	00	0½	J-06 - L59 Apanda
L	03	05	00	00	00	00	00	00	
M	1½	01	00	00	00	00	00	00	The battle conditions mistakenly specify

N | 01 00 00 00 00 0½ 01 0½ | that all enemies must be slain; actually  
 | \_\_\_\_\_ | only one of the Assassins must be put in  
 critical health to finish up.

Either way, this battle is important as it's one of the fights where Ramza can learn the 'Ultima' spell, provided he's a squire and is damaged by the attack. [NOTE: This isn't the last time the attack can be learned but it's still a good time to get it.] However, Assassins typically don't spring this ability unless they're out of options elsewhere. The easiest way to coax the AI into doing so is to stand outside of all their other attack ranges, which makes them have to use Ultima's AoE to land a hit. For instance, if Ramza has a Move of 6 (augmented with Move +2), he can move to the G-00 tile and probably bait an Assassin into using Ultima.

The Apanda cohorts are special monsters that typically cast Bio spells, and are immune to invitation (sadly). They're mostly nuisances -- well, unless they inflict some statuses -- but Silence prevents them from using any of their repertoire. If you have Reflect Mail on, all those Bio spells get thrown elsewhere...although the AI may use this to hit faraway enemies in a surprise twist!

The buried treasures here suck and are all buyable, so it's not worth it to overcomplicate what has to be done here.

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AFTER-BATTLE

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Save if you're confident and equip everyone with 108 Gems, which prevents the incredibly annoying Blood Suck status. Have someone with a Break Skill as secondary (for lowering Speed primarily), someone who can reduce Brave (the Chicken Magic Sword ability is preferable), someone who can steal equipment, and someone who can revive. When all that's done, get ready for the battle most players get incredibly annoyed at!

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43) Limberry Castle II [Inside of Limberry Castle] [WK43]

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\ WIN: Defeat Elmdor |

CAPACITY : Ramza + 4  
 PLACEMENT: K-03 to K-06, L-03 to L-06, M-03 to M-06  
 WON ITEMS: 19700g

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	12	12	12	04	04	04	04	12	12	12	Vary - Ramza
B	12	12	04	02	02	02	02	04	12	12	Vary - Ally [x4]
C	06	06	04	01	01	01	01	04	06	06	
D	06	06	01	01	01	01	01	01	06	06	ENEMIES
E	06	06	01	01	01	01	01	01	06	06	
F	06	02	01	01	01	01	01	01	02	06	C-05 - L41 Arc Knight [Elmdor]
G	06	02	01	01	01	01	01	01	02	06	D-04 - L38 Assassin [Lede]
H	05	03	01	0½	0½	0½	0½	01	03	05	D-06 - L39 Assassin [Celia]
I	04	03	01	00	00	00	00	01	03	04	
J	04	3½	00	04	00	00	04	00	3½	04	
K	04	04	00	00	00	00	00	00	04	04	
L	04	04	00	00	00	00	00	00	04	04	
M	04	04	00	00	00	00	00	00	04	04	

Beating this battle is fairly easy -- simply put Marquis Elmdor into critical health -- but it's certainly a bumpy road for completing the other objective: stealing Elmdor's Genji gear! All of his equipment, save the Masamune, is a one-of-a-kind article and that means they make great trophies. Unfortunately, this can be a hard thing to do. Elmdor's Arc Knight job gets two commands, one of which is a Draw Out ripoff (Sword Spirit) and the other which drains health from a target and inflicts them with Blood Suck (Blood Suck command). He also has Blade Grasp to prevent physical attacks and the Teleport 2 move ability, which lets him move to anywhere on the map with 100% accuracy. And, Celia and Lede accompany him!

Before the stealing can begin, Celia and Lede must be gotten out of the way. Defeating them makes them turn into...Ultima Demons! They lose all of their annoying Assassin abilities during the change which makes them less of a threat, although they can still do some damage. Ramza can learn Ultima here too if he didn't before (putting it off for the last chance may be wiser). When the Ultima Demons are defeated, the assassins are gone for good. Elmdor will be teleporting around and using Masamune during all of this, although you can bait him into using Kikuichimoji by standing in a straight line (it may be more preferable, especially with Kiyomori on all allies).

So you defeated Celia and Lede? Good. The first part of stealing is taking Blade Grasp out of the equation, which is done by lowering Elmdor's Brave. As you know, it works on a (Brave%) chance of activation and can screw up stealing. When his brave is really low, the first item to steal should be the shield, which helps further stealing, then his accessory, which lowers his MA/PA. Since it's likely only one person will be doing the stealing, have everyone else use Speed Break and/or Mind Break, which will lower Elmdor's turns and Sword Spirit potency. [Someone can use Persuade if they want, which can rob Elmdor of precious turns.]

And don't despair if you keep failing: it's hard to walk away with all of the good stuff without casualties. Note that the Masamune is an unbuyable weapon and the only one normally obtainable, although high-level ninja can throw them so if you need to leave something behind, that'd be the one.

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AFTER-BATTLE

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If you got through with all the goodies, definitely save -- the final battle isn't as difficult. There won't be any more danger of Blood Suck but it's not a bad idea to keep the 108 Gems equipped anyway (to prevent Frog).

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44) Limberry Castle III [Underground Cemetery of Limberry Castle] [WK44]

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\ WIN: Defeat Zalera |

CAPACITY : Ramza + 4

PLACEMENT: I-02, I-03, J-02, J-03, J-01 to J-04

WON ITEMS: 38400g

	00	01	02	03	04	05	ALLIES
A	06	06	06	06	06	06	H-03 - Ramza
B	08	08	06	06	08	08	Vary - Ally [x4]
C	06	06	06	06	06	06	P-03 - Meliadoul [Guest]
D	08	05	06	06	05	05	

E		05	05	04	05	05	05		ENEMIES			
F		03	04	04	04	01	03					
G		02	01	04	04	01	01		B-01 - L61 Knight (M)			
H		01	01	04	04	01	01		B-04 - L57 Knight (M)			
I		01	01	04	04	01	01		C-02 - L?? Angel of Death [Zalera]			
J		01	01	04	04	01	01		M-01 - L56 Bone Snatch			
K		13	04	04	04	04	13		M-04 - L63 Skeleton			
L		04	04	04	04	04	04		O-04 - L60 Living Bone			
M		04	08	04	04	08	04					
N		04	04	04	04	04	04		Limberry's final battle is a last-ditch effort			
O		04	04	04	04	08	04		pincer attack, although this time Meliadoul will			
P		04	04	04	04	04	04		be a friendly guest and actually sandwiches the			
		_____							skeleton types between the allies.			

Zalera, unlike his peers, specializes in status-effect magic, which can be annoying but can't compare to Velius' short-charged summons. His 100% status inflictors aren't comparable either, although he does have the new 'Spell' ability to inflict Stop immediately. The most annoying magic ability he has is probably Frog 2, but anyone with 108 Gems equipped will be protected. As he needs to charge most of his attacks -- and he does use those more than his 100% status skills, unless everyone's conveniently aligned -- this means anyone can simply walk over and Two Swords him in half without much trouble. The cramped quarters does work to his skills' advantage, though.

As for Meliadoul, her Mighty Sword skills will be useless on all enemies (including the knights, who are "naked") so she won't be able to be too helpful; her sword's autoprotect will help keep her alive, though. Zalera's got about 1100 HP to take off, which isn't that difficult, especially if Nelveska Temple's Javelin II was unearthed. It makes y'wonder why someone who can teleport anywhere and suck blood for health would want to turn into some boney butterfly...

NOTE: This is a one-time-only site so get buried treasures if you must.

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AFTER-BATTLE

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Following, Meliadoul can join the party as a permanent member. The next map dot to visit is Igros, all the way west in Gallione...enjoy the trip! Also, the final shop upgrade has come in and the marvelous Thief Hat is now on sale. Also, Dolbador Swamp now connects to Bethla Garrison for easier travel, and while it's a mundane swamp, it has buried elixirs as rare treasures!

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45) Igros Castle [Inside of Igros Castle]

[WK45]

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\ WIN: Defeat Dycedarg, Adramelk |

CAPACITY : Ramza + 4  
 PLACEMENT: I-07 to I-10, J-07 to J-10  
 WON ITEMS: 27800g

		00	01	02	03	04	05	06	07	08	09	10		ALLIES
A		04	03	03	03	02	02	02	02	02	10	10		H-08 - Ramza
B		04	03	03	03	02	02	02	02	02	10	10		Vary - Ally [x4]
C		06	05	05	05	02	02	02	02	02	10	10		E-06 - L42 Arc Knight [Guest]
D		06	06	06	10	02	02	02	02	02	10	10		
E		08	07	07	08	08	09	10	10	10	10	10		ENEMIES



F		08	08	08	08	08	09	10	10	10	10	10		_____
G		08	08	08	10	02	02	02	02	02	02	02		D-09 - L38 Knight (M)
H		08	08	08	08	02	02	02	02	02	02	02		E-02 - L39 Knight (M)
I		08	08	08	08	02	02	03	01	01	01	01		F-01 - L37 Knight (M)
J		08	08	08	08	02	02	2½	00	00	00	00		F-03 - L43 Lune Knight (M)
		_____												F-09 - L37 Knight (M)
														H-03 - L38 Knight (M)

"Defeat Dycedarg's Elder Brother!"...this is where it all started. Of course, the mission is talking about defeating Dycedarg himself, not some imaginary Beoulve we've yet to see. Zalbag will be a guest in this battle and his Arc Knight job is different from Elmdor's, trading the Sword Spirit and Blood Suck commands for Destroy Sword, which is an area-effect spell that lowers stats. It's also worth noting his job class is one of the few that has more than general squire abilities: he has Counter, Maintenance, Short Charge, and Concentrate as well!

But anyway, Dycedarg's Sword Skill ability combines both the Holy Knight and Divine Knight's abilities, meaning if you have any rare items -- such as the Escutcheon II or Genji equipment -- make sure to have Maintenance to prevent any mishaps. Since the Mighty Sword abilities are all single-target, they probably won't see much action. Dycedarg's got inherent Defense UP so he may take a little longer to defeat than normal; Zalbag's not much of a help, actually.

When he's defeated, Adramelk appears and any previous knights and Zalbag disappear (the exception being that, if any knights were charmed, they somehow remain). Defeating this "Ghost of Fury" shouldn't be that difficult since he has no cohorts to slaughter first. He can use a bunch of high-level spells and some summons, so make sure to use Kiyomori [etc.] to reduce the damage. Like all Lucavi types, he has some 100% status inflictors, the worst of which is Seal (petrify). However, he doesn't typically use it unless a bunch of susceptible people are clumped together. His HP's around 1500, give or take a bit. Laughably, he has the most x-treme cussing as well.

NOTE: Battle is one-time-only so get any buried treasures if you must.

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AFTER-BATTLE

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The way to "Murond Holy Place" on a nearby island opens here. If you've done all the steps of the Chapter 4 sidequest, it can finally be finished over in Zarghidas. It's a long walk but it's worth it (see next section). MHP will be three consecutive battles, and like castles of chapters past, it's helpful to have a world map save in case the temple events go south. Maintenance helps for the 2nd battle, and it should be learned on most characters (I'd hope).

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--) Zarghidas Trade City [OPTIONAL] [OP06]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 3  
 PLACEMENT: O-03 to O-06, P-03 to P-06  
 WON ITEMS: 26700g

There's one thing to note here: Cloud is the penultimate special character obtainable in the game, which means if you're going for a "perfect game" that requires all 16 unique allies, this means one can't do lots of

breeding. As you may know, any animal can create offspring -- there just has to be an open slot. The Wildbow (pig type) is the only monster that's only obtainable through this method, so if you want to poach some for their valuable items, do it before obtaining Cloud. Fair warning!

To recap the sidequest:

- 1) Goug: saw Besrodio unearth a mechanical ball
- 2) Goland: read "Ghost of Colliery" rumor in bar
- 3) Lesalia: met with Beowulf, allowing him to enter party as guest
- 4) Goland: went through colliery, saved Reis (she joins also)
- 5) Goug: obtained Worker 8 (Steel Giant) as a party member
- 6) Zarghidas: purchased a flower from seller
- 7) Goug: saw Besrodio unearth a second machine
- 8) Nelveska Temple: finished battle to obtain Cancer zodiac stone
- 9) Goug: used Cancer stone to summon Cloud into Ivalice

The tenth step can be done now that Igros is complete. So let's go!

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	07	06	04	03	03	03	03	07	09	09	N-05 - Ramza
B	07	08	09	03	03	03	04	05	13	11	Vary - Ally [x4]
C	11	11	11	3½	3½	3½	04	12	13	12	F-04 - L01 Soldier [Cloud/Guest]
D	11	11	11	04	04	04	04	13	13	13	
E	11	11	11	4½	4½	4½	4½	12	12	12	ENEMIES
F	03	03	04	05	05	05	05	06	12	12	
G	03	03	04	05	05	05	05	06	13	13	F-01 - L33 Thief (M)
H	11	12	11	05	05	05	05	06	12	13	H-04 - L45 Monk (M)
I	11	11	11	05	05	05	05	06	10	08	H-07 - L47 Squire (M)
J	10	10	10	05	4½	4½	05	06	06	06	I-04 - L47 Thief (M)
K	10	10	10	05	3½	3½	05	06	06	06	J-03 - L48 Squire (M)
L	10	10	07	05	2½	2½	05	08	08	08	J-06 - L47 Thief (M)
M	09	08	08	02	02	02	02	09	09	09	
N	09	09	09	02	02	1½	1½	08	09	08	Despite the circumstances and a
O	08	08	08	1½	1½	1½	01	01	0½	00	generally fun town map to fight
P	06	05	03	01	01	01	0½	0½	0½	00	in, this is a mundane battle
											with little to no surprises or
											strategy needed. Cloud has no

weapon or means of attacking and typically runs away from his pursuers, so Ramza's team should simply bumrush the opposition and draw them away. Like usual, the thieves can be annoying versus the opposite sex but no one here is a standout. Note that the monk has a special sprite like some generics before him, and if invited, it'll be lost. Oh well! The buried treasures are nothing to squawk about either, although since it's a 1-time-only battle it may fulfill the player's need for completion.

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#### AFTER-BATTLE

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Cloud can join after the battle; the downside is that he starts at level one. Oh, and none of his skills can lock-on to an enemy like normal magic. And he has long charge times and needs Short Charge to be of much use. Did I mention he can't use any Limit skills until the player digs up the Materia Blade buried at the top of Bervenian Volcano's highest point? Yeah, this sucker is a piece of work but can be pretty good if time's invested.

The next destination is Murond Holy Place, and as said before, it's going to be three consecutive battles in the vein of previous castles. Thus, it'll be

helpful to have a save outside of there in case something goes awry. Bringing Maintenance on your party will help inside, too.

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46) Murond Holy Place [St. Murond Temple]

[WK46]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: N-02 to N-04, O-02 to O-04, P-02 to P-04

: A-02 to A-06, B-02 to B-04, B-06, C-04 to C-07

WON ITEMS: 23500g + X-Potion

	00	01	02	03	04	05	06	07	ALLIES
A	01	0½	00	00	00	00	0½	07	Vary - Ramza
B	0½	0½	00	00	00	06	0½	0½	Vary - Ally [x4]
C	02	00	06	06	00	00	00	01	
D	04	05	06	06	00	00	00	00	ENEMIES
E	16	07	06	06	07	16	00	00	
F	07	09	09	09	09	07	00	00	E-02 - L39 Mediator (M)
G	09	09	14	14	09	09	09	00	E-03 - L38 Mediator (M)
H	09	09	14	14	09	09	09	00	I-02 - L39 Summoner (M)
I	07	09	10	10	09	09	04	01	I-03 - L39 Geomancer (M)
J	06	09	10	10	09	06	04	02	I-06 - L40 Geomancer (M)
K	16	16	12	12	16	16	02	02	K-02 - L40 Priest (M)
L	16	16	14	14	16	16	02	02	
M	02	02	01	01	02	02	02	02	To be honest, this battle is wholly
N	02	02	01	01	02	02	02	02	boring and is just another one of those
O	0½	0½	01	01	01	0½	0½	0½	stopgap battles where the entire team
P	00	0½	01	01	01	0½	00	00	can beat the crap out of the opposition

with nary a scratch. The mediators may know Death Sentence, but it's the li'l old summoner that may arouse interest (1) he has a rare Dragon Rod equipt and that may be of use to some mages (2) he may have Move-Find Item and can steal buried elixirs if the allies aren't careful. The priest may also have Math Skill as a secondary too, making him one of the few non-calc units who can.

And speaking of buried items, this one-time-only battle has some rare elixirs buried so don't let 'em go to waste! If someone in Ramza's 3-person team has Ignore Height, they can jump straight up to the summoner and neutralize him ASAP, which does make this battle even easier.

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AFTER-BATTLE

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Equip Maintenance on everyone and bring someone with a full thief set.

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47) Murond Holy Place II [Hall of St. Murond Temple]

[WK47]

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\ WIN: Defeat Vormav |

CAPACITY : Ramza + 4

PLACEMENT: K-03 to K-05, L-03 to L-05, M-03 to M-05

WON ITEMS: 13500g

00 01 02 03 04 05 06 07 08 ALLIES

A	11	11	11	04	04	04	11	11	11		J-04 - Ramza
B	04	04	04	04	04	04	04	04	04		Vary - Ally [x4]
C	04	04	04	04	04	04	04	04	04		
D	04	06	03	02	02	02	03	06	04		<u>ENEMIES</u>
E	04	02	02	02	02	02	02	02	04		
F	04	02	02	02	02	02	02	02	04		C-04 - L46 Divine Knight [Vormav]
G	04	02	02	02	02	02	02	02	04		D-05 - L44 Sorceror [Kletian]
H	04	04	02	1½	1½	1½	02	04	04		E-04 - L45 Divine Knight [Rofel]
I	11	04	01	01	01	01	01	04	11		
J	11	04	01	01	01	01	01	04	11		It's pretty rare to have three boss
K	11	04	01	01	01	01	01	04	11		units in one map, so this can be a
L	11	04	01	01	01	01	01	04	11		fun fight. Unfortunately, that fun
M	11	04	01	01	01	01	01	04	11		will probably have to be without
											any Mighty Sword abilities being
											thrown around -- both Rofel and

Vormav can use 'em, so have Maintenance on any upfront attacker. Kletian is a fresh face and has the 'All Magic' command that Dycedarg had, except this one has slightly different abilities like Dark Holy (!). However, winning is as simple as beating on one target -- Kletian's the weakest -- until he's put in critical. No equipment here is special although our weak sorceror friend has a Dragon Rod which is at least semi-rare. [There are some buried elixirs here as well.]

NOTE: If you bring Meliadoul into this battle, you'll hear special dialogue!

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AFTER-BATTLE

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Equip everyone with 108 Gems. That should be a pretty good idea of what's coming up.

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48) Murond Holy Place II [Chapel of St. Murond Temple] [WK48]

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\ WIN: Defeat Zalbag |

CAPACITY : Ramza + 4  
 PLACEMENT: K-04 to K-06, L-04 to L-06  
 WON ITEMS: 30800g + Elixir

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	06	06	06	08	00	00	00	08	06	06	06	J-05 - Ramza
B	01	01	00	08	0½	00	0½	08	06	06	06	Vary - Ally [x4]
C	01	01	0½	0½	1½	01	0½	0½	0½	00	0½	
D	06	00	0½	01	03	02	03	01	0½	00	06	<u>ENEMIES</u>
E	10	1½	2½	05	04	04	04	05	2½	1½	10	
F	00	00	01	02	04	06	04	02	01	00	00	D-03 - L64 Archaic Demon
G	00	00	01	02	04	06	04	02	01	00	00	D-04 - L66 Ultima Demon
H	10	1½	2½	05	04	04	04	05	2½	1½	10	D-06 - L47 Arc Knight (M)
I	06	00	0½	01	03	02	03	01	0½	00	06	D-07 - L64 Archaic Demon
J	01	01	0½	0½	1½	01	0½	0½	0½	00	0½	
K	01	01	00	08	0½	00	0½	08	06	06	06	The final battle is with...
L	06	06	06	08	00	00	00	08	06	06	06	Zalbag?! This time, he will
												have the Elmdorian 'Blood
												Suck' command, which is the
												entire reason for equipping 108 Gems on anyone (he doesn't, however, have

Teleport 2). The second-oldest Beoulve will have Speed Save, Defense UP, and Move-HP Up which are all meant to keep him alive longer -- with 33 Brave, Speed Save won't be as useful though. His helpers aren't that interesting, although it should be noted that they will have scaled to the team's level unlike Zalbag.

This is also the last battle in the game where Ramza can learn the Ultima skill, which isn't that useful but is required to master his Squire class. Only the Ultima Demon can cast it, so the ideal conditions for learning it are killing the Archaic Demons, inflicting Zalbag with sleep, and going out of its normal attack range so it's forced to cast the spell. It might take a bit but it should work eventually.

Battle ends when Zalbag's defeated...

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AFTER-BATTLE

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At this point, Orbonne Monastery is marked as the final battlefield map dot. There will be a huge series of battles inside, and there will be no more chances to train outside once Ramza's team goes in. Thus, it's prudent to have a world map save in case something goes wrong during the fights.

Murond Holy Place now connects to Goug Trade City, providing a handy western sea route. This is good because by visiting Warjilis after clearing St. Murond Temple but BEFORE going to Orbonne, Ramza can see a scene that opens up the secret dungeon named...Deep Dungeon! Yes, very inventive name. There's a host of one-of-a-kind and rare items buried inside and there's tons of spectacular enemies to fight, as well as the final secret character joining at the bottom. This will be covered in another section, however.

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49) Orbonne Monastery [Underground Book Storage Fourth Floor] [WK49]

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\ WIN: Defeat all enemies |

CAPACITY : Ramza + 4

PLACEMENT: J-06, J-07, K-06, K-07, L-06, L-07, M-06, M-07, N-06, N-07

WON ITEMS: 29700g

REMEMBER: Once you make a commitment to enter Orbonne Monastery, there's no leaving for the rest of the game. Have a separate save on the world map if you're unsure of success!

	00	01	02	03	04	05	06	07	ALLIES
A	05	03	03	03	03	02	02	02	Vary - Ramza
B	07	03	03	03	03	03	03	01	
C	09	03	03	03	05	05	09	08	ENEMIES
D	11	11½	12	11½	11	11	11	11	
E	11	11½	12	11½	11	11	11	11	B-03 - L49 Knight (M)
F	09	3½	3½	03	11	11	11	11	E-01 - L49 Knight (M)
G	07	04	04	04	11	11	11	11	E-05 - L48 Knight (M)
H	05	04	04	09	10½	06	06	06	H-02 - L50 Monk (M)
I	03	3½	3½	08	10	07	06	06	J-00 - L51 Monk (M)
J	2½	03	3½	07	10	7½	05	05	M-01 - L48 Archer (M)
K	2½	2½	2½	06	9½	08	05	04	
L	01	01	2½	05	09	08	05	04	This battle can be pretty mundane if
M	01	01	01	04	11	11	04	04	fought immediately after St. Murond

N | 3½ 00 00 10 11 11 04 04 | Temple, and a pinprick if Ramza's crew  
 O | 04 00 00 08 08 10½ 6½ 6½ | already spelunked in Deep Dungeon and  
 P | 04 06 06 08 08 09 09 07 | looted it for levels and rare equipment.

The geography is basically a low hall with a bridge overhang, and a middle ridge of books running most of the length. The allies can either go straight for the bridge or onto the books; either way, they get most of the height advantage here. The enemies have no cool equipment to note, although the archer may have a rare Yoichi Bow equipped -- that can make a nice souvenir. [All buried treasures are elixirs, both rare and common, which means it's a win-win situation for anyone who wants 'em.]

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AFTER-BATTLE

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Equip everyone with Maintenance and proceed.

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50) Orbonne Monastery II [Underground Book Storage Fifth Floor] [WK50]

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\ WIN: Defeat Rofel |

CAPACITY : Ramza + 4

PLACEMENT: M-05 to M-09, N-05 to N-09

WON ITEMS: 31000g

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	03	03	1½	01	00	02	1½	01	00	1½	03	2½	Vary - Ramza
B	01	2½	00	00	00	01	01	00	00	00	1½	02	Vary - Ally [x4]
C	00	00	00	00	00	00	00	00	00	00	00	2½	
D	00	00	00	00	00	00	00	00	00	00	00	01	ENEMIES
E	00	00	00	00	00	00	00	00	00	00	00	00	
F	00	00	00	00	00	00	00	00	00	00	00	00	C-02 - L50 Summoner (M)
G	00	00	00	00	00	00	00	00	00	00	00	00	C-05 - L52 Time Mage (M)
H	00	00	00	00	00	00	00	00	00	00	00	00	C-08 - L52 Summoner (M)
I	00	00	00	00	00	00	00	00	00	00	00	00	F-05 - L54 Divine Knight
J	1½	00	00	00	00	00	00	00	00	00	00	00	G-03 - L50 Wizard (M)
K	02	01	00	00	00	00	00	00	00	00	1½	02	G-07 - L52 Wizard (M)
L	01	01	2½	03	1½	01	00	00	01	1½	03	4½	
M	02	3½	04	03	04	05	4½	03	03	03	03	05	
N	02	02	03	03	4½	07	7½	09	09	05	6½	07	
O	02	3½	04	04	5½	07	09	09	09	09	8½	07	

This 5th-floor battle against Rofel will probably take place in the lower middle section of the floor, which is filled with untraversable spaces the half-broken floor. This shouldn't be too much of an obstacle for movement but might inhibit getting into spell range a bit. Like before, Rofel can use his Mighty Sword skills to break permanently break equipment and deal damage simultaneously -- equipping everyone with Maintenance renders that strategy impotent. He carries a rare Save the Queen knightsword which makes a great steal if possible. The other enemies backing him up shouldn't be too much of a help for a well-traveled party. Just watch out for his All Magic abilities which can be annoying if one can't get in range...he can be Silenced though, so...ROFL at Rofel?

And as before, this map has a bunch of hidden elixirs that can be dug up.

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AFTER-BATTLE

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Replace any broken equipment and head on into...

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51) Murond Death City

[WK51]

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\ WIN: Defeat Kletian |

CAPACITY : Ramza + 4

PLACEMENT: I-06 to I-09, J-05 to J-09, K-05 to K-08

: I-00 to I-02, J-01 to J-04, K-01 to K-04

WON ITEMS: 36600g

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	00	00	8½	00	00	00	00	00	00	05	00	00	Vary - Ramza
B	00	08	10	10	03	01	01	01	03	05	05	00	Vary - Ally [x3]
C	04	06	03	03	03	02	02	02	03	03	06	06	
D	00	04	03	03	03	03	03	03	03	03	03	00	ENEMIES
E	00	04	03	03	03	03	03	03	03	03	03	00	
F	00	03	03	03	03	03	03	03	03	03	03	00	B-04 - L53 Samurai (M)
G	00	03	03	12	12	12	03	03	03	03	03	00	B-08 - L52 Samurai (M)
H	00	03	03	12	12	12	05	04	03	03	04	00	C-03 - L51 Ninja (M)
I	00	03	03	12	12	12	03	03	03	03	05	00	C-05 - L53 Ninja (M)
J	02	02	03	03	03	03	03	03	03	03	06	04	C-07 - L52 Time Mage (M)
K	00	02	02	03	03	03	03	03	03	06	06	00	C-09 - L51 Time Mage (M)
L	00	00	02	00	00	00	00	00	00	06	00	00	D-06 - L54 Sorceror (M)

Unlike Rofel, Kletian is a complete pushover -- all his abilities have charge times! And instead of something useful like Short Charge, he instead has Magic DefendUP and Fly, which don't do a lot of good on a mage type. Because he can be killed in a simple Two Swords onslaught, or by magic since his Faith is 80+, it's possible to get this fight over with before anyone on his team even acts! Hilarious but true. He does have a rare Mace of Zeus to steal, though, the second of two in the game. Like before, Kletian uses a mixture of summons and Dark Holy abilities for "All Magic".

As for Kletian's cohorts, they mostly suck. The ninja typically have random not-up-to-date equipment like Ninja Knives, but can throw some decent weapons if given the chance (Octagon Rods, etc.). Some of the samurai may have Blade Grasp, if that matters.

This map has more elixirs to unearth, if yer into rooting around, etc. ^\_\_^

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AFTER-BATTLE

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Protecting against Don't Move & Don't Act helps for the next battle, which means equip everyone with a Thief Hat or (alternatively) a Defense Armlet.

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52) Lost Sacred Precincts

[WK52]

CAPACITY : Ramza + 4

PLACEMENT: A-01 to A-03, B-01 to B-03, C-01, C-02, D-01, D-02  
 : F-00 to F-02, G-00 to G-02, H-01, H-02

WON ITEMS: 30000g

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	ALLIES
A	10	10	10	10½	10	8½	00	00	8½	09	9½	8½	07	07	Vary - Ramza
B	9½	9½	10	10½	10	8½	00	00	8½	8½	9½	8½	07	07	Vary - Ally [x4]
C	08	08	09	8½	07	07	6½	00	06	6½	6½	07	07	7½	
D	7½	9½	9½	06	6½	07	6½	00	00	05	6½	6½	6½	07	ENEMIES
E	7½	8½	8½	4½	04	2½	00	00	00	4½	06	5½	05	05	
F	07	07	6½	04	02	02	00	00	00	1½	4½	5½	3½	02	B10 - L49 Chemist
G	07	6½	5½	05	0½	00	00	00	00	00	1½	3½	3½	02	C11 - L48 Hyudra
H	5½	6½	4½	4½	00	00	00	00	00	00	01	2½	2½	1½	E10 - L55 Balk
I	04	07	04	01	00	00	00	00	00	00	0½	0½	01	01	E12 - L47 Hydra
J	1½	1½	01	00	00	00	00	00	00	00	00	0½	0½	01	G12 - L50 Tiamat
															I12 - L51 Dark Behemoth

This can be a precipitous battle for many reasons, and might just be the most annoying in the post-Orbonne series. Balk has a Blaze Gun and thus has an 8-panel range for his Snipe skills, which are annoying regularly but even more so when y'see his helpers: hydra types! One of each to be precise. When they use their abilities on flatland they're way more tolerable, but with the jagged scenery and their Triple Flame/Thunder skills having no vertical tolerance, this means their effect areas are condensed and have a higher % of hitting (generally). Compared to them, the Dark Behemoth is just a fly buzzing around the allies' heads.

Getting rid of the beasties (petrify/don't act) is of top priority, although that dang chemist -- who has a Glacier Gun of his own -- will be right nearby to cure the statuses, so he needs to be taken out as well. Math Skill can be of assistance for another reason: Innocent. Users of magic guns can't do any damage if they're under that status! That can shut up the human opponents for awhile.

Geographically, there are two great places to cross: one is a tiny gap near where Ramza's party is set, and the other is the lower bridge where two of the allies start. Use this to corner Balk and prevent him from healing via Move-HP UP, then wail on him while narrowing his field of damage. It's not impossible to defeat him while ignoring the other targets but it works a lot better after ridding the map of them (naturally). Since Balk gets an annoying amount of evasion, either get rid of his Feather Mantle or use 100% success abilities like Geomancy and Draw Out.

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AFTER-BATTLE

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Have protection against Stop (Black Costume, Jade Armlet) before starting the penultimate battle...





	ENEMIES										
E	5½	5½	5½	5½	5½	5½	5½	5½	5½	5½	
F	4½	4½	4½	4½	4½	4½	4½	4½	4½	4½	
G	2½	2½	2½	2½	2½	2½	2½	2½	2½	2½	F-02 - L33 Ultima Demon
H	0½	0½	01	01	01	01	01	0½	0½	00	F-06 - L36 Ultima Demon
I	00	0½	01	01	01	01	0½	0½	00	00	H-05 - L39 Ultima Demon
J	0½	0½	01	01	01	01	0½	00	00	00	H-07 - L30 Ultima Demon
K	01	01	01	01	01	01	0½	0½	0½	0½	I-06 - L?? Holy Angel
L	02	02	2½	2½	2½	2½	2½	02	1½		
M	03	03	3½	3½	3½	3½	3½	2½	02		This final battle will come in two
N	2½	2½	2½	2½	2½	2½	2½	2½	02		parts. The first is against Altima
O	1½	1½	1½	1½	1½	1½	1½	1½	1½		the Holy Angel, who has some L30ish
P	0½	0½	0½	0½	3½	0½	0½	0½	0½		Ultima Demons as backup. Alma will
											also be assisting Ramza's team, and

as a curiosity, she can also learn Ultima should Altima decide to cast it. Either way, the boss has innate Teleport 2 and Absorb Used MP, and simply isn't that tough in the first form -- she has about 1000-1200 HP. If your team level-grinded in Deep Dungeon, expect everyone to go about twice before anyone on the opposition....haha.

When Altima is first defeated, the second stage begins uninterrupted -- no extra foes appear for this stage. At this point, the most annoying ability Altima has is "Grand Cross," which can inflict multiple annoying statuses on allies, such as Petrify, Berserk, Frog, etc. This is where Stigma Magic comes in, although if someone can Math Skill Esuna, that may be preferable. Her defense hasn't gone up but her reaction has changed to "Face Up," which Alma also knows oddly enough (without having opened that class). In this form, the boss has about 2000 HP. [If you can see the All-Ultima spell, it's probably the coolest in the game.] I had Beowulf's Drain doing 700+ damage here, which is pretty awesome considering it usually does a little over 100 even with really high Faith. Schwing!

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Enjoy the did-they-or-didn't-they ending! It's really unlike most FF games. Sadly, there's no New Game Plus or any other extra unlocked for completion.

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/ IV. APPENDICES [APND] | \_

CLASS OVERVIEW

[CLSS]

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The good, the bad, the classy...here is an overview of the classes as best as I can tell 'em. If you want hard stats and stuff, you should check out the BMG -- I can't regurgitate that stuff here. But anyway...

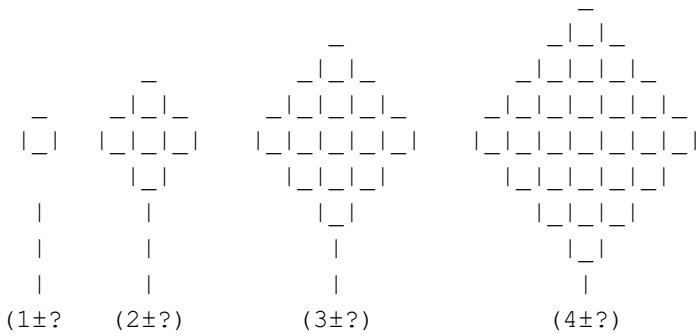
- Unlck: Class prerequisites for unlocking
- Wepns: Innate weapon-equip options
- Armor: Innate armor-equip options
- Move : Class base move
- Jump : Class base jump
- C-EV%: Class evasion%
- Mastr: JP required to master

Innte: Innate abilities (such as Throw Item, Two Swords, Equip \_\_\_\_, etc.)

And for the charts...

JPTS : Job points required to purchase ability  
 MP : MP Cost (if any)  
 CT : Charge time (if any)  
 E : Skill effect (the area it hits; 'S' denotes self)  
 RNG : Skill range (the width/vertical tolerance; weapon may impact this)  
 FUNCT : Function of skill

HOW TO READ EFFECTS



Effect ranges are pretty easy to understand. Anything with an effect of 'Auto' means the targets are chosen automatically (Golem, Dancer/Bard abilities), or the ability only affects the self (Accumulate, etc.) and is a 1±? type. Spells with a 2±? range are basic magic (Fire, Bolt, etc.) or special abilities that effect the self and the four cardinal panels around the unit, such as Choco Esuna or Choco Cure. Abilities with a 3±? range are lower summons (Shiva, Ramuh, etc.) and Draw out abilities. If a spell has a 4±? range, it's one of the more damaging summons or spells (Bahamut, Meteor, etc.)

OTHER NOTES

- If a unit can equip a certain piece of armor, they have the innate ability to do so. What I'm saying is, if one can equip an axe, they already have 'Equip Axe' learned. Repeated abilities such as these aren't stuck in the innate slots. [Also, if a unit has an innate ability, that Equip \_\_\_\_\_ ability can't be stuck on them at the same time. For example, Ninja have innate Two Swords and thus can't have Two Swords as a support.]

SQUIRE

Unlck: Default  
 Wepns: Axe, Flail, Knife, Sword, Knightsword\*  
 Armor: Hats, Clothes, Robes\*, Shields\*, Helmets\*, Armor\*  
 Move : 4  
 Jump : 3  
 C-EV%: 5% (10%\*)  
 Mastr: 1645 (2545\*)

Asterisks (\*) denote Ramza-only values/skills. Since his squire class is special, there are some differences between his and the generic job. As the chapters go on, Ramza's innate equipment options increase, although his "ubersquire" class never gets the ability to equip axes.

In addition, Ramza's Squire class learns a special skill every chapter. Wish

is the chapter one default; Yell unlocks in the second, then Cheer Up in 3rd, and finally Scream in the final. This means that it's possible to master his class in the first chapter, then have it un-master in subsequent tries.

NOTE: Ramza is also the only squire that can learn the Ultima spell.

BASIC SKILL	JPTS	MP	CT	R	EFT	FUNCTION
Accumulate	300	--	--	S	---	PA +1
Dash	80	--	--	1	1+1	Weak phys attack but 100% success
Throw Stone	90	--	--	1	4	Weak phys attack (ranged)
Heal	150	--	--	1	1+2	Cure: Poison, Darkness, Silence
Yell*	200	--	--	3	1	Speed +1
Wish*	----	--	--	1	1+3	Cures target but self-damages
Cheer Up*	200	--	--	3	1	Brave +5
Scream*	500	--	--	S	---	Brave +10, Speed +1, PA/MA +1
Ultima*	----	10	20	4	2+1	Non-elemental damage
Counter Tackle	180	Reaction				Counters w/ dash attack (if 1 panel away)
Equip Axe	170	Support				Equip axe regardless of job
Monster Skill	200	Support				Ally monsters within 1 panel get new skill
Defend	50	Support				Command: temporarily doubles evasion %s
Gained JP Up	200	Support				Increases amount of JP gained for actions
Move +1	200	Movement				Augments move stat by one (1)

As the in-game description says, squires are the building blocks of all the classes, jacks-of-all-trades who go on to greatness elsewhere. With that in mind, it pays to pillage the class for its good stuff -- Accumulate, Gained JP Up, Move +1 -- and go elsewhere for business. Ramza's "ubersquire" class is better than the normal fare and gets the best equipment options in the game, which is why leveling him up as one is a good move.

Oh, and about Wish. It heals the target but self-damages the user one-fifth of the amount cured. It's kinda like the Beoulve family legacy, heh... Note that to learn Ultima, Ramza must be in the Squire class, hit with the spell, and take damage -- he may learn it then. [This is a missable skill so the best time to get it is during the Limberry Castle gates battle. ]

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#### CHEMIST

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Unlck: Default  
 Wepns: Knife, Gun  
 Armor: Hats, Clothes  
 Move : 3  
 Jump : 3  
 C-EV%: 5%  
 Mastr: 5140  
 Innnt: Throw Item

ITEM	JPTS	MP	CT	R	EFT	FUNCTION
Potion	30	--	--	-	---	Can use Potions in-battle
Hi-Potion	200	--	--	-	---	Can use Hi-Potions in-battle
X-Potion	300	--	--	-	---	Can use X-Potions in-battle
Ether	300	--	--	-	---	Can use Ethers in-battle

Hi-Ether	400	--	--	-	---	Can use Hi-Ethers in-battle
Elixir	900	--	--	-	---	Can use Elixirs in-battle
Antidote	70	--	--	-	---	Can use Antidote in-battle
Eye Drop	80	--	--	-	---	Can use Eye Drops in-battle
Maiden's Kiss	200	--	--	-	---	Can use Maiden's Kisses in-battle
Soft	250	--	--	-	---	Can use Softs in-battle
Holy Water	400	--	--	-	---	Can use Holy Water in-battle
Remedy	700	--	--	-	---	Can use Remedies in-battle
Phoenix Down	90	--	--	-	---	Can use Phoenix Down in-battle
<hr/>						
Auto Potion	400	Reaction	If damaged, heal with an inventory potion			
Throw Item	350	Support	Can throw items even if not a chemist			
Maintenance	250	Support	Equipped items cannot be broken or stolen			
Equip Change	0	Support	Command: can change equipment during turns			
Move-Find Item	100	Movement	Can find buried treasure at certain tiles			
<hr/>						

Chemists may not get too many good equipment options (besides guns), but they are one of best medic classes there is, since they can throw items within a range (4), have a wide versatility, and are easily accessible. For players who have trouble getting their bearings in FFT, it's recommended to just give everyone Item as a secondary skillset (with Potion/Phoenix Down learned) and try to get a foothold from there.

Auto Potion is a great defensive reaction, which consumes a potion from the inventory when damaged. The potion used will be the lowest denomination, and that means when one desires to use X-Potions, the normal and Hi-Potions will have to be discarded first. Units who don't have Throw Item equipped can only use items on adjacent targets, so it has its uses too. Maintenance prevents equipment from being broken by Battle Skill/Mighty Sword abilities, and will definitely see some use in the final chapter (if not sooner). Equip Change is the only ability that has no JP cost, and it's not that useful generally. Move-Find Item lets the user find buried treasure underground, or if s/he is on a boobytrap tile (like degenerator or steel needle), those are bypassed and the item underneath is obtained.

Overall, the chemist is a decent building block for mage units and although they doesn't do anything incredibly exciting, they don't need to -- the useful simplicity speaks for itself.

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## KNIGHT

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Unlck: Lv2 Squire  
Wepns: Sword, Knightsword  
Armor: Shields, Armor, Robes  
Move : 3  
Jump : 3  
C-EV%: 10%  
Mastr: 3750  
Innte: ---

BATTLE SKILL	JPTS	MP	CT	R	EFT	FUNCTION
Head Break	300	--	--	1	Wep	Breaks target's equipped headgear
Armor Break	400	--	--	1	Wep	Breaks target's equipped armor
Shield Break	300	--	--	1	Wep	Breaks target's equipped shield

Weapon Break	400	--	--	1	Wep	Breaks target's equipped weapon
Magic Break	250	--	--	1	Wep	Target's MP is lowered
Speed Break	250	--	--	1	Wep	Target's speed is lowered (-2)
Power Break	250	--	--	1	Wep	Target's PA is lowered (-3)
Mind Break	250	--	--	1	Wep	Target's MA is lowered (-3)
<hr/>						
Weapon Guard	200	Reaction				Enables weapon's evasion
Equip Armor	500	Support				Equip helmets & armor regardless of job
Equip Shield	250	Support				Equip shields regardless of job
Equip Sword	400	Support				Equip normal swords regardless of job

Knights are very useful in early chapters due their easy unlock prerequisites and they can boost their HP/evasion by equipping heavy armor & shields. Their battle skills can break opposition's equipment and lower their stats, while their support abilities are useful after changing to other classes. However, there are some definite downsides to these guys: (1) they're pretty dang slow, and since they can't equip Thief Hats later, this becomes more apparent (2) expectedly, all that heavy armor makes their base move & jump suck (3) they have a small attack range. So, slow, poor movement options, and they need to be adjacent to targets... When the enemies get more diverse, their bumrush tactics kinda fall apart.

However, until better classes are unlocked, they're a decent class to be. Remember that their attack range is based on weapons, so while swords will be pretty lame, if you were to put Battle Skill on a gun-user, that'd create a long-range equipment-sniper.

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## ARCHER

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Unlck: Lv2 Squire  
Wepns: Crossbow, Longbow  
Armor: Shields, Hats, Clothes  
Move : 3  
Jump : 3  
C-EV%: 10%  
Mastr: 5200 JP  
Innte: ---

CHARGE	JPTS	MP	CT	R	EFT	FUNCTION
Charge+1	100	--	??	1	Wep	By charging, more damage is done
Charge+2	150	--	??	1	Wep	By charging, more damage is done
Charge+3	200	--	??	1	Wep	By charging, more damage is done
Charge+4	250	--	??	1	Wep	By charging, more damage is done
Charge+5	300	--	??	1	Wep	By charging, more damage is done
Charge+7	400	--	??	1	Wep	By charging, more damage is done
Charge+10	600	--	??	1	Wep	By charging, more damage is done
Charge+20	1000	--	??	1	Wep	By charging, more damage is done
<hr/>						
Speed Save	800	Reaction				When damaged: Speed +1
Arrow Guard	450	Reaction				Evade crossbow/longbow attacks more often
Equip Crossbow	350	Support				Equip crossbow regardless of job
Concentrate	400	Support				Improves accuracy by ignoring unit evasion
Jump +1	200	Movement				Augments jump stat by one (1)

Archers are typically utilized by putting them as high up as possible, which will extend their bow range. While their ranged attacks make them worthwhile, they're undermined by a lame skillset: Charge. This lets the user 'charge' up an attack for a certain amount of time and deal more damage. The downside? Most of the Charge+# attacks will never be used due to turn conflicts. You'd have to actually go out of your way to make Charge+20 hit, for instance.

The reaction and support abilities are redeeming though. Speed Save increases the unit's speed every time an enemy lands a hit (Trigger; Brave%), while Concentrate greatly improves accuracy by taking target evasion out of the equation. They're not a bad basic class -- there's a reason the enemy uses them in pretty much every battle -- but they get dealt a bad hand with Charge skills. [NOTE: Remember that when you highlight an ability, you can press left or right to see when it reconciles in the turn order. Don't just try to use Charge willy-nilly or you're going to end up missing the target and just leaving yourself open. Remember that units in charging status get reduced evasion and enemies get improved damage!]

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## MONK

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Unlck: Lv2 Knight

Wepns: ---

Armor: Clothes (women can equip Headbands)

Move : 3

Jump : 4

C-EV%: 20%

Mastr: 5200 JP

Innte: Martial Arts

PUNCH ART	JPTS	MP	CT	R	EFT	FUNCTION
Spin Fist	150	--	--	+	2±0	Hit all foes adjacent to self
Repeating Fist	300	--	--	1	1±1	Physical damage
Wave Fist	300	--	--	1	3±3	Physical damage
Earth Slash	600	--	--	L	8±2	Earth-elem damage
Secret Fist	300	--	--	1	1±0	Inflict: Death Sentence
Stigma Magic	200	--	--	+	2±0	Cure: Petr/Dark/Confu/Sil/Bersrk Frog/Psn/Sleep/Dn't Move/Dn't Act
Chakra	350	--	--	+	2±0	Cure HP and MP to self, allies
Revive	500	--	--	1	1±0	Cure: Dead
HP Restore	500	Reaction		If placed in critical state, HP may refill		
Counter	300	Reaction		When attacked, counter with equipped weapn		
Hamedo	1200	Reaction		Cancels foe attack and preemptively countr		
Martial Arts	200	Support		Improves damage (for some attack formulas)		
Move-HP Up	300	Movement		Refills some HP while moving during turn		

Quite frankly, the Monk gets some of the best abilities available, and is a great jack-of-all-trades: he gets mid-range attacks, long-range attacks, status-alleviation abilities, and can even revive & cure allies. There's a few things that undercut all of this though: (1) monks can't innately equip heavy armor and thus don't get a lot of health (2) the vertical tolerance on their skills can render some useless. For instance, if an unit dies on a

1.5H tile that has 1H tiles around it, a monk won't be able to revive it.

For their other skills, they really get some doozies. HP Restore may restore a huge amount of health if they're placed in critical condition (by a weapon attack only, I think), while Counter does the eye-for-an-eye strategy within weapon range. Hamedo is incredibly cool too -- if a human foe attacks, there is a chance that attack is cancelled and the monk preemptively counters... basically the monk stole the unit's turn and attacked them! Now that's a great defensive maneuver! It doesn't work on animals, though.

Overall, monks are an excellent class and have self-sufficiency to survive. Still, raising their brave will pay off in the long run, as can giving them Two Swords (two barehanded attacks? Yes please!) or Equip Armor. Whatever way is taken, they or their skills will probably be used a lot.

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## PRIEST

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Unlck: Lv2 Chemist

Wepns: Staves

Armor: Hats, Robes, Clothes

Move : 3

Jump : 3

C-EV%: 5%

Mastr: 6310 JP

Innte: ---

WHITE MAGIC	JPTS	MP	CT	R	EFT	FUNCTION
Cure	50	06	25	4	2±1	Heals target
Cure 2	180	10	20	4	2±1	Heals target
Cure 3	400	16	15	4	2±2	Heals target
Cure 4	700	20	10	4	2±3	Heals target
Raise	180	10	25	4	1	Cancel: Dead (revive with 1/2 HP)
Raise 2	500	20	10	4	1	Cancel: Dead (revive with max HP)
Reraise	800	16	15	3	1	Add: Reraise
Regen	300	08	25	3	2±0	Add: Regen
Protect	70	06	25	3	2±0	Add: Protect
Protect 2	500	24	15	3	2±3	Add: Protect (increased chance)
Shell	70	06	25	3	2±0	Add: Shell
Shell 2	500	20	15	3	2±3	Add: Shell (increased chance)
Wall	380	24	25	3	1	Add: Protect, Shell
Esuna	280	18	34	3	2±2	Cure: Petr/Dark/Confu/Sil/Bersrk Frog/Psn/Sleep/Dn't Move/Dn't Act
Holy	600	56	17	5	1	Holy-elemental damage
Regenerator	400	Reaction	When damaged, Add: Regen			
Magic DefendUP	400	Support	Lowers damage from magical-based attacks			

Priests are one of the first magic classes opened up, and they specialize in restorative/protective spells. The main draw is that they can heal multiple targets (unlike chemists), inflict positive statuses, and also heal with the Esuna spell (which is basically a slower Stigma Magic with better vertical tolerance). They're not an essential class overall, but their stat growth is pretty decent for a mage, so it's not a bad idea to dabble here.



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WIZARD

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Unlck: Lv2 Chemist  
Wepns: Rods, Staves  
Armor: Hats, Clothes, Robes  
Move : 3  
Jump : 3  
C-EV%: 5%  
Mastr: 8090 JP  
Innte: ---

BLACK MAGIC	JPTS	MP	CT	R	EFT	FUNCTION
Fire	50	06	25	4	2+1	Fire-elemental damage
Fire 2	200	12	20	4	2+2	Fire-elemental damage
Fire 3	480	24	15	4	2+3	Fire-elemental damage
Fire 4	850	48	10	4	2+4	Fire-elemental damage
Bolt	50	06	25	4	2+1	Lightning-elemental damage
Bolt 2	200	12	20	4	2+2	Lightning-elemental damage
Bolt 3	480	24	15	4	2+3	Lightning-elemental damage
Bolt 4	850	48	10	4	2+4	Lightning-elemental damage
Ice	50	06	25	4	2+1	Ice-elemental damage
Ice 2	200	12	20	4	2+2	Ice-elemental damage
Ice 3	480	24	15	4	2+3	Ice-elemental damage
Ice 4	850	48	10	4	2+4	Ice-elemental damage
Poison	150	06	34	4	2+2	Add: Poison
Frog	500	12	20	3	1	Add: Frog
Death	600	24	10	4	1	Add: Dead
Flare	900	60	15	5	1	Non-elemental damage
Counter Magic	800	Reaction	If hit w/ spell, counter foe w/ same spell			
Magic AttackUP	400	Support	Increases magic-based damage			

Wizards are one of the first mage classes opened, and they specialize in nature-based destruction. They get the highest MA growth in the game, which means anyone cruising to rain destruction should really hang around this class. 'Counter Magic' is a decent reaction; if the wizard is hit by a spell, he'll use his own MP to immediately use the same spell (even if he doesn't know it) on the person who attacked.

NOTE: Because this class takes a long time to master, it helps to have a lot of wizards taking action; this way, each wizard gets spillover JP from the allies and it makes learning skills way easier.

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TIME MAGE

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Unlck: Lv2 Wizard  
Wepns: Staves  
Armor: Hats, Robes, Clothes  
Move : 3  
Jump : 3  
C-EV%: 5%

Mastr: 7740 JP

Innte: ---

TIME MAGIC	JPTS	MP	CT	R	EFT	FUNCTION
Haste	100	08	50	3	2±0	Add: Haste
Haste 2	550	30	15	3	2±3	Add: Haste (greater chance)
Slow	80	08	50	3	2±0	Add: Slow
Slow 2	520	30	15	3	2±3	Add: Slow (greater chance)
Stop	330	14	15	3	2±0	Add: Stop
Don't Move	100	10	34	3	2±1	Add: Don't Move
Float	200	08	50	4	4±2	Add: Float
Reflect	300	12	25	4	1	Add: Reflect
Quick	800	24	15	4	1	Target's CT is 100 (instant turn)
Demi	250	24	17	4	2±1	Target's HP is quartered
Demi 2	550	50	12	4	2±3	Target's HP is halved
Meteor	1500	70	08	4	4±3	Non-elemental damage
Critical Quick	700	Reaction				In critical health, 'Quick' used on self
MP Switch	400	Reaction				Enemies damage user's MP instead of HP
Short Charge	800	Support				Halves charge time for most magic
Teleport	600	Movement				User teleports (ignores height, obstacles)

These sorcerors control time and space, which often affects how fast/slow enemies and allies get their turns; needless to say, they can be invaluable support units. Unfortunately, many of their abilities are pretty g'dang slow, although Short Charge makes up for it a bit. About their reaction abilities, 'MP Switch' lets any damage done to them be transferred to their MP reserve, which can be a lifesaver on a mage. However, it only works as long as they have MP, which is why many players give them the Oracle 'Move-MP Up' skill to ensure that they always have some MP to use as a defense.

Teleport is very useful but only if y'know how it works. A person can warp with 100% success in their base move; to this class, it means they can warp three squares in any direction. There's a 10% penalty on each square past that, so if a Move-3 time mage wants to teleport seven squares, it'll only work 60% of the time. Augmenting one's Move with accessories will also make Teleport more useful.

Stat-wise, this class is good in MP & MA, although not besting the Wizard.

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## SUMMONER

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Unlck: L2 Time Mage

Wepns: Rods, Staves

Aarmor: Hats, Robes, Clothes

Move : 3

Jump : 3

C-EV%: 5%

Mastr: 9250 JP

Innte: ---

SUMMON MAGIC	JPTS	MP	CT	R	EFT	FUNCTION
Moogles	110	24	25	4	3±2	Heals allies

Shiva	200	24	25	4	3+2	Ice-elemental damage
Ramuh	200	24	25	4	3+2	Lightning-elemental damage
Ifrit	200	24	25	4	3+2	Fire-elemental damage
Titan	220	30	20	4	3+2	Earth-elemental damage
Golem	500	40	34	A	---	All allies protect from 'x' damage
Carbunkle	350	30	25	4	3+2	Add: Reflect (allies)
Bahamut	1200	60	10	4	4+3	Non-elemental damage
Odin	900	50	12	4	4+3	Non-elemental damage
Leviathan	850	48	12	4	4+3	Water-elemental damage
Salamander	820	48	12	4	3+2	Fire-elemental damage
Silf	400	26	20	4	3+2	Add: Silence
Fairy	400	28	25	4	3+2	Heals allies (better than Moogles)
Lich	600	40	12	4	3+2	Dark-elm; halves HP
Cyclops	1000	62	12	4	3+2	Non-elemental damage
Zodiac	----	99	10	4	4+3	Non-elemental damage
<hr/>						
MP Restore	400	Reaction	In critical health, restores MP			
Half of MP	900	Support	Halves MP consumption			

Summoners specialize in doing "smart" area damage, which means that their spells will always affect either allies or enemies on the whole and ignore the rest of the targets. For example, Moogles will heal any ally but not any enemy in range; Silf silences enemies within range but ignores allies. It's really a great setup, not too unsimilar from Draw Out skills. Halving MP consumption help a lot but even so, summoners get the best MP growth out of any mage class...which is good 'cause they burn through it like a 100-gil wad. All summons have 100% success except for a few with effects (Silf, Carbunkle) and Rich, which halves targets' HP.

Zodiac is the only summon that cannot be bought, and is actually permanently missable. To obtain it, Elidibs (in Deep Dungeon's END level) has to cast it on an ally summoner who takes damage and survives the strike. Sometimes the option to learn the spell is given, sometimes it isn't -- that's the lame part. Note that as long as one ally learns Zodiac, that's typically good enough (there are ways of casting it on enemy summoners, having them learn it, then surviving their castings). It does help if a male summoner learns the spell though, as that helps with the process of teaching it to the rest.

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## THIEF

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Unlck: Lv2 Archer  
Wepns: Knives  
Armor: Hats, Clothes  
Move : 4  
Jump : 4  
C-EV%: 25%  
Mastr: 4460 JP  
Innte: ---

STEAL	JPTS	MP	CT	R	EFT	FUNCTION
Gil Taking	10	--	--	1	1+1	Steals enemy's currency
Steal Heart	150	--	--	1	3	Add: Charm (opposite sex only)
Steal Helmet	350	--	--	1	1+1	Steals enemy's headgear
Steal Armor	450	--	--	1	1+1	Steals enemy's armor

Steal Shield	350	--	--	1	1±1	Steals enemy's shield
Steal Weapon	600	--	--	1	1±1	Steals enemy's weapon
Steal Accessry	500	--	--	1	1±1	Steals enemy's accessory
Steal Exp	250	--	--	1	1±1	Steals some EXP (enemy or ally)
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Caution	200	Reaction	If hit, will defend (doubles evasion)			
Gilgame Heart	200	Reaction	If hit, obtain cash in # of damage done			
Catch	200	Reaction	Can catch thrown objects and keep them			
Secret Hunt	200	Support	Can poach monsters (only) to make items			
Move +2	520	Movement	Augments move stat by two (2)			
Jump +2	480	Movement	Augments move stat by two (2)			

Thieves have great movement/jump, great initial evasion, and a set of skills that is sure to annoy the enemy (likewise, enemy thieves annoy the player). However, since they have no offensive techs besides Steal Heart, they're not too formidable overall, just a nuisance. Their speed growth is the highest in the game, even better than ninja, which in itself is a good reason to play as one...although putting Steal as a secondary and just leaving it at that can work, too.

About the other skills, 'Gilgame Heart' is a way to accumulate free money. If an enemy hits a thief for 100 damage, they gain 100 gil. It takes all kinds, right? 'Secret Hunt' is a method of poaching enemies -- which only counts with the Attack command -- and sending their pelts to fur shops, which only open up in the third chapter. Here, the pelts are turned into a common or rare item, some of which are unbuyable in normal shops, and the player can pick 'em up. See the fur shop section for any extra info.

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#### MEDIATOR

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Unlck: Lv2 Oracle  
Wepns: Knives, Guns, Books  
Armor: Hats, Robes, Clothes  
Move : 3  
Jump : 3  
C-EV%: 5%  
Mastr: 3800 JP  
Innte: Monster Talk

TALK SKILL	JPTS	MP	CT	E	RNG	FUNCTION
Invitation	100	--	--	1	3±3	Add: Invite
Persuade	100	--	--	1	3±3	Resets enemy's CT to zero (0)
Praise	200	--	--	1	3±3	Brave +4 (+1 permanently)
Threaten	200	--	--	1	3±3	Brave -20
Preach	200	--	--	1	3±3	Faith +4 (+1 permanently)
Solution	200	--	--	1	3±3	Faith -20
Death Sentence	500	--	--	+	3±3	Add: Death Sentence
Negotiate	100	--	--	1	3±3	Obtain gil from the enemy
Insult	300	--	--	1	3±3	Add: Berserk
Mimic Daravon	300	--	--	+	3±3	Add: Sleep
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Finger Guard	300	Reaction	Enemy's Talk Skill abilities' success down			
Equip Gun	750	Support	Equip a gun regardless of job			

Train	450	Support	Putting monsters in crit. HP > Add: Invite
Monster Talk	100	Support	T. Skills work on monsters if not mediator

As you may or may not know, many reaction abilities work best when a unit's got a high Brave value, while having a high Faith affects magical potency & success. Mediators' abilities can permanently raise/lower these values for both allies and enemies, as well as inflict some other annoying statuses. Mediator skills can be used on monsters innately, although if another class wants to use Talk Skill, they have to equip 'Monster Talk' to affect those creatures.

Train is a helpful ability as well, but only works with weapon attacks (the Attack command, basically). Say a monster has 500 HP, and a unit puts it in critical with a spear, doing 490 damage. The monster's HP would fall within the 'critical' range and would be automatically inflicted with Invite, so that after the battle, it could be invited into the party. Monsters can also be invited with 'Invitation' but this isn't a bad way to get them either.

Obviously, this class is more of a supplementary stay-behind-the-tanks kind of job, but since they can equip ranged weapons, like guns and books, they can be end up holding their own pretty well. Stat-wise, they're not that special, flirting with an average rating in most categories.

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#### ORACLE

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Unlck: Lv2 Priest  
Wepns: Rods, Sticks, Books  
Armor: Hats, Robes, Clothes  
Move : 3  
Jump : 3  
C-EV%: 5%  
Mastr: 5850 JP  
Innte: ---

YIN-YANG MAGIC	JPTS	MP	CT	R	EFT	FUNCTION
Blind	100	04	50	4	2±1	Add: Blind
Spell Absorb	200	02	50	4	1	Steals MP from target to fill own
Life Drain	350	16	50	4	1	Steals HP from target to fill own
Pray Faith	400	06	25	4	1	Add: Faith
Doubt Faith	400	06	25	4	1	Add: Innocent
Zombie	300	20	20	4	1	Add: Undead
Silence Song	170	16	34	4	2±1	Add: Silence
Blind Rage	400	16	20	4	1	Add: Berserk
Foxbird	200	20	25	4	1	Lowers Brave by fifty (30)
Confusion Song	400	20	20	4	1	Add: Confusion
Dispel Magic	700	34	34	4	1	Cancel: Float, Reraise, Transprt Regn, Prtct, Shll, Hste, Fath, Reflect
Paralyze	100	10	20	4	2±0	Add: Don't Act
Sleep	350	24	17	4	2±1	Add: Sleep
Petrify	580	16	12	4	1	Add: Petrify
Absorb Used MP	250	Reaction				Increase own MP by amnt enemy used to cast
Defense UP	400	Support				Reduces damage done by physical-type atcks

Any Weather	200	Movement	Cancels weather/terrain movement penalties
Move-MP Up	350	Movement	Moving on the battlefield regenerates MP

Oracles are this author's favorite class, and for good reason: they get to torture enemies by inflicting negative statuses on them. Additionally, the skills are blessed with decent charge times compared to other mages' CT, so the it's not too crappy on that end. Also notable is that Oracles are the only class that can equip sticks, an MA-based weapon that is right up their alley. In fact, they can do quite a lot of damage with the two-panel weapons and actually fight back physically, unlike those wussy wizards and priests! Pray Faith is an incredible skill that temporarily sets Faith to 100, which greatly increases accuracy/damage -- very good for mage types.

Their other skills aren't so bad either. 'Absorb Used MP' lets the wearer fill their own MP by the amount the enemy consumes to cast it. So, if a Summoner hits the wearer with Bahamut, that's 60 MP regained. Defense UP, expectedly, reduces physical damage and is good on any class but especially so for mages. Any Weather is a rather useless ability: it simply removes any movement penalty for water and certain weather types, like thunderstorms (laughably, a player may go the entire game without noticing these penalties). Move-MP Up simply lets the player regain MP by moving around, and although it's a small amount, it can be helpful.

Stat-wise, they're only exceptional in the MA and MP department, which is typical of magekind.

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### GEOMANCER

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Unlck: Lv3 Monk  
Wepns: Axes, Swords  
Armor: Shields, Hats, Robes, Clothes  
Move : 4  
Jump : 3  
C-EV%: 10%  
Mastr: 2870 JP  
Innte: ---

ELEMENTAL	JPTS	MP	CT	R	EFT	FUNCTION
Pitfall	150	--	--	5	2±0	Damage + Add: Don't Move
Water Ball	150	--	--	5	2±0	Damage + Add: Frog
Hell Ivy	150	--	--	5	2±0	Damage + Add: Stop
Carve Model	150	--	--	5	2±0	Damage + Add: Petrify
Local Quake	150	--	--	5	2±0	Earth damage + Add: Confusion
Kamaitachi	150	--	--	5	2±0	Wind damage + Add: Don't Act
Demon Fire	150	--	--	5	2±0	Fire damage + Add: Sleep
Quicksand	150	--	--	5	2±0	Water damage + Add:Death Sentence
Sand Storm	150	--	--	5	2±0	Wind damage + Add: Darkness
Blizzard	150	--	--	5	2±0	Ice damage + Add: Silence
Gusty Wind	150	--	--	5	2±0	Wind damage + Add: Slow
Lava Ball	150	--	--	5	2±0	Fire damage + Add: Dead
Counter Flood	300	Reaction				When damaged, counter enemy w/ Elemental
Attack UP	400	Support				Increases PA-based damage
Any Ground	220	Movement				Can walk in water without movement penalty

Move on Lava	150	Movement	Can walk in lava (normally inaccessible)
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Geomancers are a great class overall, with above average stat growth in most areas, great equipment options, and a ranged skillset that's dependant on both PA & MA, making it a great secondary for any class (although it's not likely to ever be the main damage dealer). To use Elemental correctly, the Geomancer must be standing on certain battlefield tiles, each of which is allotted a geomancy effect. For instance, standing on a roof gives the 'Gusty Wind' effect; to attack an enemy with Gusty Wind, the appropriate skill must be learned. The most common types of geomancy are without an elemental effect, for better or worse.

'Counter Flood' counters an enemy's attack with Geomancy based off wherever the user is standing. It only hits that enemy though, and doesn't work if the corresponding skill is unlearned. 'Any Ground' simply removes water penalties and is fairly useless, just like 'Move On Lava' which is even moreso. There's only one level with lava in the entire game, and that's Bervenian Volcano!

Overall, Elemental makes a decent secondary slot since it has great range (even better than some magic), hits 100%, and can inflict status effects. As such, it goes great with low-move, poor-range classes like Knights.

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### LANCER

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Unlck: Lv3 Thief  
Wepns: Lances  
Armor: Shields, Helmets, Armor, Robes  
Move : 3  
Jump : 4  
C-EV%: 15%  
Mastr: 6360 JP  
Innte: ---

JUMP	JPTS	MP	CT	R	EFT	FUNCTION
Level Jump2	150	--	--	-	---	Can jump 2 panels horizontally
Level Jump3	300	--	--	-	---	Can jump 3 panels horizontally
Level Jump4	450	--	--	-	---	Can jump 4 panels horizontally
Level Jump5	600	--	--	-	---	Can jump 5 panels horizontally
Level Jump8	900	--	--	-	---	Can jump 8 panels horizontally
Vertical Jump2	100	--	--	-	---	Can jump 2 panels vertically
Vertical Jump3	200	--	--	-	---	Can jump 3 panels vertically
Vertical Jump4	300	--	--	-	---	Can jump 4 panels vertically
Vertical Jump5	400	--	--	-	---	Can jump 5 panels vertically
Vertical Jump6	500	--	--	-	---	Can jump 6 panels vertically
Vertical Jump7	600	--	--	-	---	Can jump 7 panels vertically
Vertical Jump8	900	--	--	-	---	Can jump 8 panels vertically
Dragon Spirit	560	Reaction	When damaged, Add: Reraise			
Equip Spear	400	Support	Equip spear regardless of job			
Ignore Height	700	Support	Move to any height regardless of Jump stat			

Lancers are a love-'em-or-hate-'em class. The upsides are they end up with good evasion, Jump gives them great range (and is the only command that can

be used without learning any skills!), they get damage bonuses with that command if spears are equipped, and have great HP & PA growth. The downsides are that they're rather slow and seem even slower once quicker hat-wearing units appear in droves during the fourth chapter. [NOTE: For the Jump set, learning Level/Vertical Jump8 gives the same effect as if all abilities were learned. Doing this avoids wasting JP, not to mention time and effort.]

Jump is a speed-based attack, and since Lancers don't get terrific growth in that category, they may not be able to use their command as often as they'd like. The formula for determining the command speed is (50/Speed) -- this would mean at 50 Speed, the unit's jump acts immediately. If you don't want to bother with most of this, just follow the rule of thumb: if the target's CT is below 50, there's a high probability the Jump will succeed.

'Dragon Spirit' can be a useful ability, and can even be set off by allies, making it a good prep before rushing into battle. 'Ignore Height' basically sets one's Jump stat to infinity, letting them move anywhere within range as long as the tile is adjacent. However, it's like a more expensive, worse version of the Time Mage's Teleport, which can move in the same manner and even farther. It's not a bad skill if one's unlocked the class first, though.

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## SAMURAI

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Unlck: Lv3 Knight, Lv4 Monk, Lv2 Lancer

Wepns: Katana

Armor: Shields, Helmets, Robes, Armor

Move : 3

Jump : 3

C-EV%: 20%

Mastr: 7100 JP

Innte: ---

DRAW OUT	JPTS	MP	CT	R	EFT	FUNCTION
Asura	100	--	--	S	3±3	Damage
Koutetsu	180	--	--	S	3±3	Damage
Bizen Boat	260	--	--	S	3±3	Damages enemy MP
Murasame	340	--	--	S	3±3	Heals allies
Heaven's Cloud	420	--	--	S	3±3	Damage + Add: Slow
Kiyomori	500	--	--	S	3±3	Add: Protect, Shell
Muramasa	580	--	--	S	3±3	Damage + Add: Confuse/D. Sentence
Kikuichimoji	660	--	--	L	8±3	Damage
Masamune	740	--	--	S	3±3	Add: Regen, Haste
Chirjiraden	820	--	--	S	3±3	Damage
Meatbone Slash	200	Reaction		In critical HP, counter amount is Max HP		
Blade Grasp	700	Reaction		Evade weapon attacks (Brave%) of the time		
Equip Knife	400	Support		Equip katana regardless of job		
Two Hands	900	Support		Hold weapon in two hands to double power		
Walk on Water	300	Movement		Any depth of water treated as 1H (wading)		

Samurai are a fan-favorite class for a reason: (1) instantaneous skills (2) 100% success rate (3) Blade Grasp is incredible (4) Draw Out skills can tell the difference between friend and foe, meaning Kiyomori ignores enemies in range and Asura ignores allies in range. There are two downsides: First,



all Draw Out skills are MA-based, and this class' growth in that area isn't that awesome. Thus, Draw Out makes a GREAT secondary for mage classes who can really use it to its full effect. Second, to use the skills there must be a corresponding katana in the inventory, and there's about a 1:5 chance of that katana breaking during use. This makes this job rather expensive since the player has to stock extra katana of each type to use.

But, don't see the class out yet: Blade Grasp is arguably the best reaction ability in the game. Say a unit has it equipped and has 80 Brave. This means s/he has an 80% chance of evading weapon, arrow, and gun attacks. The name's a misnomer, too -- it works even without any weapon equipped, let alone a blade.

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## NINJA

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Unlck: Lv3 Archer, Lv4 Thief, Lv2 Geomancer  
 Wepns: Ninja Swords, Knives, Flails  
 Armor: Hats, Clothes  
 Move : 4  
 Jump : 4  
 C-EV%: 30%  
 Mastr: 3340 JP  
 Innte: Two Swords

The 'Throw' command works by throwing inventory items of the corresponding ability (the 'Sword' ability would let the ninja throw any kind of regular sword, and so on). The throwing range is equal to the unit's movement range, and only has one target.

THROW	JPTS	MP	CT	R	EFT	FUNCTION
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/hammers
Katana	100	--	--	-	---	Can throw katanas
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 knightswords
Dictionary	100	--	--	-	---	Can throw books (dictionaries)
<hr/>						
Sunken State	900	Reaction		When damaged, put in 'Transparent' status		
Abandon	400	Reaction		Evasion rates double (has no real trigger)		
Two Swords	900	Support		Equip two weapons regardless of job		
Move in Water	420	Movement		Can walk on water (instead of wading)		

Ninjas are lauded for a reason: they can innately equip two weapons, have a high evasion, great base move/jump, and their thrown weapons can be very powerful as well. They're not without some downsides though: (1) ninja swords don't become available until the third chapter, which can slightly undercut their power in early chapters (2) they have poor HP growth and rely on shirts and hats to augment it. However, considering how powerful ninja are and that

they can often draw first blood or flee easily, there's not enough downsides to dissuade someone from using them.

'Sunken State' will, when activated, put the user in Transparent status, which basically means the enemy can't see or detect them. Combined with two swords, they can easily get a high-accuracy back attack for increased damage. Abandon doubles the evasion rates of the unit at the start of battle, so it has no real 'trigger' like other reaction abilities. Needless to say, having a high evasion combined with Abandon makes many attacks miss by default. The 'Two Swords' ability lets a character equip two of their default weapon. So, a ninja who has it innately can equip two knives, flails, or ninja swords; a knight who equips it can equip two regular swords; a samurai who equips it can equip two katanas. Incredibly useful, unlike 'Move on Water' -- yawn.

If you want to be a powerhouse, just make some generics a ninja and they'll turn into high-speed murdering tools. It's worth noting that ninja have the second-best speed growth in the game (behind thief), not the best as has been said over the years.

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## BARD

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Unlck: Lv4 Summoner, Lv4 Mediator

Wepns: Harps

Armor: Hats, Clothes

Move : 3

Jump : 3

C-EV%: 5%

Mastr: 3850 JP

Innte: ---

Other: Male-only

SING	JPTS	MP	CT	R	EFT	FUNCTION
Angel Song	100	--	17	!	All	Restores MP to all allies
Life Song	100	--	17	!	All	Restores HP to all allies
Cheer Song	100	--	13	!	All	Increase SPD on all allies
Battle Song	100	--	13	!	All	Increase PA on all allies
Magic Song	100	--	10	!	All	Increase MA on all allies
Nameless Song	100	--	10	!	All	Add: Rrse/Regn/Prct/Shll or Haste
Last Song	100	--	05	!	All	Add: Quick to all allies
MA Save	450	Reaction				When damaged: MA +1
Face Up	500	Reaction				When damaged by magic: Faith +3
Move +3	1000	Movement				Augments move stat by three (3)
Fly	1200	Movement				Can fly over obstacles and to any height

The bard is an interesting character as all its songs have a 'global effect,' meaning they target all allies (automatically). Picking a song puts the bard in 'Performing' status, during which he'll do his songs and -- unlike other units -- keep performing that song every turn he gets. Besides this, he gets cool instruments, each of which has a cool status effect and an abnormal range (like dictionaries/books) that hits at a precise distance. [Hitting a unit in performing status deals extra damage, which is why they should hide in a corner while performing.]

So what's the downside? Bards' stat growth SUCKS. Not in a "teehee, maybe I can be okay" type of way, but just horrible. In fact, they have the worst HP and PA growth out of any class. Luckily their action abilities are a cinch to learn, even moreso with multiple bards giving spillover JP.

A note about 'Fly': it's basically worthless. It's incredibly expensive and basically functions the same as Ignore Height and a bare-minimum Teleport. The only thing it has over Ignore Height is that one can only traverse tiles adjacent and normally accessible; Fly can go over pits and tiles normally untraversable, such as the huge gaps in Deep Dungeon maps.

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## DANCER

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Unlck: Lv4 Geomancer, Lv4 Lancer  
 Wepns: Fabric, Knife  
 Armor: Hat, Clothes  
 Move : 3  
 Jump : 3  
 C-EV%: 5%  
 Mastr: 3950 JP  
 Innate: ---  
 Other: Female-only

DANCE	JPTS	MP	CT	R	EFT	FUNCTION
Witch Hunt	100	--	17	!	All	Damages all enemies' MP
Wiznaibus	100	--	17	!	All	Damages all enemies' HP
Slow Dance	100	--	13	!	All	Damages all enemies' SPD
Polka Polka	100	--	13	!	All	Damages all enemies' PA
Disillusion	100	--	10	!	All	Damages all enemies' MA
Nameless Dance	100	--	10	!	All	Add: Dark, Conf, Sile, Frog, Pois Slow, Stop, or Sleep (all foes)
Last Dance	100	--	05	!	All	Affected enemies' CTs reset to 0
A Save	550	Reaction				When damaged: PA +1
Brave Up	500	Reaction				When physically damaged: Brave +3
Jump +3	1000	Reaction				Augments jump stat by three (3)
Fly	1200	Reaction				Can fly over obstacles and to any height

The female flipside of a bard, dancers specialize in attacking all enemies on the battlefield. The bard's stipulations apply: the 'performing' unit will continue to dance every turn (until another dance is given), and each dance has a set chance of working.

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## CALCULATOR

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Unlck: Lv4 Priest, Lv4 Wizard, Lv3 Time Mage, Lv3 Oracle  
 Wepns: Sticks, Books  
 Armor: Hats, Clothes, Robes  
 Move : 3  
 Jump : 3  
 C-EV%: 05%

MATH SKILL	JPTS	MP	CT	R	EFT	FUNCTION
CT	250	--	--	-	---	Can use CT criteria
Level	350	--	--	-	---	Can use Level criteria
Exp	200	--	--	-	---	Can use Experience criteria
Height	250	--	--	-	---	Can use Height criteria
Prime Number	300	--	--	-	---	Can use Prime Number criteria
5	200	--	--	-	---	Can use "5"-based criteria
4	400	--	--	-	---	Can use "4"-based criteria
3	600	--	--	-	---	Can use "3"-based criteria
<hr/>						
Distribute	200	Reaction		If HP's max, extra healing shared w/ party		
Damage Split	300	Reaction		If damaged, attacker incurs half that amnt		
Gained Exp UP	350	Support		Successful actions give more experience		
Move-Get Exp	400	Movement		Moving in battle gives free experience		
Move-Get Jp	360	Movement		Moving in battle gives free job points		

Math Skill is one of the best skillsets in the game, in which the unit custom-fits a skill to hit specific enemies on the battlefield, on either team. The magic cast is instantaneous (0 CT), costs no MP, can't be reflected and hits based on certain criteria so the calculator doesn't have to move one inch in the battle. The downside to this incredible skillset: calculators themselves are HORRIBLE. They get the worst speed growth in the game and only "kinda" excel in MP. Basically, this is one of the classes you want to learn all abilities in but do it as quick as possible. [Alternatively, you can fight the Lenalia Plateau rare battle -- one of two places calcs appear in the wild -- and eat their crystals instead of spending time in the class.]

Magic usable with this skillset will have a "Calc" marking when looking at the specifics. For reference, applicable magic for the command is:

- All "White Magic" abilities except Cure 4, Protect 2, and Shell 2
- All "Black Magic" abilities except Bolt 4, Fire 4, and Ice 4
- All "Time Magic" abilities except Haste 2, Slow 2, Quick and Meteor
- All "Yin Yang Magic" abilities except Spell Absorb and Life Drain

To cast a spell, three things are needed: a magic spell, a criteria, and a number (Prime, 5, 4, or 3). An example spell would be "CT 5 Haste" -- anyone with a current CT divisible by five would be targeted with a Haste spell. There's no 100% accuracy inherent for this skill, to wit. It also follows the basic rules of spellcasting as well, meaning if, say, the caster has Innocent status on, none of the abilities will work.

As for the other Calc skills, most are pretty self-explanatory. 'Distribute' is a method of healing hurt allies wherever they are, but only if oneself is at full HP. For instance, say a calculator has 300 HP, someone heals it 200 HP, and there are three allies nearby who aren't at full health. Each unit who's been hurt would gain (200/3) HP. Pretty easy to understand. 'Damage Split' is a pretty cool reaction in that the attacker shares damage. So, if a knight hits the calculator for 100 damage, the calculator is healed 50 HP and the knight incurs 50 HP. Damage Split only executes if the damage taken was nonfatal, though, so there's no parting shots for KOs.

Overall, this is a great skillset put in the hands of someone who shouldn't be using it. Wizards in particular can clean up the map with these abilities!

A cool use is just reckless casting of spells so long as they can't damage allies. For instance, casting Holy around the field when everyone absorbs it puts the "offense is the best defense" strategy to use.

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MIME

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Unlck: Lv8 Squire, Lv8 Chemist, Lv4 Summoner/Mediator/Geomancer/Lancer  
 Wepns: ---  
 Armor: ---  
 Move : 4  
 Jump : 4  
 C-EV%: 5%  
 Mastr: 0 JP  
 Innate: Concentrate, Martial Arts, Monster Skill

NOTE: Special characters don't get a 'squire' class per se, so for them to unlock, the prerequisite changes to 'Lv8 base class'. For Agrias it would be Lv8 Holy Knight, etc.

MIME	JPTS	MP	CT	R	EFT	FUNCTION
-----	----	--	--	-	---	-----
-----	----	-----	-----	-----	-----	-----

As you can see, Mimes have no abilities of their own and can't equip any items. Why? Because they copy other allies' abilities (not reaction, support or movement abilities though). Say an ally uses Odin; after that turn, the mime will automatically use that spell as well, and for no charge time or MP! It's important to know that the mime mimicks the spell in the direction the person he's mimicking is facing -- this means if someone uses Odin on foes and the mime is facing the edge of the screen, the mimic fails because there is no target for the spell. [NOTE: Mimics follow basic rules of fighting, such as if one is silenced, it can't mimick spells, etc.]

So which skillsets can be mimicked? All generic ones. Special abilities like sword skills (Mighty Sword, Holy Sword, etc.) cannot be duplicated. Where stat growth is concerned, this class gets terrific PA and HP growth, and its MA/Speed growth ain't too bad either. It's a very good class to level-up as, although how wieldy it is in battle is up to the player.

Aside: there are no mimes, bards, or dancers found within normal gameplay! So you actually have to get one and use it yourself to figure out how it works specifically.

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HOLY KNIGHT

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Unlck: Agrias-only  
 Wepns: Sword, Knightsword  
 Armor: Shields, Helmet, Armor, Robes  
 Move : 3  
 Jump : 3

C-EV%: 25%  
 Mastr: 3530 JP  
 Innate: ---

HOLY SWORD	JPTS	MP	CT	R	EFT	FUNCTION
Stasis Sword	100	--	--	2	2±2	Damage + Add: Stop
Split Punch	400	--	--	3	3±2	Damage + Add: Death Sentence
Crush Punch	500	--	--	3	3±1	Damage + Add: Dead
Lightning Stab	700	--	--	3	2±1	Damage + Add: Silence
Holy Explosion	800	--	--	L	5±2	Damage + Add: Confusion
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Counter Tackle	180	Reaction		Counters w/ dash attack (if 1 panel away)		
Equip Axe	170	Support		Equip axe regardless of job		
Monster Skill	200	Support		Ally monsters within 1 panel get new skill		
Defend	50	Support		Command: temporarily doubles evasion %s		
Gained JP Up	200	Support		Increases amount of JP gained for actions		
Move +1	200	Movement		Augments move stat by one (1)		

Agrias is the only controllable ally in the game with this class open (it'll replace her Squire class but keep the normal RSM abilities). Her swordskills have infinite vertical tolerance, have 100% accuracy, and may inflict rather nasty statuses. And, like many special sword-wielders, she can't use any of these awesome abilities unless a sword or knightsword is equipped (ninja swords don't count). On a sidenote, these skills can't damage Agrias, which helps for form-fitting effect ranges. For instance, if Agrias was surrounded on all sides by enemies, she could target herself with Lightning Stab and hit all four foes without damaging herself.

Her HP growth is high but her PA growth is just average, which means to be a huge powerhouse, she'll have to either have her PA boosted and/or be equipt with a high-WA weapon. However, she can definitely make herself useful, and being a female, has access to those lovable headbands and perfumes that make the gender really awesome. She's a keeper all right.

NOTE: Since the weapon in Agrias' top hand determines her Holy Sword damage, it's possible for the player to exploit her situation (low damage in comparison to Orlandu) by making her a ninja. Ninja have the innate ability to equip maces and Two Swords, putting a high-WP mace in the top hand ensures her damage is high, and putting a sword in her other hand ensures she can use her Holy Sword skills. [This tactic can also work for other units, but is especially good for Agrias.]

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ENGINEER

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Unlck: Mustadio-only  
 Wepns: Guns  
 Armor: Hats, Clothes, Robes  
 Move : 3  
 Jump : 4  
 C-EV%: 18%  
 Mastr: 1730 JP  
 Innate: ---

SNIPE	JPTS	MP	CT	E	RNG	FUNCTION
-------	------	----	----	---	-----	----------

Leg Aim	200	--	--	1	Wep	Add: Don't Move
Arm Aim	300	--	--	1	Wep	Add: Don't Act
Seal Evil	200	--	--	1	Wep	Add: Petrify (undead units only)
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Counter Tackle	180	Reaction	Counters w/ dash attack (if 1 panel away)			
Equip Axe	170	Support	Equip axe regardless of job			
Monster Skill	200	Support	Ally monsters within 1 panel get new skill			
Defend	50	Support	Command: temporarily doubles evasion %s			
Gained JP Up	200	Support	Increases amount of JP gained for actions			
Move +1	200	Movement	Augments move stat by one (1)			

Mustadio is the first special unit who joins without being a guest, and has this class all to his lonesome (it replaces Squire on the job menu, and comes with standard Squire RSM abilities). His three skills are custom-fit for guns, and are meant to deal with enemies from such a distance as they are unable to retaliate. The higher his speed, the higher the success rate, so raising him as a ninja isn't a bad idea. His stats are alright but he's not that special otherwise.

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#### HEAVEN KNIGHT

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Unlck: Rafa-only  
Wepns: Stick, Staff  
Armor: Hat, Clothes, Robes  
Move : 3  
Jump : 3  
C-EV%: 10%  
Mastr: 3130 JP  
Innte: ---

TRUTH	JPTS	MP	CT	R	EFT	FUNCTION
Heaven Thunder	100	--	34	4	2+3	Lightning-elem damage (randomized)
Asura	200	--	25	4	2+3	Fire-elemental damage (randomized)
Diamond Sword	300	--	20	4	2+3	Wind-elemental damage (randomized)
Hydragon Pit	400	--	17	4	2+3	Water-elementl damage (randomized)
Space Storage	500	--	20	4	2+3	Non-elemental damage (randomized)
						Add: Drk/Cnf/Sil/Frg/Psn/Slw/Stop
Sky Demon	600	--	15	4	2+3	Earth-elementl damage (randomized)
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Counter Tackle	180	Reaction	Counters w/ dash attack (if 1 panel away)			
Equip Axe	170	Support	Equip axe regardless of job			
Monster Skill	200	Support	Ally monsters within 1 panel get new skill			
Defend	50	Support	Command: temporarily doubles evasion %s			
Gained JP Up	200	Support	Increases amount of JP gained for actions			
Move +1	200	Movement	Augments move stat by one (1)			

Rafa's Heaven Knight job replaces Squire on the job menu, and comes with the typical RSM abilities of that class. Unlike her brother Malak, Rafa's skills do more damage if her Faith and the target's Faith are high. However, there is one obvious downside to her abilities: the attacks are randomized between 1-6 hits! This means, that in a five-tile (plus-shaped) area of effect, even

with six attacks, it may not hit the enemy even once! It can help to use the ability in a corner or somewhere where the vertical tolerance chops off part of the effect area, but generally these skills are cool to watch but not very practical.

However, since Rafa is of high Faith, she easily adapts to other mage classes and can excel at those instead. And, because of her low Brave, she is a good candidate for the "Move-Find Item" person.

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### HELL KNIGHT

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Unlck: Malak-only  
 Wepns: Stick, Staff  
 Armor: Hat, Clothes, Robes  
 Move : 3  
 Jump : 3  
 C-EV%: 10%  
 Mastr: 3130 JP  
 Innte: ---

UN-TRUTH	JPTS	MP	CT	R	EFT	FUNCTION
Asura Bltback	100	--	34	4	2+3	Lightning-elem damage (randomized)
Asura Back	200	--	25	4	2+3	Fire-elemental damage (randomized)
Dia Swrd Back	300	--	20	4	2+3	Wind-elemental damage (randomized)
Dragn Pit Back	400	--	17	4	2+3	Water-elementl damage (randomized)
Space Str Back	500	--	20	4	2+3	Non-elemental damage (randomized)
						Add: Drk/Cnf/Sil/Frg/Psn/Slw/Stop
Sky Demon Back	600	--	15	4	2+3	Earth-elementl damage (randomized)
Counter Tackle	180	Reaction				Counters w/ dash attack (if 1 panel away)
Equip Axe	170	Support				Equip axe regardless of job
Monster Skill	200	Support				Ally monsters within 1 panel get new skill
Defend	50	Support				Command: temporarily doubles evasion %s
Gained JP Up	200	Support				Increases amount of JP gained for actions
Move +1	200	Movement				Augments move stat by one (1)

The mirror image of his sister, Malak's Hell Knight uses the 'Un-Truth' skill set, which does more damage when his and the target's Faith are both low! But his skills are also randomized, which means practical battle use is a huge crapshoot. Just as his sister excelled at mage classes and using Move-Find Item, his naturally high brave and low Faith make him acclimate well to any infantry-type unit, such as Knights, Lancers, Samurai, etc.

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### TEMPLE KNIGHT

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Unlck: Beowulf-only  
 Wepns: Swords, Knightswords, Knives  
 Armor: Shields, Helmets, Armor, Robes  
 Move : 4  
 Jump : 3  
 C-EV%: 14%



Mastr: 4320 JP

Innte: ---

MAGIC SWORD	JPTS	MP	CT	R	EFT	FUNCTION
Blind	50	06	--	4	1	Add: Blind
Aspel	100	02	--	4	1	Drain MP from target to fill own
Drain	180	12	--	4	1	Drain HP from target to fill own
Faith	200	10	--	4	1	Add: Faith
Innocent	200	10	--	4	1	Add: Innocent
Zombie	150	14	--	4	1	Add: Undead
Silence	90	16	--	4	1	Add: Silence
Berserk	200	16	--	4	1	Add: Berserk
Chicken	500	12	--	4	1	Lower target's Brave by 50
Confuse	200	14	--	4	1	Add: Confusion
Despair	300	20	--	4	1	Cancel: Float, Reraise, Transprnt Regn, Prtct, Shll, Hste, Fath, Reflect
Don't Act	50	14	--	4	1	Add: Don't Act
Sleep	170	20	--	4	1	Add: Sleep
Break	300	24	--	4	1	Add: Petrify
Shock!	600	20	--	8	1	Hurt foe by amount of HP lost
Counter Tackle	180	Reaction				Counters w/ dash attack (if 1 panel away)
Equip Axe	170	Support				Equip axe regardless of job
Monster Skill	200	Support				Ally monsters within 1 panel get new skill
Defend	50	Support				Command: temporarily doubles evasion %s
Gained JP Up	200	Support				Increases amount of JP gained for actions
Move +1	200	Movement				Augments move stat by one (1)

Beowulf's Temple Knight job replaces Squire on the job menu but retains the normal RSM abilities (as most uniques do). This class is the target of heaps of praise, since it's status effects have no charge time and have lower MP costs than the Oracle. The only downside is that all its magic sword attacks are single-target, although it's not that big of a loss, and their MP costs are slightly higher than the Oracle's. 'Shock!' is the one skill not based off a Yin-Yang Magic skill, and will damage a target for the amount of health Beowulf has lost (in other words Max HP minus Current HP).

Beowulf's Faith starts around 60, but by boosting it to 93 (max without him leaving), his skills' accuracy will be boosted in the 75-100% range. Without it, his powers aren't fully realized! Just make sure that he doesn't get devoured by enemy magic because of the faith boost!

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#### HOLY DRAGON / DRAGONER

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Unlck: Reis-only

Wepns: ---

Armor: Headbands

Move : 5 (3)

Jump : 3

C-EV%: 5% (7%)

Mastr: 3330 JP

Innte: (Monster Talk, Monster Skill, Train, Two Swords)

Parenthesized things are Dragoner-only values/traits.

DRAGON	JPTS	MP	CT	E	RNG	FUNCTION
Ice Bracelet	----	--	--	1	2	Ice-elemental damage
Fire Bracelet	----	--	--	1	2	Fire-elemental damage
Thnnder Brcelet	----	--	--	1	2	Lightning-elemental damage
Dragon Tame	300	--	--	1	2±2	Add: Invite
Dragon Care	300	--	--	1	2±2	Heal Dragon by sacrificing own HP Cancel: Drk/Cnf/Sil/Oil/Brsk/Frog Psn/Stop/Sleep/Dn't Move/Dn't Act
Dragon PowerUp	400	--	--	1	2±2	SP/PA/MA +2, Brave +5
Dragon LevelUp	400	--	--	1	2±2	Add: Quick
Holy Bracelet	900	--	--	3±3	4	Holy-elemental damage (randomizd)
Counter	----	Reaction		When damaged, counterattack (if in range)		
Counter Tackle	180	Reaction		Counters w/ dash attack (if 1 panel away)		
Equip Axe	170	Support		Equip axe regardless of job		
Monster Skill	200	Support		Ally monsters within 1 panel get new skill		
Defend	50	Support		Command: temporarily doubles evasion %s		
Gained JP Up	200	Support		Increases amount of JP gained for actions		
Move +1	200	Movement		Augments move stat by one (1)		

Reis is a special character, coming in two forms. When she first joins the party after Beowulf's sidequest, she's in the "Holy Dragon" form and has just the three Bracelet attacks as her weapons. After being transformed from her draconic state at Nelveska Temple, she will become a "Dragoner" human class and get all the rest of her skills open. [However, 'Counter' is lost as it is an innate monster ability.]

Now, the Dragoner class is amazing -- just look at the innate abilities it has. Reis' HP, PA, MA, and Speed are all amazing, and with Two Swords, it makes her one of the best classes in the game. However, even with just that, she is invaluable for inviting/poaching dragon monsters in Deep Dungeon, and her skills are practically custom-fit for that sort of thing. Any ability with 'Dragon' in its name works ONLY on those creatures, being any walking type (normal, Blue, Red) and any three-headed type (Hydra, Hyuddra, Tiamat).

Of course, being female only helps when she gets a great number of special gender-specific equips as well -- awesome!

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## STEEL GIANT

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Unlck: Worker 8  
Wepns: ---  
Armor: ---  
Move : 3  
Jump : 3  
C-EV%: ---  
Mastr: ---  
Innte: Innocent

WORK	JPTS	MP	CT	E	RNG	FUNCTION
Destroy	----	--	--	1	1±2	Damage target
Compress	----	--	--	1	1±2	Damage target + Add: Dead

Dispose	----	--	--	8	1	Damage target
Crush	----	--	--	1	1±0	Damage target
Counter	----	Reaction	When damaged, counterattack (if in range)			
Defense UP	----	Support	Reduces physical-based damage			

Worker 8 is a robot unearthed in Goug, and is treated like a monster despite having a reaction and support ability (both of which are permanently stuck on him). Being an automaton, he has inherent Innocent, which means magic is going to do really crappy damage to him...and the enemy can't do anything about it! Ahahaha... However, despite high PA and HP growth, the downside to his Work command is that every attack self-damages him as well, so he needs a person to heal him every once in awhile -- assuming battle takes that long. Either way, he's a trooper and doesn't bite the dust easily.

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### DIVINE KNIGHT

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Unlck: Meliadoul-only  
Wepns: Swords, Knightswords, Spear, Crossbow  
Armor: Shields, Helmets, Armor, Robes, Clothes  
Move : 4  
Jump : 3  
C-EV%: 12%  
Mastr: 2930 JP  
Innte: ---

MIGHTY SWORD	JPTS	MP	CT	E	RNG	FUNCTION
Shellbust Stab	200	--	--	1	3	Damage + Destroy target's armor
Blastar Punch	400	--	--	1	3	Damage + Destroy target's helmet
Hellcry Punch	500	--	--	1	3	Damage + Destroy target's weapon
Icewolf Bite	800	--	--	1	3	Damage + Destroy target's accssry
Counter Tackle	180	Reaction	Counters w/ dash attack (if 1 panel away)			
Equip Axe	170	Support	Equip axe regardless of job			
Monster Skill	200	Support	Ally monsters within 1 panel get new skill			
Defend	50	Support	Command: temporarily doubles evasion %s			
Gained JP Up	200	Support	Increases amount of JP gained for actions			
Move +1	200	Movement	Augments move stat by one (1)			

Meliadoul's Divine Knight job replaces Squire in the job menu, but as we can see, its RSM abilities have stuck around. Now, Meliadoul's abilities have a certain stipulation: if the target has no equipment in a certain slot, the corresponding Mighty Sword ability misses. This applies to humans and, maybe even more especially, monsters, who can evade the skills. However, to make up for that annoying part, she gets some atypical weapon innates (crossbows, spears) and can equip any armor in the game. Booyah!

NOTE: Like other swordsmen, Mighty Sword is unusable w/o a sword/knightsword.

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### HOLY SWORDSMAN

Unlck: Orlandu-only  
 Wepns: Swords, Knightswords, Spear, Crossbow  
 Armor: Shields, Helmets, Armor, Robes, Clothes  
 Move : 4  
 Jump : 3  
 C-EV%: 20%  
 Mastr: 6030 JP  
 Innate: Equip Ninja Sword, Equip Katana

ALL SWORDSKILL	JPTS	MP	CT	E	RNG	FUNCTION
Stasis Sword	100	--	--	2	2±2	Damage + Add: Stop
Split Punch	400	--	--	3	3±2	Damage + Add: Death Sentence
Crush Punch	500	--	--	3	3±1	Damage + Add: Dead
Lightning Stab	700	--	--	3	2±1	Damage + Add: Silence
Holy Explosion	800	--	--	L	5±2	Damage + Add: Confusion
Shellbust Stab	200	--	--	1	3	Damage + Destroy target's armor
Blastar Punch	400	--	--	1	3	Damage + Destroy target's helmet
Hellcry Punch	500	--	--	1	3	Damage + Destroy target's weapon
Icewolf Bite	800	--	--	1	3	Damage + Destroy target's accsry
Dark Sword	500	--	--	1	3	Drain target's MP to refill own
Night Sword	100	--	--	1	3	Drain target's HP to refill own
Counter Tackle	180	Reaction		Counters w/ dash attack (if 1 panel away)		
Equip Axe	170	Support		Equip axe regardless of job		
Monster Skill	200	Support		Ally monsters within 1 panel get new skill		
Defend	50	Support		Command: temporarily doubles evasion %s		
Gained JP Up	200	Support		Increases amount of JP gained for actions		
Move +1	200	Movement		Augments move stat by one (1)		

Orlandu's Holy Swordsman job replaces Squire on the job menu, retaining that class's RSM abilities. As you can see, this battle veteran has Gafgarion, Agrias, and Meliadoul's swordskills and can use them with impunity. To make things better, his HP and PA growth is excellent, and it's not too hard for him to start doing 999 damage (he probably starts out doing 500+). Also true to his name, he can equip katanas innately and is the only non-ninja who can equip ninja swords. Like his kin, without a sword or knightsword, his skills can't be used.

It's worth noting that, because Orlandu is so powerful, many people try to nerf his abilities in different manners. The easiest way perhaps is to just give him a horrible sword like the 1-WP Nagrarock, which should have even Agrias besting him in damage.

## SOLDIER

Unlck: Cloud-only  
 Wepns: Sword  
 Armor: Hats, Headbands, Clothes,  
 Move : 3  
 Jump : 3  
 C-EV%: 20%  
 Mastr: 5410 JP

Innte: ---

LIMIT	JPTS	MP	CT	R	EFT	FUNCTION
Braver	150	--	34	2	1	Damage
Cross-slash	200	--	25	2	2±0	Damage
Blade Beam	250	--	20	2	1	Damage (Cloud Max HP - Current)
Climhazard	450	--	15	2	1	Damage (Enemy Max HP - Current)
Meteorain	560	--	10	3	3±0	Damage
Finish Touch	670	--	20	3	2±0	Add: Dead, Petrify, or Stop
Omnislash	900	--	07	3	3±0	Damage
Cherry Blossom	1200	--	05	3	3±0	Damage
Counter Tackle	180	Reaction				Counters w/ dash attack (if 1 panel away)
Equip Axe	170	Support				Equip axe regardless of job
Monster Skill	200	Support				Ally monsters within 1 panel get new skill
Defend	50	Support				Command: temporarily doubles evasion %s
Gained JP Up	200	Support				Increases amount of JP gained for actions
Move +1	200	Movement				Augments move stat by one (1)

Recognize this goofball? Yes, it's Cloud Strife from FF7 making a cameo. His Soldier job replaces Squire in the job menu but retains its RSM abilities, just like the other unique characters. His Limit skill is generally MA-based which means if one raises him as a Wizard [etc.], he can get a lot more oomph out of his skills. However, there are three things wrong with Limit: (1) his skills can only target tiles, not track enemies (2) his skills are pretty dang slow, and generally require Short Charge to be of much use (3) he can't use any of the skills without equipping a Materia Blade, found at the top of Bervenia Volcano, or less commonly, caught via a high-level ninja.

In fact, his lower-CT abilities are pretty worthless; Finish Touch is the feather in his cap. It has 100% chance of inflicting one of three statuses on enemies in range, and since most enemies at endgame can block Stop, it's instant death or incapacitation! It's very rare to see an enemy who blocks all three statuses. Its high-CT means it'll probably be the most useful skill in his repertoire, then maybe Blade Beam/Climhazard.

Also worth noting: Cloud can equip Barettes and Ribbons. While this may be a subtle way of saying he's a girly-man, it's probably a throwback to FF7 when he could equip such accessories without fear of ridicule. =p

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## BYBLOS

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Unlck: Byblos-only

Wepns: ---

Armor: ---

Move : 3

Jump : 3

C-EV%: 20%

Mastr: ---

Innte: Poach, Ignore Height, Cannot enter water

BYBLOS	JPTS	MP	CT	R	EFT	FUNCTION
Energy	----	--	--	1	4	Recover twice as much HP as own

Parasite	----   --   --   1   4   Add: Petrify, Drknss, Confu, Frog, Poison, Sleep
Shock	----   --   --   1   5±3   Damage (Byblos Max HP - Current)
Difference	----   --   --   1   5±3   Enemy MP damaged by total foe dmg
Counter	----   Reaction   When damaged, counterattack (if in range)

This strange Apanda-like creature can join in Deep Dungeon's final stage, and is actually quite useful: he can be a healer, abnormality-inflictor, a avenging angel or a MP-buster. And he has all his skills innately! And they hit 100%! Note that Energy is like a high-grade "Wish" skill, and Parasite CAN inflict multiple status effects, but usually doesn't (it's still cool anyway). Difference can wreck an enemy's MP as it's based off the damage that has been inflicted on enemies as a whole. For really powerful characters, the value could be in the thousands...hilarious. Overall, Byblos gets decent MA and HP growth which can make it fun to use.

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ZODIAC COMPATABILITY CHART

[ZDCC]

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Behind the scenes, unit zodiac compatibility is pulling the strings, either helping a character inflict more damage or acting as a detriment. Important players in the plot have fixed symbols, so it's possible to plan ahead in order to force compatibility (and in some cases, as in SCCs, this is a given). It's possible to check what unit's symbol is by going to their status and inspecting (with Select) the symbol next to their Brave value.

The chart below will help better understand general compatibility, although it's worth mentioning that a player DOES NOT have to pay attention to this during the game, as it's easy enough to complete and isn't that crucial to playing.

X = Good -----> +25% Damage  
O = Bad -----> -25% Damage  
? = Best/Worst (depends on gender) -----> ±50% Damage  
- = Neutral -----> Normal damage

For instance, say you have a male Aries. He'll be good versus Leo/Sagittarius types, bad versus Cancer and Capricorns, best against Libras of the opposite sex, and worst against Libras of the same sex. [Remember that monsters are unisex.]

NOTE: In-game, it says Libra is good vs. Pisces/Aquarius -- this is false.

Symbol \	A	P	A	T	G	C	L	V	L	S	S	C
Aquarius	-	-	-	O	X	-	?	-	X	O	-	-
Pisces	-	-	-	-	O	X	-	?	-	X	O	-
Aries	-	-	-	-	-	O	X	-	?	-	X	O
Taurus	O	-	-	-	-	-	O	X	-	?	-	X
Gemini	X	O	-	-	-	-	-	O	X	-	?	-
Cancer	-	X	O	-	-	-	-	-	O	X	-	?

Leo	?	-	X	O	-	-	-	-	-	O	X	-
Virgo	-	?	-	X	O	-	-	-	-	-	O	X
Libra	X	-	?	-	X	O	-	-	-	-	-	O
Scorpio	O	X	-	?	-	X	O	-	-	-	-	-
Sagittarius	-	O	X	-	?	-	X	O	-	-	-	-
Capricorn	-	-	O	X	-	?	-	X	O	-	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

If you like planning ahead, it's fun to see who's compatible with who. Allies and enemies alike are mixed in with the table, so if you're a newcomer, it's not exactly spoilers. [Only those who appear in battle are listed, though, and Ramza's left out since his birthdate's not fixed.] In the order listed is what the Brave Story goes by, although I've tacked on other units at the end if they're special enough (like Rad, Lavian, etc.) but unlisted.

UNIT	UNIT SYMBOL	GOOD VERSUS	BAD VERSUS	BEST/WORST VS.
Delita	Sagittarius	Ari. / Leo	Pis. / Vir.	Gemini
Ovelia	Taurus	Vir. / Cap.	Aqu. / Leo	Scorpio
Alma	Leo	Ari. / Sag.	Tau. / Sco.	Aquarius
Zalbag	Cancer	Pis. / Sco.	Ari. / Lib.	Capricorn
Dycedarg	Scorpio	Pis. / Can.	Aqu. / Leo	Taurus
Algus	Virgo	Tau. / Cap.	Gem. / Sag.	Pisces
Gafgarion	Virgo	Tau. / Cap.	Gem. / Sag.	Pisces
Agrias	Cancer	Pis. / Sco.	Ari. / Lib.	Capricorn
Orlandu	Scorpio	Pis. / Can.	Aqu. / Leo	Taurus
Olan	Cancer	Pis. / Sco.	Ari. / Lib.	Capricorn
Zalmo	Sagittarius	Ari. / Leo	Pis. / Vir.	Gemini
Beowulf	Libra	Aqu. / Gem.	Can. / Cap.	Aries
Wiegraf	Virgo	Tau. / Cap.	Gem. / Sag.	Pisces
Reis	Pisces	Can. / Sco.	Gem. / Sag.	Virgo
Rafa	Pisces	Can. / Sco.	Gem. / Sag.	Virgo
Malak	Gemini	Aqu. / Lib.	Pis. / Vir.	Sagittarius
Elmdor	Gemini	Aqu. / Lib.	Pis. / Vir.	Sagittarius
Mustadio	Libra	Aqu. / Gem.	Can. / Cap.	Aries
Celia	Virgo	Tau. / Cap.	Gem. / Sag.	Pisces
Lede	Sagittarius	Ari. / Leo	Pis. / Vir.	Gemini
Ajora	Virgo	Tau. / Cap.	Gem. / Sag.	Pisces
Vormav	Leo	Ari. / Sag.	Tau. / Sco.	Aquarius
Rofel	Capricorn	Tau. / Vir.	Ari. / Lib.	Cancer
Izlude	Gemini	Aqu. / Lib.	Pis. / Vir.	Sagittarius
Kletian	Gemini	Aqu. / Lib.	Pis. / Vir.	Sagittarius
Balk	Sagittarius	Ari. / Leo	Pis. / Vir.	Gemini
Meliadoul	Capricorn	Tau. / Vir.	Ari. / Lib.	Cancer
Teta	Aquarius	Gem. / Lib.	Tau. / Sco.	Leo
Miluda	Virgo	Tau. / Cap.	Gem. / Sag.	Pisces
Cloud	Aquarius	Gem. / Lib.	Tau. / Sco.	Leo
Rad	Capricorn	Tau. / Vir.	Ari. / Lib.	Cancer
Alicia	Pisces	Can. / Sco.	Gem. / Sag.	Virgo
Lavian	Aries	Leo. / Sag.	Can. / Cap.	Libra
Boco	Aries	Leo. / Sag.	Can. / Cap.	Libra
_____	_____	_____	_____	_____

SHOP LIST

[SHPL]

\_\_\_\_\_

| G | I | D | Z | L | | W | G | L | Y | R | B | Z | Z | L |

ITEM TYPE \	A	G	O	A	I	G	A	O	E	A	I	E	E	A	I
	R	R	R	L	O	O	R	L	S	R	O	R	L	R	M
	I	O	T	A	N	U	J	A	A	D	V	V	T	G	B
	L	S	E	N	E	G	I	N	L	O	A	E	E	H	E
Armor	-	X	-	-	X	-	-	-	X	-	X	-	X	-	X
Axes	-	X	-	-	X	-	-	-	X	-	X	-	X	-	X
Bags	X	-	X	X	-	-	X	X	-	X	-	X	-	X	-
Balls	-	-	X	X	-	X	X	X	-	X	-	X	-	X	-
Books	-	-	X	-	-	-	X	-	-	-	-	-	-	X	-
Clothes	X	-	X	X	-	-	X	X	-	X	-	X	-	X	-
Crossbows	-	X	-	-	X	X	-	-	-	-	X	-	X	-	X
Daggers	X	X	-	-	X	-	-	-	X	-	X	-	X	-	X
Fabric	-	-	X	-	-	-	X	-	-	-	-	-	-	X	-
Flails	-	X	X	-	X	-	X	-	-	-	X	-	X	X	X
Guns	-	-	-	-	-	X	-	-	-	-	-	-	-	X	-
Harps	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hats	X	-	X	X	-	-	X	X	-	X	-	X	-	X	-
Helmets	-	X	-	-	X	-	-	-	X	-	X	-	X	-	X
Katana	-	-	X	-	-	-	X	-	-	-	-	-	-	X	-
Longbows	-	X	-	-	X	-	-	-	X	-	X	-	X	-	X
Ninja Swords	-	-	X	-	-	-	X	-	-	-	-	-	-	X	-
Robes	X	-	X	X	-	-	X	X	-	X	-	X	-	X	-
Rods	X	-	X	X	-	-	X	X	-	X	-	X	-	X	-
Shields	-	X	X	-	X	-	X	-	X	-	X	-	-	X	X
Shurikens	X	-	X	X	-	-	X	X	-	X	-	X	-	X	-
Spears	-	X	-	-	X	-	-	-	X	-	X	-	X	-	X
Staffs	X	-	X	X	-	-	X	X	-	X	-	X	-	X	-
Sticks	X	-	X	X	-	-	X	X	-	X	-	X	-	X	-
Swords	-	X	-	-	X	-	-	-	X	-	X	-	X	-	X
Accessories	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Items	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

As you can see from this equipment chart, many towns have repeated patterns for their merchandise, and can actually be separated into a few categories: castle towns, trade cities, normal towns, and special places. Castle towns are, as expected, places where castles are, and their small inventories are geared towards infantry-type units. Trade cities are easy to spot as all of 'em have that in their world map name -- they've the most diverse selection of wild, exotic items. General towns mimic trade cities' supplies but don't offer as many. Finally, special towns offer unique selections -- Goug is the only place guns are sold, and Ivalice's capital Lesalia is basically a castle town with a slightly inferior selection (although no less up-to-date).

Regarding updated inventories, say a new Sword becomes available. At this point, any store that can carry swords will also have those in stock now. This also applies to consumables like X-Potions and such.

Anyway, here is the items in the order they unlock, which I think works a lot better than separating by type. Story battle spoilers (the locations) are going to follow, so put a line of duct tape on your screen [etc.] to hide it or something. =p

NAME	TYPE	AVAILABLE AFTER BEATING...	PRICE
Antidote	Consumable	Initially available	50
Broad Sword	Sword	Initially available	200
Clothes	Clothes	Initially available	150
Dagger	Dagger	Initially available	100



Eye Drop	Consumable	Initially available	50	
Leather Hat	Hat	Initially available	150	
Oak Staff	Staff	Initially available	120	
Phoenix Down	Consumable	Initially available	300	
Potion	Consumable	Initially available	50	
Rod	Rod	Initially available	200	
Battle Boots	Accessory	Battle #03 (Mandalia Plains)	1000	
Bow Gun	Crossbow	Battle #03 (Mandalia Plains)	400	
Bronze Helmet	Helmet	Battle #03 (Mandalia Plains)	500	
Echo Grass	Consumable	Battle #03 (Mandalia Plains)	50	
Escutcheon	Shield	Battle #03 (Mandalia Plains)	400	
Feather Hat	Hat	Battle #03 (Mandalia Plains)	350	
Leather Armor	Armor	Battle #03 (Mandalia Plains)	200	
Leather Helmet	Helmet	Battle #03 (Mandalia Plains)	200	
Leather Outfit	Clothes	Battle #03 (Mandalia Plains)	300	
Linen Cuirass	Armor	Battle #03 (Mandalia Plains)	600	
Long Sword	Sword	Battle #03 (Mandalia Plains)	500	
Maiden's Kiss	Consumable	Battle #03 (Mandalia Plains)	50	
Mythril Knife	Dagger	Battle #03 (Mandalia Plains)	500	
Soft	Consumable	Battle #03 (Mandalia Plains)	100	
Blind Knife	Dagger	Battle #06 (Zeklaus Desert)	800	
Bronze Armor	Armor	Battle #06 (Zeklaus Desert)	800	
Buckler	Shield	Battle #06 (Zeklaus Desert)	700	
Flame Rod	Rod	Battle #06 (Zeklaus Desert)	400	
Linen Robe	Robe	Battle #06 (Zeklaus Desert)	1200	
Long Bow	Longbow	Battle #06 (Zeklaus Desert)	800	
Hi-Potion	Consumable	Battle #06 (Zeklaus Desert)	200	
Ice Rod	Rod	Battle #06 (Zeklaus Desert)	400	
Iron Helmet	Helmet	Battle #06 (Zeklaus Desert)	1000	
Iron Sword	Sword	Battle #06 (Zeklaus Desert)	900	
Leather Vest	Clothes	Battle #06 (Zeklaus Desert)	500	
Red Hood	Hat	Battle #06 (Zeklaus Desert)	800	
Small Mantle	Accessory	Battle #06 (Zeklaus Desert)	300	
Thunder Rod	Rod	Battle #06 (Zeklaus Desert)	400	
White Staff	Staff	Battle #06 (Zeklaus Desert)	800	
Battle Axe	Axe	Battle #08 (Lenalia Plateau)	1500	
Bronze Shield	Shield	Battle #08 (Lenalia Plateau)	1200	
Chain Mail	Armor	Battle #08 (Lenalia Plateau)	1300	
Chain Vest	Clothes	Battle #08 (Lenalia Plateau)	900	
Mage Masher	Dagger	Battle #08 (Lenalia Plateau)	1500	
Mythril Sword	Sword	Battle #08 (Lenalia Plateau)	1600	
Night Killer	Crossbow	Battle #08 (Lenalia Plateau)	1500	
Silk Robe	Robe	Battle #08 (Lenalia Plateau)	2400	
Silver Bow	Longbow	Battle #08 (Lenalia Plateau)	1500	
Barbuta	Helmet	Battle #11 (Dorter Trade City)	1500	
Headgear	Hat	Battle #11 (Dorter Trade City)	1200	
Holy Water	Consumable	Battle #11 (Dorter Trade City)	2000	
Ice Bow	Longbow	Battle #11 (Dorter Trade City)	2000	
Javelin	Spear	Battle #11 (Dorter Trade City)	1000	
Leather Mantle	Accessory	Battle #11 (Dorter Trade City)	800	
Mythril Armor	Armor	Battle #11 (Dorter Trade City)	2000	
Round Shield	Shield	Battle #11 (Dorter Trade City)	1600	
Shuriken	Shuriken	Battle #11 (Dorter Trade City)	50	
Spike Shoes	Accessory	Battle #11 (Dorter Trade City)	1200	
Adaman Vest	Clothes	Battle #13 (Zirekile Falls)	1600	
Coral Sword	Sword	Battle #13 (Zirekile Falls)	3300	
Cypress Rod	Stick	Battle #13 (Zirekile Falls)	1000	
Mythril Helmet	Helmet	Battle #13 (Zirekile Falls)	2100	
Mythril Shield	Shield	Battle #13 (Zirekile Falls)	2500	
Mythril Vest	Clothes	Battle #13 (Zirekile Falls)	1500	

Plate Mail	Armor	Battle #13 (Zirekile Falls)	3000	
Platina Dagger	Dagger	Battle #13 (Zirekile Falls)	1800	
Poison Rod	Rod	Battle #13 (Zirekile Falls)	500	
Power Wrist	Accessory	Battle #13 (Zirekile Falls)	5000	
Triangle Hat	Hat	Battle #13 (Zirekile Falls)	1800	
Rainbow Staff	Staff	Battle #13 (Zirekile Falls)	2200	
Asura Knife	Katana	Battle #15 (Bariaus Hill)	1600	
Battle Bamboo	Stick	Battle #15 (Bariaus Hill)	1400	
Battle Dict	Book	Battle #15 (Bariaus Hill)	3000	
Cross Bow	Crossbow	Battle #15 (Bariaus Hill)	2000	
Defense Armlet	Accessory	Battle #15 (Bariaus Hill)	7000	
Defense Ring	Accessory	Battle #15 (Bariaus Hill)	5000	
Ether	Consumable	Battle #15 (Bariaus Hill)	350	
Fire Ball	Ball	Battle #15 (Bariaus Hill)	250	
Giant Axe	Axe	Battle #15 (Bariaus Hill)	4000	
Gold Armor	Armor	Battle #15 (Bariaus Hill)	3600	
Gold Helmet	Helmet	Battle #15 (Bariaus Hill)	2800	
Gold Shield	Shield	Battle #15 (Bariaus Hill)	3500	
Green Beret	Hat	Battle #15 (Bariaus Hill)	3000	
Koutetsu Knife	Katana	Battle #15 (Bariaus Hill)	3000	
Lightning Ball	Ball	Battle #15 (Bariaus Hill)	250	
Lightning Bow	Longbow	Battle #15 (Bariaus Hill)	3000	
Ramia Harp	Harp	Battle #15 (Bariaus Hill)	5000	
Remedy	Consumable	Battle #15 (Bariaus Hill)	350	
Rubber Shoes	Accessory	Battle #15 (Bariaus Hill)	1500	
Spear	Spear	Battle #15 (Bariaus Hill)	2000	
Water Ball	Ball	Battle #15 (Bariaus Hill)	250	
Wizard Mantle	Accessory	Battle #15 (Bariaus Hill)	2000	
Wizard Outfit	Clothes	Battle #15 (Bariaus Hill)	1900	
Wizard Robe	Robe	Battle #15 (Bariaus Hill)	4000	
Romanda Gun	Gun	Battle #16 (Zigolas Swamp)	5000	
Bizen Boat	Katana	Battle #18 (Bariaus Valley)	5000	
Brigandine	Clothes	Battle #18 (Bariaus Valley)	2500	
Diamond Armlet	Accessory	Battle #18 (Bariaus Valley)	5000	
Flail	Flail	Battle #18 (Bariaus Valley)	1200	
Wizard Staff	Staff	Battle #18 (Bariaus Valley)	4000	
Ancient Sword	Sword	Battle #21 (Lionel Castle II)	5000	
C Bag	Bag	Battle #21 (Lionel Castle II)	53000	
Cross Helmet	Helmet	Battle #21 (Lionel Castle II)	4000	
Feather Boots	Accessory	Battle #21 (Lionel Castle II)	2500	
Flame Shield	Shield	Battle #21 (Lionel Castle II)	6500	
Hidden Knife	Ninja Sword	Battle #21 (Lionel Castle II)	3000	
Ice Shield	Shield	Battle #21 (Lionel Castle II)	6000	
Poison Bow	Crossbow	Battle #21 (Lionel Castle II)	4000	
Magic Gauntlet	Accessory	Battle #21 (Lionel Castle II)	20000	
Murasame	Katana	Battle #21 (Lionel Castle II)	7000	
Musk Rod	Stick	Battle #21 (Lionel Castle II)	2400	
Mythril Bow	Longbow	Battle #21 (Lionel Castle II)	5000	
Mythril Spear	Spear	Battle #21 (Lionel Castle II)	4500	
N-Kai Armlet	Accessory	Battle #21 (Lionel Castle II)	10000	
Reflect Ring	Accessory	Battle #21 (Lionel Castle II)	10000	
Twist Headband	Hat	Battle #21 (Lionel Castle II)	5000	
X-Potion	Consumable	Battle #21 (Lionel Castle II)	700	
Aegis Shield	Shield	Battle #23 (Lesalia Imperial Cptl.)	10000	
Chameleon Robe	Robe	Battle #23 (Lesalia Imperial Cptl.)	5000	
Diamond Armor	Armor	Battle #23 (Lesalia Imperial Cptl.)	6000	
Diamond Helmet	Helmet	Battle #23 (Lesalia Imperial Cptl.)	6000	
Elf Mantle	Accessory	Battle #23 (Lesalia Imperial Cptl.)	8000	
Flame Whip	Flail	Battle #23 (Lesalia Imperial Cptl.)	4000	
Germinas Boots	Accessory	Battle #23 (Lesalia Imperial Cptl.)	5000	

Heaven's Cloud	Katana	Battle #23 (Lesalia Imperial Cptl.)	8000	
Holy Miter	Hat	Battle #23 (Lesalia Imperial Cptl.)	6000	
Iron Fan	Stick	Battle #23 (Lesalia Imperial Cptl.)	4000	
Jade Armlet	Accessory	Battle #23 (Lesalia Imperial Cptl.)	10000	
Judo Outfit	Clothes	Battle #23 (Lesalia Imperial Cptl.)	4000	
Magic Shuriken	Shuriken	Battle #23 (Lesalia Imperial Cptl.)	300	
Main Gauche	Dagger	Battle #23 (Lesalia Imperial Cptl.)	3000	
Monster Dict	Book	Battle #23 (Lesalia Imperial Cptl.)	6000	
Ninja Knife	Ninja Sword	Battle #23 (Lesalia Imperial Cptl.)	5000	
Mythril Gun	Gun	Battle #23 (Lesalia Imperial Cptl.)	15000	
Persia	Fabric	Battle #23 (Lesalia Imperial Cptl.)	7000	
Slasher	Axe	Battle #23 (Lesalia Imperial Cptl.)	12000	
Sleep Sword	Sword	Battle #23 (Lesalia Imperial Cptl.)	5000	
108 Gems	Accessory	Battle #26 (Orbonne Monastery III)	15000	
Black Hood	Hat	Battle #26 (Orbonne Monastery III)	7000	
Bloody Strings	Harp	Battle #26 (Orbonne Monastery III)	10000	
Diamond Shield	Shield	Battle #26 (Orbonne Monastery III)	12000	
Diamond Sword	Sword	Battle #26 (Orbonne Monastery III)	8000	
Gokuu Rod	Stick	Battle #26 (Orbonne Monastery III)	7500	
Gold Staff	Staff	Battle #26 (Orbonne Monastery III)	7000	
Hi-Ether	Consumable	Battle #26 (Orbonne Monastery III)	600	
Hunting Bow	Crossbow	Battle #26 (Orbonne Monastery III)	8000	
Magic Ring	Accessory	Battle #26 (Orbonne Monastery III)	10000	
Orichalcum	Dagger	Battle #26 (Orbonne Monastery III)	4000	
P Bag	Bag	Battle #26 (Orbonne Monastery III)	52000	
Partisan	Spear	Battle #26 (Orbonne Monastery III)	7000	
Papyrus Plate	Book	Battle #26 (Orbonne Monastery III)	10000	
Power Sleeve	Clothes	Battle #26 (Orbonne Monastery III)	7000	
Short Edge	Ninja Sword	Battle #26 (Orbonne Monastery III)	7000	
White Robe	Robe	Battle #26 (Orbonne Monastery III)	9000	
Windslash Bow	Longbow	Battle #26 (Orbonne Monastery III)	8000	
Wizard Rod	Rod	Battle #26 (Orbonne Monastery III)	8000	
Assassin Dagger	Dagger	Battle #28 (Yardow Fort City)	5000	
Black Robe	Robe	Battle #28 (Yardow Fort City)	13000	
Bracer	Accessory	Battle #28 (Yardow Fort City)	50000	
Cashmere	Fabric	Battle #28 (Yardow Fort City)	15000	
Circlet	Helmet	Battle #28 (Yardow Fort City)	10000	
Dracula Mantle	Accessory	Battle #28 (Yardow Fort City)	15000	
Golden Hairpin	Hat	Battle #28 (Yardow Fort City)	12000	
Kiyamori	Katana	Battle #28 (Yardow Fort City)	10000	
Morning Star	Flail	Battle #28 (Yardow Fort City)	9000	
Ninja Edge	Ninja Sword	Battle #28 (Yardow Fort City)	10000	
Platina Armor	Armor	Battle #28 (Yardow Fort City)	9000	
Platina Helmet	Helmet	Battle #28 (Yardow Fort City)	8000	
Platinum Sword	Sword	Battle #28 (Yardow Fort City)	11000	
Sprint Shoes	Accessory	Battle #28 (Yardow Fort City)	7000	
Angel Ring	Accessory	Battle #32 (Riovanes Castle III)	20000	
Carabini Mail	Armor	Battle #32 (Riovanes Castle III)	13000	
Earth Clothes	Clothes	Battle #32 (Riovanes Castle III)	10000	
Ice Brand	Sword	Battle #32 (Riovanes Castle III)	14000	
Muramasa	Katana	Battle #32 (Riovanes Castle III)	15000	
Platina Shield	Shield	Battle #32 (Riovanes Castle III)	16000	
Spell Edge	Ninja Sword	Battle #32 (Riovanes Castle III)	16000	
Yagyu Darkness	Shuriken	Battle #32 (Riovanes Castle III)	1000	
Air Knife	Dagger	Battle #39 (Bethla Garrison II)	8000	
Black Costume	Clothes	Battle #39 (Bethla Garrison II)	12000	
Crystal Helmet	Helmet	Battle #39 (Bethla Garrison II)	14000	
Crystal Mail	Armor	Battle #39 (Bethla Garrison II)	19000	
Crystal Shield	Shield	Battle #39 (Bethla Garrison II)	21000	
Feather Mantle	Accessory	Battle #39 (Bethla Garrison II)	20000	

Flash Hat	Hat	Battle #39 (Bethla Garrison II)	16000
Gastrifitis	Crossbow	Battle #39 (Bethla Garrison II)	20000
H Bag	Bag	Battle #39 (Bethla Garrison II)	58000
Kikuichimoji	Katana	Battle #39 (Bethla Garrison II)	22000
Light Robe	Robe	Battle #39 (Bethla Garrison II)	30000
Octagon Rod	Stick	Battle #39 (Bethla Garrison II)	20000
Oberisk	Spear	Battle #39 (Bethla Garrison II)	10000
Red Shoes	Accessory	Battle #39 (Bethla Garrison II)	10000
Reflect Mail	Armor	Battle #39 (Bethla Garrison II)	18000
Rune Blade	Sword	Battle #39 (Bethla Garrison II)	20000
Thief Hat	Hat	Battle #44 (Limberry Castle III)	35000

NOTABLE EXCEPTIONS TO EVERYTHING I'VE SAID THUS FAR:

- Gariland only carries Broad Swords, but never any other types

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EQUIPMENT LIST

[EQPT]

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As any FFT novice would know, all human units can equip varying degrees of equipment, which increase their stats and bestows cool effects.

WP : Weapon power

EV%: Weapon evasion (for use with Weapon Guard)

ELM: Element weapon's imbued with

ABS: Element weapon absorbs (if any)

R : Range (if required)

DAGGERS	WP	EV%	ELM	ABS	OTHER
Dagger	03	05%	---	---	-----
Mythril Dagger	04	05%	---	---	-----
Blind Knife	04	05%	---	---	Add: Darkness
Mage Masher	04	05%	---	---	Add: Silence
Platina Dagger	05	10%	---	---	-----
Main Gauche	06	40%	---	---	-----
Orichalcum	07	05%	---	---	-----
Assassin Dagger	07	05%	---	---	Add: Death Sentence
Air Knife	10	05%	Wnd	---	-----
Zorlin Shape	12	10%	---	---	Add: Sleep

- Usable by: Squire, Chemist, Thief, Mediator, Ninja, Dancer
- Used with: Two Swords
- ATK Range: 1

Daggers are a cheap alternative to swords and can be equipped on a larger number of classes, but have obvious downsides: generally bad evasion, weak WP, and quickly outclassed. They might have more use in the early chapters but shops don't stock new types as fast as they do swords.

SWORDS	WP	EV%	ELM	ABS	OTHER
Nagrarock	01	50%	---	---	Add: Frog
Broad Sword	04	05%	---	---	-----

Long Sword	05	10%	---	---	-----
Iron Sword	06	05%	---	---	-----
Mythril Sword	07	08%	---	---	-----
Coral Sword	08	05%	Lit	---	-----
Blood Sword	08	05%	---	---	Heals user in # of damage done
Sleep Sword	09	05%	---	---	Add: Sleep
Ancient Sword	09	05%	---	---	Add: Don't Move
Materia Blade	10	10%	---	---	-----
Platinum Sword	12	10%	---	---	-----
Ice Brand	13	10%	Ice	---	Add: Ice 2
Rune Blade	14	15%	---	---	MA +2

- Usable by: Squires, Knights, Geomancers
- Used with: Two Swords, Two Hands
- ATK Range: 1

Swords are a basic attack weapon with small range, poor evasion, and often no weapon effect. Despite this overview, they're often the weapon with the highest ATK for the first three chapters, meaning most infantrymen should be carrying them. Of course, combined with the ninja's Two Swords ability, a user can carry two swords, attack twice, and get double the effect (i.e. two Rune Blades would give +4 MA).

KNIGHTSWORDS	WP	EV%	ELM	ABS	OTHER
Defender	15	60%	---	---	-----
Save the Queen	18	30%	---	---	Autoprotect
Excalibur	21	35%	---	Hly	Autohaste; Absorb/Power-up: Holy
Ragnarok	24	20%	---	---	Autoshell
Chaos Blade	40	20%	---	---	Autoregen; Add: Petrify

- Usable by: Knights, special sword-wielding units
- Used with: Two Swords, Two Hands
- ATK Range: 1

These swords boast great attack strength, decent evasion and usually automatic or extra effects. Since the items are so rare, there are a few ways to get 'em: (1) some come on allies during the storyline (2) some are buried in Deep Dungeon (3) generic ninja sometimes throw them, depending on their level. In fact, high-level ninja are the main source of getting otherwise unique weapons. [NOTE: Excalibur is said to be holy-elemental but it really isn't.

BOW WEAPONS	WP	EV%	ELM	ABS	R	OTHER
Bow Gun	03	05%	---	---	4	-----
Night Killer	03	05%	---	---	4	Add: Darkness
Cross Bow	04	05%	---	---	4	-----
Poison Bow	04	05%	---	---	4	Add: Poison
Long Bow	04	---	---	---	5	-----
Silver Bow	05	---	---	---	5	-----
Ice Bow	05	---	Ice	---	5	-----
Hunting Bow	06	05%	---	---	4	-----
Lightning Bow	06	---	Lit	---	5	Add: Bolt 2
Mythril Bow	07	---	---	---	5	-----
Windslash Bow	08	---	Wnd	---	5	-----

Gastrafitis	10	05%	---	---	4	-----
Ultimus Bow	10	---	---	---	5	-----
Yoichi Bow	12	---	---	---	5	-----
Perseus Bow	16	---	---	---	5	-----

- Usable by: Archer
- Used with: ---
- ATK Range: 4~5

There are two types of bow weapons: crossbows and longbows. Crossbows are easy to spot on the chart because they're one-handed weapons and have EV% values, whereas longbows are two-handed (mandatory) and have no evasion. The main difference between the two is that longbows can be used to shoot over targets, whereas crossbows shoot in a straight trajectory and can be impeded by obstacles/other units.

STAVES / RODS	WP	EV%	ELM	ABS	OTHER
White Staff	03	15%	---	---	Cancel: Death Sentence
Oak Staff	03	15%	---	---	-----
Rod	03	20%	---	---	-----
Ice Rod	03	20%	Ice	---	Strengthen: Ice; Add: Ice
Thunder Rod	03	20%	Lit	---	Strengthen: Lightning; Add: Bolt
Flame Rod	03	20%	Fir	---	Strengthen: Fire; Add: Fire
Poison Rod	03	20%	---	---	Add: Poison
Wizard Rod	04	20%	---	---	MA +2
Wizard Staff	04	15%	---	---	MA +1
Healing Staff	04	15%	---	---	Heals target of physical attack
Dragon Rod	05	20%	---	---	-----
Faith Rod	05	20%	---	---	Autofaith / Add: Faith
Rainbow Staff	05	15%	---	---	-----
Gold Staff	06	15%	---	---	-----
Mace of Zeus	06	15%	---	---	PA +2, MA +1
Sage Staff	07	15%	---	---	-----

- Usable by: Oracle, Summoner, Summoner (for rods)  
: Oracle, Summoner, Time Mage, Priest (for staves)
- Used with: Two Swords, Two Hands
- ATK Range: 1

These two weapon types are used by mage classes, and typically empower the user's ability to inflict damage (by strengthening elements) or by raising MA. Only a few classes can equip both weapon types, which differ slightly when it comes to evasion and weapon strength. Both types can be used with Two Swords, which means mages can, say, equip two Wizard Rods and get +4 MA!

AXES	WP	EV%	ELM	ABS	OTHER
Battle Axe	09	---	---	---	-----
Giant Axe	12	---	---	---	-----
Slasher	16	---	---	---	Add: Slow

- Usable by: Squires, Geomancers
- Used with: ---

- ATK Range: 1

Often boasting the highest power in the shops, it may be tempting to buy one of these bad boys and go to town on some helpless squidlarkins, or whatever's around. BUT, before that, take its downsides into account: (1) no evasion whatsoever (2) mandatory two-hand weapon (3) damage formula has a random factor, so there is no consistent damage. Many people like Slashers for another reason: when used with the Throw command, they really pack a wallop, and one that isn't partially randomized either.

KATANAS	WP	EV%	ELM	ABS	OTHER
Asura Knife	07	15%	---	---	-----
Koutetsu Knife	08	15%	---	---	-----
Bizen Boat	09	15%	---	---	-----
Murasame	10	15%	---	---	-----
Heaven's Cloud	11	15%	---	---	-----
Kiyomori	12	15%	---	---	-----
Muramasa	14	15%	---	---	-----
Kikuichimoji	15	15%	---	---	-----
Masamune	18	15%	---	---	-----
Chirijiraden	25	15%	---	---	-----

- Usable by: Samurai
- Used with: Two Swords, Two Hands
- ATK Range: 1

Katana can be powerful but are pretty bland ability-wise; however, a player will probably buy a lot of them for the Draw Out command, which is really where the weapons get to put their skills on exhibit. The Masamune and Chirijiraden weapons are deathly rare, and the only hope of getting a huge supply is catching them when high-level ninja throw 'em. On the whole, the weapons are a good alternative to sword

SPEARS	WP	EV%	ELM	ABS	R	OTHER
Javelin	08	10%	---	---	1	-----
Spear	09	10%	---	---	2	-----
Mythril Spear	10	10%	---	---	2	-----
Partisan	11	10%	---	---	2	-----
Oberisk	12	10%	---	---	2	-----
Holy Spear	14	10%	Hly	---	2	Add: Holy
Dragon Whisker	17	10%	---	---	2	-----
Javelin	30	10%	---	---	2	-----

- Usable by: Lancers
- Used with: ---
- ATK Range: 2

Spears are a great two-handed weapon, boasting a two-panel range and going great with the Jump command. They're pretty standard fare although there's two notes about them: (1) the first Javelin that becomes available only has a 1-panel range (2) there are two spears called the "Javelin," with the best one being generally referred to as "Javelin II". Both look about the same in menus although the better of the two is gray and the weakest one is bluer.

NINJA SWORDS	WP	EV%	ELM	ABS	OTHER
Hidden Knife	08	05%	---	---	-----
Ninja Knife	09	05%	---	---	-----
Short Edge	10	05%	---	---	-----
Ninja Edge	12	05%	---	---	-----
Spell Edge	13	05%	---	---	Add: Don't Act
Sasuke Knife	14	05%	---	---	-----
Koga Knife	15	05%	---	---	-----
Iga Knife	15	05%	---	---	-----

- Usable by: Ninja
- Used with: Two Swords, Two Hands
- ATK Range: 1

Ninja swords are a good alternative to regular swords, although the obvious downside is they're not available until the third chapter. During then, though, the slightly-lower WP is made up for the fact that ninja can equip two of 'em. Two Spell Edges can be deadly & useful, at least until generics start carrying Thief Hats around.

FLAILS	WP	EV%	ELM	ABS	OTHER
Flail	09	---	---	---	-----
Flame Whip	11	---	Fir	---	Add: Fire 2
Morning Star	16	---	---	---	-----
Scorpion Tail	23	---	---	---	-----

- Usable by: Squires, Ninja
- Used with: Two Swords, Two Hands
- ATK Range: 1

Like axes, these weapons often have weapon power comparable or better than their peers (when first listed). Also like axes, they deal semi-randomized damage, so while the potential for more damage is there, so is the chance of doing less. Since both squires and ninja get better, more consistent damage-dealers, it's no surprise people often ignore this weapon type. The Scorpion Tail can be pretty dang powerful though...

GUNS	WP	EV%	ELM	ABS	OTHER
Romanda Gun	06	05%	---	---	-----
Mythril Gun	08	05%	---	---	-----
Stone Gun	08	05%	---	---	Add: Petrify
Blaze Gun	20	05%	Ice	---	Add: Ice 1, Ice 2, or Ice 3
Glacier Gun	21	05%	Fir	---	Add: Fire 1, Fire 2, or Fire 3
Blaze Gun	22	05%	Lit	---	Add: Bolt 1, Bolt 2, or Bolt 3

- Usable by: Mediators, Mustadio
- Used with: ---
- ATK Range: 8

Guns in general have a lot of good qualities: the best range, they ignore



evasion to have a typical 100% of hitting, the magic-bullet types can do more damage than what may be listed, and so on. However, because guns power comes from the make and not how hard the user swings it [etc.], it's not subject to typical ways of raising attack power, such as Two Hands or Attack UP. Some guns are elemental and do more damage depending on the user and target's Faith, and can have their power strengthened via equipment effects (such as the 108 Gems or Black Robe).

About guns' range: they all have 3~8, meaning anything one or two panels away can't be targeted...technically. The workaround to this is aiming at a panel behind a close-range enemy, so that when the shot fires, it hits the enemy as an obstacle. Pretty handy, no?

One more thing: whoever has the Stone Gun equipped will start battle in a petrified state! However, switching to the gun via Equip Change won't induce this malady.

STICKS / BOOKS	WP	EV%	ELM	ABS	R	OTHER
Cypress Rod	06	20%	---	---	2	-----
Battle Dict	07	15%	---	---	3	-----
Battle Bamboo	07	20%	---	---	2	-----
Monster Dict	08	15%	---	---	3	-----
Iron Fan	09	20%	---	---	2	-----
Musk Rod	08	20%	---	---	2	-----
Papyrus Plate	09	15%	---	---	3	-----
Gokuu Rod	10	20%	---	---	2	Add: Innocent
Madlemgen	11	15%	---	---	3	-----
Octagon Rod	12	20%	---	---	2	Cancel: Darkness, Silence, Oil, Frog, Poison, Slow, Stop, Don't Move, Don't Act
Whale Whisker	16	20%	---	---	2	-----

- Usable by: Oracle, Calculator
- Used with: Two Hands
- ATK Range: 2 (Sticks), 3 Only (Books)

Sticks are a fan favorite weapon, since they have a spear-like range that comes with decent evasion as well. They typically don't have any good add-on effects except for the amazing Octagon Rod. Books have a range of three, and by that I mean exactly three -- because of this, they may take a while to get used to. Generally, sticks are the way to go.

INSTRUMENTS	WP	EV%	ELM	ABS	OTHER
Ramia Harp	10	10%	---	---	Add: Confusion
Bloody Strings	13	10%	---	---	Heals user by # of damage done
Fairy Harp	15	10%	---	---	Add: Charm

- Usable by: Bard
- Used with: ---
- ATK Range: 3 Only

Like book weapons, these cool instruments have a range of "just 3," which means they can't hit anything unless the target is exactly that far away. The weapons are all cool and have special effects though, which goes a

little ways in redeeming the class which has pretty crappy stat growth. As an aside, the Fairy Harp is the only way for a male unit to charm another male unit.

FABRICS	WP	EV%	ELM	ABS	OTHER
Persia	08	50%	---	---	-----
Cashmere	10	50%	---	---	-----
Ryozan Silk	15	50%	---	---	-----

- Usable by: Dancer
- Used with: ---
- ATK Range: 2

Boasting a uniformly high evasion and a good attack range, dancers really get a break with their default weapon. Although the selection is paltry, and the best type's a rare poach, they can be pretty fun to use, if you're using dancers (as opposed to just putting Dance as a secondary). All this good news offsets the fact that the weapons are nondescript, unlike the bard's instruments which have cool effects.

BAGS	WP	EV%	ELM	ABS	OTHER
C Bag	10	---	---	---	MA +1
P Bag	12	---	---	---	Autoregen
H Bag	14	---	---	---	SPD +1
FS Bag	20	---	---	---	-----

- Usable by: Any class (female-only)
- Used with: Two Hands
- ATK Range: 1

This female-only weapon is kind of a joke, although there are some funny fan-made setups that use them (such as the "Bag Lancer"). The bags are all extremely expensive, even the worst going for more than 50000g+. Generally it's best to equip a class with their normal equipment types instead of these things.

THROWABLE ITEMS	PA	OTHER
Shuriken	04	-----
Magic Shuriken	07	-----
Lightning Ball	08	Lightning-elemental
Water Ball	08	Water-elemental
Fire Ball	08	Fire-elemental
Yagyu Darkness	10	-----

- Usable by: Anyone with the 'Throw' command

Throwable items are generally cheap and easy to find, although once y'start rolling in the dough, it's just easier to buy better weapons and throw them instead. Remember: the higher the attack power, the better the damage, even if you're using a weapon that uses random-damage formulae (axes, flails).

SHIELDS	SEV/MEV	ELM	ABS	OTHER
Escutcheon	10%/03%	---	---	-----
Aegis Shield	10%/50%	---	---	MA +1
Buckler	13%/03%	---	---	-----
Bronze Shield	16%/---	---	---	-----
Round Shield	19%/---	---	---	-----
Mythril Shield	22%/05%	---	---	-----
Gold Shield	25%/---	---	---	-----
Ice Shield	28%/---	---	Ice	Halve: Fire, Weak: Lightning
Flame Shield	31%/---	---	Fir	Halve: Ice, Weak: Water
Diamond Shield	34%/15%	---	---	-----
Platina Shield	37%/10%	---	---	-----
Crystal Shield	40%/15%	---	---	-----
Genji Shield	43%/---	---	---	-----
Kaiser Plate	45%/20%	---	---	Strengthen: Fire, Lightning, Ice
Venetian Shield	50%/25%	---	---	Halve: Fire, Lightning, Ice
Escutcheon	75%/50%	---	---	-----

- Usable by: Knights, Archers, Geomancers, Lancers

There's not too much to say about shields, except they take up one 'hand' slot and offer a good amount of physical and magical evasion, usually in that order. Some types absorb elements, and this plays into some strategies (such as using Ice Brands to heal anyone with a Ice Shield). Some shields, like the Kaiser Plate and Escutcheon, are unique so one has to be careful not to let them be broken by a generic knight or something.

HATS	HP+	MP+	OTHER
Leather Hat	8	---	-----
Feather Hat	16	5	-----
Red Hood	24	8	-----
Headgear	32	---	PA +1
Triangle Hat	40	12	MA +1
Green Beret	48	---	SPD +1
Twist Headband	56	---	PA +2
Holy Miter	64	20	MA +1
Black Hood	72	---	-----
Golden Hairpin	80	50	Cancel: Silence
Flash Hat	88	15	MA +1, SPD +1
Thief Hat	100	---	SPD +2, Cancel: Don't Move, Don't Act

- Usable by: Squire, Chemist, Archer, Priest, Wizard, Time Mage, Summoner, Thief, Mediator, Oracle, Geomancer, Ninja, Calculator, Bard, Dancer

An excellent companion to clothes, which can also boost MP, these hats are crucial for mage classes in getting extra MP for spells (duh?), as well as providing beneficial power-ups and statuses. For instance, the Golden Hairpin not only provides a huge MP boost but prevents Silence, mage types' worst status! Physical classes can also find some good things here, such as the Twist Headband and -- what infantry types wish they could equip -- the awesome speed-boosting Thief Hat.

HEADBANDS	HP+	MP+	OTHER
-----------	-----	-----	-------

Ribbon	10	---	Cancel: Dead, Undead, Petrify, Invitation, Darkness, Confusion, Silence, Blood Suck, Berserk, Frog, Poison, Slow, Stop, Charm, Sleep, Don't Move/Don't Act, Death Sentence
-----			
Barette	20	---	Cancel: Dead, Petrify, Invite, Confusion, Blood Suck, Berserk, Stop, Charm, Sleep

- Usable by: Females, Cloud (Soldier job only)

Any female unit in any class can equip these ultra-girly headbands, which have crappy HP boosts in exchange for cancelling a metric crapton of bad statuses. A Barette can be obtained easily in the third chapter, but one'll have to work for the Ribbon, which is an rare poach of a rare monster. Both items are poaches, actually...

It's worth pointing out that the Ribbon blocks all statuses except Oil, and if you've played the game or looked at the BMG before, you'll know that Oil is glitched and doesn't really do anything.

HELMETS	HP+	MP+	OTHER
Leather Helmet	10	---	-----
Bronze Helmet	20	---	-----
Iron Helmet	30	---	-----
Barbuta	40	---	-----
Mythril Helmet	50	---	-----
Gold Helmet	60	---	-----
Cross Helmet	70	---	-----
Diamond Helmet	80	---	-----
Circlet	100	---	-----
Crystal Helmet	120	---	-----
Genji Helmet	130	---	-----
Grand Helmet	150	---	Cancel: Darkness, Sleep

- Usable by: Knights, Lancers, Samurai

Helmets are great for boosting HP, although during the final chapters, one might yearn for normal hats, which give speed boosts and protect against various statuses. Helmets are typically part of a set (Leather, Bronze, etc.) and are usually the first types available, whereas the weapons may be some of the last. Just throwin' that out there. [The 'Equip Armor' support skill lets any unit equip helmets as well as heavy armor, for reference.]

ARMOR	HP+	MP+	OTHER
Linen Cuirass	20	---	-----
Bronze Armor	30	---	-----
Chain Mail	40	---	-----
Mythril Armor	50	---	-----
Plate Mail	60	---	-----
Gold Armor	70	---	-----
Diamond Armor	80	---	-----
Platina Armor	90	---	-----
Carabini Mail	100	---	-----

Crystal Mail	110	---	-----
Reflect Mail	130	---	Autoreflect
Genji Armor	150	---	-----
Maximillian	200	---	-----

- Usable by: Knight, Lancer, Samurai

Out of sets of equipment, armor is undoubtedly the most expensive, and for good reason: they give more HP boosts than the other pieces. Sadly, they don't boost MP and rarely have any other effects, which means by endgame, some high-end clothes/robes might look pretty awesome. Luckily, knights and samurai can equip robes, so it's not too hard of a trade off.

CLOTHES	HP+	MP+	OTHER
Clothes	5	---	-----
Leather Outfit	10	---	-----
Leather Vest	18	---	-----
Secret Clothes	20	---	SPD +2; Start battle in Transparent status
Chain Vest	24	---	-----
Mythril Vest	30	---	-----
Adaman Vest	36	---	-----
Wizard Outfit	42	15	-----
Brigandine	50	---	-----
Judo Outfit	60	---	PA +1, Cancel: Dead
Power Sleeve	70	---	PA +2
Earth Clothes	85	10	Absorb/Strengthen: Earth
Black Costume	100	---	Cancel: Stop
Rubber Costume	150	30	Cancel: Lightning

- Usable by: Squire, Chemist, Archer, Monk, Priest, Wizard, Time Mage, Summoner, Thief, Mediator, Oracle, Geomancer, Ninja, Calculator, Bard, Dancer

There's a reason most classes can equip clothes: they're usually all-around equipment, boosting HP a useful amount (but not more than heavy armor) and also helping out MP some (which heavy armor doesn't do).

ROBES	HP+	MP+	OTHER
Linen Robe	10	10	-----
Silk Robe	20	16	-----
Wizard Robe	30	22	MA +2
Chameleon Robe	40	28	Absorb: Holy, Cancel: Dead
White Robe	50	34	Halve: Fire, Lightning, Ice
Black Robe	60	30	Strengthen: Fire, Lightning, Ice
Light Robe	75	50	-----
Robe of Lords	100	80	PA +2, MA +1; Autoprotect, Autoshell

- Usable by: Knight, Priest, Wizard, Time Mage, Summoner, Mediator, Oracle, Geomancer, Lancer, Samurai, Calculator

Although their HP boosts are pretty paltry, the extra MP is crucial for letting early-chapter mage units dole out magical punishment. Some infantry classes (Knights, Lancers) can also equip robes, although unless there's a

certain objective going on, it's better for them to stick to HP-boosting heavy armor. Beowulf can really benefit from the extra PA though, at least until he gets Half of MP learned.

ACCESSORY	PA	MA	OTHER
108 Gems	--	--	Cancel: Undead, Blood Suck, Frog, Poison Strengthen: all elements
Angel Ring	--	--	Cancel: Dead, Darkness; Bestows Reraise ONCE
Battle Boots	--	--	Move +1
Bracer	+3	--	-----
Chantage*	--	--	Autoreraise, Autoregen
Cherche*	--	--	Autofloat, Autoreflex
Cursed Ring	+1	+1	Speed +1; Auto-Undead, Cancel: Invitation
Defense Armlet	--	--	Cancel: Don't Move, Don't Act
Defense Ring	--	--	Cancel: Sleep, Death Sentence
Diamond Armlet	+1	+1	Cancel: Slow
Dracula Mantle	--	--	AEV: 28%/28%
Elf Mantle	--	--	AEV: 25%/25%
Feather Boots	--	--	Autofloat
Feather Mantle	--	--	AEV: 40%/30%
Genji Gauntlet	+2	+2	-----
Germinas Boots	--	--	Move/Jump +1
Jade Armlet	--	--	Cancel: Petrify, Stop
Leather Mantle	--	--	AEV: 15%/15%
Magic Gauntlet	--	+2	-----
Magic Ring	--	--	Cancel: Silence, Berserk
N-Kai Armlet	--	--	Halve: Dark; Cancel: Confusion, Charm
Power Wrist	+1	--	-----
Red Shoes	--	+1	Move +1
Reflect Ring	--	--	Autoreflex
Rubber Shoes	--	--	Cancel: Don't Move, Lightning
Salty Rage*	--	--	Autoprotect, Autoshell
Seteimson*	--	+1	Autohaste, Start battle in Transparent
Small Mantle	--	--	AEV: 10%/10%
Spike Shoes	--	--	Jump +1
Sprint Shoes	--	--	SPD +1
Vanish Mantle	--	--	AEV: 35%/00%; Start battle in Transparent
Wizard Mantle	--	+1	AEV: 18%/18%

• Usable by: All classes (\*-denotes female-only item)

All units have an accessory slot, and what they put there can really make a difference; unfortunately there's a huge selection which can muddle the narrowing process. Mage units do well with mantles, making their evasion skyrocket; physical fighters can do well with PA-boosting items. There are some battles where equipping status-prevention types make sense, such as during the end of Chapter 2 and toward the end of Chapter 4. [All stores sell accessories.]

ITEMS	COST	FUNCTION
Antidote	50	Cure: Poison
Echo Grass	50	Cure: Silence
Ether	200	Cure: 20 MP
Eye Drop	50	Cure: Darkness
Elixir	----	Cure: all HP & MP

Hi-Ether	600	Cure: 50 MP	
Hi-Potion	200	Cure: 70 HP	
Holy Water	2000	Cure: Undead, Blood Suck	
Maiden's Kiss	50	Cure: Frog	
Phoenix Down	300	Cure: Dead	
Potion	50	Cure: 30 HP	
Remedy	350	Cure: Petrify/Dark/Conf/Sil/Oil/Frog/Poison/Sleep	
Soft	100	Cure: Petrify	
X-Potion	700	Cure: 150 HP	
_____	_____	_____	

- Usable by: anyone with the 'Item' command

As one might expect, items are consumables which have specific effects. All are storebought except for Elixirs, which are either dug up through buried treasure or obtained through poaching.

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## MONSTER LIST

[MNST]

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Monsters are generic units that are generally found in random battles only. There are a few peculiarities about 'em:

- All are unisex
- All can lay eggs if recruited (spawn any 3 monster types in "family")
- Cannot change class
- Get high PA/MA/HP growth since they can't equip skills
- Can temporarily gain extra skill if adjacent human unit has Monster Skill
- All have innate 'Counter' reaction ability
- All can be poached and sold at fur shops
- Monster abilities cannot be deleted/changed

## LEGEND:

SKILL : Name  
EFT : Effect  
RNG : Range ('Aut' means automatic, centered around the caster)  
FUNCT : Function

MovJump: Base move/jump stats  
Family: Types of monster that appear in game  
Innate: Inherent abilities

In the, chart the abilities the three classes know will be set out. 'Yes' means they have it, '---' means they never can learn it, 'MSO' means they can "learn" it via Monster Skill only.

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## CHOCOBOS

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Family: Chocobo -> Black Chocobo -> Red Chocobo  
MovJump: 6/5  
C-EV% : 15% -> 25% -> 10%  
Innate: Move in Water, Fly (Black only), Any Height (Red only)

---

SKILL	EFT	RNG	Cho Blk Red	FUNCTION	
-------	-----	-----	-------------	----------	--

Choco Attack	1	1±2	Yes Yes Yes	Physical damage
Choco Cure	2±2	Aut	Yes --- MSO	Cures self, adjacent allies
Choco Ball	1	4	--- Yes ---	Long-range physical damage
Choco Esuna	2±2	Aut	MSO Yes ---	Instantaneous 'Esuna' effect
Choco Meteor	1	5	--- MSO Yes	Long-range physical damage

This class is renowned for its large move radius, but also for being the only type of unit that can be ridden by allies (charmed/invited chocobos're exempt from this). When a human unit rides a chocobo, the chocobo ceases to get turns and the human trades his/her movement abilities for the steed's. Black chocobos can fly, and that makes them the best candidates for rides, generally. [All Chocobos can act in 2-depth+ water, and this means anyone riding them can also. However, movement abilities like Move-Find Item don't activate while riding a steed.]

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## GOBLINS

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Family: Goblin -> Black Goblin -> Gobbledeguck  
 MovJump: 3/3  
 C-EV% : 18% -> 19% -> 20%  
 Innate: Ice-weak

SKILL	EFT	RNG	Gob Blk Gdg	FUNCTION
Tackle	1	1±2	Yes Yes Yes	Physical damage
Eye Gouge	1	1±2	Yes --- Yes	Add: Darkness
Turn Punch	2±1	Aut	--- Yes ---	Physical damage
Goblin Punch	1	1±1	MSO MSO Yes	Damage is higher if more HP lost
Mutilate	1	1±0	--- --- MSO	Drain HP from target to fill own

There's not much to say about Goblins, which are hilariously weak to ice and generally have single-target physical attacks. They're one-trick ponies that are pretty uninteresting, although Gobbledegucks have some interesting skills up their sleeve.

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## UNDEAD

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Family: Skeleton -> Bone Snatch -> Living Bone  
 MovJump: 3/4  
 C-EV% : 11% -> 12% -> 13%  
 Innate: Undead, Absorb: Dark, Holy-weak, Fire-weak

SKILL	EFT	RNG	Sk1 Bns Lvn	FUNCTION
Knife Hand	1	1±2	Yes Yes Yes	Physical damage
Thunder Soul	1	3	Yes --- ---	Lightning-elemental damage
Aqua Soul	1	3	MSO Yes ---	Water-elemental damage
Ice Soul	1	3	--- MSO ---	Ice-elemental damage
Wind Soul	1	3	--- --- MSO	Wind-elemental damage



These Skeletor wannabes ain't so tough: they have one close-range move and one long-range apiece. Like all undead, they can be damaged by healing spells and instantly killed with phoenix down, and are immune to a bunch of helpful curative-type status effects (Reraise, Regen, etc.). They're not that hard to defeat, but -- again, being undead -- they may reraise instead of turning into a crystal three turns after being KO'd.

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## PANTHERS

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Family: Red Panther -> Cuar -> Vampire  
 MovJump: 4/4  
 C-EV% : 23% -> 26% -> 24%  
 Innate: Ignore Height, Cannot Enter Water

SKILL	EFT	RNG	Red Cur Vmp	FUNCTION
Scratch	1	1±3	Yes Yes Yes	Physical damage
Poison Nail	1	1±2	Yes Yes ---	Add: Poison
Cat Kick	1	1±2	MSO Yes Yes	Physical damage (may knockback)
Blaster	1	3	--- MSO Yes	Add: Petrify or Stop
Blood Suck	1	1±0	--- --- MSO	Drain HP (may Add: Blood Suck)

Panthers are meant to be annoying creatures, and can be slightly. It's the Vampire, which rarely appears, that can cause the most trouble. Since it's best skill is Blaster, and many late-game units will automatically guard against Stop, being petrified can be a nasty annoyance. Its monster skill "Blood Suck" is similar to the Arc Knight's, except this one only inflicts the titular status about a quarter of the time. It's also the only regular enemy who can inflict Blood Suck, by the way.

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## BOMBS

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Family: Bomb -> Grenade -> Explosive  
 MovJump: 3/3  
 C-EV% : 10% -> 11% -> 12%  
 Innate: Autofloat, Absorb: Fire, Halve: Ice, Water-weak, Can't Enter Water

SKILL	EFT	RNG	Bmb Grn Xpl	FUNCTION
Bite	1	1±2	Yes Yes Yes	Physical damage
Self Destruct	3±3	Aut	Yes Yes Yes	Damage (Self-KO) + Add: Oil
Small Bomb	1	1±0	MSO Yes MSO	Physical damage
Flame Attack	1	3	--- MSO ---	Fire-elem damage
Spark	3±1	Aut	--- --- Yes	Fire-elem damage (self, allies)

Bombs have a lot of innate abilities but are pretty big pushovers, having pretty crappy PA behind their attacks and poor evasion. Explosives will be able to cure themselves with 'Spark' while simultaneously attacking enemies, and all of them know 'Self Destruct', which they use when they're about to bite the big one. It does large area damage and can be quite powerful, as well as hitting all targets with Oil (that status is glitched and doesn't do anything, though). Kinda fun but little skill.

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## BIRDS

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Family: Juravis -> Steel Hawk -> Cocatoris

MovJump: 6/6

C-EV% : 30% -> 28% -> 33%

Innate: Fly, Cannot enter water

SKILL	EFT	RNG	Jur	Ste	Coc	FUNCTION
Scratch Up	1	1±2	Yes	Yes	Yes	Physical damage
Beak	1	1±0	---	MSO	Yes	Add: Petrify
Shine Lover	1	1±1	---	Yes	---	Steals gil from enemy
Feather Bomb	1	3	MSO	---	Yes	Long-range physical damage
Beaking	1	1±1	---	---	MSO	MA -2

Birds...well, they're not very special. However, Cocatorises will spam Beak and Feather Bomb if possible, and have decent enough evasion that physical attacks can miss. Their HP growth is pretty mediocre so they're not that hard to take down, but they can definitely pack a punch -- don't let your mages get slaughtered by 'em!

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## DRAGONS

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Family: Dragon -> Blue Dragon -> Red Dragon

MovJump: 5/3

C-EV% : 05% -> 09% -> 08%

Innate: Cannot enter water, Absorb Ice (Blue), Fire-weak (Blue), Absorb Fire (Red), Ice-weak (Red)

SKILL	EFT	RNG	Drg	BLD	RdD	FUNCTION
Dash	1	1±2	Yes	Yes	Yes	Physical damage
Ice Bracelet	1	2±2	---	Yes	---	Ice-elemental damage
Tail Swing	1	1±2	MSO	---	---	Physical damage (may knockbk)
Thnder Bracelet	1	2±2	---	MSO	Yes	Lightning-elemental damage
Fire Bracelet	1	2±2	---	---	MSO	Fire-elemental damage

This class gets great HP and strength growth, and two dragons get a swizz elemental breath attack. Not much to say besides they get great movement range, which is only fitting for such creatures of their stature!

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## SQUIDS

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Family: Pisco Demon -> Squidlarkin -> Mindflare

MovJump: 3/3

C-EV% : 08% -> 09% -> 10%

Innate: Move Under Water, Absorb: Water, Lightning-weak

SKILL	EFT	RNG	Psc	Sqd	Mfl	FUNCTION
Tentacle	1	1±2	Yes	Yes	Yes	Physical damage
Odd Soundwave	3±1	Aut	---	Yes	---	Instantaneous 'Dispel' effect
Black Ink	1	2	MSO	Yes	---	Add: Darkness
Mind Blast	2±1	3	---	MSO	Yes	Add: Berserk or Confusion
Level Blast	1	4	---	---	MSO	Target's LV -1

Bipedal squidmen? Huh? Pisco Demons and Squidlarkins are typical first- and second-stage enemies, having little special about them. It's the Mindflare's Mind Blast skill that really gets under players' skin, inflicting Confusion or Berserk from afar. The 'Level Blast' monster skill is similar to a degenerator trap, reducing the target's level by one and any stat boosts that would have gone with it. It's the easiest way to do level-up and -down methods to gain more base stats.

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## MORBOLS

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Family: Morbol -> Ochu -> Great Morbol  
 MovJump: 3/3  
 C-EV% : 00% (All)  
 Innate: Move on Water, Ice-weak

SKILL	EFT	RNG	Mrb	Och	Grm	FUNCTION
Tentacle	1	1±1	Yes	Yes	Yes	Physical damage
Goo	1	1±0	Yes	MSO	---	Add: Don't Move
Lick	1	1±0	---	Yes	---	Add: Reflect
Moldball Virus	1	1±0	---	---	MSO	Turn target into a Morbol
Bad Bracelet	3±0	Aut	MSO	---	Yes	Add: Petr, Frog, Stop, Sleep, Silence, Poison

This is the "marboro" class from FFs past, specializing in annoying status effects. They're actually very easy to defeat, but have special tricks up their sleeve. Bad Bracelet ("Bad Breath") can inflict multiple statuses on targets in range, one of the few skills that can do such a thing. Moldball Virus irreversibly turns the target into a morbol, so it's obviously a bad status. Before killing one, laugh at its nonexistent evade rates and crappy move/jump ratio. [They do, however, get great HP growth.]

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## BULLS

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Family: Bull Demon -> Minitaurus -> Sacred  
 MovJump: 3/3  
 C-EV% : 11% -> 15% -> 12%  
 Innate: Cannot enter water, Water-weak

SKILL	EFT	RNG	Bld	Mnt	Scr	FUNCTION
Shake Off	1	1±2	Yes	Yes	Yes	Physical damage
Wave Around	2±1	Aut	---	Yes	---	Physical damage
Mimic Titan	3±1	Aut	---	---	Yes	Earth-elem (?) damage

Gather Power	1	Aut	MSO --- Yes	PA +2
Blow Fire	1	2±2	--- MSO MSO	Fire-elemental damage
_____	_____	_____	_____	_____

This class gets terrific PA backing its attacks, which is good because most are PA-based. Sacreds are undoubtedly the best of the lot, being able to up their PA and use "Mimic Titan," which is like an instantaneous summon based around the caster. Blow Fire isn't too impressive but is the monster skill two types learn, which is kinda atypical.

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## GHOSTS

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Family: Ghoul -> Gust -> Revnant

MovJmp: 4/4

C-EV% : 26% -> 27% -> 28%

Innate: Teleport, Undead, Autofloat, Absorb: Dark, Holy-weak, Fire-weak

SKILL	EFT	RNG	Gho Gst Rvn	FUNCTION
Throw Spirit	1	3	Yes Yes Yes	Long-range physical damage
Sleep Touch	1	1±2	Yes --- ---	Add: Sleep
Grease Touch	1	1±2	MSO Yes ---	Add: Oil
Drain Touch	1	1±2	--- MSO Yes	Drain HP from foe to refill own
Zombie Touch	1	1±2	--- --- MSO	Add: Zombie
_____	_____	_____	_____	_____

Ghosts are kinda cool, being one of the only classes whose shared attack is long-range. They can also teleport and inflict all kinds of status effects, most of which aren't that useful (Oil is glitched, remember?). Being zombie types, they're immune to some positive statuses (Reraise, Regen, etc.), may revive three turns after their death instead of crystalizing, and can be instantly killed with a phoenix down or its kin.

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## PIGS

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Family: Uribo -> Porky -> Wildbow

MovJmp: 3/3

C-EV% : 42% -> 36% -> 39%

Innate: Cannot Enter Water

SKILL	EFT	RNG	Urb Prk Wld	FUNCTION
Straight Dash	1	1±0	Yes Yes Yes	Physical damage
Pooh-	1	1±1	--- Yes ---	Add: Confusion or Sleep
Oink	1	1±1	MSO --- ---	Revive KO'd unit
Nose Bracelet	1	1±1	--- MSO Yes	Add: Charm
Please Eat	1	1±1	--- --- MSO	Self-crystalize; Target LV +1
_____	_____	_____	_____	_____

These little pigs are odd creatures, sucking on the battlefield and having a horrible HP growth, enough that they're practically made for the slaughter. Their high evasion is a notable point, and that they're the only class who gets a revive-type skill (which has better vertical tolerance than the monk's ability). Wildbows are the only monster not found in the wild, so

they must be bred to be found. 'Please Eat' is a weird technique, in which the wildbow permanently turns into a crystal to make the target's level rise by one (1), an anti-Level Blast if you will. So, is there anything redeeming about the pigs? Sure: every single one has a poachable item not found in the regular stores.

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## TREES

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Family: Woodman -> Trent -> Taiju

MovJmp: 3/3

C-EV% : 0% (All)

Innate: Cannot Enter Water, Absorb: Earth, Fire-weak

SKILL	EFT	RNG	Wdm Tre Tju	FUNCTION
Leaf Dance	2±0	Aut	Yes Yes Yes	Physical damage
Spirit of Life	2±0	Aut	--- Yes ---	Restore HP to targets
Protect Spirit	2±0	Aut	MSO --- Yes	Add: Protect
Clam Spirit	2±0	Aut	--- MSO Yes	Add: Shell
Magic Spirit	2±0	Aut	--- --- MSO	Restore MP to targets

These dryad types are kind of peculiar, specializing in restorative and helpful statuses on adjacent allies. They can actually be kinda fun to have around (well, Taijus can) except for one huge drawback: none of their skills have vertical tolerance. This means enemy types will never be able to land a skill hit if they can't get level with an ally. It's a hilarious downside, but for ally types, their placement will have to be planned ahead.

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## BEHEMOTHS

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Family: Behemoth -> Dark Behemoth -> King Behemoth

MovJmp: 4/3

C-EV% : 13% -> 13% -> 18%

Innate: Cannot Enter Water

SKILL	EFT	RNG	Bhm DkB KnB	FUNCTION
Stab Up	1	1±2	Yes Yes Yes	Physical damage
Sudden Cry	1	1±0	Yes Yes Yes	Physical damage + Add: Dead
Giga Flare	3±0	4	MSO --- ---	Magical damage
Hurricane	3±2	4	--- MSO ---	Wind-elemental damage
Ulmaguest	3±1	4	--- --- MSO	Damage (Max HP - Current)

While the class is outrageously strong to start, it's an odd note that they all have the same base abilities while each has a unique ability. Giga Flare is instantaneous unlike some special demon classes' magic, while Hurricane has a high range and better vertical tolerance. Ulmaguest is one of the coolest-looking skills in the game, dealing damage to enemies in the amount of HP the caster's lost. Overall, pretty great class and fun to use.

HYDRAE

Family: Hyudra -> Hydra -> Tiamat  
 MovJump: 4/4  
 C-EV% : 0% (All)  
 Innate: Fly, Cannot Enter Water, Ice-weak, Wind-weak

SKILL	EFT	RNG	Hyu Hyd Tia	FUNCTION
Triple Attack	1	1±1	Yes Yes Yes	Phys damage (in 3 directions)
Triple Flame	2±0	4	--- Yes Yes	Fire attack (1-6 rndm strike)
Triple Brcelet	2±2	2±2	MSO --- Yes	Breth attck (in 3 directions)
Triple Thunder	2±0	4	--- MSO Yes	Thndr attck (1-6 rndm strike)
Dark Whisper	2±0	4	--- --- MSO	1-6 rndm strike; Add: Slp/Ded

Probably the most impressive class in the game, as well as the strongest, the hydra types get inherent fly, a decent moverange, and a deadly set of skills. Triple Attack and Triple Bracelet are unique in that they shoot out in three directions (all but behind), and can hit multiple targets thusly. All the rest are incredibly strong -- like OHKO strong -- and randomly hit target panels 1-6 times, just like Rafa and Malak's skillset. Dark Whisper is awesome in that, if the target survives, he may get hit with Sleep or Dead status.

POACH LIST

[PCHL]

Poaching is a method of getting rare(r) items by slaying monsters and taking their pelts to fur shops, which open up starting in the third chapter. The method is surprisingly simple:

- 1) Equip someone with the thief ability "Secret Hunt"
- 2) Find a monster and defeat it with the "Attack" command
- 3) Visit a fur shop (only found in trade cities) and buy the item

It's possible to use ally monsters as poach fodder as well, and when it comes to rarer enemies, killing newly-bred offspring can be easier than waiting for certain enemy setups to appear. Note that as soon as a monster is killed in this manner, its item is decided -- saving before entering the shop won't change what's obtainable.

Two other things worth mentioning: (1) if you poach an enemy in the first or second chapters, they won't carry over into the third chapter (2) items cannot be bought at fur shops unless someone in the party has Secret Hunt equipped! Some people forget the last part.

Asterisked (\*) poaches denote rare, normally-unbuyable items. As for where enemies can be found, they can usually be found all over the dang place. As long as you can find one type in a "family," the others can be obtained via breeding.

NOTE: Poaching allied units DOES NOT count as Brave Story "Casualties"!

MONSTER	COMMON POACH	RARE POACH	CAN BE FOUND (EXAMPLE)
Chocobo	Phoenix Down	Hi-Potion	Mandalia Plains

Black Chocobo	Eye Drops	X-Potion	Bariaus Valley
Red Chocobo	Remedy	Barette*	Finath River
-----			
Red Panther	Antidote	Battle Boots	Mandalia Plains
Cuar	Soft	Germinas Boots	Bariaus Valley
Vampire	Holy Water	C Bag	Bariaus Valley
-----			
Goblin	Potion	Hi-Potion	Sweegy Woods
Black Goblin	Antidote	Hi-Potion	Sweegy Woods
Gobbledeguck	Mage Masher	Ancient Sword	Bariaus Valley
-----			
Juravis	Potion	Rubber Shoes	Zeklaus Desert
Steel Hawk	Phoenix Down	Hunting Bow	Zeklaus Desert
Cocatoris	Soft	Feather Mantle	HORROR
-----			
Bomb	Fire Ball	Flame Rod	Sweegy Woods
Grenade	Water Ball	Flame Whip	Grog Hill
Explosive	Lightning Ball	Flame Shield	Poeskas Lake
-----			
Flotiball	Shuriken	Platina Dagger	Grog Hill
Ahriman	Magic Shuriken	Air Knife	Grog Hill
Plague	Yagyu Darkness	Zorlin Shape*	Bervenian Volcano
-----			
Skeleton	Holy Water	Ether	Sweegy Woods
Bone Snatch	Hi-Potion	Partisan	Zeklaus Desert
Living Bone	Wizard Mantle	Elf Mantle	Sweegy Woods
-----			
Pisco Demon	Echo Grass	Hi-Potion	Fovoham Plains
SquidlarKin	Small Mantle	Sleep Sword	Bariaus Valley
Mindflare	Hi-Ether	Dracula Mantle	Bariaus Valley
-----			
Ghoul	Ether	Ninja Knife	Araguay Woods
Gust	Hi-Potion	Main Gauche	Araguay Woods
Revnant	Hi-Ether	Mythril Gun	Yuguo Woods
-----			
Bull Demon	Battle Axe	Giant Axe	Zeklaus Desert
Minitaurus	Coral Sword	Slasher	Zeklaus Desert
Sacred	Ivory Rod*	Holy Lance*	HORROR
-----			
Dragon	Jade Armlet	H Bag	Lesalia Plateau
Blue Dragon	Cashmere	Dragon Rod	Grog Hill
Red Dragon	Salty Rage*	Dragon Whisker*	Doguola Pass
-----			
Woodman	Eye Drops	Healing Staff	Grog Hill
Trent	Gold Staff	Fairy Harp	NOGIAS
Taiju	Defense Ring	Defender*	NOGIAS
-----			
Morbol	Platina Dagger	Ice Shield	Finath River
Ochu	N-Kai Armlet	Chameleon Robe	Finath River
Great Morbol	Elixir*	Madlemgen*	Finath River
-----			
Behemoth	Defense Armlet	P Bag	Bervenian Volcano
King Behemoth	Cherche*	Ultimus Bow*	Bervenian Volcano
Dark Behemoth	Wizard Rod	Stone Gun*	Bariaus Hill
-----			
Hyuudra	Blood Sword*	Scorpion Tail	Bariaus Hill
Hydra	Seteimson*	Rubber Costume*	Bariaus Hill
Tiamat	Ryozan Silk*	Whale Whisker*	END
-----			
Uribo	Maiden's Kiss	Cachusha*	Fovoham Plains (rare)

Porky	Chantage*	Nagrarok*	END
Wildbow	Ribbon*	FS Bag*	-----
_____	_____	_____	_____

Of all the monsters, only one cannot be found in normal play, being the pig-type "Wildbow" -- it is only obtainable through breeding. This set of monsters is perhaps the most elusive in the game, with Uribos appearing rarely at Zigolas Swamp, Finath River, Dolbodard Swamp, and END; Porkys just rarely appear at END. Obviously, this is one of the monster families that'd be better off bred for the slaughter given their extremely rare items!

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CHAPTER 4 SIDEQUEST

[CHPT]

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### MINOR SPOILERS AHEAD! ###

There's a running sidequest in the final chapter, accessible after defeating Riovanes Castle. It's got quite a few steps to it but can be started anytime once the chapter starts. Mustadio is required to start it, though, so if he has been dismissed or crystallized, it's all thrown out the window!

Some events can be done out of order but it makes sense to follow in this manner to avoid skipping steps:

- 01) Visit Goug Machine City with Mustadio. His father will display a strange machine he unearthed and notes that there's an Aquarius marking on its sides.
- 02) Visit Goland Coal City and view the bar rumor "Ghost of Colliery".
- 03) Visit Lesalia Imperial Capital for an automatic scene in a bar. Ramza'll meet a hunter named Beowulf who wants to accompany him to Goland in order to find the monster everyone's looking for. Accept his help.
- 04) Revisit Goland Coal City for a series of four consecutive battles. In the final one, there is a Holy Dragon named Reis who must be saved from some baddies. Once she is, Beowulf gives the team the Aquarius zodiac stone, then offers to permanently join the team with Reis. Accept their help.
- 05) Return to Goug a 2nd time and the Aquarius zodiac stone will affect Besrodio's machine, creating the Steel Giant-class Worker 8, who offers to join the party as well. Accept.
- 06) When Zeltennia Castle is finished, view the bar rumor "Cursed Island Nelveska." Upon returning to the world map, a new map dot will have gone to said island and Nelveska Temple will be available, but can't be fought on yet. [This turn can be done out-of-order, too.]
- 07) Continue through the chapter until Zarghidas Trade City is opened. There will be a small scene here between Ramza and a flowergirl, who offers to sell him a flower for 1g. Ramza must agree to buy one.
- 08) Revisit Goug a 3rd time and Besrodio will have unearthed a new machine, a "heavenly globe". This one has the Cancer markings on it.
- 09) Go to Nelveska Temple and a battle will now be fought there, between a different Steel Giant and his cohorts. The two pillars the hydra types start on have rare items, the one-of-a-kind Escutcheon II (best shield)



and a 30-WP Javelin (rare but wholly unique). Get at least the shield and defeat the boss. Afterwards, the team obtains the Cancer zodiac stone that changes Reis from a Holy Dragon into a human 'Dragoner' class.

- 10) Visit Goug a 4th time and the Cancer stone will react with the heavenly globe, summoning a young man named Cloud from another dimension. This is a cameo of the lead from Final Fantasy 7, for reference. He leaves almost as soon as he enters.
- 11) Return to Zarghidas Trade City after completing Igros Castle and there'll be a battle where Ramza has to save Cloud from a bunch of street thugs. After winning this battle, Cloud will join the party.
- 12) The final step is getting Cloud's special sword; without it, he can't use any of his Limit abilities. It's at the top of Bervenian Volcano, a map between Riovanes Castle and Zeklaus Desert that opened when the chapter first started. Take someone with Move-Find Item and a Jump of 4+ to the highest point in the map to unearth the 'Materia Blade', which is rather unspectacular but ties into the FF7 cameo.
- 13) Continue with the chapter until St. Murond Temple events are finished, and Orbonne Monastery is marked as the next destination. Visit Warjilis Trade City for a bar scene; afterwards, Deep Dungeon opens up on a nearby island. It's filled with special items (see specific section for details) and in the final map 'END', the team can get the final secret character, Byblos, as well as learning the final summon Zodiac.

With that, the sidequest is effectively complete. Note that Cloud can use his Limit Skills as long as he has a Materia Blade equipped, which means that he can have Two Swords and something way better on as well.

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## DEEP DUNGEON

[DPDN]

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Deep Dungeon is a secret multi-level series of battlefields accessible in the fourth and final chapter. To access it, simply visit Warjilis Trade City after clearing all Murond Holy Place battles but BEFORE going to Orbonne Monastery. There'll be a scene and the nearby island can be accessed. There's a few things special about this place though:

- There is no light in the cave, but this only affects visibility, not any movement, etc. Light can be given when defeated units' crystals appear, and the more that are made, the brighter it is. [Eating one will diminish the light though.]
- Every map but the final map has five possible exit tiles. Unlike previous battles where proceeding just meant slaughtering the opposition, Deep Dungeon's battlefields unlock by moving onto an exit tile and "finding a way down". If battle ends without finding the exit, no new level is opened; however, after finding an exit and winning, the next-lowest map will be unlocked. However, exits are randomized each time a map is selected.
- There's a ton of great buried items here, many one-of-a-kind, rare, or just unable to be storebought. Finding items isn't hard if you know where they are but don't try to go for all of them at once unless your Brave is really low. Getting one or two each time should play the odds right. Note that all treasures are underneath traps here, not just regular tiles (if you're trying to search without the aid of a guide, the enemies may find

traps and give away their position for you!)

I'll give a short overview of each map since, although the player picks when to fight, the enemies are akin to random battles.

BATTLE : Nogias  
CAPACITY : 5 Allies  
PLACEMENT: A-07 to A-09, B-07 to B-09, C-07 to C-09

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	22	23	23	24	24	24	24	24	23	23	Vary - Ally [x4]
B	22	24	24	24	24	24	24	24	24	24	
C	21½	20	19½	18	18	17	18	24	24	24	BURIED TREASURES
D	20	20	18	18	16	14	16	16	18	17	
E	10	10	11½	12	13	14	16	16	17	17	A-00 - Glacier Gun / Phoenix Down
F	09	10	10	11	13	13	15	16	16	17	D-00 - Elixir / Phoenix Down
G	09	8½	08	07	07	07	06	06	07	07	F-09 - Kiyomori / Phoenix Down
H	00	01	07	07	07	06	06	05	4½	03	H-02 - Blaze Gun / Phoenix Down
I	00	01	01	01	01	02	02	02	03	03	
J	00	00	01	01	01	01	01	03	03	02	POSSIBLE EXITS
											D-09, G-08, I-01, H-03, J-09
A	Snd	Snd	Snd	Snd	Snd	Snd	Kmt	Kmt	Snd	Snd	
B	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	MAP OVERVIEW
C	Kmt	Snd	Snd	Kmt	Kmt	Kmt	Snd	Kmt	Kmt	Kmt	
D	Snd	Snd	Snd	Kmt	Kmt	Snd	Lcl	Lcl	Kmt	Kmt	The allies start at the top of a
E	Snd	Snd	Snd	Snd	Snd	Snd	Lcl	Lcl	Snd	Snd	descending-height zig-zag path,
F	Lcl	Snd	Snd	Snd	Snd	Snd	Snd	Lcl	Lcl	Snd	usually filled with enemies that
G	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Lcl	Kmt	Kmt	have poor move (goblins, bombs).
H	Snd	Snd	Snd	Snd	Snd	Snd	Lcl	Lcl	Lcl	Kmt	For humans, sometimes chemists,
I	Snd	Snd	Snd	Snd	Snd	Kmt	Kmt	Kmt	Kmt	Kmt	monks, wizards, summoners, and
J	Kmt	Kmt	Snd	Snd	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	geomancers appear mixed amongst
											the other units.

BATTLE : Terminate  
CAPACITY : 5 Allies  
PLACEMENT: A-03 to A-07, B-03 to B-07

	00	01	02	03	04	05	06	07	08	ALLIES	
A	09	11	12	12	13	13	11	10	12	Vary - Ally [x5]	
B	08	10	09	11	12	10	10	10	09		
C	08	11	09	09	10	09	11	11	07	BURIED TREASURES	
D	06	07	07	08	08	08	10	08	06		
E	05	08	07	08	09	06	06	07	06	B-02 - Elixir / Phoenix Down	
F	05	07	07	07	05	05	07	07	04	E-06 - Blood Sword / Phoenix Down	
G	04	07	06	06	06	05	06	05	03	K-00 - Save the Queen / Phoenix Down	
H	04	05	06	06	05	05	04	04	02	L-04 - Elixir / Phoenix Down	
I	05	05	07	04	03	03	03	05	02		
J	03	03	03	04	03	02	02	03	01	POSSIBLE EXITS	
K	01	02	03	03	02	02	01	03	02		
L	01	02	02	00	00	03	01	00	02	C-00, H-01, K-06, L-00, L-08	
											MAP OVERVIEW
A	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd		
B	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd		This map is essentially a declining
C	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd		slope with a lot of jagged heights,
D	Snd	Snd	Snd	Lcl	Lcl	Snd	Snd	Snd	Snd		which may affect how well some magic
E	Kmt	Snd	Snd	Lcl	Snd	Snd	Snd	Snd	Snd		is used. Undead type enemies gather

```

F | Kmt Snd Snd Snd Snd Snd Snd Snd Snd | here typically, but there are some
G | Kmt Snd Lcl Lcl Snd Snd Snd Snd Snd | human types (wizard, ninja, knight,
H | Snd Snd Lcl Lcl Snd Snd Snd Snd Snd | archer, monk, thief, time mage...).
I | Snd Snd Snd Snd Snd Snd Snd Snd Snd |
J | Kmt Kmt Kmt Snd Snd Snd Snd Snd Snd |
K | Snd Snd Kmt Kmt Snd Snd Kmt Snd Snd |
L | Snd Kmt Snd Snd Snd Snd Kmt Kmt Snd |
|_____|

```

BATTLE : Delta  
 CAPACITY : 5 Allies  
 PLACEMENT: A-04 to A-06, B-04 to B-06, C-04 to C-06

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	01	02	1½	00	00	00	00	00	0½	01	Vary - Ally [x5]
B	01	01	00	00	00	00	00	00	00	00	
C	01	00	00	00	00	00	00	00	00	00	BURIED TREASURES
D	01	00	00	00	00	00	00	00	00	00	
E	00	00	01	01	00	00	00	00	00	00	A-02 - Elixir / Phoenix Down
F	00	1½	01	00	00	00	00	00	00	00	G-07 - Yoichi Bow / Phoenix Down
G	00	02	04	00	00	00	00	4½	02	00	J-01 - Mace of Zeus / Phoenix D.
H	01	0½	00	00	00	00	2½	06	00	00	M-05 - Elixir / Phoenix Down
I	00	00	00	00	00	00	00	00	00	00	
J	00	0½	01	00	00	01	01	00	00	00	POSSIBLE EXITS
K	00	00	02	03	00	00	01	00	00	00	
L	00	00	00	00	00	00	00	00	00	00	• E-03
M	00	00	00	00	00	1½	00	00	00	0½	• H-07
N	00	01	00	00	00	02	00	00	00	01	• H-08
O	00	00	00	00	01	01	00	00	00	00	• N-08
P	00	00	00	00	01	01	01	00	00	00	• O-01

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	Snd	Snd	Snd	Lcl	Lcl	Lcl	Lcl	---	Snd	Snd		
B	Snd	Snd	---	---	Lcl	Lcl	Lcl	---	---	Lcl		
C	Snd	Lcl	---	---	Lcl	Lcl	Lcl	---	---	Lcl		
D	Lcl	Lcl	Lcl	---	---	---	---	---	Lcl	Lcl		
E	Lcl	Lcl	Snd	Snd	Snd	---	---	Lcl	Lcl	Lcl		
F	Lcl	Snd	Snd	---	---	---	---	Lcl	Lcl	---		
G	Lcl	Snd	Snd	---	Lcl	---	Lcl	Snd	Snd	---		
H	Snd	Snd	---	---	Lcl	Lcl	Snd	Snd	Lcl	Lcl		
I	---	---	---	---	---	Lcl	Lcl	Lcl	Lcl	Lcl		
J	---	Snd	Snd	---	---	Snd	Snd	Lcl	Lcl	Lcl		
K	---	---	Snd	Snd	Lcl	Lcl	Snd	---	---	---		
L	---	---	Lcl	Lcl	Lcl	---	---	---	---	---		
M	Lcl	Lcl	Lcl	Lcl	Lcl	Snd	---	---	---	Snd		
N	---	Snd	Lcl	Lcl	Lcl	Snd	---	Lcl	Lcl	Snd		
O	---	Lcl	Lcl	Lcl	Snd	Snd	Lcl	Lcl	Lcl	Lcl		
P	---	---	---	Lcl	Snd	Snd	Snd	---	---	Lcl		

This map is essentially a giant pit with some land formations in it, as you can see from the geomancy map. Characters with decent jump or teleporting will benefit here; others will just be congested.

Enemy-wise, it's pretty diverse with squid, panther, behemoth, and bird types all frequenting the map. Human enemies include mediators, oracles, lancers, archers, thieves, knights, wizards and geomancers. Very few Mindflares though, luckily!

BATTLE : Valkyries  
 CAPACITY : 5 Allies  
 PLACEMENT: A-08 to A-10, B-08 to B-10, C-08 to C-10

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	00	00	00	00	00	00	00	00	09	09	09	Vary - Ally [x5]
B	00	00	00	00	00	00	00	08	09	09	09	
C	00	00	07	07	08	08	08	08	09	09	08	BURIED TREASURES

```

D | 05 05 07 07 08 08 08 08 00 00 |
E | 05 07 07 07 07 00 00 00 00 00 | D-02 - Elixir / Phoenix Down
F | 04 07 07 06 00 00 00 00 00 00 | K-09 - Fairy Harp / Phoenix D
G | 04 06 06 06 06 06 05 05 00 00 | K-10 - Kaiser Plate / Phonx D
H | 00 06 06 06 06 06 05 05 05 05 | L-09 - Faith Rod / Phoenix D
I | 00 00 00 06 06 05 05 05 05 03 |
J | 00 00 00 00 00 00 00 04 05 05 | POSSIBLE EXITS
K | 00 00 00 00 00 00 04 04 04 04 |
L | 00 00 03 03 03 03 04 04 04 04 | • I-10
M | 00 02 03 03 03 03 03 03 00 00 | • L-03
N | 00 02 02 02 00 00 00 00 00 00 | • N-02
O | 00 02 01 01 01 01 01 00 00 00 | • O-04
P | 00 00 01 01 01 01 01 00 00 00 | • P-06

```

MAP OVERVIEW

```

A | --- --- --- --- --- --- --- --- Lcl Lcl Lcl |
B | --- --- --- --- --- --- --- --- Snd Lcl Lcl Snd | Like the previous map, this
C | --- --- Snd Snd Snd Snd Snd Snd Snd Snd Snd | one is basically a platform
D | Snd Snd Snd Snd Snd Lcl Lcl Snd Snd --- --- | in a giant pit, just this
E | Snd Snd Snd Snd Snd --- --- --- --- --- --- | time it's on the periphery
F | Lcl Snd Snd Snd --- --- --- --- --- --- --- | and makes a meandering one-
G | Lcl Snd Snd Snd Lcl Lcl Snd Snd --- --- --- | -way cliff path.
H | --- Snd Snd Snd Lcl Lcl Snd Snd Snd Snd --- |
I | --- --- --- Snd Snd Snd Snd Snd Snd Lcl Snd | Enemies are usually morbols
J | --- --- --- --- --- --- --- --- Lcl Lcl Lcl Snd | or bird types, although one
K | --- --- --- --- --- --- --- --- Lcl Lcl Lcl Snd Snd | setup has a wide variety of
L | --- --- Snd Snd Snd Snd Snd Snd Snd Snd --- | all types. Human enemies
M | --- Snd Kmt Snd Snd Snd Snd Snd --- --- --- | include: archers, oracles,
N | --- Snd Snd Snd --- --- --- --- --- --- --- | monks, summoners, and some
O | --- Snd Snd Lcl Lcl Kmt Kmt --- --- --- --- | female wizards.
P | --- --- Lcl Lcl Lcl Kmt Lcl --- --- --- --- |

```

BATTLE : Mlapan

CAPACITY : 5 Allies

PLACEMENT: D-02 to D-04, E-02 to E-04, F-03, F-04

```

      00 01 02 03 04 05 06  BURIED TREASURES
A | 07 09 09 10 10 11 11 | A-00 - Iga Knife / Phoenix Down
B | 07 09 10 10 10 11 11 | A-06 - Elixir / Phoenix Down
C | 07 07 10 10 11 11 11 | D-02 - Excalibur / Phoenix Down
D | 06 07 18 18 18 12 12 | L-00 - Elixir / Phoenix Down
E | 06 06 18 18 18 12 12 |
F | 03 05 17 17 17 13 13 | POSSIBLE EXITS
G | 02 05 17 16 13 13 13 |
H | 02 02 02 10 10 00 00 | • H-03
I | 02 02 02 01 01 00 00 | • H-06
J | 00 00 01 01 00 00 00 | • J-01
K | 00 00 00 00 00 01 01 | • J-04
L | 01 01 00 00 01 01 01 | • L-06

```

MAP OVERVIEW

```

A | Snd Snd Snd Snd Wtr Wtr Snd |
B | Snd Snd Wtr Wtr Wtr Wtr Wtr | Besides town maps, this is my favorite! It's
C | Wtr Wtr Wtr Wtr Snd Snd Wtr | not too big but has a height differential
D | Wtr Wtr Snd Snd Snd Snd Snd | in the very middle, with a single road that
E | Wtr Wtr Snd Snd Snd Snd Snd | spirals down to some wetlands. The allies
F | Wtr Wtr Snd Snd Snd Snd Snd | always start at the top, giving them the
G | Wtr Wtr Snd Snd Snd Snd Snd | range advantage, and the best treasure and

```



K		02	03	03	12	13	13	07	01	01		Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd		
L		02	04	04	12	12	12	08	0½	0½		Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	
M		03	04	04	12	12	09	07	00	0½		Snd	Snd	Snd	Snd	Snd	Snd	Lcl	Snd	Snd		
N		03	03	04	10	10	09	00	00	00		Lcl	Lcl	Snd	Snd	Snd	Snd	Snd	Snd	Snd		
O		03	03	04	10	10	10	00	00	00		Lcl	Lcl	Snd	Snd	Snd	Snd	Snd	Lcl	Lcl		

BURIED TREASURES

- E-04 - Elixir / Phoenix Down
- K-04 - Sage Staff / Phoenix Down
- M-04 - Koga Knife / Phoenix Down
- O-04 - Elixir / Phoenix Down

POSSIBLE EXITS

C-04, G-03, I-06, N-06, O-08

MAP OVERVIEW

This is a rather general map, except it's larger than some that preceeded. The treasures on this level are mostly clustered on a high cliff that can't be accessed by a Move-Find person unless they have a Jump of 5+, so making the person a ninja (innate 5 Jump) works quite well. Enemy-wise, there's a bunch of bull, undead, and behemoth types that frequent here. There's also a wide variety of humans, such as: thieves, monks, priests, archers, oracles, and lancers.

BATTLE : Voyage  
 CAPACITY : 5 Allies  
 PLACEMENT: A-03 to A-06, B-03 to B-06

		00	01	02	03	04	05	06	07	08	09	10	11	12		
																<u>BURIED TREASURES</u>
A		03	03	11	11	11	11	08	00	00	00	00	00	00		
B		03	03	11	11	11	11	11	00	00	00	00	00	00		D-02 - Elixir or
C		03	03	11	11	11	11	11	08	07	00	00	00	00		Phoenix Down
D		03	03	03	10	11	11	11	11	11	11	09	06	00		
E		00	03	03	09	11	11	11	11	11	11	11	11	09		F-03 - Ragnarok or
F		00	03	03	03	10	11	11	11	11	11	11	11	11		Phoenix Down
G		00	1½	03	03	03	03	03	09	11	11	11	11	11		
H		00	00	00	03	03	03	03	03	03	09	11	11	11		G-06 - Robe of Lords
I		00	00	00	00	00	00	02	03	03	04	11	11	10		or Phoenix D.
J		00	00	00	00	00	00	00	1½	03	04	11	11	10		
K		00	00	00	00	00	00	00	00	04	04	10	10	10		H-08 - Perseus Bow
L		00	00	00	00	00	00	00	00	04	04	04	07	09		or Phoenix D.
M		00	00	00	00	00	00	00	00	03	03	04	05	06		
N		00	00	00	00	00	00	00	00	02	03	03	05	05		<u>POSSIBLE EXITS</u>
																• A-00
A		Snd	Snd	Snd	Snd	Snd	Snd	Snd	---	---	---	---	---	---		• A-01
B		Snd	Snd	Snd	Snd	Snd	Snd	Snd	---	---	---	---	---	---		• D-01
C		Snd	Snd	Snd	Snd	Snd	Snd	Snd	Lcl	Lcl	---	---	---	---		• D-10
D		Snd	Snd	Snd	Snd	Snd	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl	---		• I-08
E		---	Snd	Snd	Snd	Snd	Snd	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl		
F		---	Snd	Snd	Snd	Snd	Snd	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl		
G		---	Snd	Snd	Snd	Snd	Snd	Snd	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl		
H		---	---	---	Snd	Snd	Snd	Snd	Snd	Snd	Lcl	Lcl	Snd	Snd		
I		---	---	---	---	---	---	Snd	Snd	Snd	Snd	Lcl	Lcl	Snd		
J		---	---	---	---	---	---	---	---	Snd	Snd	Snd	Snd	Snd		

```

K | --- --- --- --- --- --- --- --- Snd Snd Snd Snd Snd |
L | --- --- --- --- --- --- --- --- Snd Snd Snd Snd Snd |
M | --- --- --- --- --- --- --- --- Snd Snd Snd Snd Snd |
N | --- --- --- --- --- --- --- --- Snd Snd Snd Snd Snd |

```

| MAP OVERVIEW

This is one of the more annoying maps to find the exits and treasures in, as the path is very roundabout. The geography is basically a cliff cut diagonally by two pits, with the allies starting on the cliff and the items in corners at the cliff base; the exits are mostly down there as well.

Enemy-wise, a lot of trees, cats, bombs, morbols, behemoths, and dragons. A could hydra types (not tiamat) may even show up. When it comes to human types, it's mostly archers, summoners, wizards, and sometimes calculators. This may seem routine but one of the archers may come equipped with a rare Yoichi Bow, and stealing it from him would be the only other way to get more of them (although it's not the best so this is more of a curiosity than anything else).

Note that in some formations, all enemies start at the cliff base (3H) which makes them easy Math Skill fodder. Floating enemies like bombs are considered to be 4H, though, but since the allies start at 11H, this shouldn't be a problem either. Hilarious.

BATTLE : Horror

CAPACITY : 5 Allies

PLACEMENT: H-02 to H-04, I-02 to I-04

	00	01	02	03	04	05	06	07	08	09	BURIED TREASURES
A	00	01	02	02	08	08	08	08	07	00	D-04 - Venetian Shield / Phnx D.
B	00	01	02	02	08	08	07	07	07	07	D-05 - Grand Helmet / Phoenix D.
C	00	01	02	02	02	02	01	01	07	07	J-09 - Maximillian / Phoenix D.
D	00	01	01	00	02	08	01	01	07	07	K-06 - Elixir / Phoenix Down
E	01	01	01	00	09	09	00	01	06	06	
F	01	01	02	02	03	03	03	03	06	06	POSSIBLE EXITS
G	01	02	02	02	09	09	03	03	05	06	
H	01	02	09	09	09	09	00	00	05	05	• B-02
I	01	01	09	09	09	09	00	00	05	05	• J-04
J	01	01	00	00	02	02	00	00	04	04	• J-08
K	00	01	01	02	02	02	02	00	00	00	• L-01
L	00	01	01	01	01	02	02	00	00	00	• L-06

| MAP OVERVIEW

```

A | --- Kmt Kmt Kmt Kmt Kmt Snd Lcl Snd --- |
B | --- Kmt Kmt Kmt Lcl Snd Snd Snd Snd Snd |
C | --- Kmt Kmt Kmt Lcl Snd Snd Snd Snd Snd |
D | --- Kmt Kmt --- Snd Snd Snd Snd Snd Snd |
E | Kmt Snd Snd --- Snd Snd --- Snd Snd Snd |
F | Kmt Snd Snd Snd Snd Snd Snd Snd Snd Snd |
G | Kmt Snd Snd Snd Snd Snd Snd Snd Snd Snd |
H | Kmt Snd Snd Snd Snd Snd --- --- Snd Snd |
I | Kmt Snd Snd Snd Snd Snd --- --- Snd Snd |
J | Kmt Kmt --- --- Kmt Kmt --- --- Snd Snd |
K | --- Kmt Kmt Kmt Kmt Kmt Kmt --- --- --- |
L | --- Kmt Kmt Kmt Kmt Kmt Snd --- --- --- |

```

But it's the ninjas that get the most attention here. Because there are so many that appear here on a regular basis, many people use them for obtaining duplicates of rare equipment (instead of mcduping the swords

and such via the shop screen glitch). High-level ninja will throw rare items, including ones not normally obtainable such as knightswords and Masamunes, which makes this a prime source of boosting the inventory. Just equip a unit with "Catch" and have a high brave, and it'll pocket 'em like they're candy. Note that this can be done on ANY group of ninja -- such as the rare battle at Araguay Woods -- but this place is probably better, since it forces the foes to throw constantly due to the height differential. [However, only ninja of Lv90+ throw anything worth catching.]

BATTLE : End

CAPACITY : 5 Allies

PLACEMENT: J-07 to J-09, K-06 to K-08, L-05 to L09, M-06, M-07

	00	01	02	03	04	05	06	07	08	09	10	11	12	BURIED TREASURES
A	00	00	00	00	09	11	11	11	11	00	00	00	00	F-10 - Elixir or
B	00	00	00	09	09	11	11	12	12	12	00	00	00	Phoenix Down
C	00	00	08	09	09	09	09	12	12	12	13	00	00	
D	00	05	08	08	09	09	00	12	12	13	13	13	00	F-12 - Chirijiraden
E	06	06	07	08	08	00	00	00	12	13	13	13	00	or Phoenix D.
F	06	06	07	07	00	00	00	00	00	13	15	15	15	
G	06	06	06	00	00	00	00	00	00	00	15	15	15	H-10 - Chaos Blade
H	06	06	05	05	00	00	00	00	00	00	15	15	15	or Phoenix D.
I	05	05	05	05	00	00	00	00	00	00	00	00	00	
J	00	05	05	03	03	03	00	01	01	01	00	00	00	H-12 - Elixir or
K	00	00	05	03	03	03	02	01	01	01	00	00	00	Phoenix Down
L	00	00	00	03	03	02	02	01	01	01	00	00	00	
M	00	00	00	00	03	02	02	02	00	00	00	00	00	ALLIES
-----														
														Vary - Ramza
A	---	---	---	---	Snd	Snd	Snd	Snd	Snd	---	---	---	---	Vary - Ally [x4]
B	---	---	---	Snd	Snd	Snd	Snd	Snd	Snd	Snd	---	---	---	K-09 - Byblos [Guest]
C	---	---	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	---	---	
D	---	Snd	Snd	Snd	Snd	Snd	---	Snd	Snd	Snd	Snd	Snd	---	ENEMIES
E	Snd	Snd	Snd	Snd	Snd	---	---	---	Snd	Snd	Snd	Snd	---	
F	Snd	Snd	Snd	Snd	---	---	---	---	---	Snd	Snd	Snd	Snd	B-06 - Lv?? Apanda
G	Snd	Lcl	Lcl	---	---	---	---	---	---	---	Snd	Snd	Snd	C-04 - Lv?? Apanda
H	Snd	Snd	Lcl	Lcl	---	---	---	---	---	---	Snd	Snd	Snd	C-08 - Lv?? Apanda
I	Snd	Snd	Lcl	Snd	---	---	---	---	---	---	---	---	---	E-02 - Lv?? Apanda
J	---	Snd	Snd	Lcl	Lcl	Lcl	---	Lcl	Lcl	Lcl	---	---	---	E-10 - Lv?? Apanda
K	---	---	Snd	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl	---	---	---	G-01 - Lv?? Apanda
L	---	---	---	Snd	Snd	Lcl	Lcl	Lcl	Lcl	Lcl	---	---	---	G-11 - Serpentarius
M	---	---	---	---	Snd	Snd	Lcl	Lcl	---	---	---	---	---	

Unlike the other battles in Deep Dungeon, END has a faint story purpose and always has the same setup when first entered: Ramza's crew versus Elidibs and his apandas. As we've seen, apandas are creepy monsters that use Bio magic, and if silenced they can't do anything. Math Skill-ing them from afar helps a lot on the ascent, as they'll also have scaled to the team's average level. Additionally, a "Byblos" guest will have joined Ramza's side here, the 16th and final "special" unit. This looks like an Apanda but has its own special abilities.

Serpentarius has a few cool moves of his own here:

- Snake Carrier (physical damage)
- Poison Frog (Add: Poison, Frog)
- Midgar Swarm (magical damage)
- Zodiac (summon; magical damage)



The most annoying normal skill is Poison Frog, but that can be guarded with a bunch of 108 Gems. Zodiac is the real reason to draw this fight out, as any ally summoners can learn it if they are hit by it and it does damage (of any kind). There are methods of making enemy summoners learn Zodiac so don't try to have everyone learn it here; one suffices. Have Shell on to ensure that it doesn't murder everyone, 'cause it's awfully powerful. [NOTE: The Byblos has a skill that heavily damages MP, so he can actually ruin things here. It is a good idea to Petrify (etc.) him so he doesn't get in the way. He'll still join after battle so long as he hasn't crystalized.] Overall, Elidibs has about 2000 HP. If you don't think you can survive one of his spells, Mind Break him a lot -- but don't use Innocent or Zodiac can't be learned!

Treasure-wise, the best katana and knightsword are buried here -- it's smarter to get them after beating the battle (arguably). Beating the boss earns the Serpentarius zodiac stone, which has no real purpose other than having it...like the rest.

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Now, if one returns here, it can definitely be the hardest map within the dungeon. Why? Lots and lots of hydra types, particularly Tiamats, which can do 999 damage at max level. Reis' dragon-type skills work well here, as do fire- and thunder-absorbing material to defang the critters' best techniques.

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#### MAP REFERENCES

[MPRF]

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Normally I wouldn't bother with something like this, but this game's tactical enough that it can be useful. For each area, there are two maps: one that shows height and another that shows geomancy effects. Pressing Select while hovering over a terrain panel/tile will show its geomancy effect, if one wants to know.

	GEOMANCY	TERRAIN THAT GIVES THAT GEOMANCY EFFECT
	-----	Cross Section, Darkness
Blz	Blizzard	Snow, Ice
Crv	Carve Model	Gravel, Tombstone, Stone Floor, Stone Wall, Mud Wall
Dmn	Demon Fire	Stairs, Wooden Floor, Box, Rug, Deck, Obstacle
Gst	Gusty Wind	Roof, Chimney, Sky
Hlv	Hell Ivy	Grassland, Thicket, Ivy, Water Plant
Lcl	Local Quake	Rocky Cliff, Lava Rocks
Lva	Lava Ball	Lava, Machine
Ptf	Pitfall	Road, Wasteland, Natural Surface
Qsd	Quicksand	Poisoned Marsh, Swamp, Marsh
Snd	Sandstorm	Salt, Stalactite, Sand Area
Wtr	Water Ball	Sea, River, Lake, Waterfall, Waterway
Kmt	Kamaitachi	Bridge, Tree, Brick, Furniture, Coffin, Moss, Book,
		Iron Plate

Note that almost all types of terrain are assigned a geomancy effect but all can't be landed on. For instance, units can't stand on Trees or Books for Kamaitachi, and units just can't plain stand on cross section/darkness tiles. There are others (Obstacle, etc.) but they'll be obvious if encountered.

NOTE:

Levels and equipment may change slightly. What's listed isn't always going to be 100% correct but is meant to get a feel for the opposition. Storyline battle enemies' are usually of a set level, whereas other battle types have enemies that scale (adjust) to the team's average.

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BATTLE #1: Orbonne Monastery

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CAPACITY : ---  
MANDATORY: ---  
PLACEMENT: ---  
WON ITEMS: ---

	00	01	02	03	04	05	06	07	08	09	
											ALLIES
A	04	04	07	07	07	07	08	09	10	04	
B	04	04	04	04	07	16½	13	16½	11	04	F-06 - Ramza [L09 Squire (M)]
C	04	04	04	04	09	27	27	27	11	5½	
D	04	5½	5½	08	16½	27	31	27	16½	5½	GUESTS
E	6½	7½	08	10	11	27	27	27	08	7½	
F	7½	9½	9½	10	11	11	11	11	09	08	H-06 - L10 Dark Knight (M)
G	08	9½	10	10	10	11	11	09	08	07	H-05 - L10 Holy Knight (F)
H	8½	09	9½	10	10	11	11	07	07	07	F-05 - L08 Squire (M) [Rad]
I	8½	8½	8½	09	09	11	11	8½	07	07	G-04 - L08 Knight (F) [Lavian]
J	7½	7½	07	7½	08	11	11	09	08	7½	G-07 - L08 Knight (F) [Alicia]
K	05	07	07	07	7½	11	11	10	9½	08	
L	04	6½	07	07	07	11	11	10	10	8½	OPPOSITION
M	04	04	04	06	06	09	10	10	10	09	
N	04	04	04	5½	06	07	08	09	09	09	M-05 - L07 Archer (M) [Viggs]
											M-07 - L07 Archer (M) [Wezaleff]
											N-04 - L06 Chemist (M) [Fukes]
A	Wtr	Wtr	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Wtr	N-06 - L09 Knight (M) [Lezales]
B	Wtr	Wtr	Wtr	Wtr	Dmn	Gst	Hll	Gst	Dmn	Wtr	N-08 - L06 Archer (M) [Dish]
C	Wtr	Wtr	Wtr	Wtr	Hll	Gst	Gst	Gst	Dmn	Hll	
D	Wtr	Hll	Hll	Hll	Gst	Gst	Gst	Gst	Gst	Hll	BURIED ITEMS
E	Hll	Hll	Hll	Hll	Hll	Gst	Gst	Gst	Hll	Hll	
F	Hll	Hll	Hll	Hll	Hll	Crv	Hll	Hll	Hll	Hll	None
G	Hll	Hll	Hll	Hll	Hll	Crv	Crv	Hll	Hll	Hll	
H	Hll	Hll	Hll	Hll	Hll	Crv	Crv	Hll	Hll	Hll	CONDITIONS
I	Hll	Hll	Hll	Hll	Hll	Crv	Crv	Hll	Hll	Hll	
J	Hll	Hll	Hll	Hll	Hll	Crv	Crv	Hll	Hll	Hll	Win : Defeat all enemies
K	Lcl	Hll	Hll	Hll	Hll	Crv	Crv	Dmn	Hll	Hll	Lose: Defeat of all allies
L	Wtr	Lcl	Hll	Hll	Hll	Crv	Crv	Dmn	Dmn	Hll	
M	Wtr	Wtr	Wtr	Hll	Dmn	Dmn	Dmn	Dmn	Dmn	Hll	NOTES
N	Wtr	Wtr	Wtr	Hll	Dmn	Dmn	Dmn	Dmn	Hll	Hll	
											• Almost impossible to lose
											• Map is one-time-only

OVERVIEW

Rad : Iron Sword, Red Hood, Chain Vest  
Ramza : Mythril Sword, Mythril Helmet, Chain Mail, Battle Boots  
Agrias : Mythril Sword, Mythril Shield, Gold Helmet, Gold Armor  
Alicia : Iron Sword, Buckler, Iron Helmet, Linen Cuirass  
Lavian : Long Sword, Escutcheon, Bronze Helmet, Bronze Armor  
Gafgarion: Mythril Sword, Gold Shield, Cross Helmet, Plate Mail, Power Wrist  
L9 Knight : Iron Sword, Mythril Shield, Iron Helmet, Chain Mail, Battle Boots

L7 Archer : Long Bow, Leather Hat, Leather Outfit  
 L7 Archer : Long Bow, Leather Outfit  
 L6 Chemist: Mythril Knife, Feather Hat, Clothes  
 L6 Archer : Long Bow, Leather Hat, Leather Outfit

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BATTLE #2: Gariland Magic City

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CAPACITY : Ramza + 4

PLACEMENT: N-02, M-02 to M06, L-05, L06

WON ITEMS: 500g + 2000G, Mythril Knife, Phoenix Down, Potion

	00	01	02	03	04	05	06	07	08	09		
											ALLIES	
A	03	2½	01	01	01	01	02	05	02	02		
B	03	2½	02	01	02	04	02	02	02	02		Vary - Ramza [Squire 1]
C	2½	2½	02	01	02	07	08	02	01	01		Vary - Ally [x4]
D	02	05	02	01	02	08	08	02	01	02		
E	01	02	02	02	02	07	07	01	01	02		GUESTS
F	01	02	02	02	02	02	02	02	01	02		
G	05	04	02	01	01	02	07	08	01	02		M-01 - L1 Squire [Delita]
H	07	07	02	01	01	02	08	08	02	02		
I	08	08	02	02	01	02	07	07	02	01		ENEMIES
J	08	07	02	02	01	04	05	03	02	01		
K	01	02	02	02	01	02	01	01	01	01		D-06 - L1 Squire (F)
L	02	02	01	01	01	02	02	02	02	01		B-08 - L1 Squire (M)
M	2½	2½	02	2½	2½	02	02	7½	08	7½		F-03 - L1 Squire (M)
N	03	2½	02	01	01	04	06	8½	10	8½		E-04 - L1 Squire (M)
O	03	2½	01	01	01	04	07	8½	09	8½		E-02 - L1 Chemist (M)
											BURIED ITEMS	
A	H1l	H1l	Wtr	Wtr	Wtr	Wtr	H1l	Kmt	H1l	H1l		
B	H1l	H1l	H1l	Wtr	Crv	Crv	Crv	Crv	H1l	H1l		None
C	H1l	H1l	Crv	Wtr	Crv	Gst	Dmn	Crv	Wtr	Wtr		
D	H1l	Kmt	Crv	Wtr	Crv	Gst	Gst	Crv	Wtr	Crv		CONDITIONS
E	Wtr	Crv	Crv	Crv	Crv	Gst	Gst	Wtr	Wtr	Crv		
F	Wtr	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Wtr	Crv		Win : Defeat all enemies
G	Crv	Dmn	Crv	Wtr	Wtr	Dmn	Gst	Gst	Wtr	Crv		Lose: All allies defeated
H	Gst	Gst	Crv	Wtr	Wtr	Crv	Gst	Gst	Crv	Crv		
I	Gst	Gst	Crv	Crv	Wtr	Dmn	Gst	Gst	Crv	Wtr		NOTES
J	Gst	Gst	Crv	Crv	Wtr	Dmn	Dmn	Crv	Crv	Wtr		
K	Crv	Crv	Crv	Crv	Wtr	Crv	Wtr	Wtr	Wtr	Wtr		• Gang up on foes one at a time
L	Crv	Crv	Wtr	Wtr	Wtr	H1l	H1l	H1l	Crv	Wtr		• Ramza/Delita can heal w/ Wish
M	H1l	H1l	Crv	Kmt	Kmt	H1l	H1l	Gst	Gst	Gst		• Bring Chemists for healing
N	H1l	H1l	Crv	Wtr	Wtr	Dmn	Dmn	Gst	Gst	Gst		• Map is one-time-only
O	H1l	H1l	Wtr	Wtr	Wtr	Dmn	Dmn	Gst	Gst	Gst		

OVERVIEW

L1 Ramza : Broad Sword, Leather Hat, Clothes, Battle Boots  
 L1 Delita : Broad Sword, Leather Hat, Clothes  
 L1 Squire (M) : Broad Sword, Leather Hat, Clothes  
 L1 Squire (M) : Dagger, Leather Hat, Clothes  
 L1 Squire (F) : Broad Sword, Leather Hat, Clothes  
 L1 Squire (F) : Dagger, Leather Hat, Clothes  
 L1 Chemist (M): Dagger, Leather Hat, Clothes

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BATTLE #3: Mandalia Plains

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CAPACITY : Ramza + 3

PLACEMENT: B-03, B-05, B-07, A-03, A-05 to A-07

WON ITEMS: 700g + Potion, Potion

	00	01	02	03	04	05	06	07	08	09	10	11		
													ALLIES	
A	01	01	01	1½	03	1½	01	01	05	01	01	01		
B	04	01	01	1½	05	02	04	01	01	01	02	03		Vary - Ramza
C	01	01	04	01	04	02	06	1½	1½	1½	01	01		Vary - Ally [x3]
D	01	01	03	01	01	1½	02	02	02	1½	04	01		
E	05	01	01	01	01	1½	02	02	02	02	1½	1½		GUESTS
F	0½	0½	0½	0½	03	01	1½	1½	3½	5½	02	02		
G	00	00	00	00	03	01	01	01	01	04	02	02		Vary - Delita
H	03	00	00	00	00	00	01	01	01	04	04	02		I-03 - Albus [L1 Squire]
I	01	03	00	00	00	00	0½	03	01	01	01	03		
J	02	4½	02	00	2½	1½	0½	01	01	01	01	04		ENEMIES
K	02	02	01	00	00	00	00	01	01	01	01	1½		
L	02	02	01	00	03	01	00	02	03	02	01	01		H-02 - L1 Squire (M)
M	02	02	01	00	00	00	00	00	03	01	01	01		M-06 - L1 Squire (M)
													K-07 - L1 Squire (M)	
													K-09 - L1 Squire (M)	
A	H11	H11	H11	H11	Lc1	H11	H11	H11	Lc1	H11	H11	H11		I-03 - L2 Thief (M)
B	Lc1	H11	H11	H11	Lc1	H11	Lc1	H11	H11	H11	Lc1	Lc1		I-11 - L1 Red Panther
C	H11	H11	Lc1	H11	Lc1	H11	Lc1	H11	H11	H11	H11	H11		
D	H11	H11	Lc1	H11	H11	H11	H11	H11	H11	H11	Lc1	H11		BURIED ITEMS
E	Lc1	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11		
F	H11	H11	H11	H11	Lc1	H11	H11	H11	Lc1	Lc1	H11	H11		E-07 - Broad Sword/Hi-Ptn
G	H11	H11	H11	H11	Lc1	H11	H11	H11	H11	Lc1	H11	H11		G-03 - Oak Staff/Eye Drop
H	Lc1	H11	H11	H11	H11	H11	H11	H11	H11	Lc1	Lc1	H11		A-11 - Dagger/Potion
I	H11	Lc1	H11	H11	H11	H11	H11	Lc1	H11	H11	Lc1	Lc1		M-07 - Rod/Antidote
J	H11	Lc1	Lc1	H11	Lc1	Lc1	Lc1	H11	H11	H11	H11	Lc1		
K	Lc1	Lc1	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11		CONDITIONS
L	H11	Lc1	H11	H11	Lc1	Lc1	H11	Lc1	Lc1	Lc1	H11	H11		
M	H11	Lc1	H11	H11	H11	H11	H11	H11	Lc1	H11	H11	Lc1		Win : Defeat all enemies
													Fail: Ramza/Albus dies	

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NOTES

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- At the start of battle, Ramza is given a prompt on how he should proceed in battle. Picking "Our duty is to destroy the Death Corps" will give all his units +10 Brave for the battle and +2 permanently; picking "Our priority is to save him" does nothing except add an extra failure condition (Albus dies if his HP hits 0, despite him being a 'Guest').
- Albus may or may not have the "Item" command in battle. Remember that any potions he uses to cure himself come from Ramza's inventory, so bring some extras with.

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OVERVIEW

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L2 Albus - Long Sword, Leather Hat, Clothes, Battle Boots



A		01	01	01	01	01	01	01	01	01		_____	
B		01	1½	1½	1½	01	01	01	1½	1½	1½		N-06 - Ramza
C		02	02	02	1½	1½	01	02	02	02	1½		Vary - Ally [x3]
D		04	04	10	08	08	3½	3½	02	02	03		
E		06	07	08	08	09	09	10	2½	2½	03		GUESTS
F		09	09	08	08	09	09	08	03	03	03		_____
G		08	08	10	09	09	09	08	03	03	03		N-05 - Delita
H		03	03	05	05	06	07	07	03	03	03		N-07 - Albus
I		03	03	03	03	03	03	03	03	03	03		
J		03	03	03	03	03	03	03	03	07	06		ENEMIES
K		10	08	08	05	03	03	03	03	05	06		_____
L		10	09	09	07	09	08	03	03	01	01		D-08 - L3 Wizard (M)
M		16	15	14	09	09	11	2½	2½	01	01		E-00 - L2 Wizard (M)
N		16	15	14	09	09	08	02	02	02	01		E-01 - L3 Archer (M)
O		17	14	13	09	09	08	2½	02	02	1½		E-07 - L4 Knight (M)
P		16	14	11	09	09	05	2½	2½	02	1½		H-01 - L3 Archer (M)
													O-00 - L3 Archer (M)

A		Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr		BURIED ITEMS
B		Wtr	Ptf	Ptf	Ptf	Wtr	Wtr	Wtr	Ptf	Ptf	Ptf		_____
C		Crv	Hll	Hll	Ptf	Ptf	Wtr	Ptf	Ptf	Ptf	Ptf		L-09 - Leather Armor / Antidote
D		Hll	Hll	Gst	Gst	Gst	Hll	Hll	Ptf	Ptf	Crv		O-04 - Mythril Knife / Echo Grass
E		Dmn	Gst	Gst	Gst	Gst	Gst	Gst	Ptf	Ptf	Crv		D-05 - Clothes / Eye Drop
F		Gst	Gst	Gst	Gst	Gst	Gst	Gst	Crv	Ptf	Crv		B-02 - Long Sword / Phoenix Down
G		Gst	Gst	Gst	Gst	Gst	Gst	Gst	Ptf	Hll	Hll		
H		Ptf	Ptf	Dmn	Dmn	Gst	Gst	Gst	Ptf	Hll	Hll		CONDITIONS
I		Ptf	Ptf	Ptf	Ptf	Ptf	Ptf	Ptf	Ptf	Hll	Hll		_____
J		Ptf	Ptf	Ptf	Ptf	Ptf	Ptf	Ptf	Ptf	Gst	Gst		Win : Defeat all enemies
K		Gst	Gst	Gst	Dmn	Ptf	Ptf	Ptf	Ptf	Gst	Gst		Fail: Ramza dies
L		Gst	Gst	Gst	Gst	Gst	Gst	Ptf	Ptf	Ptf	Ptf		
M		Gst	Gst	Gst	Gst	Gst	Gst	Ptf	Ptf	Ptf	Wtr		NOTES
N		Gst	Gst	Gst	Gst	Gst	Gst	Ptf	Hll	Hll	Wtr		_____
O		Gst	Gst	Gst	Gst	Gst	Gst	Ptf	Hll	Hll	Ptf		• Map is one-time-only.
P		Gst	Gst	Gst	Gst	Gst	Dmn	Ptf	Ptf	Ptf	Ptf		

OVERVIEW

L2 Wizard - Rod, Clothes, Leather Hat  
L3 Wizard - Rod, Clothes  
L3 Archer - Bow Gun, Buckler, Clothes  
L3 Archer - Leather Hat, Leather Outfit  
L3 Archer - Long Bow, Leather Outfit  
L4 Knight - Long Sword, Escutcheon, Bronze Helmet, Linen Robe

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BATTLE #6: Zeklaus Desert [Cellar of Sand Mouse]

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CAPACITY : Ramza + 3 [Two pairs]  
PLACEMENT: C-00, C-01, D-01, E-00, E-01, F-00, G-00  
: A-03 to A-06, B-04 to B-06  
WON ITEMS:

		00	01	02	03	04	05	06	07	08	09	10		ALLIES
A		05	10	04	03	2½	02	02	03	04	04	03		Vary - Ramza
B		4½	2½	2½	2½	1½	1½	0½	00	0½	1½	02		Vary - Ally [x3]
C		03	2½	1½	0½	0½	0½	0½	00	00	00	00		I-00 - Delita [Guest]

D		08	01	0½	00	00	00	00	00	00	00		A-07 - Albus [Guest]	
E		00	00	00	00	06	00	6½	08	09	08	6½		
F		0½	00	00	00	00	00	07	00	00	00	00		ENEMIES
G		1½	00	00	00	5½	06	06	00	00	00	00		
H		02	0½	00	00	07	00	02	00	00	00	00		F-10 - L4 Knight (M)
I		02	0½	00	00	00	00	00	00	00	00	00		G-08 - L5 Knight (M)
J		03	2½	00	00	06	00	00	00	00	00	00		H-07 - L3 Knight (M)
														H-09 - L3 Archer (M)
														I-05 - L3 Monk (M)
A		Ptf	Kmt	Hll	Ptf	Ptf	Ptf	Hll	Ptf	Ptf	Ptf	Hll		I-08 - L4 Monk (M)
B		Hll	Hll	Hll	Hll	Hll	Ptf	Hll	Hll	Ptf	Ptf	Ptf		
C		Hll	Hll	Ptf	Hll	Hll	Ptf	Ptf	Ptf	Ptf	Ptf	Ptf		BURIED ITEMS
D		Kmt	Hll	Hll	Hll	Hll	Ptf	Ptf	Ptf	Ptf	Ptf	Crv		
E		Hll	Hll	Hll	Hll	Kmt	Hll	Crv	Gst	Gst	Gst	Crv		A-10 - Leather Outfit/Eye Drp
F		Ptf	Hll	Hll	Ptf	Ptf	Hll	Crv	Crv	Crv	Crv	Crv		F-05 - Bronze Helmet/Potion
G		Ptf	Ptf	Ptf	Ptf	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv		H-06 - Feather Hat/Hi-Potion
H		Ptf	Ptf	Ptf	Ptf	Dmn	Crv	Dmn	Crv	Crv	Crv	Crv		J-10 - Linen Cuirass/Antidote
I		Ptf	Ptf	Ptf	Ptf	Ptf	Crv	Crv	Crv	Crv	Crv	Ptf		
J		Ptf	Hll	Hll	Hll	Dmn	Crv	Crv	Crv	Crv	Crv	Ptf		CONDITIONS

Win : Defeat all enemies  
Fail: Ramza dies

NOTES

- Map is one-time-only

OVERVIEW

L5 Knight - Long Sword, Buckler, Bronze Helmet, Silk Robe  
L4 Monk - Leather Outfit  
L4 Knight - Long Sword, Buckler, Bronze Helmet, Linen Cuirass  
L3 Knight - Broad Sword, Buckler, Leather Helmet, Linen Robe  
L3 Archer - Long Bow, Leather Hat, Leather Outfit  
L3 Monk - Leather Outfit

BATTLE #7: Thieves' Fort

CAPACITY : Ramza + 3  
PLACEMENT: L-02 to L-05, K-02, K-04  
WON ITEMS: 3300g + 700g, Iron sword, Bronze Shield

	00	01	02	03	04	05	06	07	08	09	ALLIES		
A		02	02	02	02	02	02	02	02	02		Vary - Ramza	
B		02	02	10	03	03	03	08	08	06	02		Vary - Ally [x3]
C		02	2½	11	03	03	03	09	08	06	02		
D		02	4½	13	12	11	11	09	09	06	02		GUESTS
E		03	06	13	3½	6½	6½	04	02	02	02		
F		04	06	07	4½	5½	5½	04	03	02	02		K-03 - Delita
G		06	06	07	4½	4½	05	05	05	3½	02		K-05 - Albus
H		06	06	06	3½	3½	05	05	05	3½	02		
I		06	06	06	2½	2½	05	05	05	02	02		ENEMIES
J		06	06	06	02	02	03	03	03	02	02		
K		02	02	02	02	02	02	02	02	02	02		B-03 - L5 Priest (F)
L		02	02	02	02	02	02	02	02	02	02		B-04 - L7 Knight [Miluda] (F)
													C-01 - L4 Thief (M)
													C-06 - L5 Thief (M)
A		Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr		E-04 - L6 Priest (F)

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B | Wtr Hll Dmn Dmn Dmn Dmn Dmn Crv Crv Wtr | F-03 - L6 Thief (M)
C | Wtr Hll Crv Dmn Dmn Dmn Dmn Crv Crv Wtr |
D | Hll Hll Crv Crv Crv Crv Dmn Crv Crv Wtr | BURIED ITEMS
E | Hll Hll Crv Dmn Dmn Dmn Hll Crv Wtr Wtr |
F | Hll Hll Crv Dmn Dmn Dmn Hll Hll Crv Wtr | B-01 - Flame Rod / Antidote
G | Hll Hll Hll Dmn Dmn Dmn Dmn Dmn Dmn Wtr | B-02 - Ice Rod / Eye Drop
H | Dmn Dmn Crv Dmn Dmn Dmn Dmn Dmn Dmn Wtr | C-05 - White Staff / Echo Grass
I | Crv Crv Crv Dmn Dmn Dmn Dmn Dmn Crv Wtr | L-09 - Long Bow / Phoenix Down
J | Crv Crv Crv Wtr Wtr Crv Crv Crv Wtr Wtr |
K | Wtr Wtr Dmn Dmn Dmn Dmn Wtr Wtr Wtr Wtr | CONDITIONS
L | Wtr Wtr Dmn Dmn Dmn Dmn Wtr Wtr Wtr Dmn |
|_____ | Win : Defeat Miluda
|_____ | Fail: Ramza dies

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NOTES

- Map is one-time-only
- To get B-02 hidden treasure, unit needs minimum Jump of 4.
- Some units may hide in depth 2 water, so have long-range/magic to kill 'em!

OVERVIEW

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L4 Thief - Mage Masher, Feather Hat, Leather Outfit
L5 Thief - Mythril Knife, Feather Hat, Leather Vest, Spike Shoes
L5 Priest - White Staff, Feather Hat, Silk Robe
L6 Priest - White Staff, Feather Hat, Silk Robe
L6 Thief - Mythril Knife, Feather Hat, Leather Vest
L7 Knight - Iron Sword, Bronze Shield, Iron Helmet, Chain Mail, Power Wrist

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BATTLE #8: Lesalia Plateau

CAPACITY : Ramza + 4

PLACEMENT: I-04 to I-06, J-03, J-05 to J-07, K-03 to K-05

WON ITEMS: 3500g + 1000g, Silk Robe, Battle Boots

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	02	02	2½	09	4½	04	6½	8½	09	09	7½	Vary - Ramza
B	02	02	2½	8½	4½	05	6½	8½	9½	09	8½	Vary - Ally [x4]
C	03	07	04	08	06	06	06	7½	10	10	10	
D	03	6½	05	09	07	05	05	6½	7½	08	7½	GUESTS
E	04	06	05	07	05	04	04	5½	07	6½	5½	
F	2½	05	05	09	6½	3½	04	04	07	5½	5½	J-04 - Delita
G	02	03	3½	8½	2½	2½	3½	06	07	8½	06	
H	02	03	3½	07	02	2½	2½	2½	02	9½	06	ENEMIES
I	02	02	2½	04	02	02	02	02	02	02	02	
J	02	02	02	03	02	02	02	02	02	04	02	A-03 - L6 Wizard (M)
K	02	02	02	02	02	03	02	02	02	02	02	A-05 - L5 Time Mage (F)
												B-06 - L5 Wizard (M)
												B-08 - L8 Knight [Miluda] (F)
A	Wtr	Wtr	Hll	Lcl	Hll	Hll	Lcl	Lcl	Hll	Lcl	Hll	C-01 - L5 Knight (F)
B	Wtr	Wtr	Hll	Lcl	Hll	Hll	Hll	Lcl	Hll	Lcl	Hll	C-05 - L6 Knight (F)
C	Hll	Lcl	Hll	Lcl	Hll	Hll	Lcl	Hll	Hll	Hll	Hll	
D	Hll	Lcl	Hll	Lcl	Hll	Hll	Hll	Hll	Hll	Hll	Hll	BURIED ITEMS
E	Hll	Lcl	Hll	Hll	Hll	Hll	Ptf	Hll	Hll	Hll	Hll	
F	Hll	Lcl	Hll	Lcl	Lcl	Ptf	Ptf	Hll	Hll	Hll	Hll	A-05 - Iron Helmet/Hi-Potion
G	Wtr	Hll	Hll	Lcl	Hll	Hll	Ptf	Lcl	Hll	Lcl	Hll	C-02 - Buckler / Potion
H	Wtr	Hll	Hll	Lcl	Hll	Hll	Lcl	Hll	Wtr	Lcl	Lcl	E-10 - Bronze Armor/Eye Drop



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I | Wtr Wtr Hll Lcl Hll Lcl Lcl Wtr Wtr Wtr Wtr | G-04 - Red Hood / Antidote
J | Wtr Wtr Wtr Hll Hll Hll Lcl Lcl Wtr Lcl Wtr |
K | Wtr Wtr Wtr Lcl Hll Hll Wtr Wtr Wtr Wtr Wtr | CONDITIONS
| _____ |

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Win : Defeat Miluda

Lose: Ramza dies

NOTES

- Putting Miluda into critical health and leaving her there for awhile will give a couple conversations between herself and Ramza (if he's not KO'd).

OVERVIEW

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L8 Knight - Mythril Sword, Bronze Shield, Barbuta, Chain Mail, Small Mantle
L6 Knight - Long Sword, Bronze Shield, Bronze Helmet, Bronze Armor
L6 Wizard - Ice Rod, Leather Hat, Linen Robe
L5 Knight - Long Sword, Buckler, Bronze Helmet, Silk Robe
L5 Wizard - Ice Rod, Feather Hat, Linen Robe
L5 Time Mage - White Staff, Feather Hat, Linen Robe

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BATTLE #9: Fovoham Plains [Windmill Shed]

CAPACITY : Ramza + 3

PLACEMENT: I-00, I-01 to I-3, J-00 to J-04

WON ITEMS: 3500g + Hi-Potion

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      00  01  02  03  04  05  06  07  ALLIES
|-----|-----|
A | 01  01  0½  00  00  00  00  00  | Vary - Ramza
B | 01  01  05  05  01  01  05  03  | Vary - Ally [x3]
C | 1½  1½  05  06  07  07  05  05  |
D | 02  02  06  07  07  07  07  05  | GUESTS
E | 02  02  03  07  07  07  07  07  |
F | 2½  02  02  06  11½ 11½ 11½ 07  | J-01 - Delita
G | 03  02  02  05  20  20  20  04  |
H | 3½  03  2½  04  20  20  20  04  | ENEMIES
I | 04  04  03  03  20  20  20  04  |
J | 04  04  3½  03  03  04  04  04  | A-01 - L7 Chocobo [Boco]
|-----|-----| B-00 - L7 Monk (F)
|-----|-----| B-02 - L9 White Knight [Wiegraf] (M)
A | Hll Hll Hll Ptf Hll Ptf Ptf Ptf | C-04 - L6 Knight (F)
B | Hll Hll Hll Kmt Crv Hll Lcl Lcl | E-05 - L6 Monk (F)
C | Hll Ptf Hll Kmt Kmt Kmt Hll Hll |
D | Hll Ptf Hll Hll Hll Hll Hll Ptf | BURIED ITEMS
E | Ptf Ptf Hll Hll Hll Crv Hll Hll |
F | Ptf Ptf Ptf Hll Gst Gst Gst Lcl | A-00 - Leather Vest / Echo Grass
G | Hll Hll Ptf Hll Gst Gst Gst Lcl | B-05 - Small Mantle / Potion
H | Hll Hll Ptf Hll Gst Gst Gst Lcl | F-03 - Linen Robe / Phoenix Down
I | Hll Hll Hll Ptf Gst Gst Gst Lcl | J-06 - Mage Masher / Hi-Potion
J | Hll Hll Hll Ptf Ptf Hll Hll Lcl |
|-----|-----| CONDITIONS

```

NOTES

Win : Defeat Wiegraf

Fail: Ramza dies

- Battle is one-time-only

OVERVIEW

L9 Wiegraf - Mythril Sword, Round Shield, Barbuta, Chain Mail, Small Mantle  
 L7 Chocobo - Can't equip anything  
 L7 Monk - Chain Vest  
 L6 Monk - Leather Vest  
 L6 Knight - Long Sword, Bronze Shield, Bronze Helmet, Silk Robe

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BATTLE #10: Fort Zeakden

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CAPACITY : Ramza + 3 [Two Pairs]

PLACEMENT: J-00, K-00 to K-02, L-00 to L-03

: J-08, K-06 to K-08, L-05 to L-08, M-05 to M-08

WON ITEMS: 8600g

	00	01	02	03	04	05	06	07	08	ALLIES
A	00	00	00	00	00	0½	0½	00	00	H-00 - Ramza
B	00	00	2½	02	1½	1½	07	0½	0½	Vary - Ally [x3]
C	00	2½	3½	3½	03	2½	12	12	01	
D	00	2½	04	04	05	07	12	13	0½	GUESTS
E	00	0½	04	04	3½	07	0½	00	00	
F	00	0½	01	01	0½	07	00	00	00	H-01 - Delita
G	00	0½	0½	0½	0½	07	00	0½	0½	
H	00	00	00	04	00	07	00	05	0½	ENEMIES
I	00	0½	04	05	12	13	12	12	0½	
J	00	01	04	08	12	13	13	13	00	A-06 - L8 Wizard (F)
K	00	00	0½	11	13	13	02	01	00	B-01 - L9 Wizard (F)
L	00	00	00	0½	0½	0½	01	01	00	B-03 - L8 Knight (M)
M	01	00	00	00	00	00	00	00	00	B-04 - L7 Knight (M)
										B-08 - L8 Knight (M)
										D-03 - L10 Knight [Albus] (M)
A	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
B	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	BURIED ITEMS
C	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
D	Blz	Blz	Blz	Blz	Blz	Dmn	Blz	Blz	Blz	D-05 - Bronze Shield / Potion
E	Blz	Blz	Blz	Blz	Blz	Dmn	Blz	Blz	Blz	H-04 - Chain Vest / Antidote
F	Blz	Blz	Blz	Blz	Blz	Kmt	Blz	Blz	Blz	K-06 - Chain Mail / Hi-Potion
G	Blz	Blz	Blz	Blz	Blz	Kmt	Blz	Blz	Blz	M-00 - Silk Robe / Eye Drop
H	Blz	Blz	Blz	Blz	Blz	Kmt	Blz	Blz	Blz	
I	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	CONDITIONS
J	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
K	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Win : Defeat Albus
L	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Fail: Ramza dies
M	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
N	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	

NOTES

- Map is one-time-only
- Teta (job: Delita's Sis) cannot be revived by any manner or method
- There's an extra conversation if Ramza chose to kill Death Corps instead of saving Albus at Mandalia Plains (Battle #3).

OVERVIEW

L10 Knight - Night Killer, Round Shield, Barbuta, Chain Mail, Power Wrist  
 L9 Wizard - Ice Rod, Red Hood, Linen Robe

L8 Knight - Iron Sword, Bronze Shield, Iron Helmet, Silk Robe  
 L8 Knight - Iron Sword, Bronze Shield, Iron Helmet, Linen Robe  
 L8 Wizard - Ice Rod, Red Hood, Silk Robe  
 L7 Knight - Iron Sword, Bronze Shield, Iron Helmet, Bronze Armor

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BATTLE #11: Dorter Trade City

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CAPACITY : Ramza + 3

PLACEMENT: J-04, J-05, J-07, K-03 to K-07

WON ITEMS: 7600g + 1000g, Flame Rod, Mage Masher, Phoenix Down

	00	01	02	03	04	05	06	07	08	ALLIES
A	18	18	12	08	08	08	08	13½	16	Vary - Ramza
B	16	16	12	08	08	08	08	13½	13½	Vary - Ally [x3]
C	19	16	08	08	7½	7½	7½	12	06	J-03 - Gafgarion [Guest]
D	14	14½	09	6½	6½	6½	6½	12	05	J-06 - Agrias [Guest]
E	14	16	09	5½	5½	5½	5½	12	05	
F	14	14½	12½	05	4½	4½	05	05	05	ENEMIES
G	14	17	12½	3½	3½	3½	3½	05	05	
H	07	07	07	2½	2½	2½	2½	05	14	A-03 - L10 Wizard (M)
I	09	09	09	02	1½	1½	1½	05	05	A-05 - L09 Wizard (M)
J	09	07	07	0½	0½	0½	0½	0½	0½	C-03 - L09 Archer (F)
K	00	00	00	00	00	00	00	00	00	C-04 - L11 Thief (M)
										C-05 - L10 Archer (F)
										C-06 - L09 Thief (M)
A	Gst	Gst	Gst	H11	H11	H11	H11	Gst	Gst	
B	Gst	Gst	Gst	H11	H11	H11	H11	Gst	Gst	BURIED ITEMS
C	Gst	Gst	Crv	Crv	Crv	Crv	Crv	Gst	Crv	
D	Gst	Gst	Gst	H11	H11	Crv	Crv	Gst	Crv	A-08 - Barbuta / Echo Grass
E	Gst	Gst	Gst	H11	H11	Crv	Crv	Gst	Crv	E-02 - Shuriken / Hi-Potion
F	Gst	Gst	Gst	Crv	Crv	Crv	Crv	Crv	Crv	G-08 - Round Shield / Ether
G	Gst	Gst	Gst	H11	Crv	Crv	Crv	H11	H11	J-00 - Ice Bow / Potion
H	Gst	Gst	Gst	H11	Crv	Crv	Crv	H11	Kmt	
I	Gst	Gst	Gst	Crv	Crv	Crv	Crv	H11	H11	CONDITIONS
J	Gst	Gst	Gst	Crv	Crv	Crv	Crv	H11	H11	
K	H11	H11	H11	Crv	Crv	Crv	Crv	H11	H11	Win : Defeat all enemies
										Fail: Ramza dies

NOTES

- Map is one-time-only

OVERVIEW

L11 Thief - Mage Masher, Headgear, Mythril Vest, Battle Boots  
 L10 Wizard - Thunder Rod, Headgear, Leather Outfit, Small Mantle  
 L10 Archer - Bow Gun, Round Shield, Mythril Vest, Battle Boots  
 L09 Wizard - Flame Rod, Chain Vest  
 L09 Archer - Long Bow, Leather Outfit  
 L09 Thief - Blind Knife, Red Hood, Clothes

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BATTLE #12: Araguay Woods

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CAPACITY :

PLACEMENT: A-03 to A-05, B-02 to B-05

WON ITEMS:

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	17	07	07	5½	05	6½	08	17	08	6½	Vary - Ramza
B	07	07	06	05	03	02	02	05	07	04	Vary - Ally [x3]
C	4½	03	03	2½	02	02	02	02	03	03	
D	3½	03	03	2½	02	00	02	02	03	2½	GUESTS
E	03	03	01	2½	02	2½	2½	02	02	02	
F	03	03	2½	2½	02	2½	17	00	0½	1½	A-02 - Agrias
G	00	02	02	00	00	2½	00	02	02	02	B-06 - Gafgarion
H	2½	2½	02	02	02	02	02	02	02	02	K-03 - L10 Chocobo [Boco]
I	05	05	3½	3½	03	00	03	03	02	3½	
J	07	05	05	04	04	04	4½	05	07	07	ENEMIES
K	07	07	07	04	04	4½	05	6½	17	07	
L	07	17	07	04	04	4½	05	6½	07	07	H-02 - L09 Goblin
											H-06 - L09 Goblin
											I-04 - L13 Black Goblin
A	---	H11	H11	H11	H11	H11	H11	---	H11	H11	I-07 - L08 Goblin
B	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	J-01 - L08 Goblin
C	Kmt	H11	H11	H11	Kmt	Kmt	H11	H11	H11	H11	K-06 - L10 Goblin
D	Kmt	H11	H11	H11	Kmt	H11	H11	H11	H11	H11	
E	Kmt	H11	H11	H11	H11	H11	Kmt	H11	Ptf	H11	BURIED ITEMS
F	H11	H11	H11	H11	H11	H11	---	Ptf	H11	H11	
G	Ptf	H11	H11	H11	Ptf	Ptf	Ptf	Ptf	H11	H11	D-05 - Headgear / Soft
H	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	E-02 - Mythril Armor / Phoenix D
I	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	I-05 - Mythril Vest / Potion
J	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	L-09 - Spike Shoes / Hi-Potion
K	H11	H11	H11	Kmt	H11	H11	H11	H11	---	H11	
L	H11	---	H11	H11	Kmt	Kmt	H11	H11	H11	H11	CONDITIONS

Win : Defeat enemies/Save Boco  
Fail: Ramza dies

NOTES

- Buried items are same as random battles that can take place here

BATTLE #13: Zirekile Falls

CAPACITY : Ramza + 3

PLACEMENT: J-01, J-02, K-01 to K-03

WON ITEMS: 5700g

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	22	22	21	21	21	21	21	21½	22	22	Vary - Ramza
B	22	22	22	20½	20½	20½	20½	22	22	22	Vary - Ally [x3]
C	21½	19½	19½	16½	13½	15½	16½	16½	19½	20½	
D	19½	16½	14½	12½	8½	10½	13½	15	16½	18½	GUESTS
E	17	13½	09	6½	4½	7½	9½	10½	13½	17	
F	10½	10½	9½	3½	02	02	5½	10	10½	11½	J-03 - Agrias
G	10½	10	10	9½	09	09	9½	10	10½	10½	G-04 - L5 Princess [Ovelia]
H	10	10	10	02	02	02	02	9½	9½	9½	G-05 - L11 Holy Knight [Delita]
I	9½	9½	9½	2½	02	02	02	08	8½	08	
J	8½	4½	04	3½	02	02	02	3½	05	6½	ENEMIES
K	7½	4½	4½	3½	02	02	02	02	03	04	

											F-00 - L8 Knight (M)
											F-09 - L9 Knight (M)
A	H11	H11	H11	Wtr	Wtr	Lcl	Wtr	H11	H11	Lcl	G-08 - L11 Knight (M)
B	Lcl	H11	Lcl	Wtr	Wtr	Wtr	Wtr	Lcl	H11	H11	H-00 - L10 Knight (M)
C	Lcl	Lcl	Lcl	Wtr	Wtr	Wtr	Wtr	Lcl	Lcl	Lcl	H-09 - L8 Knight (M)
D	Lcl	Lcl	Lcl	Wtr	Wtr	Wtr	Wtr	Lcl	Lcl	Lcl	I-01 - Dark Knight [Gafgarion]
E	Lcl	Lcl	H11	Wtr	Wtr	Wtr	Wtr	Lcl	Lcl	H11	
F	H11	H11	H11	Wtr	Wtr	Wtr	Wtr	H11	H11	H11	<u>BURIED ITEMS</u>
G	H11	H11	Lcl	Kmt	Kmt	Kmt	Kmt	Lcl	Lcl	Lcl	
H	Lcl	Lcl	Lcl	Wtr	Wtr	Wtr	Wtr	H11	Lcl	Lcl	C-04 - Poison Rod / Phoenix Down
I	H11	H11	H11	Lcl	Wtr	Lcl	Wtr	H11	H11	Lcl	D-04 - Coral Sword / Soft
J	H11	H11	H11	H11	Wtr	Wtr	Wtr	Lcl	Lcl	H11	F-02 - Platina Dagger / Echo Grss
K	Lcl	H11	H11	H11	Wtr	Lcl	Lcl	Wtr	Lcl	H11	J-03 - Leather Mantle / Ether

### CONDITIONS

Win : Defeat all enemies + Save Ovelia (HP does not drop to zero)

Lose: Ramza dies, Ovelia's HP brought to 0

### OVERVIEW

- L05 Ovelia - White Staff, Triangle Hat, Wizard Robe
- L11 Delita - Coral Sword, Mythril Shield, Barbuta, Plate Mail, Small Mantle
  
- L11 Knight - Long Sword, Round Shield, Barbuta, Mythril Armor, Battle Boots
- L10 Knight - Mythril Sword, Round Shield, Barbuta, Silk Robe, Battle Boots
- L09 Knight - Broad Sword, Round Shield, Barbuta, Chain Mail
- L08 Knight - Long Sword, Bronze Shield, Iron Helmet, Chain Mail
- L08 Knight - Iron Sword, Bronze Shield, Iron Helmet, Linen Robe
- L## Gafgarion - Whatever he had on before battle

### BATTLE #14: Zaland Fort City

CAPACITY : Ramza + 4

PLACEMENT: L-02 to L-05, M-02 to M-05

WON ITEMS: 7000g + 2000g, Mythril Sword, Hi-Potion

	00	01	02	03	04	05	06	07	08	09	<u>ALLIES</u>
A	04	06	08	09	10	3½	4½	07	07	07	Vary - Ramza
B	02	04	08	09	08	3½	3½	08	08	08	Vary - Ally [x3]
C	2½	2½	08	09	08	2½	2½	2½	09	09	
D	03	2½	2½	2½	02	02	02	02	10	10	<u>GUESTS</u>
E	05	3½	3½	2½	2½	2½	2½	2½	9½	9½	
F	07	04	3½	3½	3½	03	03	03	8½	10	I-06 - L10 Engineer [Mustadio]
G	09	4½	4½	04	3½	3½	3½	3½	3½	05	L-00 - Agrias
H	08	05	4½	4½	04	04	04	04	04	07	
I	12	12	12	09	08	09	08	09	08	08	<u>ENEMIES</u>
J	12	12	12	05	4½	3½	3½	2½	2½	07	
K	05	05	05	05	4½	3½	2½	2½	2½	03	B-05 - L12 Archer (F)
L	0½	0½	00	0½	0½	1½	1½	1½	2½	2½	B-06 - L11 Knight (M)
M	00	00	00	00	0½	0½	0½	1½	1½	2½	C-01 - L11 Archer (F)
											F-06 - L13 Knight (M)
											G-05 - L12 Wizard (M)
A	Dmn	Dmn	Gst	Gst	Gst	H11	H11	Gst	Gst	Gst	G-07 - L12 Wizard (M)
B	Crv	Dmn	Gst	Gst	Gst	H11	H11	Gst	Gst	Gst	

C		Crv	Crv	Gst	Gst	Gst	Hll	Crv	Crv	Gst	Gst		<u>BURIED ITEMS</u>
D		Hll	Hll	Crv	Crv	Crv	Crv	Crv	Crv	Gst	Gst		
E		Dmn	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Gst	Gst		A-04 - Mythril Shield / Ether
F		Crv	Crv	Crv	Crv	Crv	Hll	Hll	Gst	Gst		D-00 - Cypress Rod / Hi-Potion	
G		Crv	Crv	Crv	Crv	Crv	Hll	Hll	Hll	Dmn		G-07 - Mythril Helmet / Echo Grss	
H		Crv	Crv	Crv	Crv	Crv	Hll	Hll	Hll	Dmn		K-00 - Rainbow Staff / Potion	
I		Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv		
J		Crv	Crv	Crv	Ptf	Ptf	Hll	Hll	Hll	Ptf	Crv		<u>CONDITIONS</u>
K		Hll	Ptf	Ptf	Ptf	Ptf	Ptf	Hll	Hll	Ptf	Ptf		
L		Hll	Hll	Ptf	Ptf	Hll	Hll	Hll	Hll	Ptf		Win : Defeat all enemies -or-	
M		Hll	Hll	Ptf	Hll	Ptf	Ptf	Hll	Hll	Hll	Hll		: Save Mustadio
												Fail: Ramza/Mustadio dies	

NOTES

- One-time-only map

OVERVIEW

L10 Engineer - Romanda Gun, Headgear, Mythril Vest, Battle Boots

L13 Knight - Mythril Sword, Mythril Shield, Mythril Helmet, Wizard Robe  
Battle Boots

L12 Wizard - Poison Rod, Headgear, Silk Robe, Small Mantle

L12 Wizard - Thunder Rod, Headgear, Wizard Robe, Small Mantle

L12 Archer - Silver Bow, Headgear, Adaman Vest, Small Mantle

L11 Knight - Mythril Sword, Round Shield, Barbuta, Mythril Armor,  
Small Mantle

L11 Archer - Ice Bow, Headgear, Mythril Vest, Small Mantle

BATTLE #15: Bariaus Hill

CAPACITY : Ramza + 3  
 PLACEMENT: K-02 to K-05, L-03 to L-06, M-02 to M-05  
 WON ITEMS: 7400g + 1000g, Holy Water

	00	01	02	03	04	05	06	07	08	<u>ALLIES</u>		
A		02	02	02	12	12	9½	03	03	03		Vary - Ramza
B		02	02	02	12	12	11½	6½	03	03		Vary - Ally [x3]
C		1½	1½	7½	12	12	11½	6½	2½	2½		
D		01	1½	7½	11½	11½	11½	9½	2½	01		<u>GUESTS</u>
E		01	01	7½	10	10	10	9½	01	01		
F		01	01	06	9½	10	10	9½	01	01		L-01 - Mustadio
G		01	2½	06	9½	16	9½	9½	1½	01		M-05 - Agrias
H		2½	2½	8½	9½	9½	9½	07	1½	1½		
I		03	03	8½	09	09	09	6½	02	02		<u>ENEMIES</u>
J		03	03	8½	8½	8½	8½	06	02	02		
K		4½	4½	07	8½	8½	6½	12	3½	02		B-01 - L11 Summoner (F)
L		4½	05	13	07	6½	6½	04	0½	02		B-08 - L12 Summoner (F)
M		4½	6½	07	07	6½	04	04	3½	3½		C-04 - L14 Knight (M)
N		05	6½	07	6½	6½	04	04	04	3½		E-03 - L11 Archer (M)
												E-05 - L13 Archer (M)
												F-02 - L13 Knight (M)
A		Lcl	Hll	Lcl	Lcl	Lcl	Lcl	Hll	Hll	Hll		
B		Lcl	Lcl	Hll	Lcl	Hll	Lcl	Hll	Hll	Hll		<u>BURIED ITEMS</u>
C		Hll	Hll	Lcl	Lcl	Hll	Hll	Hll	Hll	Hll		

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D | H1l Lcl H1l H1l H1l H1l H1l H1l Lcl | A-06 - Power Wrist / Hi-Potion
E | H1l H1l H1l H1l H1l H1l H1l H1l H1l | C-02 - Adaman Vest / Potion
F | Lcl H1l H1l H1l H1l Lcl H1l H1l H1l | F-08 - Plate Mail / Phoenix Down
G | H1l Lcl Lcl Lcl Kmt Lcl Lcl Lcl H1l | K-02 - Triangle Hat / Soft
H | Lcl Lcl H1l H1l H1l H1l Lcl Lcl Lcl |
I | H1l H1l Lcl H1l H1l H1l Lcl H1l H1l | CONDITIONS
J | H1l Lcl Lcl Lcl Lcl H1l H1l H1l H1l |
K | Lcl H1l H1l Lcl Lcl Lcl Kmt H1l H1l | Win : Defeat all enemies
L | Lcl H1l Kmt H1l H1l Lcl H1l H1l Lcl | Fail: Ramza dies
M | H1l H1l H1l H1l H1l Lcl Lcl Lcl H1l |
N | H1l H1l H1l Lcl Lcl H1l H1l Lcl Lcl |
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OVERVIEW

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L14 Knight - Mythril Sword/Shield/Helmet, Silk Robe, Battle Boots
L13 Knight - Mythril Sword/Shield/Helmet/Armor, Small Mantle
L13 Archer - Silver Bow, Triangle Hat, Adaman Vest, Battle Boots
L12 Summoner - Oak Staff, Heagear, Linen Robe, Small Mantle
L11 Summoner - Flame Rod, Headgear, Wizard Robe, Battle Boots
L11 Archer - Silver Bow, Headgear, Mythril Vest, Battle Boots

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BATTLE #16: Zigolas Swamp

CAPACITY : Ramza + 4

PLACEMENT: A-03, A-05, A-07, B-03 to B-05, B-07, C-08

WON ITEMS: 7900g

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	03	03	03	2½	02	02	02	2½	2½	2½	2½	2½	Vary - Ramza
B	03	04	4½	05	4½	3½	02	2½	03	02	05	2½	Vary - Ally [x4]
C	04	04	3½	02	02	02	02	2½	2½	02	05	02	B-08 - Mustadio [Guest]
D	3½	3½	3½	02	05	02	02	02	02	02	02	02	
E	3½	02	02	02	02	02	02	05	05	2½	2½	03	<u>ENEMIES</u>
F	02	02	02	02	02	02	02	02	2½	2½	03	03	
G	02	02	02	05	05	02	02	02	2½	2½	2½	02	G-02 - L14 Skeleton
H	02	02	02	02	02	03	02	02	02	02	02	02	G-07 - L13 Ghoul
I	02	02	02	02	02	4½	02	02	05	02	02	02	J-05 - L14 Bone Snatch
J	02	05	05	02	02	05	02	02	02	02	02	03	J-11 - L12 Ghoul
K	02	02	02	03	03	4½	03	02	02	3½	3½	3½	K-08 - L13 Flotiball
L	03	03	03	03	04	04	03	02	02	3½	3½	04	L-04 - L13 Skeleton
													<u>BURIED ITEMS</u>
A	H1l	H1l	H1l	H1l	Qsd	Ptf	Qsd	Ptf	H1l	Ptf	Ptf	Ptf	
B	H1l	H1l	Kmt	Kmt	Kmt	Kmt	Qsd	H1l	H1l	Qsd	Kmt	Ptf	B-00 - Asura Knife/Ether
C	H1l	H1l	Ptf	Qsd	Qsd	Qsd	Qsd	Ptf	Ptf	Qsd	Kmt	Qsd	E-04 - Koutetsu K/Echo G
D	Lcl	Ptf	Ptf	Qsd	Kmt	Qsd	Ptf	Qsd	Qsd	Qsd	Qsd	Ptf	G-11 - Giant Axe / Soft
E	Ptf	H1l	Qsd	Qsd	H1l	Qsd	Qsd	Kmt	Kmt	H1l	H1l	H1l	L-01 - Romanda Gun/P.Down
F	Qsd	Ptf	Ptf	Qsd	Qsd	Ptf	Qsd	Qsd	H1l	H1l	H1l	H1l	
G	Qsd	Qsd	Ptf	Kmt	Kmt	Qsd	Ptf	Qsd	Ptf	H1l	H1l	H1l	<u>CONDITIONS</u>
H	Ptf	Qsd	Ptf	Qsd	Ptf	Kmt	Qsd	H1l	Qsd	H1l	Qsd	Qsd	
I	Ptf	Qsd	Qsd	Qsd	H1l	Kmt	Qsd	Qsd	Kmt	Qsd	Qsd	Ptf	Win : Defeat all enemies
J	Ptf	Kmt	Kmt	Qsd	Qsd	Kmt	Ptf	Qsd	Qsd	Qsd	H1l	H1l	Fail: Ramza dies
K	Qsd	Qsd	Qsd	H1l	H1l	Kmt	H1l	Qsd	H1l	H1l	H1l	H1l	
L	H1l	H1l	H1l	H1l	H1l	H1l	H1l	Qsd	H1l	Ptf	Ptf	Ptf	

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BATTLE #17: Goug Machine City [Slums of Goug]

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CAPACITY : Ramza + 4

PLACEMENT: J-02 to J-06, K-02 to K-06

WON ITEMS: 11700g + 100g, Thunder Rod

	00	01	02	03	04	05	06	07	08	ALLIES
A	3½	06	6½	07	10½	11	4½	03	02	G-02 - Ramza
B	2½	05	7½	08	11	11	06	3½	1½	Vary - Allies [x3]
C	2½	04	08	08	10½	12	7½	04	00	H-02 - Mustadio [Guest]
D	02	03	7½	09	10	09	09	3½	1½	
E	03	3½	05	06	06	5½	05	03	1½	ENEMIES
F	04	4½	6½	7½	7½	6½	02	0½	0½	
G	04	4½	6½	7½	7½	7½	08	08	00	A-04 - L13 Summoner (M)
H	3½	4½	6½	7½	7½	6½	3½	0½	0½	B-02 - L15 Thief (M)
I	02	01	03	05	03	02	01	01	01	B-05 - L12 Summoner (M)
J	1½	01	2½	03	2½	1½	01	01	01	C-01 - L13 Thief (M)
K	0½	00	00	00	0½	01	03	01	01	C-06 - L14 Archer (F)
										C-07 - L14 Archer (F)
A	H11	H11	H11	Crv	Gst	Gst	Crv	Crv	Crv	BURIED ITEMS
B	H11	H11	Gst	Gst	Gst	Gst	Crv	Gst	Crv	
C	H11	H11	Gst	Gst	Gst	Gst	Crv	Gst	Dmn	C-05 - Cross Bow / Potion
D	Dmn	H11	Gst	Crv	Crv	Crv	Crv	Gst	Crv	C-08 - Lightning Bow / Hi-Potion
E	H11	H11	H11	H11	H11	H11	Crv	Crv	Crv	E-04 - Ramia Harp / Ether
F	Crv	Crv	Crv	Crv	Gst	Gst	Dmn	H11	Crv	K-02 - Battle Dict / Echo Grass
G	H11	Crv	Crv	Crv	Gst	Crv	Gst	Gst	H11	
H	Crv	Crv	Crv	Crv	Gst	Gst	Dmn	H11	H11	CONDITIONS
I	H11	H11	Gst	Gst	Gst	H11	H11	Crv	H11	
J	Dmn	H11	Gst	Gst	Gst	H11	H11	Crv	H11	Win: All enemies defeated
K	Dmn	H11	H11	H11	Crv	Crv	Dmn	H11	Crv	Fail: Ramza dies

OVERVIEW

L15 Thief : Platina Dagger, Triangle Hat, Wizard Outfit, Small Mantle

L14 Archer : Long Bow, Triangle Hat, Wizard Outfit, Battle Boots

L14 Archer : Ice Bow, Triangle Hat, Wizard Outfit, Small Mantle

L13 Thief : Mage Masher, Triangle Hat, Adaman Vest, Small Mantle

L13 Summoner: Poison Rod, Triangle Hat, Linen Robe, Battle Boots

L12 Summoner: White Staff, Headgear, Linen Robe, Small Mantle

OTHER NOTES

- One-time-only battle location

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BATTLE #18: Bariaus Valley

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CAPACITY : Ramza + 4

PLACEMENT: B-00, B-01, C-00, C-01, D-00, D-01, F-00

: H-00, H-02, J-02, K-00, K-01, K-02, L-00, L-01, L-02

WON ITEMS: 8700g + Echo Grass



	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	08	09	18	11	11	11½	09	09	09	11	11½	15½	Vary - Ramza
B	7½	09	10	10½	10½	10½	09	8½	09	9½	14½	14½	Vary - Allies [x4]
C	07	07	09	10	08	09	08	08	09	09	13	11	E-06 - Agrias [Guest]
D	6½	6½	05	05	05	08	08	08	09	16	11½	9½	
E	06	06	06	05	05	04	08	7½	08	9½	10½	10	ENEMIES
F	08	9½	09	8½	04	04	04	6½	06	07	6½	02	
G	11	11	10½	10	08	04	04	04	04	04	03	02	B-08 - L14 Wizard (M)
H	7½	09	6½	04	04	04	04	04	06	04	03	03	B-10 - L15 Archer (F)
I	06	06	06	04	04	04	04	04	04	04	06	06	C-09 - L15 Knight (M)
J	06	06	07	6½	06	04	04	5½	06	6½	7½	7½	E-10 - L15 Knight (M)
K	10½	10	10	7½	7½	06	6½	12	7½	09	09	8½	J-09 - L15 Wizard (M)
L	11½	11½	10½	09	08	6½	07	08	08	8½	17	09	K-09 - L15 Archer (F)
													BURIED ITEMS
A	H11	H11	Kmt	Crv	Crv	Crv	H11	H11	H11	Crv	H11	H11	
B	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	A-11 - Javelin / Soft
C	H11	H11	H11	Crv	H11	H11	H11	H11	H11	H11	H11	H11	B-02 - Battle Bamboo/PhxD
D	H11	H11	Wtr	Wtr	Wtr	Crv	Crv	Crv	H11	Kmt	H11	H11	L-07 - Fire Ball / Potion
E	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Crv	Crv	H11	H11	H11	H11	L-11 - Water Ball / Hi-Pt
F	H11	H11	H11	H11	Wtr	Wtr	Wtr	H11	H11	H11	H11	Wtr	
G	H11	H11	H11	H11	H11	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	CONDITIONS
H	H11	H11	H11	Wtr	Wtr	Wtr	Wtr	Wtr	Crv	Wtr	Wtr	Wtr	
I	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Crv	Crv	Win:
J	Wtr	Wtr	H11	H11	H11	Wtr	Wtr	H11	H11	H11	H11	H11	
K	H11	H11	H11	H11	H11	H11	H11	Kmt	H11	Crv	Crv	H11	
L	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	Kmt	H11	

#### OVERVIEW

L15 Knight - Mythril Sword/Shield/Helmet, Linen Robe, Battle Boots  
L15 Archer - Silver Bow, Triangle Hat, Wizard Outfit, Battle Boots  
L15 Archer - Lightning Bow, Triangle Hat, Wizard Outfit, Battle Boots  
L15 Wizard - Poison Rod, Triangle Hat, Linen Robe, Battle Boots  
L14 Knight - Coral Sword, Gold Shield, Gold Helmet, Wizard Robe, Small Mantle  
L14 Wizard - Poison Rod, Triangle Hat, Wizard Robe, Small Mantle  
L12 Agrias - Coral Sword, Mythril Shield, Gold Helmet/Armor, Diamond Armlet

The Wizard/Archer duo on one side of the river may have varying equipment.

#### BATTLE #19: Golgorand Execution Site

CAPACITY : Ramza + 4  
PLACEMENT: G-09, G-10, H-09, H-10, I-09, I-10, J-09, J-10, K-10  
: A-04, A-05, B-04, B-05  
WON ITEMS: 12200g

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	09	09	09	09	09	09	09	09	09	09	09	Vary - Ramza
B	10	10	09	09	09	09	09	09	10	10	10	Vary - Allies
C	06	07	08	00	00	00	00	08	7½	6½	5½	
D	04	03	00	00	00	00	00	00	00	02	04	ENEMIES
E	01	02	00	00	03	03	03	00	00	02	03	

F		01	02	00	00	03	03	03	00	00	01	01		A-02 - L14 Time Mage (F)
G		01	02	00	00	03	03	03	00	00	01	01		A-09 - L15 Time Mage (F)
H		01	02	00	00	00	2½	00	00	00	01	01		B-05 - L14 Knight (M)
I		02	02	00	00	00	02	00	00	00	02	02		F-05 - L16 Archer (F)
J		02	02	00	00	00	01	00	00	00	02	03		G-01 - L15 Archer (F)
K		01	01	00	00	00	00	00	00	01	03	03		G-05 - L17 Dark Knight (M)
														I-04 - L16 Knight (M)
														I-06 - L15 Knight (M)
A		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		
B		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		BURIED ITEMS
C		Dmn	Dmn	Dmn	Hll	Hll	Hll	Hll	Dmn	Dmn	Dmn	Dmn		
D		Dmn	Kmt	Hll	Hll	Hll	Hll	Hll	Hll	Hll	Kmt	Dmn		C-00 - Lightning Ball/Ether
E		Ptf	Kmt	Hll	Hll	Dmn	Dmn	Dmn	Hll	Hll	Kmt	Dmn		C-07 - Green Beret/Phoenix D
F		Ptf	Kmt	Ptf	Ptf	Dmn	Dmn	Dmn	Hll	Hll	Kmt	Kmt		H-04 - Gold Shield/Echo Grass
G		Ptf	Kmt	Hll	Hll	Dmn	Dmn	Dmn	Hll	Hll	Kmt	Kmt		I-07 - Gold Helmet/Soft
H		Ptf	Kmt	Hll	Hll	Hll	Dmn	Hll	Hll	Hll	Kmt	Kmt		
I		Kmt	Kmt	Hll	Hll	Hll	Dmn	Hll	Hll	Hll	Kmt	Kmt		CONDITIONS
J		Kmt	Kmt	Hll	Hll	Hll	Dmn	Hll	Hll	Hll	Kmt	Kmt		
K		Kmt	Kmt	Ptf	Hll	Hll	Hll	Hll	Hll	Kmt	Kmt	Kmt		Win: All enemies defeated
														Lose: Ramza dies

OVERVIEW

L17 Dark Knight - Blood Sword/Mythril Shield/Cross Helmet/Wizard Robe/Battle B  
L16 Archer ----- Cross Bow, Gold Shield, Green Beret, Wizard Outfit, Small Ma  
L16 Knight ----- Coral Sword, Gold Shield/Helmet, Wizard Robe, Battle Boots  
L15 Archer ----- Ice Bow, Triangle Hat, Wizard Outfit, Battle Boots  
L15 Knight ----- Mythril Sword, Gold Shield/Helmet, Plate Mail, Battle Boots  
L15 Time Mage --- Oak Staff, Triangle Hat, Silk Robe, Small Mantle  
L14 Time Mage --- White Staff, Triangle Hat, Wizard Robe, Small Mantle  
L14 Knight ----- Mythril Sword/Shield/Helmet, Plate Mail, Small Mantle

OTHER NOTES

- One-time-only battle location

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BATTLE #20: Lionel Castle [At the Gates of Lionel Castle]

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CAPACITY : Ramza + 4

PLACEMENT: Doesn't matter (Ramza always ends up at same tile)

: H-03 to H-07, I-03 to I-07, J-03 to J-07 (H-# tiles under outcrop)

WON ITEMS: 11100g + 700g, Mythril Helmet

	00	01	02	03	04	05	06	07	08	ALLIES	
A		15	14½	11½	04	04	04	4½	05	05	Vary - Ramza
B		14½	14½	10	05	04	04	4½	4½	4½	Vary - Allies [x4]
C		13	10	08	06	04	04	04	04	04	
D		13	10½	09	07	04	04	04	04	04	ENEMIES
E		15	10½	10	10	12½	12½	12½	12½	10	
F		15	15	15	15	15	15	15	15	15	???? - L18 Dark Knight (M)
G		15	15	15	15	15	15	15	15	15	I-01 - L15 Archer (M)
H		04	04	15	17	17	17	17	17	17	K-01 - L15 Knight (F)
I		04	04	04	04	04	04	04	04	04	N-05 - L16 Knight (F)
J		04	04	04	04	04	04	04	04	04	N-06 - L17 Archer (M)
K		3½	04	04	04	04	04	04	04	04	O-04 - L15 Summoner (M)
L		3½	04	3½	3½	07	04	04	07	04	O-07 - L15 Knight (F)

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M | 02 01 01 01 04 04 04 04 02 |
N | 1½ 01 02 01 04 04 04 04 01 | OTHER MAP THINGS
O | 01 01 01 01 04 04 04 04 01 |
|-----|
|-----| D-07 - Interior Gate Switch
|-----|
A | H11 H11 H11 H11 H11 H11 H11 H11 H11 | BURIED ITEMS
B | H11 H11 H11 H11 H11 H11 H11 Crv H11 |
C | H11 H11 H11 H11 H11 Crv Crv Crv Crv | C-02 - Wizard Robe / Ether
D | H11 H11 H11 H11 Crv Crv Crv Crv Crv | H-01 - Gold Armor / Potion
E | H11 H11 H11 Crv Crv Crv Crv Crv Crv | H-03 - Rubber Shoes / Echo Grass
F | Crv Crv Crv Crv Crv Crv Crv Crv Crv | N-02 - Wizard Outfit / Hi-Potion
G | Crv Crv Crv Crv Crv Crv Crv Crv Crv |
H | H11 Dmn Crv Dmn Dmn Dmn Dmn Dmn | CONDITIONS
I | Lcl H11 H11 H11 H11 Crv Crv H11 Lcl |
J | H11 H11 H11 H11 H11 H11 Crv H11 H11 | Win: All enemies defeated
K | Lcl H11 H11 Lcl Crv H11 H11 Crv H11 | Lose: Ramza dies
L | Lcl Lcl Lcl Lcl Dmn H11 H11 Dmn H11 |
M | H11 Qsd Qsd Qsd Crv Kmt Kmt Kmt H11 | OTHER NOTES
N | H11 Qsd H11 Qsd Crv Kmt Kmt Kmt Qsd |
O | Qsd Qsd Qsd Qsd Crv Kmt Kmt Kmt Qsd | • One-time-only map
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#### OVERVIEW

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L18 Dark Knight - Ancient Sword, Gold Shield/Armor, Cross Helmet, Small Mantle
L17 Archer ----- Lightning Bow, Green Beret, Brigandine, Battle Boots
L16 Knight ----- Coral Sword, Gold Shield/Helmet, Wizard Robe, Small Mantle
L15 Knight ----- Coral Sword, Gold Shield/Helmet, Silk Robe, Battle Boots
L15 Knight ----- Coral Sword, Gold Shield/Helmet, Silk Robe, Small Mantle
L15 Archer ----- Lightning Bow, Triangle Hat, Wizard Outfit, Battle Boots
L15 Summoner ---- Wizard Staff, Triangle Hat, Linen Robe, Battle Boots

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#### BATTLE #21: Lionel Castle II [Inside of Lionel Castle]

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CAPACITY : Ramza + 4
PLACEMENT: I-02 to I-05, J-02 to J-05
WON ITEMS: 8000g

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    00 01 02 03 04 05 06 07
|-----| ALLIES
A | 15 15 10 12 12 10 15 15 |
B | 12 12 07 07 07 07 12 12 | H-03 - Ramza
C | 05 06 07 08 08 07 06 05 | Vary - Ally [x4]
D | 05 05 05 05 05 05 05 05 |
E | 05 09 07 04 04 07 09 05 | ENEMIES
F | 00 00 01 02 02 01 00 00 |
G | 00 00 00 01 01 00 00 00 | D-04 - Lv?? Impure King [Queklain]
H | 00 00 00 01 01 00 00 00 |
I | 00 00 00 01 01 00 00 00 | BURIED ITEMS
J | 01 01 01 01 01 01 01 01 |
|-----| B-03 - Defense Armllet / Hi-Potion
|-----| B-04 - Bizen Boat / Remedy
A | --- --- Kmt Kmt Kmt Kmt --- --- | D-03 - Defense Ring / Potion
B | --- --- Crv Crv Crv Crv --- --- | D-04 - Wizard Mantle / Ether
C | Crv Kmt Crv Crv Crv Crv Kmt Crv |
D | Crv Crv Crv Dmn Dmn Crv Crv Crv | CONDITIONS
E | Crv Dmn Dmn Dmn Dmn Dmn Dmn Crv |

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F | Crv Crv Crv Dmn Dmn Crv Crv Crv | Win : Defeat Queklain  
 G | Crv Crv Crv Dmn Dmn Crv Crv Crv | Lose: Ramza dies  
 H | Crv Crv Crv Dmn Dmn Crv Crv Crv |  
 I | Crv Crv Crv Dmn Dmn Crv Crv Crv | OTHER  
 J | Crv Crv Crv Dmn Dmn Crv Crv Crv |  
 | \_\_\_\_\_ | • One-time-only map

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BATTLE #22: Goland Coal City

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CAPACITY : Ramza + 4

PLACEMENT: I-03 to I-07, J-03 to J-07

WON ITEMS:

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	0½	0½	02	02	01	02	02	03	02	01	Vary - Ramza
B	1½	1½	06	06	01	06	06	04	02	03	Vary - Ally [x4]
C	02	02	7½	09	16	16	12	05	04	04	F-05 - L18 Astrologist [Olan]
D	01	01	7½	09	16	16	12	04	04	03	
E	01	00	7½	7½	13	14	16	05	03	02	ENEMIES
F	01	2½	5½	07	13	14	13	5½	03	02	
G	01	2½	5½	07	07	07	07	06	02	02	B-01 - L19 Thief (F)
H	01	01	02	00	06	06	01	01	1½	1½	B-07 - L20 Thief (F)
I	02	01	0½	00	00	00	00	00	0½	0½	C-03 - L21 Chemist (M)
J	1½	01	0½	00	00	00	00	00	00	00	C-05 - L18 Mediator (M)
											D-02 - L21 Chemist (M)
											F-03 - L21 Thief (F)
A	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
B	Blz	Blz	Gst	Gst	Blz	Gst	Gst	Blz	Blz	Blz	BURIED ITEMS
C	Blz	Blz	Gst	Gst	Gst	Gst	Gst	Blz	Blz	Blz	
D	Blz	Blz	Gst	Gst	Gst	Gst	Gst	Blz	Blz	Blz	A-09 - Wizard Staff / Phoenix D
E	Blz	Blz	Gst	Gst	Gst	Gst	Gst	Blz	Blz	Blz	E-01 - Flail / Holy Water
F	Blz	Blz	Blz	Blz	Gst	Gst	Gst	Blz	Blz	Blz	E-06 - Spear / Potion
G	Blz	Blz	Blz	Blz	Blz	Dmn	Blz	Blz	Blz	Blz	H-02 - Cross Helmet / Hi-Potion
H	Blz	Blz	Blz	Blz	Gst	Gst	Blz	Blz	Blz	Blz	
I	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	CONDITIONS
J	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
											Win : Defeat all foes / Save Olan
											Lose: Olan or Ramza dies

OVERVIEW

- L21 Thief - Main Gauche, Twist Headband, Judo Outfit, Small Mantle
- L21 Chemist - Mythril Gun, Twist Headband, Judo Outfit, Leather Mantle
- L21 Chemist - Mythril Gun, Twist Headband, Judo Outfit, Power Wrist
- L20 Thief - Platina Dagger, Green Beret, Brigandine, Power Wrist
- L19 Thief - Platina Dagger, Green Beret, Brigandine, Small Mantle
- L18 Astrologist - Monster Dict, Triangle Hat, Earth Clothes, Sprint Shoes
- L18 Mediator - Orichalcum, Green Beret, Silk Robe, Germinas Boots

OTHER NOTES

- One-time-only battle location

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BATTLE #23: Lesalia Imperial Capital [Back door of Lesalia Castle]

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B		18	18	18	18	12	12	18	18	18	18		Vary - Ally [x4]
C		12	12	12	12	12	12	12	12	12	12		
D		12	12	12	12	12	12	12	12	12	12		<u>ENEMIES</u>
E		12	12	18	18	12	12	18	18	12	12		
F		12	12	12	12	12	12	12	12	12	12		H-05 - L25 Lancer (M)
G		12	12	12	12	12	12	12	12	12	12		J-03 - L24 Lancer (M)
H		12	12	12	06	07	09	11	12	12	12		J-06 - L25 Lancer (M)
I		06	06	06	06	06	06	06	06	06	06		K-04 - L24 Chemist (M)
J		03	05	06	06	08	08	06	06	05	03		L-02 - L22 Time Mage (M)
K		02	01	06	06	06	06	06	06	01	02		L-05 - L23 Time Mage (M)
L		00	00	00	00	00	00	00	00	00	00		

BURIED TREASURE

A		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		C-00 - Murasame / Potion
B		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		H-09 - Musk Rod / Remedy
C		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		I-04 - Poison Bow / Hi-Potion
D		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		L-05 - Mythril Bow / Ether
E		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		
F		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		<u>CONDITIONS</u>
G		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		
H		Kmt	Kmt	Kmt	Kmt	Dmn	Dmn	Dmn	Kmt	Kmt	Kmt		Win : Defeat all enemies
I		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		Lose: Ramza dies
J		Dmn	Dmn	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Dmn	Dmn		
K		Kmt	Dmn	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Dmn	Kmt		<u>OTHER</u>
L		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		

• One-time-only map

OVERVIEW

L25 Lancer ---- Partisan, Diamond Shield, Platina Helmet, Wizard Robe, Def Rng  
L25 Lancer ---- Partisan, Diamond Shield, Platina Helmet, Diamnd Armr, Small M  
L24 Lancer ---- Mythril Spear, Flame Shield, Diamond Helmet, Silk Robe, Spke S  
L24 Chemist --- Main Gauche, Holy Miter, Judo Outfit, Leather Mantle  
L23 Time Mage - Wizard Staff, Twist Headband, Silk Robe, Small Mantle  
L22 Time Mage - Wizard Staff, Twist Headband, Linen Robe, Small Mantle

BATTLE #25: Orbonne Monastery II [Underground Book Storage Third Floor]

CAPACITY : Ramza + 4  
PLACEMENT: I-01, I-02, J-01, J-02, K-01, K-02, L-00 to L-03  
WON ITEMS: 13900g + Defense Armlet

		00	01	02	03	04	05	06	07	08	09	10		<u>ALLIES</u>
A		09	08	07	08	07	07	07	07	06	04	03		Vary - Ramza
B		11	09	07	09	07	07	11	11½	11½	11	02		Vary - Ally [x4]
C		11½	07	07	11	07	07	07	07	07	11	01		
D		11½	07	07	11	07	07	07	07	07	11	00		<u>ENEMIES</u>
E		11	07	07	11	07	07	11	07	07	11	10½		
F		09	07	07	11½	07	07	11½	07	07	07	07		B-05 - L26 Knight Blade (M)
G		09	07	07	11½	07	07	11½	07	07	07	07		C-01 - L24 Knight (M)
H		11	11	11	11	11½	11½	11	11	11	11	09		D-07 - L23 Archer (M)
I		11½	07	07	11½	07	07	07	07	07	07	07		E-04 - L23 Knight (M)
J		11½	07	07	11½	07	07	07	07	07	07	07		G-07 - L21 Archer (M)
K		10	07	07	11	11½	11½	11	07	07	11	08		J-09 - L22 Summoner (M)
L		08	07	07	07	07	07	07	07	07	09	09		

BURIED ITEMS

A	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	A-03 - Twist Headband / Hi-P
B	Crv	Kmt	Kmt	Kmt	Kmt	Kmt	Crv	Crv	Crv	Crv	Crv	Kmt	Kmt	C-01 - Flame Shield / Potion
C	Crv	Kmt	Kmt	Crv	Kmt	Kmt	Kmt	Kmt	Kmt	Crv	Kmt	Kmt	Kmt	G-04 - Ice Shield / Holy Watr
D	Crv	Kmt	Kmt	Crv	Kmt	Kmt	Kmt	Kmt	Kmt	Crv	Kmt	Kmt	Kmt	L-00 - C Bag / Phoenix Down
E	Crv	Kmt	Kmt	Crv	Kmt	Kmt	Crv	Kmt	Kmt	Crv	Crv	Kmt	Kmt	
F	Kmt	Kmt	Kmt	Crv	Kmt	Kmt	Crv	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	CONDITIONS
G	Kmt	Kmt	Kmt	Crv	Kmt	Kmt	Crv	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	
H	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Win : Defeat Iclude
I	Crv	Kmt	Kmt	Crv	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Lose: Ramza dies
J	Crv	Kmt	Kmt	Crv	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	
K	Crv	Kmt	Kmt	Crv	Crv	Crv	Crv	Kmt	Kmt	Crv	Kmt	Kmt	Kmt	OTHER
L	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	

• One-time-only map

OVERVIEW

L26 Knight Blade - Platinum Sword, Gold Shield, Platina Helmet/Armor, Power Wr  
L24 Knight ----- Sleep Sword, Aegis Shield, Diamond Helmet/Armor, Leather Mn  
L23 Knight ----- Sleep Sword, Aegis Shield, Diamond Hlmt, Silk Robe, Leat Mn  
L23 Archer ----- Mythril Bow, Twist Headband, Judo Outfit, Leather Mantle  
L22 Summoner ----- Wizard Staff, Twist Headband, Silk Robe, Spike Shoes  
L21 Archer ----- Mythril Bow, Twist Headband, Judo Outfit, Leather Mantle

BATTLE #26: Orbonne Monastery III [Underground Book Storage First Floor]

CAPACITY : Ramza + 4

PLACEMENT: G-05, G-07, H-05 to H-07, I-05 to I-07

WON ITEMS: 20100g + 2500g

	00	01	02	03	04	05	06	07	08	09	10	11	12	ALLIES
A	01	01	01	01	01	01	01	01	01	01	01	01	01	Vary - Ramza
B	01	01	01	02	04	05	05	05	04	02	01	01	01	Vary - Ally [x3]
C	08	08	08	08	07	06	05	06	07	08	08	08	16	
D	16	16	16	16	16	16	16	16	16	16	16	16	16	ENEMIES
E	08	08	08	08	07	06	05	06	07	08	08	08	16	
F	01	01	01	02	04	05	05	05	04	02	01	01	01	A-03: L22 Wizard (F)
G	01	01	01	01	01	01	00	01	01	01	01	01	01	A-11: L23 Archer (F)
H	02	2½	00	00	2½	01	01	01	1½	00	00	1½	00	B-06: L27 WhiteKnight
I	02	2½	00	00	1½	01	01	01	1½	00	00	1½	00	C-02: L24 Knight (F)
														C-08: L21 Archer (F)
														C-10: L24 Knight (F)
A	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	
B	Kmt	Kmt	Kmt	Dmn	Dmn	Kmt	Kmt	Kmt	Dmn	Dmn	Kmt	Kmt	Kmt	BURIED TREASURES
C	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Kmt	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	
D	---	---	---	---	---	---	---	---	---	---	---	---	---	B-11 - Feather Boots
E	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Kmt	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	or Ether
F	Kmt	Kmt	Kmt	Dmn	Dmn	Kmt	Kmt	Kmt	Dmn	Dmn	Kmt	Kmt	Kmt	C-00 - Magic Gauntlet
G	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	or Remedy
H	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	G-06 - Reflect Ring
I	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	or Phoenix D.
														I-00 - N-Kai Armlet
														or Holy Water

OVERVIEW

L27 White Knight - Diamond Sword, Crystal Helmet, Platina Armor, Elf Mantle

L24 Knight ----- Sleep Sword, Aegis Shield, Diamond Helmet, Silk Robe, Pwr W  
 L24 Knight ----- Sleep Sword, Flame Shield, Diamond Helmet/Armor, Spike Sh.  
 L23 Archer ----- Mythril Bow, Twist Headband, Judo Outfit, Spike Shoes  
 L22 Wizard ----- Poison Rod, Twist Headband, Judo Outfit, Power Wrist  
 L21 Archer ----- Mythril Bow, Twist Headband, Judo Outfit, Power Wrist

OTHER NOTES

- One-time-only map

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BATTLE #27: Grog Hill

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CAPACITY : Ramza + 4

PLACEMENT: L-03 to L-07, M-03 to M-07

WON ITEMS: 15800g + Mythril Gun

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	09	09	09	09	10	07	8½	8½	08	8½	8½	K-05 - Ramza
B	09	09	10	07	10	06	09	08	08	8½	8½	Vary - Ally [x4]
C	10	10	10	06	07	06	06	06	08	8½	09	
D	06	06	06	06	07	06	06	06	06	06	06	ENEMIES
E	06	06	07	07	07	05	07	07	06	06	06	
F	08	07	07	03	03	04	03	07	07	07	06	A-04 - L25 Squire (M)
G	09	07	03	03	03	04	03	03	03	07	07	A-05 - L27 Thief (F)
H	07	03	03	03	03	04	03	03	03	03	03	A-06 - L27 Chemist (M)
I	03	03	03	04	04	04	02	04	03	03	03	B-05 - L26 Archer (M)
J	03	04	04	04	00	01	01	04	04	04	04	C-06 - L26 Chemist (M)
K	04	04	00	00	00	01	00	00	00	00	00	D-05 - L27 Squire (M)
L	00	00	00	00	00	01	00	00	00	00	00	
M	00	00	00	00	00	01	00	00	00	00	00	BURIED TREASURES
A	H11	H11	H11	Crv	Kmt	Kmt	H11	H11	Lcl	H11	H11	A-09 - Ninja Knife/Hi-Potion
B	H11	H11	H11	Crv	Kmt	Ptf	H11	Lcl	Lcl	H11	H11	E-09 - Heaven's Cloud/Remedy
C	H11	H11	H11	H11	Kmt	Ptf	Ptf	Ptf	Lcl	H11	H11	L-00 - Main Gauche/Potion
D	H11	H11	H11	H11	Kmt	Crv	Ptf	Ptf	Ptf	Ptf	Ptf	L-09 - Sleep Sword/Ether
E	H11	Ptf	H11	H11	Kmt	Dmn	H11	H11	H11	H11	H11	CONDITIONS
F	Dmn	Lcl	H11	H11	Ptf	Kmt	Ptf	H11	H11	H11	H11	
G	Dmn	Lcl	H11	H11	Ptf	Kmt	Ptf	H11	H11	H11	H11	Win : Defeat all enemies
H	Dmn	H11	H11	H11	H11	Kmt	H11	H11	H11	H11	H11	Lose: Ramza dies
I	Ptf	Ptf	Ptf	Lcl	Lcl	Kmt	Dmn	Lcl	H11	H11	H11	
J	Ptf	Lcl	H11	H11	Ptf	Kmt	Kmt	Lcl	Lcl	Lcl	Lcl	
K	H11	H11	Ptf	Ptf	Ptf	Kmt	Ptf	H11	H11	H11	H11	
L	H11	H11	H11	H11	Ptf	Kmt	Ptf	H11	H11	H11	H11	
M	H11	H11	H11	H11	Ptf	Kmt	Ptf	H11	H11	H11	H11	

OVERVIEW

L27 Squire -- Flame Whip, Black Hood, Power Sleeve, Elf Mantle  
 L27 Chemist - Mythril Gun, Black Hood, Power Sleeve, Rubber Shoes  
 L27 Thief --- Orichalcum, Black Hood, Power Sleeve, Germinas Boots  
 L26 Archer -- Lightning Bow, Holy Miter, Power Sleeve, Spike Shoes  
 L26 Chemist - Mythril Gun, Holy Miter, Power Sleeve, Jade Armband  
 L25 Squire -- Flame Whip, Holy Miter, Power Sleeve, Battle Boots





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A | 00 00 00 00 00 0½ 01 01 | Vary - Ramza
B | 00 00 00 0½ 0½ 0½ 01 01 | Vary - Ally [x4]
C | 0½ 0½ 02 02 1½ 01 01 01 | K-01 - Rafa [Guest]
D | 01 01 3½ 3½ 3½ 3½ 2½ 2½ |
E | 01 01 04 5½ 5½ 4½ 03 2½ | ENEMIES
F | 01 05 5½ 14 15 5½ 04 3½ |
G | 01 04 5½ 14 14 5½ 04 3½ | A-00 - L27 Wizard (M)
H | 01 01 4½ 5½ 5½ 04 3½ 3½ | A-06 - L28 Wizard (M)
I | 01 01 03 3½ 3½ 3½ 3½ 3½ | B-02 - L40 Gust
J | 1½ 1½ 1½ 01 02 03 3½ 3½ | B-05 - L39 Ghoul
K | 02 02 1½ 01 01 3½ 04 3½ | C-03 - L37 Revnant
L | 02 02 1½ 01 01 3½ 3½ 3½ | D-01 - L28 Time Mage (F)
| | F-07 - L27 Time Mage (F)
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A | H11 H11 H11 H11 H11 H11 H11 H11 | BURIED TREASURES
B | H11 H11 H11 H11 H11 H11 H11 H11 |
C | Crv Crv H11 Lc1 H11 H11 H11 H11 | A-01 - Monster Dict / Ether
D | Crv Crv H11 H11 H11 H11 H11 H11 | E-02 - Mythril Spear / Remedy
E | Crv Crv H11 Kmt Kmt Kmt H11 H11 | H-05 - Iron Fan / Phoenix Down
F | Crv Kmt Kmt Kmt Kmt Kmt Kmt H11 | J-05 - Persia / Holy Water
G | Crv H11 Kmt Kmt Kmt Kmt H11 H11 |
H | Crv Crv H11 Kmt Kmt H11 H11 H11 | CONDITIONS
I | Crv Crv H11 Kmt H11 H11 H11 H11 |
J | Crv Crv Crv H11 H11 H11 H11 H11 | Win : All enemies defeated
K | Crv Crv Crv H11 H11 H11 H11 H11 | Lose: Ramza dies
L | Crv Crv Crv H11 H11 H11 H11 H11 |
| |

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#### OVERVIEW

L28 Wizard ---- Wizard Rod, Black Hood, White Robe, Diamond Armlet  
 L28 Time Mage - Gold Staff, Black Hood, White Robe, N-Kai Armlet  
 L27 Time Mage - Gold Staff, Black Hood, White Robe, Leather Mantle  
 L27 Wizard ---- Wizard Rod, Black Hood, White Robe, Defense Armlet

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#### BATTLE #30: Riovanes Castle [At the Gate of Riovanes Castle]

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CAPACITY : Ramza + 4  
 PLACEMENT: J-08 to J-10, K-08 to K-10, L-08 to L-10  
           : J-01 to J-03, K-01 to K-03, L-01 to L-03  
 WON ITEMS: 22000g + Elf Mantle, Hi-Potion, X-Potion

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      00 01 02 03 04 05 06 07 08 09 10 11 | ALLIES
|-----|-----|
A | 04 04 04 11 12 11 11 11 12 13 13 13 | Vary - Ramza
B | 04 04 03 10 12 12 12 11 13 13 13 13 | Vary - Ally [x4]
C | 02 01 02 09 09 09 01 09 13½ 13 13 13½ | K-07 - Rafa [Guest]
D | 01 01 1½ 02 06 08 01 08 14 15 15 14 |
E | 01 01 01 1½ 03 7½ 01 7½ 07 05 05 07 | ENEMIES
F | 1½ 01 01 01 2½ 01 01 06 09 05 05 09 |
G | 02 01 01 01 01 01 01 04 06 05 05 06 | A-05 - L29 Archer (F)
H | 02 1½ 01 01 02 01 01 01 06 05 05 06 | B-01 - L28 Knight (M)
I | 02 02 1½ 02 02 1½ 02 02 06 05 05 06 | B-07 - L24 Hell Knight (M)
J | 02 02 02 02 02 02 02 02 07 05 05 07 | C-06 - L27 Knight (M)
K | 2½ 2½ 2½ 02 02 02 03 04 05 05 05 05 | C-09 - L28 Archer (F)
L | 03 03 2½ 02 02 02 03 04 05 05 05 05 | C-10 - L27 Archer (F)
| | E-09 - L29 Knight (M)
| |

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A	Crv Crv Crv Crv Crv Crv Crv Crv Crv Crv Crv Crv	BURIED TREASURES
B	Crv Crv Crv Crv Crv Crv Crv Crv Crv Crv Crv Crv	
C	Hll Wtr Crv Crv Crv Crv Wtr Crv Crv Crv Crv Crv	A-10 - Magic Shrk./Potion
D	Hll Wtr Hll Grs Crv Crv Wtr Crv Crv Crv Crv Crv	D-03 - Aegis Shld/Hi-Potn
E	Wtr Wtr Wtr Hll Grs Crv Wtr Crv Crv Crv Crv Crv	H-04 - Diamond Helm/Ether
F	Hll Wtr Wtr Wtr Hll Wtr Wtr Crv Dmn Crv Crv Dmn	L-11 - Holy Miter/Remedy
G	Hll Wtr Wtr Wtr Wtr Wtr Wtr Crv Crv Crv Crv Crv	
H	Hll Grs Wtr Wtr Hll Wtr Wtr Wtr Crv Crv Crv Crv	CONDITIONS
I	Hll Grs Hll Grs Hll Grs Hll Grs Crv Crv Crv Crv	
J	Ptf Hll Grs Hll Grs Hll Grs Hll Crv Crv Crv Crv	Win : Defeat all enemies
K	Ptf Ptf Hll Hll Hll Hll Crv Crv Crv Crv Crv Crv	Lose: Ramza dies
L	Hll Hll Ptf Ptf Ptf Hll Crv Crv Crv Crv Crv Crv	
		OTHER NOTES

OVERVIEW

- One-time-only battle

L29 Knight ----- Platinum Sword, Platina Shield/Armor, Circlet, Leather Mantl  
L29 Archer ----- Windslash Bow, Black Hood, Earth Clothes, Leather Mantle  
L28 Archer ----- Mythril Bow, Black Hood, Power Sleeve, Jade Armlet  
L28 Knight ----- Diamond Sword/Shield, Crystal Helmet, White Robe, Jade Armlt  
L27 Knight ----- Diamond Sword/Shield, Crystal Helmet, Wizard Robe, Fethr Bts  
L27 Archer ----- Mythril Bow, Black Hood, Power Sleeve, Defense Armlet  
L24 Hell Knight - Gokuu Rod, Holy Miter, Judo Outfit, Leather Mantle

BATTLE #31: Riovanes Castle II [Inside of Riovanes Castle]

CAPACITY : Ramza + 3  
PLACEMENT: H-03, H-04, I-03, I-04  
: K-02 to K-05, L-02 to L-05  
WON ITEMS: 14400g

	00	01	02	03	04	05	06	07	ALLIES
A	10	9½	09	09	09	09	9½	10	Vary - Ramza
B	10	9½	09	09	09	09	9½	10	Vary - Ally [x3]
C	07	04	09	09	09	09	04	07	
D	05	03	03	08	08	03	03	05	ENEMIES
E	05	03	03	07	07	03	03	05	
F	05	03	04	06	06	04	03	05	C-04 - L28 White Knight [Wiegraf]
G	04	01	07	05	05	07	01	04	C-04 - L?? Warlock [Velius]
H	3½	01	04	4½	4½	04	01	3½	A-02 - L29 Archaic Demon
I	04	01	01	3½	3½	01	01	04	A-05 - L28 Archaic Demon
J	3½	01	03	03	03	03	01	3½	B-03 - L27 Archaic Demon
K	03	02	03	03	03	03	02	03	
L	03	03	03	03	03	03	03	03	BURIED TREASURE
A	Crv Crv Crv Crv Crv Crv Crv Crv	C-00 - Diamond Armor / Potion							
B	Crv Crv Crv Crv Crv Crv Crv Crv	C-07 - Germinas Boots / Remedy							
C	Crv Crv Crv Crv Crv Crv Wtr Crv	F-02 - Judo Outfit / Hi-Potion							
D	Crv Wtr Wtr Crv Crv Wtr Wtr Crv	H-05 - Chameleon Robe / Ether							
E	Crv Wtr Wtr Crv Crv Wtr Wtr Crv	CONDITIONS							
F	Crv Wtr Crv Crv Crv Crv Wtr Crv								
G	Crv Wtr Dmn Crv Crv Dmn Wtr Crv	Win : Defeat Wiegraf, then Velius							
H	Crv Wtr Crv Crv Crv Crv Wtr Crv	Lose: Ramza KO'd (1st), Ramza dies (2nd)							
I	Crv Wtr Wtr Crv Crv Wtr Wtr Crv								

J | Crv Wtr Crv Crv Crv Crv Wtr Crv | NOTES  
 K | Crv Crv Crv Crv Crv Crv Crv Crv |  
 L | Crv Crv Crv Crv Crv Crv Crv Crv | • See walkthrough for battle tips  
 |\_\_\_\_\_|

OVERVIEW

L28 White Knight - Diamond Sword/Shield/Helmet/Armor/Armlet

BATTLE #32: Riovanes Castle III [Roof of Riovanes Castle]

CAPACITY : Ramza + 3  
 PLACEMENT: D-10, E-10, F-10, G-10, H-10  
 WON ITEMS: 10000g

	00	01	02	03	04	05	06	07	08	09	10	ALLIES	
A	0½	0½	0½	0½	0½	0½	0½	0½	0½	0½	1½	I-09 - Ramza	
B	02	1½	5½	6½	07	6½	07	6½	07	6½	07	Vary - Ally [x3]	
C	04	03	4½	08	09	08	09	08	09	08	05	I-07 - Rafa [Guest]	
D	06	05	05	10	10	10	10	12	10	10	03	I-06 - Malak [Guest]	
E	21	21	21	12	12	12	12	12	12	18	01		
F	21	30	21	13	13	21	13	14	16	24	01	ENEMIES	
G	21	21	21	12	12	12	12	12	12	18	01		
H	02	05	05	10	10	10	10	12	10	10	03	F-06 - L29 Assassin [Celia]	
I	04	03	4½	08	09	08	09	08	09	08	05	F-07 - L28 Assassin [Lede]	
J	02	1½	5½	6½	07	6½	07	6½	07	6½	07	G-04 - L33 Arc Knight	
K	0½	0½	0½	0½	0½	0½	0½	0½	0½	0½	1½		
	_____											BURIED TREASURE	
A	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Crv	D-07 - Short Edge / Hi-Potion
B	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Dmn	F-07 - Orichalcum / Potion
C	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Dmn	H-00 - Jade Armlet/Maiden's K
D	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Dmn	H-07 - Elf Mantle / Phoenix D
E	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Dmn	
F	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Dmn	CONDITIONS
G	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Dmn	
H	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Dmn	Lose: Rafa KO'd / Ramza dies
I	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Dmn	Win : Bring any enemy unit
J	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Dmn	to critical health
K	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Gst	Crv	

OVERVIEW

L33 Arc Knight - Muramasa, Black Hood, Black Robe, N-Kai Armlet  
 L29 Assassin - Kiyomori, Kiyomori, Black Hood, Earth Clothes, Cachusha  
 L28 Assassin - Short Edge, Short Edge, Black Hood, Power Sleeve, Barette

OPTIONAL: Bervenian Volcano

CAPACITY : 5 Allies  
 PLACEMENT: (North) G-00, H-00, I-00, I-01, J-00, J-01, K-00

: (South) A-09, B-08, B-09, C-09, D-09, E-08, E-09

	00	01	02	03	04	05	06	07	08	09	BURIED TREASURES
A	04	03	00	00	00	00	00	00	03	04	B-03 - Fire Ball / X-Potion
B	05	05	05	03	03	03	04	07	09	07	C-08 - Materia Blade
C	05	08	03	03	4½	06	05	13	18	9½	K-05 - Fire Ball / X-Potion
D	04	03	03	03	03	05	05	08	14½	08	
E	03	03	03	03	03	03	03	03	10	07	I couldn't find a fourth item
F	03	03	03	03	03	03	03	03	06	5½	tile on this map, meaning it's
G	03	03	03	03	03	03	3½	3½	06	05	either nonexistent or buried in
H	03	03	03	03	03	03	04	05	05	04	a lava tile, which can't be
I	03	04	03	03	03	03	03	3½	04	3½	gotten since they're normally
J	03	04	03	03	03	03	03	03	04	03	untraversable and would require
K	04	07	07	3½	03	03	03	03	05	03	two movement abilities.
L	04	07	07	3½	03	03	03	03	03	03	

											OTHER NOTES	
A	Lcl	Lcl	Lva	Lva	Lva	Lva	Lva	Lva	Lcl	Lcl		• This map opens in Chapter Four
B	Lcl	Lcl	Lcl	Lcl	Lva	Lcl	Lva	Lcl	Lcl	Lcl		
C	Lcl	Lcl	Lva	Lva	Lcl	Lcl	Lva	Lva	Lcl	Lcl		• The Materia Blade is a special
D	Lcl	Lcl	Lcl	Lva	Lcl	Lcl	Lva	Lva	Lcl	Lcl		item, and the only item found
E	Lcl	Lva	Lva	Lva	Lva	Lva	Lva	Lva	Lcl	Lcl		on that tile. Without this
F	Lcl	Lcl	Lva	Lva	Lcl	Lva	Lcl	Lva	Lcl	Lcl		sword, Cloud cannot use any of
G	Lcl	Lcl	Lva	Lcl	Lcl	Lcl	Lcl	Lva	Lcl	Lcl		his Limit abilities. This isn't
H	Lcl	Lcl	Lva	Lcl	Lcl	Lva	Lcl	Lcl	Lcl	Lcl		the only method of obtaining
I	Lcl	Lcl	Lva	Lva	Lva	Lva	Lva	Lcl	Lcl	Lcl		one but it's the easiest and
J	Lcl	Lcl	Lcl	Lcl	Lva	Lcl	Lva	Lcl	Lcl	Lcl		first accessible.
K	Lcl	Lcl	Lcl	Lcl	Lva	Lcl	Lcl	Lva	Lcl	Lcl		
L	Lcl	Lcl	Lcl	Lcl	Lva	Lva	Lva	Lva	Lva	Lcl		• Lava can't be walked on w/o
												the 'Move on Lava' ability.

OPTIONAL: Goland Coal City [Colliery Underground Third Floor]

CAPACITY : Ramza + 4

PLACEMENT: I-03 to I-06, J-03 to J-07, K-03 to K-07

: E-00, E-01, F-00, F-01, G-00, G-01, H-00, H-01

WON ITEMS: 22200g + Mythril Bow, Mythril Shield

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	12	14½	15	15	15	14½	14½	14½	14½	14½	15	Vary - Ramza
B	10	14½	14½	14½	14½	14½	12	12	12	14½	15	Vary - Ally [x4]
C	09	08	07	07	07	8½	8½	8½	8½	14½	15	J-01 - Beowulf [Guest]
D	1½	1½	07	07	00	00	00	07	07	14½	15	
E	00	00	07	07	00	00	00	07	07	14½	15	ENEMIES
F	00	00	07	07	00	00	00	06	07	14½	15	
G	00	00	07	07	00	00	00	4½	7½	14½	14½	B-03 - L47 Chemist (M)
H	00	00	06	00	00	00	00	03	09	13½	14	E-09 - L44 Chemist (M)
I	00	00	04	00	00	00	00	1½	10	13½	14	F-04 - L42 Chemist (M)
J	00	00	02	00	00	00	00	00	11½	13½	14	J-08 - L43 Chemist (M)
K	00	00	00	00	00	00	00	00	13	13½	13½	J-09 - L47 Chemist (M)
												BURIED TREASURE
A	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
B	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	E-09 - Mythril Gun / Soft
C	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	F-03 - Mythril Sword / Soft



M | Blz Blz Blz Blz Blz Blz Blz Blz Blz Blz Blz Blz | Win : Defeat all enemies  
 N | Blz Blz Blz Blz Blz Blz Blz Blz Blz Blz Blz Blz | Lose: Ramza dies  
 | \_\_\_\_\_ |

OVERVIEW

L48 Chemist - Blaze Gun, Thief Hat, Black Costume, Elf Mantle  
 L45 Thief --- Air Knife, Flash Hat, Black Costume, Elf Mantle  
 L44 Thief --- Air Knife, Flash Hat, Black Costume, Elf Mantle

OPTIONAL: Goland Coal City III [Colliery Underground First Floor]

CAPACITY : Ramza + 4  
 PLACEMENT: I-02, I-03, J-01 to J-03, K-01 to K-03  
               : C-01, C-02, D-01, D-02, E-01  
 WON ITEMS:

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	4½	5½	07	09	10	12	12	12	10	10	10	Vary - Ramza
B	03	06	07	09	09	12	12	12	10	10	10	Vary - Ally [x4]
C	05	06	06	06	07	08	07	07	8½	09	09	H-01 - Beowulf [Guest]
D	05	06	06	06	07	07	07	06	5½	11	10	
E	03	06	08	06	06	06	06	06	5½	11	10	ENEMIES
F	03	4½	03	04	04	04	4½	07	10	12½	12½	
G	02	03	02	02	02	03	03	07	09	12½	12½	A-07 - L45 Uribo
H	03	04	00	00	08	08	09	10	10	11	11	B-07 - L47 Chemist (M)
I	02	02	00	00	3½	05	05	12	12	13	12	E-10 - L50 Blue Dragon
J	01	01	00	00	3½	05	05	05	10	11½	11	H-09 - L46 Blue Dragon
K	02	01	0½	00	2½	05	05	05	07	09	10	K-10 - L49 Chemist (M)
L	02	1½	01	02	03	4½	05	05	07	09	09	
M	02	02	02	02	03	03	04	04	07	08	08	BURIED TREASURE
												B-00 - Mythril Knife / Soft
A	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	C-05 - Mythril Sword / Soft
B	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	E-02 - Mythril Gun / Soft
C	Crv	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	J-06 - Mythril Bow / Soft
D	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Crv	Blz	
E	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Crv	Blz	CONDITIONS
F	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
G	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Win : Defeat all enemies
H	Blz	Blz	Blz	Blz	Dmn	Dmn	Dmn	Blz	Blz	Blz	Blz	Lose: Ramza dies
I	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
J	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
K	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
L	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
M	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	
N	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Blz	Crv	Blz	Blz	

OVERVIEW

L49 Chemist - Mythril Gun, Thief Hat, Black Costume, Dracula Mantle  
 L47 Chemist - Mythril Gun, Thief Hat, Black Costume, Elf Mantle

OPTIONAL: Goland Coal City IV [Underground Passage in Goland]

CAPACITY : Ramza + 3  
 PLACEMENT: N-02, N-03, O-02, O-03, P-03, R-02, R-03  
 WON ITEMS: 28100g

	00	01	02	03	04	05	00	01	02	03	04	05	ALLIES
A	12	13	04	02	02	02	---	Dmn	Dmn	Dmn	Dmn	Dmn	Vary - Ramza
B	12	13	04	00	00	02	---	Dmn	Dmn	Ptf	Ptf	Dmn	Vary - Ally [x3]
C	04	04	00	00	00	00	Dmn	Dmn	Ptf	Ptf	Ptf	Ptf	P-02 - Beowulf [Guest]
D	04	04	04	00	00	00	Dmn	Dmn	Dmn	Ptf	Ptf	Ptf	E-03 - Reis [Guest]
E	04	04	04	00	00	01	Dmn	Dmn	Dmn	Ptf	Ptf	Dmn	
F	12	04	04	04	04	02	---	Dmn	Dmn	Dmn	Dmn	Dmn	ENEMIES
G	12	04	04	04	04	03	---	Dmn	Dmn	Dmn	Dmn	Dmn	
H	12	13	04	04	6½	6½	---	---	Dmn	Dmn	Crv	Crv	A-04: L50 Archaic Demon
I	12	13	04	04	11	10	---	---	Dmn	Dmn	---	---	D-01: L46 Ochu
J	12	13	04	04	12	10	---	---	Dmn	Dmn	---	---	F-02: L49 Plague
K	12	13	04	04	03	1½	---	---	Dmn	Dmn	Lcl	Lcl	G-04: L47 Ochu
L	12	04	04	04	1½	1½	---	Dmn	Dmn	Dmn	Lcl	Lcl	H-02: L45 Plague
M	04	04	04	00	00	00	Dmn	Dmn	Dmn	Ptf	Ptf	Ptf	J-03: L44 Plague
N	4½	04	00	00	1½	1½	Dmn	Dmn	Ptf	Ptf	Lcl	Lcl	
O	05	04	00	00	1½	02	Dmn	Dmn	Ptf	Ptf	Lcl	Lcl	CONDITIONS
P	4½	04	00	00	1½	1½	Dmn	Dmn	Ptf	Ptf	Lcl	Lcl	
Q	04	04	00	00	00	00	Dmn	Dmn	Ptf	Ptf	Ptf	Ptf	Win : All enemies dead
R	04	03	02	01	00	00	Dmn	Dmn	Dmn	Dmn	Ptf	Ptf	and Reis's saved
													Lose: Ramza/Reis dies

BURIED TREASURE

- C-02 - Mythril Helmet / Remedy
- K-04 - Mythril Armor / Remedy
- O-01 - Mythril Shield / Remedy
- R-05 - Mythril Vest / Remedy

BATTLE #33: Doguola Pass

CAPACITY : Ramza + 4  
 PLACEMENT: C-02, D-00, D-01, E-01, E-02, F-00 to F-02, G-00, G-01  
 WON ITEMS: 18600g + 3000g, Diamond Armor

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	10	11	13½	13½	12	12	12½	13	13	13	Vary - Ramza
B	9½	11	11	11	11½	12	12½	13	13	13	Vary - Ally [x4]
C	08	9½	10	11	11½	12	12½	12½	07	07	
D	06	07	09	11	07	07	8½	08	06	08	ENEMIES
E	7½	08	08	7½	07	07	07	6½	05	07	
F	08	08	08	06	06	07	07	6½	05	04	A-07 - L31 Wizard (M)
G	01	01	03	04	00	0½	01	06	4½	03	B-08 - L30 Archer (M)
H	01	01	01	0½	00	0½	01	01	1½	02	C-09 - L29 Wizard (M)
											D-08 - L32 Lancer (M)
											E-07 - L33 Knight (M)
A	Lcl	Lcl	Lcl	Lcl	Lcl	Hll	Hll	Hll	Lcl	Lcl	F-08 - L31 Knight (M)
B	Lcl	Lcl	Hll	Hll	Hll	Hll	Hll	Hll	Hll	Lcl	
C	Lcl	Lcl	Lcl	Hll	Lcl	Lcl	Lcl	Lcl	Hll	Hll	BURIED TREASURES



D	H11	Lcl	Lcl	Lcl	H11	H11	Lcl	Lcl	H11	Lcl	
E	Lcl	H11	Lcl	Lcl	H11	H11	H11	H11	H11	Lcl	A-06 - Gold Staff / Maiden's Kiss
F	H11	H11	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl	H11	Lcl	D-00 - Diamond Sword / Ether
G	Lcl	Lcl	Lcl	Lcl	H11	H11	H11	Lcl	Lcl	Lcl	G-04 - Wizard Rod / Remedy
H	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	H-09 - Windslash Bow / Phoenix D.

OVERVIEW

L33 Knight - Platinum Sword, Platina Shield, Circlet, Black Robe, Leather Mnt  
L33 Lancer - Oberisk, Platina Shield, Circlet, Black Robe, Jade Armlet  
L30 Archer - Windslash Bow, Black Hood, Earth Clothes, Wizard Mantle  
L31 Lancer - Oberisk, Platina Shield, Crystal Helmet, Black Robe, Defense Arml  
L31 Wizard - Wizard Rod, Black Hood, Black Robe, Small Mantle  
L29 Wizard - Wizard Rod, Black Hood, White Robe, Jade Armlet

BATTLE #34: Bervenian Free City

CAPACITY : Ramza + 4  
PLACEMENT: L-01 to L-04, M-01 to M-05  
: J-06 to J-09, K-08, K-09, L-08, L-09, M-06 to M-09  
WON ITEMS: 19300g + Jade Armlet, Remedy, Remedy

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	17	17	17	17	17	17	17	13	13	12	K-04 - Ramza
B	17	17	17	17	17	17	17	13	11	12	Vary - Ally [x4]
C	17	17	17	16	15	14	13	13	09	05	
D	17	17	17	13	13	13	13	13	08	08	ENEMIES
E	09	11	11	12	13	13	13	13	09	09	
F	07	11	11	11	11	13	13	12	08	09	B-05 - L32 Archer (F)
G	07	11	11	11	11	12	13	12	06	04	C-01 - L31 Archer (F)
H	07	07	07	06	05	03	03	3½	04	04	C-08 - L31 Ninja (F)
I	08	08	01	1½	02	02	02	02	02	02	D-06 - L32 Summoner (F)
J	09	09	01	1½	02	02	02	02	02	1½	E-02 - L32 Summoner (F)
K	09	08	1½	00	00	06	07	07	1½	1½	F-05 - L35 Divine Knight (F)
L	1½	1½	1½	0½	0½	06	07	06	00	00	
M	1½	00	00	0½	01	0½	00	00	00	00	BURIED TREASURES
											C-09 - Gokuu Rod / Remedy
A	Ptf	H11	H11	H11	H11	H11	H11	Crv	Gst	Gst	E-00 - Bloody Strings / Potion
B	Ptf	H11	H11	H11	H11	H11	H11	Crv	Gst	Gst	F-05 - Papyrus Plate / Hi-Potion
C	H11	H11	H11	Crv	Crv	Crv	Crv	Crv	Dmn	Crv	K-07 - Partisan / Ether
D	Ptf	H11	H11	Crv	Crv	Crv	Crv	Crv	Gst	Gst	
E	Dmn	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Gst	Gst	CONDITIONS
F	H11	Crv	Crv	Crv	Crv	Gst	Gst	Gst	Gst	Gst	
G	H11	Crv	Crv	Crv	Crv	Gst	Gst	Gst	Dmn	H11	Win : Defeat Meliadoul
H	H11	H11	Crv	Crv	Crv	Crv	Crv	H11	H11	H11	Lose: Ramza dies
I	Gst	Gst	H11	H11	H11	Ptf	H11	H11	H11	H11	
J	Gst	Gst	Crv	H11	H11	H11	H11	H11	H11	H11	OTHER NOTES
K	Gst	Gst	H11	H11	H11	Gst	Gst	Gst	Ptf	Ptf	
L	H11	H11	H11	H11	H11	Gst	Gst	Gst	H11	H11	• One-time-only map
M	H11	H11	H11	H11	H11	H11	H11	H11	H11	H11	• Meliadoul's Chantage & Defender are both rare stealable items.

OVERVIEW

L35 Divine Knight - Defender, Platina Shield/Helmet, Carabini Mail, Chantage  
 L32 Summoner ----- Gold Staff, Golden Hairpin, Black Robe, Power Wrist  
 L32 Summoner ----- Gold Staff, Golden Hairpin, Black Robe, Wizard Mantle  
 L32 Archer ----- Mythril Bow, Golden Hairpin, Earth Clothes, Defense Armlet  
 L31 Archer ----- Windslash Bow, Black Hood, Earth Clothes, Power Wrist  
 L31 Ninja ----- Spell Edge, Flail, Black Hood, Earth Clothes, Small Mantle

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BATTLE #35: Finath River

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CAPACITY : Ramza + 4

PLACEMENT: A-00 to A-04, B-00 to B-04, C-00 to C-03, D-00 to D-02, E-00 to E-2  
 : A-06, A-08, A-09, B-08, B-09, C-08, C-09, D-08, D-09, E-06 to E-09

WON ITEMS: 30000g

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	11	10½	10½	10	10	09	10	09	10	7½	E-04 - Ramza
B	11	11	10½	10	9½	09	09	09	9½	07	Vary - Ally [x4]
C	10½	8½	8½	7½	06	06	06	06	6½	6½	
D	9½	08	6½	06	06	06	06	06	6½	4½	ENEMIES
E	7½	7½	07	06	6½	06	6½	06	6½	4½	
F	7½	07	07	06	07	06	07	4½	04	04	I-09 - Black Chocobo
G	7½	6½	03	03	6½	03	3½	3½	3½	3½	L-00 - Chocobo
H	06	5½	03	03	03	03	3½	3½	03	03	L-04 - Uribo
I	06	5½	4½	03	03	03	03	03	03	03	L-08 - Red/Chocobo
J	5½	4½	4½	03	03	03	03	03	03	3½	O-06 - Red/Chocobo
K	04	10	3½	03	3½	03	03	03	3½	3½	P-01 - Red/Chocobo
L	3½	3½	03	03	3½	3½	03	03	3½	10	
M	03	03	03	03	3½	3½	03	03	3½	3½	Enemy formations may actually
N	2½	03	03	03	03	3½	03	03	03	03	be different than listed.
O	2½	2½	09	03	03	03	03	03	03	03	
P	02	2½	03	03	02	02	03	03	2½	01	BURIED TREASURE
Q	02	2½	2½	2½	02	02	2½	1½	1½	01	
											C-03 - Black Hood / Potion
											L-01 - P Bag / Maiden's Kiss
A	H11	H11	H11	H11	H11	Wtr	H11	Wtr	H11	H11	M-09 - Power Sleeve / Hi-Potion
B	H11	H11	H11	H11	H11	Wtr	Wtr	Wtr	H11	H11	P-02 - Diamond Shield / Phoenix D
C	H11	H11	H11	H11	Wtr	Wtr	Wtr	Wtr	H11	H11	
D	H11	H11	H11	Wtr	Wtr	Wtr	Wtr	Wtr	H11	H11	CONDITIONS
E	H11	H11	H11	Wtr	Ptf	Wtr	Ptf	Lcl	H11	H11	
F	H11	H11	H11	Wtr	H11	Wtr	H11	H11	H11	H11	Win : Defeat all enemies
G	Lcl	H11	Wtr	Wtr	H11	Wtr	H11	H11	H11	H11	Lose: Ramza dies
H	H11	H11	Wtr	Wtr	Wtr	Wtr	H11	H11	H11	Ptf	
I	H11	H11	H11	Wtr	Wtr	Wtr	Wtr	Crv	Ptf	Ptf	
J	H11	H11	H11	Wtr	Crv	Wtr	Wtr	Crv	H11	H11	
K	H11	Kmt	H11	Wtr	H11	Crv	Wtr	Crv	H11	H11	
L	H11	H11	Crv	Wtr	H11	H11	Wtr	Wtr	Crv	Kmt	
M	Ptf	Ptf	Crv	Wtr	H11	H11	Wtr	Wtr	Crv	H11	
N	Ptf	Ptf	H11	Wtr	Wtr	H11	Crv	Wtr	Wtr	Crv	
O	Ptf	H11	Kmt	Crv	Wtr	Ptf	Crv	Wtr	Wtr	Wtr	
P	Ptf	H11	H11	H11	Wtr	Crv	H11	Ptf	H11	Wtr	
Q	Ptf	H11	H11	H11	Wtr	Crv	H11	H11	H11	Wtr	

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BATTLE #36: Zeltennia Castle [Church Outside of Town]

CAPACITY : Ramza + 4

PLACEMENT: F-03, F-04, G-03, G-04, H-03, H-04, I-03, I-04, J-03, J-04

WON ITEMS: 19800g + Angel Ring

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	07	06	05	04	04	04	04	13	04	3½	I-06 - Ramza
B	08	08	09	10	04	04	04	04	04	3½	Vary - Ally [x4]
C	13½	14	13	11	11	11	11	04	3½	3½	I-05 - Delita [Guest]
D	14½	16	17	30	31	30½	11	3½	03	03	
E	14½	16	17	19	19	19	10	03	2½	2½	ENEMIES
F	14½	16	14½	02	02	09	09	07	2½	02	
G	14½	16	14½	02	02	8½	8½	02	02	02	B-08 - L33 Knight (M)
H	8½	10	8½	02	02	01	1½	1½	1½	02	C-01 - L32 Oracle (M)
I	8½	10	8½	02	02	01	01	01	1½	02	C-06 - L33 Knight (M)
J	8½	10	8½	02	01	01	01	01	1½	1½	C-07 - L32 Knight (M)
											D-02 - L33 Oracle (M)
											E-04 - L35 Holy Priest [Zalmo]
A	Crv	Crv	Crv	Hll	Crv	Hll	Crv	Kmt	Hll	Hll	
B	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv	Crv	Hll	BURIED TREASURES
C	Gst	Gst	Gst	Crv	Crv	Crv	Crv	Crv	Crv	Hll	
D	Gst	Gst	Gst	Gst	Gst	Gst	Crv	Hll	Crv	Hll	B-02 - White Robe / Ether
E	Gst	Gst	Gst	Dmn	Dmn	Dmn	Crv	Crv	Hll	Hll	E-04 - 108 Gems / Maiden's Kiss
F	Gst	Gst	Gst	Crv	Crv	Gst	Gst	Crv	Hll	Hll	F-04 - Magic Ring / Remedy
G	Gst	Gst	Gst	Crv	Crv	Gst	Gst	Crv	Crv	Crv	F-07 - Assassin Dagger / Phoenix D
H	Gst	Gst	Gst	Crv	Hll	Hll	Hll	Crv	Hll	Hll	
I	Gst	Gst	Gst	Crv	Crv	Hll	Hll	Crv	Hll	Hll	CONDITIONS
J	Gst	Gst	Gst	Hll	Hll	Hll	Hll	Crv	Crv	Hll	
											Win : Zalmo defeated
											Lose: Ramza dies

OVERVIEW

- L?? Delita - Rune Blade, Platina Shield, Circlet, Carabini Mail, Bracer
- L35 Zalmo -- Wizard Rod, Holy Miter, White Robe, Elf Mantle
- L33 Oracle - Gokuu Rod, Golden Hairpin, Black Robe, Wizard Mantle
- L33 Knight - Diamond Sword, Platina Shield, Crystal Helmet, Black Robe, D Ring
- L33 Knight - Platinum Sword, Platina Shield, Crystal Helmet, Black Robe, Mgc R
- L32 Knight - Diamond Sword, Platina Shield, Crystal Helmet, Black Robe, Lthr M
- L32 Oracle - Gokuu Rod, Golden Hairpin, Black Robe, Germinas Boots

BATTLE #37: Bed Desert

CAPACITY : Ramza + 4

PLACEMENT: K-03 to K-07, J-03 to J-07

WON ITEMS: 19700g + 5000g

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	1½	2½	03	04	04	04	05	05	05	04	J-05 - Ramza
B	1½	04	03	05	07	07	07	06	05	05	Vary - Ally [x4]
C	05	04	03	05	08	08	04	3½	03	04	
D	04	3½	02	06	08	07	04	03	03	03	ENEMIES
E	01	01	01	01	07	04	04	03	03	03	
F	0½	01	01	01	06	05	6½	08	09	04	B-02 - L33 Knight (M)
G	0½	01	01	01	01	2½	01	05	9½	04	B-03 - L32 Knight (M)

H		01	02	02	02	02	01	01	01	04		B-06 - L32 Wizard (M)	
I		01	01	02	01	01	02	01	01	01		C-08 - L33 Archer (M)	
J		01	01	02	01	01	02	01	01	01		D-04 - L35 Engineer (M) [Balk]	
K		01	02	2½	03	01	01	01	01	1½	1½		D-07 - L32 Archer (M)
L		01	01	02	03	01	01	01	01	1½	02		

BURIED TREASURES

A		Snd	Snd	Snd	Kmt	Kmt	Kmt	Kmt	Kmt	Dmn		D-08 - Yagyu Darkness/Hi-Potion	
B		Snd	Dmn	Crv	Kmt	Dmn	Dmn	Dmn	Dmn	Dmn		E-03 - Yagyu Darkness/Hi-Potion	
C		Kmt	Dmn	Crv	Kmt	Dmn	Kmt	Kmt	Snd	Snd	Kmt		I-04 - Yagyu Darkness/Hi-Potion
D		Kmt	Kmt	Dmn	Kmt	Dmn	Kmt	Kmt	Snd	Snd	Snd		I-08 - Yagyu Darkness/Hi-Potion
E		Snd	Snd	Snd	Snd	Kmt	Kmt	Kmt	Snd	Snd	Snd		
F		Snd	Snd	Snd	Snd	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		<u>CONDITIONS</u>
G		Snd	Snd	Snd	Snd	Snd	Kmt	Snd	Kmt	Kmt	Kmt		
H		Snd	Kmt	Kmt	Kmt	Kmt	Kmt	Snd	Snd	Snd	Crv		Win : Defeat Balk
I		Snd	Snd	Kmt	Snd	Snd	Kmt	Snd	Snd	Snd	Snd		Lose: Ramza dies
J		Snd	Snd	Kmt	Snd	Snd	Kmt	Snd	Snd	Snd	Snd		
K		Snd	Kmt	Kmt	Kmt	Snd	Snd	Snd	Snd	Snd	Snd		
L		Snd	Snd	Dmn	Kmt	Snd	Snd	Snd	Snd	Snd	Snd		

OVERVIEW

L35 Engineer - Blaze Gun, Flash Hat, Light Robe, N-Kai Armlet  
L33 Archer --- Mythril Bow, Golden Hairpin, Earth Clothes, Wizard Mantle  
L33 Knight --- Diamond Sword, Platina Shield, Crystal Helm, Black Robe, Mgc Rg  
L32 Knight --- Diamond Sword, Platina Shield, Crystal Helm, Black Robe, Mgc Rg  
L32 Wizard --- Wizard Rod, Golden Hairpin, Black Robe, Small Mantle  
L32 Archer --- Mythril Bow, Golden Hairpin, Earth Clothes, Defense Ring

BATTLE #38: Bethla Garrison [South Wall of Bethla Garrison]

CAPACITY : Ramza + 4  
PLACEMENT: K-02 to K-06, L-02 to L-06, M-02 to M-06  
WON ITEMS: 23600g + Circlet

	00	01	02	03	04	05	06	07	08	ALLIES		
A		11	08	08	08	08	08	11	12		L-04 - Ramza	
B		11	10	08	08	08	08	10	12		Vary - Ally [x4]	
C		11	08	08	08	08	08	08	12			
D		11	07	08	08	08	06	05	05	12		<u>ENEMIES</u>
E		11½	05	03	02	02	02	02	05	12		
F		12	06	02	02	02	02	02	07	12		A-03 - L34 Knight (M)
G		12	08	02	02	02	03	05	08	12		A-05 - L34 Knight (M)
H		12	08	05	05	05	05	05	08	12		C-04 - L35 Knight (M)
I		12	08	07	05	05	05	05	08	11½		H-00 - L33 Archer (M)
J		12	08	05	05	04	04	05	08	11		H-08 - L34 Archer (M)
K		11	08	02	02	02	02	02	10	11		M-00 - L33 Thief (M)
L		10	08	02	02	02	02	02	08	11½		M-08 - L34 Ninja (M)
M		10	08	02	02	02	02	02	08	12		

BURIED TREASURES

A		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		B-01 - Yagyu Darkness / Phoenix Down
B		Kmt	Dmn	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		F-04 - Golden Hairpin / X-Potion
C		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		I-02 - Platina Shield / Hi-Potion
D		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		K-07 - Carabini Mail / Hi-Ether

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E | Kmt Kmt Kmt Hll Hll Hll Hll Kmt Kmt |
F | Kmt Kmt Hll Ptf Ptf Ptf Hll Kmt Kmt | CONDITIONS
G | Kmt Kmt Hll Hll Hll Kmt Kmt Kmt Kmt |
H | Kmt Kmt Kmt Kmt Kmt Kmt Kmt Kmt Kmt | Win : Defeat all enemies
I | Kmt Kmt Dmn Kmt Kmt Kmt Kmt Kmt Kmt | Lose: Ramza dies
J | Kmt Kmt Kmt Kmt Kmt Kmt Kmt Kmt Kmt |
K | Kmt Kmt Ptf Ptf Hll Ptf Ptf Dmn Kmt | OTHER NOTES
L | Kmt Kmt Ptf Ptf Ptf Ptf Hll Kmt Kmt |
M | Kmt Kmt Ptf Ptf Ptf Ptf Ptf Kmt Kmt | • One-time-only battle
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OVERVIEW

L35 Knight - Ice Brand, Platina Shield, Circlet, Black Robe, Small Mantle  
L34 Knight - Ice Brand, Platina Shield, Circlet, Black Robe, Small Mantle  
L34 Knight - Diamond Sword, Platina Shield, Crystal Helmet, Black Robe, Def Rn  
L34 Archer - Windslash Bow, Golden Hairpin, Earth Clothes, Power Wrist  
L34 Ninja -- Air Knife, Air Knife, Golden Hairpin, Earth Clothes, N-Kai Armlet  
L33 Archer - Windslash Bow, Golden Hairpin, Earth Clothes, Defense Armlets  
L33 Thief -- Air Knife, Golden Hairpin, Earth Clothes, Defense Armlet

BATTLE #38: Bethla Garrison [North Wall of Bethla Garrison]

CAPACITY : Ramza + 4

PLACEMENT: E-08 to E-10, F-08 to F-10, G-08 to G-10, H-08 to H-10, I-08 to I10

WON ITEMS: 20900g + Carabini Mail (North)

	00	01	02	03	04	05	06	07	08	09	10	ALLIES [NORTH]
A	03	18	18	18	18	18	03	2½	2½	2½	01	G-09 - Ramza
B	18	18	16	16	16	18	18	03	03	2½	01	Vary - Ally [x4]
C	18	16	16	16	16	16	18	2½	2½	2½	1½	
D	18	16	16	16	16	16	18	2½	2½	02	02	ENEMIES
E	13	15	16	16	16	15	13	03	2½	02	02	
F	11	06	06	06	06	06	11	2½	2½	02	02	A-06 - L35 Monk (M)
G	09	04	02	02	02	04	09	2½	2½	02	02	D-03 - L36 Archer (M)
H	8½	02	02	02	02	02	09	03	2½	2½	02	F-02 - L35 Summoner (M)
I	08	02	02	02	02	02	08	3½	3½	2½	02	F-06 - L34 Archer (M)
J	08	04	02	02	02	06	07	06	3½	2½	02	I-00 - L34 Lancer (M)
K	07	06	02	02	02	04	07	04	3½	2½	2½	K-01 - L35 Lancer (M)
L	7½	02	02	02	02	02	08	3½	3½	03	2½	
M	08	02	02	02	02	02	09	3½	03	03	03	BURIED TREASURES
												B-10 - Kikuichimoji / X-Potn
A	Hll	Kmt	Kmt	Kmt	Kmt	Kmt	Hll	Hll	Ptf	Ptf	Hll	C-03 - Rune Blade / Hi-Potion
B	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Hll	Ptf	Hll	Hll	J-07 - Air Knife / Phoenix D
C	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Hll	Ptf	Ptf	Hll	M-00 - Angel Ring / Remedy
D	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Hll	Hll	Ptf	Hll	
E	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Hll	Hll	Ptf	Ptf	CONDITIONS
F	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Hll	Hll	Ptf	Ptf	
G	Kmt	Kmt	Hll	Hll	Hll	Kmt	Kmt	Hll	Hll	Ptf	Ptf	Win : Defeat all enemies
H	Kmt	Hll	Hll	Hll	Ptf	Hll	Kmt	Hll	Hll	Ptf	Ptf	Lose: Ramza dies
I	Kmt	Hll	Hll	Ptf	Hll	Hll	Kmt	Hll	Hll	Ptf	Ptf	
J	Kmt	Kmt	Hll	Hll	Ptf	Kmt	Kmt	Dmn	Hll	Ptf	Hll	OTHER NOTES
K	Kmt	Kmt	Hll	Ptf	Ptf	Kmt	Kmt	Hll	Hll	Hll	Hll	
L	Kmt	Hll	Hll	Ptf	Hll	Hll	Kmt	Hll	Hll	Hll	Hll	• One-time-only battle
M	Kmt	Hll	Ptf	Hll	Hll	Hll	Kmt	Hll	Hll	Hll	Hll	

OVERVIEW

L36 Archer --- Mythril Bow, Golden Hairpin, Earth Clothes, Defense Armlet  
 L35 Monk ----- Earth Clothes, Defense Ring  
 L35 Summoner - Gold Staff, Golden Hairpin, Black Robe, Wizard Mantle  
 L35 Lancer --- Oberisk, Platina Shield, Crystal Helmet, Black Robe, Magic Ring  
 L34 Archer --- Windslash Bow, Golden Hairpin, Earth Clothes, Magic Ring  
 L34 Lancer --- Oberisk, Platina Shield, Circlet, Black Robe, Leather Mantle

BATTLE #39: Bethla Garrison II [In Front of Bethla Garrison's Sluice]

CAPACITY : Ramza + 4  
 PLACEMENT: J-08, J-09, K-07 to K-09, L-07 to L09  
               : J-01, K-00 to K-02, L-00 to L-02  
 WON ITEMS: 28900g

-- Sluice levers are placed at tiles D-02 and D-07 --

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	8½	08	08	08	08	08	08	08	08	08	Vary - Ramza
B	09	09	08	08	08	08	08	08	08	09	Vary - Ally [x4]
C	12	11	11	08	11	11	08	11	10	10	
D	13	13	11½	11	11	11	11	11	13	12	ENEMIES
E	12½	12½	11	01	11	11	01	11	11½	11½	
F	11	11	01	01	01	01	01	01	09	10	A-00 - L37 Archer (M)
G	10½	09	01	01	01	01	01	02	07	05	B-09 - L36 Archer (M)
H	07	08	04	01	04	04	01	03	5½	04	D-02 - L36 Knight (M)
I	05	03	03	03	03	03	03	03	03	03	D-04 - L39 Wizard (M)
J	03	02	04	01	04	04	01	04	02	02	D-07 - L35 Knight (M)
K	01	01	01	01	01	01	01	01	01	01	F-09 - L35 Knight (M)
L	01	01	01	01	01	01	01	01	01	01	G-01 - L35 Wizard (M)
											G-08 - L36 Knight (M)
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A	H11	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	BURIED TREASURES
B	H11	H11	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	Wtr	H11	
C	H11	H11	Crv	Wtr	Crv	Crv	Wtr	Crv	H11	H11	A-00 - Crystal Mail / Hi-Potion
D	H11	H11	Kmt	Crv	Crv	Crv	Crv	Kmt	H11	H11	D-05 - Flash Hat / Phoenix Down
E	H11	H11	Crv	Wtr	Crv	Crv	Snd	Crv	H11	H11	G-07 - Crystal Helmet / Remedy
F	H11	Crv	Snd	Wtr	Wtr	Wtr	Snd	Snd	H11	H11	K-04 - Crystal Shield / Hi-Ether
G	H11	H11	Snd	Wtr	Snd	Snd	Wtr	Dmn	H11	H11	
H	H11	H11	Crv	Wtr	Crv	Crv	Wtr	Dmn	H11	H11	CONDITIONS
I	H11	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	
J	H11	Crv	Crv	Wtr	Crv	Crv	Wtr	Crv	Crv	Crv	Win : Open sluice
K	H11	Crv	Snd	Wtr	Snd	Wtr	Wtr	Snd	H11	H11	Lose: Ramza dies
L	Crv	Crv	Snd	Wtr	Wtr	Wtr	Wtr	Snd	H11	H11	
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											OTHER NOTES: One-time-only map

OVERVIEW

L39 Wizard - Wizard Rod, Flash Hat, Light Robe, Magic Gauntlet  
 L37 Archer - Ultimus Bow, Golden Hairpin, Black Costume, N-Kai Armlet  
 L36 Archer - Mythril Bow, Golden Hairpin, Earth Clothes, Leather Mantle  
 L36 Knight - Ice Brand, Crystal Shield, Circlet, Black Robe, Small Mantle

L36 Knight - Ice Brand, Crystal Shield, Crystal Helmet, Black Robe, Diamond A  
 L35 Knight - Ice Brand, Platina Shield, Crystal Helmet, Black Robe, Defense R  
 L35 Knight - Ice Brand, Platina Shield, Circlet, Black Robe, N-Kai Armlet  
 L35 Wizard - Wizard Rod, Golden Hairpin, Black Robe, Magic Gauntlet

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OPTIONAL: Nelveska Temple

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CAPACITY : Ramza + 4

PLACEMENT: C-10, C-11, D-10, D-11, E-10, E-11, F-10, F-11, G-10, G-11

WON ITEMS:

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES
A	3½	6½	09	9½	10	06	4½	04	02	1½	01	00	Vary - Ramza
B	4½	6½	08	10	10	07	03	02	02	01	0½	00	Vary - Ally [x4]
C	05	07	09	12	12	08	02	02	00	07	00	00	
D	04	6½	08	09	08	08	00	00	00	00	00	00	ENEMIES
E	06	06	08	12	12	08	00	00	00	00	00	00	
F	05	07	08	09	08	08	00	00	00	00	00	00	C-04 - L56 Cocatoris
G	03	04	09	12	12	08	0½	0½	00	07	00	00	C-09 - L58 Hyudra
H	04	4½	8½	10	10	7½	01	0½	0½	0½	00	00	F-04 - L54 Cocatoris
													F-05 - L66 Steel Giant
													G-04 - L58 Cocatoris
A	H11	H11	H11	H11	H11	H11	H11	Lc1	H11	H11	H11	H11	G-09 - L55 Hyudra
B	H11	H11	H11	H11	Lc1	Dmn	H11	H11	H11	H11	H11	Snd	
C	H11	H11	H11	Crv	Crv	Crv	H11	Lc1	Snd	Crv	Snd	H11	BURIED ITEMS
D	H11	H11	H11	Crv	Crv	Crv	Crv	Crv	Snd	H11	H11	H11	
E	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	C-09 - Javelin / Javelin
F	H11	H11	H11	Crv	Crv	Crv	H11	Snd	Snd	Snd	Snd	H11	E-03 - Nagrarok / Elixir
G	H11	H11	H11	Crv	Crv	Crv	H11	Ptf	H11	Crv	Snd	Snd	G-01 - Sasuke Knife / Elx
H	H11	H11	H11	H11	Lc1	Dmn	H11	H11	H11	H11	Snd	H11	G-09 - Escutcheon/Escutch

NOTE: All items here are very rare, but only the Escutcheon here is truly unique. Being the best sword in the game, it also shares a name with the worst shield. This same situation applies to the Javelin, where the best lance shares the name with the worst. If you have someone with 'Equip Change', the results of the Move-Find will be known immediately.

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BATTLE #40: Germinas Peak

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CAPACITY : Ramza + 4

PLACEMENT: J-08, J-09, K-08, K-09, L-07 to L-09

: J-00, J-01, K-00 to K-02, L-00 to L-03

WON ITEMS: 21900g + 7700g, Feather Boots, Germinas Boots

	00	01	02	03	04	05	06	07	08	09	ALLIES
A	00	00	00	6½	07	06	05	04	03	02	Vary - Ramza
B	00	00	03	6½	6½	06	05	04	03	02	Vary - Ally [x4]
C	01	01	06	06	06	06	05	04	07	07	
D	01	09	09	07	07	06	06	10	10	10	ENEMIES
E	05	09	08	08	12	12	07	08	09	10	
F	05	8½	07	08	15	15	15	12	09	09	A-00 - L37 Archer (M)

G		4½	08	06	06	15	15	15	12	09	09		A-04 - L36 Thief (M)
H		00	0½	04	05	12	15	15	08	08	08		E-02 - L35 Archer (M)
I		00	0½	04	05	05	04	03	04	04	04		E-05 - L36 Archer (M)
J		00	00	06	06	05	04	03	02	01	01		E-08 - L37 Thief (M)
K		0½	0½	00	06	06	05	04	02	01	00		G-05 - L38 Ninja (M)
L		01	0½	00	00	00	0½	01	01	01	00		
<hr/>													
<u>BURIED TREASURES</u>													
<hr/>													
A		H11	Ptf	H11	H11	H11	Dmn	Dmn	Dmn	H11	H11		D-06 - Ninja Edge / Potion
B		H11	H11	Lcl	H11	H11	Dmn	Dmn	Ptf	H11	H11		E-02 - Morning Star / Remedy
C		H11	H11	H11	Ptf	Ptf	Ptf	H11	H11	Lcl	Lcl		G-05 - Vanish Mantle / Ether
D		H11	Lcl	Lcl	Ptf	H11	H11	Dmn	Lcl	Lcl	Lcl		L-06 - Platinum Sword / Hi-Potion
E		Lcl	Lcl	H11	H11	Lcl	Lcl	Dmn	Dmn	Dmn	Lcl		
F		Lcl	Lcl	H11	H11	Lcl	Lcl	Lcl	Lcl	Dmn	H11		<u>CONDITIONS</u>
G		Lcl	Lcl	Dmn	H11	Lcl	Lcl	Lcl	Lcl	H11	H11		
H		H11	H11	Dmn	Dmn	Lcl	Lcl	Lcl	Lcl	Lcl	Lcl		Win : Defeat all enemies
I		Ptf	Ptf	Ptf	Dmn	Dmn	Dmn	H11	Lcl	Lcl	Lcl		Lose: Ramza dies
J		Ptf	H11	Lcl	Lcl	Ptf	Ptf	Ptf	H11	H11	H11		
K		Ptf	Ptf	H11	Lcl	Lcl	Lcl	Lcl	Ptf	Ptf	Ptf		<u>OTHER NOTES</u>
L		H11	H11	H11	H11	H11	H11	H11	H11	Ptf	Ptf		
<hr/>													
• Only 1 Vanish Mantle in game!													

OVERVIEW

L38 Ninja -- Flail, Ninja Edge, Flash Hat, Black Costume, Defense Armlet  
L37 Thief -- Air Knife, Golden Hairpin, Black Costume, Leather Mantle  
L37 Archer - Ultimus Bow, Golden Hairpin, Black Costume, Magic Gauntlet  
L36 Archer - Mythril Bow, Golden Hairpin, Earth Clothes, Small Mantle  
L36 Thief -- Air Knife, Golden Hairpin, Earth Clothes, Magic Ring  
L35 Archer - Mythril Bow, Golden Hairpin, Earth Clothes, Magic Gauntlet

BATTLE #41: Poeskas Lake

CAPACITY : Ramza + 4  
PLACEMENT: K-03 to K-07, L-03 to L-07, M-03 to M-07  
WON ITEMS: 27100g + Phoenix Down, PHoenix Down

		00	01	02	03	04	05	06	07	08	09	10		<u>ALLIES</u>
<hr/>														
A		04	03	03	04	08	08	08	08	08	09	08		Vary - Ramza
B		04	04	2½	06	08	08	08	09	09	09	06		Vary - Ally [x4]
C		04	04	01	06	7½	10	12	10	11	10	5½		
D		3½	3½	01	03	04	10	10	10	10	10	4½		<u>ENEMIES</u>
E		2½	01	01	2½	04	5½	13	10	11	11	03		
F		01	01	01	01	04	04	04	04	04	12	2½		C-06 - L37 Archer (M)
G		01	01	01	01	3½	04	04	04	04	12	01		C-08 - L37 Archer (M)
H		01	01	01	01	01	3½	3½	04	04	12	01		E-06 - L38 Oracle (M)
I		01	01	01	01	01	01	01	3½	3½	3½	01		H-09 - L36 Summoner (F)
J		01	05	05	05	01	01	01	01	01	01	01		K-10 - L59 Revnant
K		01	4½	4½	4½	04	01	01	01	03	03	03		L-00 - L67 Revnant
L		03	3½	3½	3½	3½	1½	01	01	03	03	01		
M		2½	2½	2½	2½	2½	02	01	01	2½	2½	01		<u>BURIED TREASURES</u>
N		1½	1½	1½	1½	1½	1½	01	01	01	01	01		
<hr/>														
A-03 - Cashmere / Maiden's K														
<hr/>														
A-08 - Platina Armor / Hi-Pt														
A		Snd	Snd	Lcl	Snd	Snd	Snd	Kmt	Kmt	Snd	Kmt	Kmt		B-05 - Platina Helmet / Phx D
B		Lcl	Lcl	Lcl	Lcl	Lcl	Snd	Snd	Kmt	Kmt	Kmt	Lcl		I-06 - Circllet / Potion



C		Lcl	Lcl	Snd	Lcl	Lcl	Kmt	Kmt	Kmt	Kmt	Kmt	Lcl		
D		Snd	Lcl	Snd	Lcl	Lcl	Kmt	Kmt	Kmt	Kmt	Kmt	Lcl		CONDITIONS
E		Snd	Snd	Snd	Lcl	Lcl	Lcl	Kmt	Kmt	Kmt	Kmt	Lcl		
F		Lcl	Snd	Snd	Snd	Lcl	Lcl	Lcl	Lcl	Lcl	Kmt	Lcl		Win : Defeat all enemies
G		Lcl	Lcl	Lcl	Snd	Lcl	Lcl	Snd	Snd	Lcl	Kmt	Lcl		Lose: Ramza dies
H		Lcl	Lcl	Lcl	Lcl	Snd	Lcl	Dmn	Dmn	Snd	Kmt	Snd		
I		Lcl	Lcl	Lcl	Lcl	Snd	Snd	Dmn	Dmn	Lcl	Lcl	Snd		
J		Snd	Lcl	Lcl	Lcl	Lcl	Lcl	Dmn	Dmn	Snd	Snd	Snd		
K		Snd	Lcl	Lcl	Snd	Lcl	Lcl	Dmn	Dmn	Lcl	Lcl	Lcl		
L		Lcl	Lcl	Lcl	Snd	Lcl	Lcl	Snd	Snd	Lcl	Lcl	Snd		
M		Snd	Snd	Snd	Snd	Lcl	Snd	Lcl	Snd	Snd	Lcl	Lcl		
N		Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd	Snd		

OVERVIEW

L38 Oracle --- Battle Bamboo, Flash Hat, Light Robe, Small Mantle  
L37 Archer --- Ultimus Bow, Golden Hairpin, White Robe, Small Mantle  
L37 Archer --- Ultimus Bow, Golden Hairpin, Wizard Robe, Small Mantle  
L36 Summoner - Gold Staff, Golden Hairpin, Black Robe, Jade Armlet

BATTLE #42: Limberry Castle [At the Gate of Limberry Castle]

CAPACITY : Ramza + 4  
PLACEMENT: M-02 to M-06, N-02 to N-06  
WON ITEMS: 31000g + Echo Grass

	00	01	02	03	04	05	06	07	ALLIES
A		13	13	13	11	11	13	13	D-03 - Ramza
B		13	13	13	11	11	13	13	Vary - Ally [x4]
C		11	11	11	11	11	11	11	
D		03	11	2½	2½	2½	2½	11	ENEMIES
E		03	03	2½	02	02	2½	11	
F		2½	2½	02	02	02	2½	03	B-01 - L58 Apanda
G		2½	2½	02	02	02	2½	11	B-06 - L57 Apanda
H		03	11	02	1½	1½	2½	11	C-03 - L38 Assassin (F) [Celia]
I		10	10½	10	09	09	10	10½	G-06 - L37 Assassin (F) [Lede]
J		10	10	01	01	01	03	10	I-00 - L61 Apanda
K		06	08	01	01	00	00	0½	J-06 - L59 Apanda
L		03	05	00	00	00	00	00	
M		1½	01	00	00	00	00	00	BURIED TREASURES
N		01	00	00	00	00	0½	01	
									A-03 - Black Robe / Remedy
									D-07 - Bracer / Phoenix Down
A		Crv	Crv	Crv	Crv	Crv	Crv	Crv	H-02 - Earth Clothes / Ether
B		Crv	Crv	Crv	Crv	Crv	Crv	Crv	J-07 - Sprint Shoes / Maiden's Kiss
C		Crv	Crv	Crv	Crv	Crv	Crv	Crv	
D		Hll	Crv	Hll	Dmn	Dmn	Hll	Crv	CONDITIONS
E		Hll	Hll	Hll	Crv	Crv	Hll	Crv	
F		Hll	Hll	Hll	Crv	Crv	Hll	Hll	Win : Put Celia or Lede in critical HP
G		Hll	Hll	Hll	Crv	Crv	Hll	Crv	Lose: Ramza dies
H		Hll	Crv	Hll	Crv	Crv	Hll	Crv	
I		Crv	Crv	Crv	Crv	Crv	Crv	Crv	OTHER NOTES
J		Crv	Crv	Hll	Crv	Crv	Crv	Crv	
K		Crv	Crv	Crv	Crv	Hll	Hll	Hll	• One-time-only battle
L		Hll	Crv	Hll	Ptf	Ptf	Ptf	Hll	• This is one of the few skirmishes that

M | H11 Crv H11 Ptf H11 H11 H11 H11 | lets Ramza learn the Ultima spell (if  
 N | H11 H11 H11 Ptf H11 H11 H11 H11 | he's in his innate Squire class and  
 | \_\_\_\_\_ | is damaged by the attack).

OVERVIEW

L38 Assassin: Kikuichimoji, Kikuichimoji, Flash Hat, Black Costume, Wizard Mnt  
 L37 Assassin: Spell Edge, Spell Edge, Golden Hairpin, Black Costume, Leather M

BATTLE #43: Limberry Castle II [Inside of Limberry Castle]

CAPACITY : Ramza + 4  
 PLACEMENT: K-03 to K-06, L-03 to L-06, M-03 to M-06  
 WON ITEMS: 19700g

	00	01	02	03	04	05	06	07	08	09	ALLIES	
A	12	12	12	04	04	04	04	12	12	12	Vary - Ramza	
B	12	12	04	02	02	02	02	04	12	12	Vary - Ally [x4]	
C	06	06	04	01	01	01	01	04	06	06		
D	06	06	01	01	01	01	01	01	06	06	ENEMIES	
E	06	06	01	01	01	01	01	01	06	06		
F	06	02	01	01	01	01	01	01	02	06	C-05 - L41 Arc Knight [Elmdor]	
G	06	02	01	01	01	01	01	01	02	06	D-04 - L38 Assassin [Lede]	
H	05	03	01	0½	0½	0½	0½	01	03	05	D-06 - L39 Assassin [Celia]	
I	04	03	01	00	00	00	00	01	03	04		
J	04	3½	00	04	00	00	04	00	3½	04	BURIED TREASURES	
K	04	04	00	00	00	00	00	00	04	04		
L	04	04	00	00	00	00	00	00	04	04	C-00 - Dracula Mantle / Potion	
M	04	04	00	00	00	00	00	00	04	04	I-03 - Spell Edge / Hi-Potion	
											K-06 - Ice Brand / Ether	
											M-09 - Muramasa / Remedy	
A	---	---	---	Crv	Crv	Crv	Crv	---	---	---		
B	---	---	---	Crv	Crv	Dmn	Dmn	Crv	Crv	---	---	CONDITIONS
C	Crv	Crv	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv		
D	Crv	Crv	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv	Win : Defeat Elmdor	
E	Crv	Crv	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv	Lose: Ramza dies or everyone is	
F	Crv	Crv	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv	hit with Blood Suck	
G	Crv	Crv	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv		
H	Crv	Crv	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv	OTHER NOTES	
I	Crv	Crv	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv		
J	Crv	Crv	Crv	Dmn	Dmn	Dmn	Dmn	Crv	Crv	Crv	• One-time-only battle	
K	Crv	Crv	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv	• Elmdor's equipment, sans the	
L	Crv	Crv	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv	Masamune, is a one-of-a-kind	
M	Crv	Crv	Crv	Crv	Dmn	Dmn	Crv	Crv	Crv	Crv	set, so stealing it here's the	
											only way to obtain the stuff!	

OVERVIEW

L41 Arc Knight - Masamune, Genji Shield/Helmet/Armor/Gauntlet  
 L38 Assassin --- Spell Edge [x2], Flash Hat, Black Costume, Magic Ring  
 L39 Assassin --- Kikuichimoji [x2], Flash Hat, Black Costume, Small Mantle

BATTLE #44: Limberry Castle III [Underground Cemetery of Limberry Castle]

CAPACITY : Ramza + 4  
 PLACEMENT: I-02, I-03, J-02, J-03, J-01 to J-04  
 WON ITEMS: 38400g

	00	01	02	03	04	05	ALLIES
A	06	06	06	06	06	06	H-03 - Ramza
B	08	08	06	06	08	08	Vary - Ally [x4]
C	06	06	06	06	06	06	P-03 - Meliadoul [Guest]
D	08	05	06	06	05	05	
E	05	05	04	05	05	05	ENEMIES
F	03	04	04	04	01	03	
G	02	01	04	04	01	01	B-01 - L61 Knight (M)
H	01	01	04	04	01	01	B-04 - L57 Knight (M)
I	01	01	04	04	01	01	C-02 - L?? Angel of Death [Zalera]
J	01	01	04	04	01	01	M-01 - L56 Bone Snatch
K	13	04	04	04	04	13	M-04 - L63 Skeleton
L	04	04	04	04	04	04	O-04 - L60 Living Bone
M	04	08	04	04	08	04	
N	04	04	04	04	04	04	BURIED TREASURES
O	04	04	04	04	08	04	
P	04	04	04	04	04	04	F-05 - H Bag / Remedy
							M-01 - Gastrafitis / Hi-Potion
							M-04 - Octagon Rod / Hi-Ether
A	Crv	Crv	Crv	Crv	Crv	Crv	O-04 - Oberisk / X-Potion
B	Kmt	Kmt	Crv	Crv	Kmt	Kmt	
C	Crv	Crv	Crv	Crv	Crv	Crv	CONDITIONS
D	Crv	Crv	Crv	Crv	Crv	Crv	
E	Crv	Crv	Crv	Crv	Crv	Crv	Win : Defeat Zalera
F	Crv	Crv	Crv	Crv	Wtr	Crv	Lose: Ramza dies
G	Crv	Wtr	Crv	Crv	Wtr	Wtr	
H	Wtr	Wtr	Crv	Crv	Wtr	Wtr	OTHER NOTES
I	Wtr	Wtr	Crv	Crv	Wtr	Wtr	
J	Wtr	Wtr	Crv	Crv	Wtr	Wtr	• One-time-only battle
K	---	Crv	Crv	Crv	Crv	---	• The Knights are naked
L	Crv	Crv	Crv	Crv	Crv	Crv	
M	Crv	Crv	Crv	Crv	Crv	Crv	
N	Crv	Crv	Crv	Crv	Crv	Crv	
O	Crv	Crv	Crv	Crv	Crv	Crv	
P	Crv	Crv	Crv	Crv	Crv	Crv	

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OPTIONAL: Dolbodard Swamp

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CAPACITY : 5 Allies  
 PLACEMENT: (West) L-02, M-02, M-03, M-06, N-02 to N-06  
 : (East) A-03 to A-07, B-05 to B-07

	00	01	02	03	04	05	06	07	08	09	BURIED TREASURES
A	01	01	1½	1½	1½	1½	1½	02	1½	1½	B-02 - Elixir / Potion
B	01	02	01	01	01	1½	1½	1½	1½	01	L-02 - Elixir / Potion
C	01	02	1½	04	01	01	1½	1½	01	01	K-09 - Elixir / Potion
D	01	01	1½	1½	01	01	1½	1½	01	01	N-09 - Elixir / Potion
E	01	01	1½	1½	01	01	01	01	05	01	
F	01	01	01	1½	1½	01	01	01	01	01	OTHER NOTES

G	1½	1½	1½	1½	1½	01	01	01	1½	1½		
H	1½	1½	1½	1½	1½	01	01	1½	1½	02		• Dolbodard Swamp opens only when
I	1½	1½	01	01	01	01	02	1½	1½	1½		Limberry Castle is passed (in
J	02	1½	01	01	01	01	02	05	1½	01		Chapter Four).
K	1½	1½	05	01	01	01	01	01	01	01		
L	01	01	01	01	01	01	01	01	1½	1½		MAP OVERVIEW
M	01	01	1½	1½	01	01	01	04	1½	1½		
N	01	01	1½	1½	1½	1½	1½	01	01	01		This is the final normal battle
												location to be opened (if you
												don't count Deep Dungeon), and
A	H11	H11	H11	Ptf	H11	H11	H11	H11	H11	H11		it's pretty mundane -- basically
B	H11	H11	Ptf	Qsd	Qsd	H11	H11	H11	H11	Ptf		marshy lowlands with little
C	Ptf	H11	H11	H11	Qsd	Qsd	H11	H11	H11	Qsd		height variation. Shallow ponds
D	Qsd	Qsd	H11	H11	Qsd	Ptf	H11	H11	Qsd	Qsd		cover the area like pockmarks,
E	Qsd	Qsd	H11	H11	H11	Qsd	Qsd	Qsd	H11	Qsd		and a few untraversable weeds
F	Qsd	Qsd	Qsd	H11	H11	Qsd	Qsd	Qsd	Qsd	Qsd		spring up here and there.
G	H11	H11	H11	H11	H11	Qsd	Qsd	H11	H11	H11		
H	H11	H11	H11	H11	H11	H11	Ptf	H11	H11	H11		Enemy-wise, a lot of undead,
I	H11	H11	H11	Qsd	Qsd	Qsd	Ptf	H11	H11	H11		squid, bull, and morbol types
J	H11	H11	Qsd	Qsd	Qsd	Qsd	H11	H11	H11	H11		appear here. Humans don't seem
K	H11	H11	H11	Qsd	Qsd	Qsd	Qsd	Qsd	Qsd	Ptf		to come here much, but archers,
L	Qsd	Ptf	Ptf	Qsd	Qsd	Qsd	Qsd	Qsd	H11	H11		time mages, and squires appear
M	Qsd	Qsd	H11	H11	Qsd	Qsd	H11	H11	H11	H11		here. Also, Uribos may show up
N	H11	Qsd	H11	H11	Ptf	H11	H11	H11	Qsd	Ptf		rarely, in case y'wanted one for
												poaching & breeding purposes.

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BATTLE #45: Igros Castle [Inside of Igros Castle]

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CAPACITY : Ramza + 4

PLACEMENT: I-07 to I-10, J-07 to J-10

WON ITEMS: 27800g

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	04	03	03	03	02	02	02	02	02	10	10	H-08 - Ramza
B	04	03	03	03	02	02	02	02	02	10	10	Vary - Ally [x4]
C	06	05	05	05	02	02	02	02	02	10	10	E-06 - L42 Arc Knight [Guest]
D	06	06	06	10	02	02	02	02	02	10	10	
E	08	07	07	08	08	09	10	10	10	10	10	ENEMIES
F	08	08	08	08	08	09	10	10	10	10	10	
G	08	08	08	10	02	02	02	02	02	02	02	D-09 - L38 Knight (M)
H	08	08	08	08	02	02	02	02	02	02	02	E-02 - L39 Knight (M)
I	08	08	08	08	02	02	03	01	01	01	01	F-01 - L37 Knight (M)
J	08	08	08	08	02	02	2½	00	00	00	00	F-03 - L43 Lune Knight (M)
												F-09 - L37 Knight (M)
												H-03 - L38 Knight (M)
A	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	
B	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	BURIED TREASURES
C	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	
D	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	D-03 - Healing Staff / Remedy
E	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	D-09 - Feather Mantle / Hi-Pt
F	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	G-04 - Blood Sword / Hi-Ether
G	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	J-06 - Thief Hat / X-Potion
H	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	
I	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	CONDITIONS
J	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	
												Win : Defeat Dycedarg, then





OVERVIEW

L40 Priest ---- Gold Staff, Flash Hat, Light Robe, Elf Mantle  
 L40 Geomancer - Rune Blade, Crystal Shield, Flash Hat, Light Robe, Elf Mantle  
 L39 Geomancer - Rune Blade, Crystal Shield, Flash Hat, Light Robe, Magic Ring  
 L39 Summoner -- Dragon Rod, Flash Hat, Lighr Robe, Magic Ring  
 L39 Mediator -- Mythril Gun, Flash Hat, Light Robe, Defense Ring  
 L38 Mediator -- Mythril Gun, Flash Hat, Light Robe, Leather Mantle

BATTLE #47: Murond Holy Place II [Hall of St. Murond Temple]

CAPACITY : Ramza + 4  
 PLACEMENT: K-03 to K-05, L-03 to L-05, M-03 to M-05  
 WON ITEMS:

	00	01	02	03	04	05	06	07	08	ALLIES
A	11	11	11	04	04	04	11	11	11	J-04 - Ramza
B	04	04	04	04	04	04	04	04	04	Vary - Ally [x4]
C	04	04	04	04	04	04	04	04	04	
D	04	06	03	02	02	02	03	06	04	ENEMIES
E	04	02	02	02	02	02	02	02	04	
F	04	02	02	02	02	02	02	02	04	C-04 - L46 Divine Knight [Vormav]
G	04	02	02	02	02	02	02	02	04	D-05 - L44 Sorceror [Kletian]
H	04	04	02	1½	1½	1½	02	04	04	E-04 - L45 Divine Knight [Rofel]
I	11	04	01	01	01	01	01	04	11	
J	11	04	01	01	01	01	01	04	11	BURIED TREASURES
K	11	04	01	01	01	01	01	04	11	
L	11	04	01	01	01	01	01	04	11	A-04 - Elixir / X-Potion
M	11	04	01	01	01	01	01	04	11	E-04 - Elixir / Hi-Potion
										I-04 - Elixir / Phoenix Down
										M-04 - Elixir / Remedy
A	---	---	---	Crv	Crv	Crv	---	---	---	
B	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	CONDITIONS
C	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	
D	Crv	Kmt	Crv	Dmn	Dmn	Dmn	Crv	Kmt	Crv	Win : Defeat any one enemy
E	Crv	Wtr	Crv	Dmn	Dmn	Dmn	Crv	Wtr	Crv	Lose: Ramza dies
F	Crv	Wtr	Crv	Dmn	Dmn	Dmn	Crv	Wtr	Crv	
G	Crv	Wtr	Crv	Dmn	Dmn	Dmn	Crv	Wtr	Crv	OTHER NOTES
H	Crv	Crv	Crv	Dmn	Dmn	Dmn	Crv	Crv	Crv	
I	---	Crv	Crv	Dmn	Dmn	Dmn	Crv	Crv	---	• One-time-only battle
J	---	Crv	Wtr	Dmn	Dmn	Dmn	Wtr	Crv	---	
K	---	Crv	Wtr	Dmn	Dmn	Dmn	Wtr	Crv	---	
L	---	Crv	Wtr	Dmn	Dmn	Dmn	Wtr	Crv	---	
M	---	Crv	Wtr	Dmn	Dmn	Dmn	Wtr	Crv	---	

OVERVIEW

L46 Divine Knight - Rune Blade, Crystal Shield/Helmet/Mail, Elf Mantle  
 L45 Divine Knight - Ice Brand, Platina Shield/Helmet/Armor, Diamond Armlet  
 L44 Sorceror ----- Dragon Rod, Golden Hairpin, Earth Clothes, Elf Mantle

BATTLE #48: Murond Holy Place III [Chapel of St. Murond Temple]

CAPACITY : Ramza + 4  
 PLACEMENT: K-04 to K-06, L-04 to L-06  
 WON ITEMS: 30800g + Elixir

	00	01	02	03	04	05	06	07	08	09	10	ALLIES
A	06	06	06	08	00	00	00	08	06	06	06	J-05 - Ramza
B	01	01	00	08	0½	00	0½	08	06	06	06	Vary - Ally [x4]
C	01	01	0½	0½	1½	01	0½	0½	0½	00	0½	
D	06	00	0½	01	03	02	03	01	0½	00	06	ENEMIES
E	10	1½	2½	05	04	04	04	05	2½	1½	10	
F	00	00	01	02	04	06	04	02	01	00	00	D-03 - L64 Archaic Demon
G	00	00	01	02	04	06	04	02	01	00	00	D-04 - L66 Ultima Demon
H	10	1½	2½	05	04	04	04	05	2½	1½	10	D-06 - L47 Arc Knight (M)
I	06	00	0½	01	03	02	03	01	0½	00	06	D-07 - L64 Archaic Demon
J	01	01	0½	0½	1½	01	0½	0½	0½	00	0½	
K	01	01	00	08	0½	00	0½	08	06	06	06	BURIED TREASURES
L	06	06	06	08	00	00	00	08	06	06	06	
												None!
A	---	---	---	---	Crv	Crv	Crv	---	---	---	---	CONDITIONS
B	Crv	Crv	Crv	---	Crv	Crv	Crv	---	Crv	Crv	Crv	
C	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Win : Defeat Zalbag
D	---	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	---	Lose: Ramza dies
E	---	Crv	Crv	Dmn	Crv	Crv	Crv	Dmn	Crv	Crv	---	
F	Crv	Crv	Crv	Crv	Crv	Kmt	Crv	Crv	Crv	Crv	Crv	OTHER NOTES
G	Crv	Crv	Crv	Crv	Crv	Kmt	Crv	Crv	Crv	Crv	Crv	
H	---	Crv	Crv	Dmn	Crv	Crv	Crv	Dmn	Crv	Crv	---	• One-time-only battle
I	---	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	---	• This is the last place in
J	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	Crv	the game to learn Ramza's
K	Crv	Crv	Crv	---	Crv	Crv	Crv	---	Crv	Crv	Crv	Ultima spell, in which he
L	---	---	---	---	Crv	Crv	Crv	---	---	---	---	must be a squire and be
												hit (damaged) by Ultima.

OVERVIEW

L47 Arc Knight - Rune Blade, Crystal Shield/Helmet/Mail, Germinas Boots

BATTLE #49: Orbonne Monastery [Underground Book Storage Fourth Floor]

CAPACITY : Ramza + 4  
 PLACEMENT: J-06, J-07, K-06, K-07, L-06, L-07, M-06, M-07, N-06, N-07  
 WON ITEMS: 27900g

	00	01	02	03	04	05	06	07	00	01	02	03	04	05	06	07
A	05	03	03	03	03	02	02	02	Kmt	Crv	Crv	Crv	Crv	Crv	Crv	Crv
B	07	03	03	03	03	03	03	01	Kmt	Crv	Crv	Crv	Crv	Crv	Crv	Crv
C	09	03	03	03	05	05	09	08	Kmt	Crv	Crv	Crv	Crv	Crv	Kmt	Crv
D	11	11½	12	11½	11	11	11	11	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt
E	11	11½	12	11½	11	11	11	11	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt
F	09	3½	3½	03	11	11	11	11	Kmt	Crv	Crv	Crv	Kmt	Kmt	Kmt	Kmt
G	07	04	04	04	11	11	11	11	Kmt	Crv	Crv	Crv	Kmt	Kmt	Kmt	Kmt
H	05	04	04	09	10½	06	06	06	Kmt	Crv	Crv	Kmt	Kmt	Kmt	Kmt	Kmt
I	03	3½	3½	08	10	07	06	06	Crv	Crv	Crv	Kmt	Kmt	Kmt	Kmt	Kmt
J	2½	03	3½	07	10	7½	05	05	Crv	Crv	Crv	Kmt	Kmt	Kmt	Kmt	Kmt





C		Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Dmn	Dmn	Kmt	Kmt	Kmt		CONDITIONS
D		Dmn	---	---	Dmn	---	Dmn	---	---	---	---	Kmt	Kmt		
E		Kmt	Kmt	Dmn	---	---	Kmt	---	---	---	Dmn	Dmn	Kmt		Win : Defeat Rofel
F		---	---	---	Dmn	Dmn	---	---	Dmn	Dmn	Dmn	Dmn	Kmt		Lose: Ramza dies
G		Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Kmt	Dmn	Dmn	---	Dmn	Dmn		
H		Kmt	Kmt	---	---	Dmn	Dmn	Kmt	---	---	---	---	---		OTHER NOTES
I		Kmt	Kmt	---	---	---	---	---	Dmn	Dmn	---	---	Dmn		
J		Kmt	Kmt	Dmn	Dmn	---	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		• One-time-only battle
K		Kmt	Kmt	Kmt	Dmn	Dmn	Dmn	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		
L		Kmt	Kmt	Kmt	Dmn	Dmn	Dmn	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		
M		Kmt	Kmt	Kmt	Dmn	Dmn	Dmn	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		
N		Kmt	Kmt	Kmt	Dmn	Dmn	Dmn	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		
O		Kmt	Kmt	Kmt	Dmn	Dmn	Dmn	Kmt	Kmt	Kmt	Kmt	Kmt	Kmt		

OVERVIEW

L54 Rofel ----- Save the Queen, Crystal Shield/Helmet/Mail, Germinas Boots  
L52 Wizard ----- Wizard Rod, Thief Hat, Light Robe, Feather Mantle  
L52 Time Mage - Gold Staff, Thief Hat, Light Robe, Feather Mantle  
L50 Wizard ----- Wizard Rod, Thief Hat, Light Robe, Feather Mantle  
L50 Summoner -- Gold Staff, Thief Hat, Light Robe, Feather Mantle  
L50 Summoner -- Gold Staff, Thief Hat, Light Robe, Feather Mantle

BATTLE #51: Murond Death City

CAPACITY : Ramza + 4  
PLACEMENT: I-06 to I-09, J-05 to J-09, K-05 to K-08  
: I-00 to I-02, J-01 to J-04, K-01 to K-04  
WON ITEMS: 36600g

	00	01	02	03	04	05	06	07	08	09	10	11	ALLIES		
A		00	00	8½	00	00	00	00	00	05	00	00		Vary - Ramza	
B		00	08	10	10	03	01	01	01	03	05	05	00		Vary - Ally [x3]
C		04	06	03	03	03	02	02	02	03	03	06	06		
D		00	04	03	03	03	03	03	03	03	03	03	00		ENEMIES
E		00	04	03	03	03	03	03	03	03	03	03	00		
F		00	03	03	03	03	03	03	03	03	03	03	00		B-04 - L53 Samurai (M)
G		00	03	03	12	12	12	03	03	03	03	03	00		B-08 - L52 Samurai (M)
H		00	03	03	12	12	06	05	04	03	03	04	00		C-03 - L51 Ninja (M)
I		00	03	03	12	12	12	03	03	03	03	05	00		C-05 - L53 Ninja (M)
J		02	02	03	03	03	03	03	03	03	03	06	04		C-07 - L52 Time Mage (M)
K		00	02	02	03	03	03	03	03	03	06	06	00		C-09 - L51 Time Mage (M)
L		00	00	02	00	00	00	00	00	00	06	00	00		D-06 - L54 Sorceror (M)

														BURIED TREASURES	
A		Ptf	Ptf	Crv	Ptf	Ptf	Ptf	Ptf	Ptf	Ptf	Crv	Ptf	Ptf		
B		Ptf	Crv	---	---	Crv	Crv	Ptf	Crv	Crv	Crv	Crv	Ptf		H-02 - Elixir/Elixir
C		Crv	Crv	Crv	Ptf	Crv	Crv	Ptf	Ptf	Ptf	Ptf	Crv	Crv		I-11 - Elixir/Elixir
D		Ptf	Crv	Crv	Ptf	Ptf	Ptf	Crv	Dmn	Ptf	Ptf	Crv	Ptf		L-00 - Elixir/Elixir
E		Ptf	Crv	Ptf	Ptf	Ptf	Ptf	Crv	Dmn	Ptf	Ptf	Crv	Ptf		L-08 - Elixir/Elixir
F		Ptf	Crv	Crv	Crv	Ptf	Crv	Crv	Crv	Ptf	Ptf	Crv	Ptf		
G		Ptf	Crv	Ptf	---	---	---	Crv	Crv	Ptf	Ptf	Crv	Ptf		CONDITIONS
H		Ptf	Crv	Crv	---	---	Dmn	Dmn	Dmn	Dmn	Ptf	Crv	Ptf		
I		Ptf	Crv	Crv	---	---	---	Ptf	Ptf	Ptf	Ptf	Crv	Ptf		Win : Defeat Kletian
J		Crv	Crv	Crv	Crv	Dmn	Dmn	Ptf	Ptf	Ptf	Ptf	Crv	Ptf		Lose: Ramza dies

K | Ptf Crv Crv Crv Crv Crv Crv Crv Crv Crv Crv Ptf |  
 L | Ptf Ptf Crv Ptf Ptf Ptf Ptf Ptf Ptf Crv Ptf Ptf | OTHER NOTES

- One-time-only battle

OVERVIEW

L54 Sorceror -- Mace of Zeus, Flash Hat, Black Costume, Feather Mantle  
 L53 Ninja ----- Flail, Ninja Knife, Thief Hat, Black Costume, Feather Mantle  
 L53 Samurai --- Kikuichimoji, Crystal Helmet, Light Robe, Feather Mantle  
 L52 Samurai --- Kikuichimoji, Crystal Helmet, Light Robe, Feather Mantle  
 L52 Time Mage - Gold Staff, Thief Hat, Light Robe, Feather Mantle  
 L51 Time Mage - Gold Staff, Thief Hat, Light Robe, Feather Mantle  
 L51 Ninja ----- Morning Star, Ninja Edge, Thief Hat, Black Costume, Feather M

BATTLE #52: Lost Sacred Precincts

CAPACITY : Ramza + 4

PLACEMENT: A-01 to A-03, B-01 to B-03, C-01, C-02, D-01, D-02  
 : F-00 to F-02, G-00 to G-02, H-01, H-02

WON ITEMS: 30000g

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	ALLIES
A	10	10	10	10½	10	8½	00	00	8½	09	9½	8½	07	07	Vary - Ramza
B	9½	9½	10	10½	10	8½	00	00	8½	8½	9½	8½	07	07	Vary - Ally [x4]
C	08	08	09	8½	07	07	6½	00	06	6½	6½	07	07	7½	
D	7½	9½	9½	06	6½	07	6½	00	00	05	6½	6½	6½	07	ENEMIES
E	7½	8½	8½	4½	04	2½	00	00	00	4½	06	5½	05	05	
F	07	07	6½	04	02	02	00	00	00	1½	4½	5½	3½	02	B10 - L49 Chemist
G	07	6½	5½	05	0½	00	00	00	00	00	1½	3½	3½	02	C11 - L48 Hydra
H	5½	6½	4½	4½	00	00	00	00	00	00	01	2½	2½	1½	E10 - L55 Balk
I	04	07	04	01	00	00	00	00	00	00	0½	0½	01	01	E12 - L47 Hydra
J	1½	1½	01	00	00	00	00	00	00	00	00	0½	0½	01	G12 - L50 Tiamat
															I12 - L51 Dark Behemoth

A	Gst	Gst	Crv	Gst	Gst	Crv	---	---	Crv	Crv	Gst	Gst	Crv	Crv	
B	Gst	Gst	Crv	Gst	Gst	Crv	---	---	Crv	Crv	Gst	Gst	Crv	Crv	BURIED TREASURES
C	Crv	Crv	Crv	Crv	Crv	Crv	Gst	---	Crv	Crv	Crv	Crv	Crv	Gst	
D	Crv	Gst	Gst	Crv	Crv	Crv	Gst	---	---	Crv	Crv	Crv	Crv	Gst	C08, E11, F00, and H06 are all
E	Crv	Gst	Gst	Crv	Gst	Crv	---	---	---	Crv	Crv	Crv	Crv	Crv	Elixirs (both
F	Crv	Crv	Crv	Crv	Crv	Crv	---	---	---	Crv	Crv	Crv	Crv	Crv	common and rare)
G	Crv	Gst	Gst	Gst	Crv	Dmn	---	---	---	---	Crv	Gst	Gst	Crv	
H	Gst	Gst	Gst	Gst	Dmn	Dmn	Dmn	Dmn	---	Dmn	Crv	Gst	Gst	Crv	
I	Dmn	Dmn	Dmn	Crv	Dmn	---	Dmn	Dmn	Dmn	Dmn	Crv	Crv	Crv	Crv	CONDITIONS
J	Crv	Crv	Crv	Crv	Dmn	---	---	---	Dmn	Dmn	Crv	Crv	Crv	Crv	Win : Defeat Balk Lose: Ramza dies

OVERVIEW

L55 Engineer - Blast Gun, Thief Hat, Light Robe, Feather Mantle  
 L49 Chemist -- Glacier Gun, Thief Hat, Black Costume, Dracula Mantle

BATTLE #53: Graveyard of Airships

CAPACITY : Ramza + 4

PLACEMENT: A-04, B-02 to B-06, C-02, C-03, C-05, C-06

WON ITEMS: 21300g + Ragnarok

	00	01	02	03	04	05	06	07	08	00	01	02	03	04	05	06	07	08
A	00	00	00	00	10	00	00	00	00	---	---	---	---	Dmn	---	---	---	---
B	00	00	8½	8½	8½	8½	8½	00	00	---	---	H11	H11	Dmn	Dmn	Dmn	---	---
C	00	7½	7½	7½	7½	7½	7½	7½	00	---	H11	H11	H11	H11	Dmn	Dmn	H11	---
D	6½	6½	6½	6½	6½	6½	6½	6½	6½	Dmn	H11	Dmn	Dmn	H11	Dmn	Dmn	Dmn	Dmn
E	5½	5½	5½	5½	5½	5½	5½	5½	5½	H11	H11	H11	H11	Dmn	Dmn	Dmn	Dmn	Dmn
F	4½	4½	4½	4½	10	4½	4½	4½	4½	H11	H11	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn
G	2½	2½	2½	2½	2½	2½	2½	2½	2½	H11	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn
H	0½	0½	01	01	01	01	01	0½	0½	Lva	Lva	Dmn	Dmn	Dmn	Dmn	Dmn	Lva	Lva
I	00	0½	01	01	01	01	0½	0½	00	Lva	Lva	Dmn	Dmn	Dmn	Dmn	Dmn	Lva	Lva
J	0½	0½	01	01	01	01	0½	00	00	Lva	Lva	Lva	Dmn	Dmn	Dmn	Lva	Lva	Lva
K	01	01	01	01	01	01	0½	0½	0½	Lva	Lva	Lva	Dmn	Dmn	Dmn	Lva	Lva	Lva
L	02	02	2½	2½	2½	06	2½	02	1½	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Lva	Lva
M	03	03	3½	3½	3½	3½	3½	2½	02	Dmn	Dmn	Dmn	H11	H11	Dmn	Dmn	H11	H11
N	2½	2½	2½	2½	2½	2½	2½	2½	02	H11	H11	H11	H11	H11	H11	H11	H11	H11
O	1½	1½	1½	1½	1½	1½	1½	1½	1½	H11	H11	H11	H11	H11	H11	H11	H11	H11
P	0½	0½	0½	0½	3½	0½	0½	0½	0½	Dmn	H11	H11	H11	Dmn	Dmn	Dmn	Dmn	Dmn

ALLIES -----: Ramza (C-04), Allies (Vary)

ENEMIES -----: Hashmalum (J-04)

BURIED TREASURES: A-04, B-04, P-01, P-07 -- all are Elixir/Elixirs

CONDITIONS -----: Defeat Hashmalum (Win) / Ramza Dies (Fail)

BATTLE #54: Graveyard of Airships II

CAPACITY : Ramza + 4

PLACEMENT: N-02, N-03, N-05, N-06, O-02 to O-06

WON ITEMS: ---

	00	01	02	03	04	05	06	07	08	00	01	02	03	04	05	06	07	08
A	00	00	00	00	10	00	00	00	00	---	---	---	---	Dmn	---	---	---	---
B	00	00	8½	8½	8½	8½	8½	00	00	---	---	H11	H11	Dmn	Dmn	Dmn	---	---
C	00	7½	7½	7½	7½	7½	7½	7½	00	---	H11	H11	H11	H11	Dmn	Dmn	H11	---
D	6½	6½	6½	6½	6½	6½	6½	6½	6½	Dmn	H11	Dmn	Dmn	H11	Dmn	Dmn	Dmn	Dmn
E	5½	5½	5½	5½	5½	5½	5½	5½	5½	H11	H11	H11	H11	Dmn	Dmn	Dmn	Dmn	Dmn
F	4½	4½	4½	4½	4½	4½	4½	4½	4½	H11	H11	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn
G	2½	2½	2½	2½	2½	2½	2½	2½	2½	H11	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn
H	0½	0½	01	01	01	01	01	0½	0½	Lva	Lva	Dmn	Dmn	Dmn	Dmn	Dmn	Lva	Lva
I	00	0½	01	01	01	01	0½	0½	00	Lva	Lva	Dmn	Dmn	Dmn	Dmn	Dmn	Lva	Lva
J	0½	0½	01	01	01	01	0½	00	00	Lva	Lva	Lva	Dmn	Dmn	Dmn	Lva	Lva	Lva
K	01	01	01	01	01	01	0½	0½	0½	Lva	Lva	Lva	Dmn	Dmn	Dmn	Lva	Lva	Lva
L	02	02	2½	2½	2½	2½	2½	02	1½	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Dmn	Lva	Lva
M	03	03	3½	3½	3½	3½	3½	2½	02	Dmn	Dmn	Dmn	H11	H11	Dmn	Dmn	H11	H11
N	2½	2½	2½	2½	2½	2½	2½	2½	02	H11	H11	H11	H11	H11	H11	H11	H11	H11
O	1½	1½	1½	1½	1½	1½	1½	1½	1½	H11	H11	H11	H11	H11	H11	H11	H11	H11
P	0½	0½	0½	0½	0½	0½	0½	0½	0½	Dmn	H11	H11	H11	Dmn	Dmn	Dmn	Dmn	Dmn

ALLIES

ENEMIES

M-04 - Ramza	F-02 - L33 Ultima Demon
Vary - Ally [x4]	F-06 - L36 Ultima Demon
I-00 - L56 Cleric [Alma/Guest]	H-05 - L39 Ultima Demon
	H-07 - L30 Ultima Demon
<u>BURIED TREASURES</u>	I-06 - L?? Holy Angel

Same as in Battle #53

#### CONDITIONS

Defeat Altima (Win) / Ramza dies (Fail)

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## V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

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[Q] - What do I get for mastering all jobs?

[A] - Just self-satisfaction; there aren't any other rewards. =/

[Q] - How do I target panels underneath overhang/bridges? It only goes to top!

[A] - If you let the cursor hover over the top part, it'll switch to the one directly underneath.

[Q] - How high should my Brave/Faith be?

[A] - Brave should be as high as one can get it, generally, since it determines the activation rate of Reaction abilities. On the flipside, really low brave is only useful for Move-Find Item which gets rarer items the lower it is. Characters join later who have innately low brave, so there's no reason to go out of one's way. Faith determines accuracy and damage from magic. Thus, mages should have it high and people who want to take less magical damage should have it low. Faith's ups and downs are chronicled in the statuses "Faith" and "Innocent," which simulate 0 and 100 Faith, respectively.

[Q] - Does Zodiac compatibility REALLY matter? Huh?

[A] - Not really. You may notice yourself doing slightly more/less damage to units than neutral compability and that's it. Now, if you've already played the game and want to custom-fit zodiac compats for characters for other reasons (such as stealing so-and-so's Genji equipment) then its uses grow. Generally one can play and ignore the aspect; most SRPGs have one of these traits that can go by the wayside anyway.

[Q] - I started a new chapter and one of my units is 'Missing'! What the...?

[A] - This can happen when a character is sent out on a proposition. Should the player finish the chapter while s/he is still gone, that unit is classified as missing and PERMANENTLY GONE. What's worse is that unit still takes up space in the roster and can't be removed! Some people restart to avoid this annoyance, honestly.

[Q] - Why doesn't Cloud appear in the Brave Story?

[A] - He does, although whether it's through a glitch or something else, his file only shows up after he's been permanently killed or removed from the roster.

[Q] - Do my units get spillover JP even if they don't have the class unlocked?

[A] - Yes.

[Q] - I mastered a class. Is there anyway to see the abilities in there again?

[A] - Yes. As you know, once a class is mastered, its skills aren't perusable from the normal field menus. However, if you go into battle and check a friendly unit's status, this doesn't apply.

[Q] - Does the calendar's progression matter story-wise?

[A] - No. Dawdling does cause characters to age (yes, they celebrate birthdays) but it impacts nothing. Case in point: Orinas can grow to adulthood but will still be treated as a child for plot purposes, including his portrait.

[Q] - I killed a male time mage and he screamed like a girl! Glitch?

[A] - That time mage in NOGIAS is a common occurrence, although if your game's well-traveled and pretty scratched up, you may see it happen on other victims as well. [The male time mage may have a female name, so maybe it's sprite mismanagement.]

[Q] - How do I teach Zodiac to my other allies?

[A] - Okay, so you've learned the summon on one ally and want to spread the joy 'round. There are two ways to do this:

- 1) CHARMED SUMMONER TRICK: This is the most common method. Find an enemy who can charm your male unit, such as a ninja in HORROR or a thief in BRIDGE, and put the summoner in range so that he can be charmed. The foes love to use this ability so it's not tough to coax 'em into doing it. Now, make sure the ally summoners who don't know Zodiac have decent Faith, Shell on, and Magic Defend UP -- this usually will force the charmed ally into using the best spell on the others (who should cluster together, too). It may take a few times to get this right...just make sure your Faith isn't too high or your units will take about 600+ damage and probably not survive.
- 2) ENEMY SUMMONER TRICK: The other method is casting Zodiac on an enemy summoner and having him cast it back. This way's harder of course, so lower the foe's Faith a bit (so he doesn't die immediately) and give him Shell. It's very unlikely the enemy will have Magic Defend UP so that's out the window. Once Zodiac is cast, if the enemy survives there should be a small animation the summoner does that should tell whether or not s/he learned the ability. At that point, it's just putting the foe in a position to hit the allies with that summon.

Remember that only one person can learn Zodiac at a time!

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## VI. UPDATES & CONTRIBUTIONS

[UPDT]

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07-02-08 -----+ Started walkthrough  
03-05-09 -----+ Finished walkthrough

### THINGS I NEED/NOTES TO SELF

- Battle 2 (Gariland Magic City) enemy equipment listed in Map References
- Did Igros sell Shurikens after Battle #11 and then quit after Battle #13?
- Equipment for Yardow Fort City battle

### THANKS TO...

This may be my favorite game ever but the rocky road to learning what's what couldn't have been done without some major players:

- Aerostar's BMG, first and foremost. It's been great reading it over the years, and it's taught me a lot. I've tried my best not to regurgitate it in the guide but I can't unring the bell on some knowledge. Dude, you're awesome and seriously -- thanks for writing it.
- The FFT Board, right here at GameFAQs. Talking with you guys about FFT was the entire reason I joined the site in the first place, and it's been fun to hear your opinions on things and even share some goofy fads. You guys're incredible and I wouldn't know half the things I know without your insight.
- The FFT Social Board and pretty much the only one I hang out at regularly. You guys may not get a bunch of credit, but you're certainly a fun cast of characters. <throws Talas a cookie>
- The FFT folks at Caves of Narshe, which is where I spent my FFT heyday just talking about classes that should be and sequels that didn't even exist. Still a great place to hang around. Love y'guys. <3
- Yet another FFT board: at Gametalk this time. Probably my favorite board of all time, I've made unforgettable friends: Panthera, Zeno, Wiegraf, Zombie Master, Ifalna, Bahamut00001, golbez9999, FantasyAlert, Night-Walker, Diet Sprite, and probably a host of others I'm forgetting. I'm desperately hoping the site isn't defunct 'cause I'm missing you guys already.
- OmniScythe, for the Ancient Sword mention in #19
- digitek, for NOGIAS/MLAPAN exit correction
- fourthbracelet, for Riovanes II and Bethla Sluice switch-guarder tip

#### RECOMMENDED READING

- Aerostar's Battle Mechanics Guide (BMG)  
<http://www.gamefaqs.com/console/psx/file/197339/3876>

Read it, know it, love it. Keep it under your pillow, take it to work.

- Goryus' Battle List  
<http://www.gamefaqs.com/console/psx/file/197339/13954>

It has every possible formation on every map, and it's great for finding out rare battles or just to see where certain monsters may appear. Great to have around, especially if you're new at the game or just a poach fanatic.

- BoardSixNineFour's FAQ  
<http://www.gamefaqs.com/console/psx/file/197339/30113>

It's a gigantic read but it's often thorough, and since it was made by a combination of long-time players, it can give some great perspectives on how battles should go.

- Bubbawheat's Job Tree Map  
<http://www.gamefaqs.com/console/psx/file/197339/24010>

Don't want to look through tons of text to find out how classes unlock? This is as succinct a diagram as you're likely to find.

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WE'LL RIDE THE BULLET TRAIN  
TO VEGAS THE SECOND WE  
BLOW THIS BURG

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