

Final Fantasy Tactics Human Random Encounter List

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FINAL FANTASY TACTICS
RANDOM HUMAN BATTLE LIST
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Best viewed with Courier New font

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FIRST WORDS

Hi, and welcome to my Final Fantasy Tactics Random Human Battle List. This FAQ is purely about the random battles that have human unit/s in it, why you should encounter the human in the random battle, how you encounter them, etc. Hope it'll be any use.

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WHYS AND HOWS

Foremost, you can only use this list from Chapter 2 onward. For some reason, Chapter 1 didn't provide the same results.

You might wondering, why would I wanna fight human battles? What was the difference of fighting humans and monsters? Equipments, my friend, that is one of your reason. Humans wore equipments, which you can steal when you fought them, meaning you can get free equipments rather than to buy them. The other reason was their skills. If they turned to crystals after dying and one of your party member took it, he/she might get a new skill without have to learning it. So, if you steall ALL of their equipments (and items too if you wanna be safe) before killing them, the percentage of them turned to a skill crystal rather than an item treasure chest will be 100, yes, 100, I repeat, 100 percents. Still not interested?

After caughting your attention, you started wondering now, how do I get to human battles on will? Not just randomized? There's actually a way. Depending from which direction you entered a battle place, you can get to either a battle with no human in it or a battle with at least one human unit in it. So, it's not

totally random, actually. Just enter it from a certain dot and voila, a human battle.

Since I'm giving you a list of where and how and also the class you'll encounter, you can plan what class you wanna learn next so you can make use the skill crystal the enemies will drop. I also listed the gender of each class you'll face, incase you wanna maximized the using of Charm Magic against the opposite genders. But since the horoscopes of enemies will differ each time, I'm sorry to say I can't help you maximizing the zodiacs compatibilities. Also, the human class(es) I listed here didn't mean that they're the only ones you'll fight. The humans oftenly also bring along some monsters of their own in the battle so you'll have to worry about that too.

An extra note: there is a forest where you saved Boko, your first chocobo, I think it was Araguay Woods. After getting Boko and after you can return to that battle dot once more, you might wanna do so. You can encounter a tough battle here, containing around 5 or more monsters and 1 archer. I said 'tough' coz the special archer will always be 3 levels above your Ramza's current level (unless Ramza's at 100, meaning the archer will be at 100 too). But the rewards are pretty nifty. He/she will carry the equipments that are better than you can buy at that moment and will have skills that are most probably you haven't had the time to learn it yet. Stealing and killing him/her will upgrade your team better than enemies, in term of higher level of equipments compared the one your enemy's using. Nice....

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LEGENDS

Ok, I'll make it easy for you to read my list, hopefully. The format will be somtn like below:

Location

From : name of the dot here
Class : name of the class here
Notes : any notes here

What they meant were:

Location : it's the location/dot where the random battle occured, clear as crystal, rite?
From : from which location/dot you should enter the battle location in order to trigger the human battle.
Class : the human warrior class you'll encounter in the battle. An (m) after the class' name means that the class consists of male(s), and an (f) after the class' name means the class consists of female(s).
Notes : any special things I've discovered about this particular location or the character class will be added here. If you didn't see this Notes section after the Class section, meaning there is no special notes I'll be adding. Don't worry, I don't make much notes anyway. ^^a

Got it? Good.

I do the list in no particular order, but I guess you can say that I do it in the order of how I got there the first time and when I can enter the battle area again afterwards. You might have to scroll up and down the list to find where to fight the class you wish to fight.

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THE LIST

Mandalia Plains

From: Igros

Class: Squire (m)

Mandalia Plains

From: Magic City Gariland

Class: Knight (m)

Sweegy Woods

From: Magic City Gariland

Class: Monk (m)

Lenalia Plateau

From: Fovoham Plains

Class: Priest (f), Knight (f)

Lenalia Plateau

From: Magic City Gariland

Class: Time Mage (f and/or m)

Notes: After clearing up Bariaus Hill dot, when you return here once more from the same direction, you'll either fight the Time Mages or a pack of powerful Dragons from random types (sometimes one of each!). Since it's kinda hard to find Dragons at random monster battles, you might wanna poach and/or caught them regularly here to get those special dragon items.

Zeklaus Desert

From: Dorter Trade City

Class: Wizard (f)

Bariaus Valley

From: Warjilis Trade City

Class: Archer (m)

Zirekile Falls

From: Araguay Woods

Class: Oracle (m)

Araguay Woods

From: Dorter Trade City

Class: Knight & Archer (both are mixes of f and m, so it can be either ones), Summoner (f), Ninja (f and/or m)

Bariaus Valley

From: Lionel

Class: Monk (f), Wizard (m)

Notes: Alongside the monks and wizards are sometimes could be Blue Dragons and/or Behemoths. You can poach or caught them if you want/need to.

Zigolis Swamp
From: Lionel
Class: Time Mage (m)

Zigolis Swamp
From: Goug
Class: Geomancer (m)

Bariaus Hill
From: Lionel
Class: Time Mage (f)

Zirekile Falls
From: Zaland
Class: Time Mage (f), Ninja (f), Samurai (m)

Fovoham
From: Lenalia Plateau
Class: Thief (f and/or m)

Grog Hill
From: Yardow
Class: Knight (m)

Araguay Woods
From: Zirekile
Class: Archer (f or m)

Notes: As I've mentioned on the 'Whys and Hows' section, this is the site where you can encounter a tough battle containing around 3 or more monsters and 1 archer who will always be 5 levels above your Ramza's current level (unless Ramza's at 100, meaning the archer will be at 100 too). Eventhough he/she will carry equipments that are better than those you can buy at that moment and will have skills that are most probably you haven't had the time to learn just yet, I don't recommend fighting the archer if your team isn't strong enough since those monsters he/she's carrying with are the ones that's hard to go down.

Bervennia Volcano
From: Dorter
Class: Geomancer (f)

Doguola Pass
From: Bervennia
Class: Archer (m)

Finath River
From: Zeltenia
Class: Knight (f)
Notes: Other than the usual female Knight(s) you'll encounter here, you can also rarely encounter a team consisting of some Knight (m), Ninja (f) and/or Red Dragons here.

Bed Desert
From: Bervennia
Class: Oracle (m), Wizard (m)

Grog Hill
From: Doguola
Class: Summoner (f), Samurai (f)

Grog Hill
From: Lesalia
Class: Priest (f)

Doguola
From: Grog
Class: Knight (f)

Finath River
From: Bervennia
Class: Oracle (m)

Poeskas Lake
From: Limbeary Castle
Class: Wizard (f), Archer (m), Chemist (f)

Poeskas Lake
From: Germinas
Class: Summoner (m)

Germinas Peak
From: Poeskas Lake
Class: Lancer (m), Monk (f)

Germinas Peak
From: Zarghidas
Class: Archer (m), Wizard (f), Summoner (f)
Notes: Oftenly, the class I've mentioned above are the ones you'll encounter here, but in some rare occasions, you might also fought a team of 2 Mediators and 3 Chemists from both genders. Careful of this combination since the Mediators will try to get the monsters on your party (and annoyingly, they had the tendency of 80% working!), the Chemists likes to throw annoying stuffs and even sometimes revived your fallen monster just so their Mediators can get it into their party! Kill them fast so you don't have to worry of loosing your monster(s). If you didn't bring any monster, it's a walk in the park.

Dolbodard Swamp
From: Bethla
Class: Time Mage (f)

Zeklaus
From: Goland
Class: Wizard (f), Archer (f), Monk (m)

Yuguo Woods
From: Yardow
Class: Geomancer (f), Oracle (f)

Zeklaus
From: Bervennia Volcano
Class: Ninja (m)

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LAST WORDS

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Final Fantasy Tactics was one of my favorite tactic games, yet, as all Final Fantasy series, it has a habbit of giving a "the hero's gone for a journey to somewhere" ending. I'm bored. The game was great, but the ending's boring. That's why my best FF series of all was FF8. It has the most different ending than the rest of Final Fantasies, and the fact that I like Squall and LOVED Zell ;P

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