

# Final Fantasy Tactics Relics Guide

by Elmor

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| F I N A L   F A N T A S Y   T A C T I C S |
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| R E L I C S   G U I D E |
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| Version 1.0 |
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=====  
I. INTRODUCTION  
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Final Fantasy Tactics is one of my favorite games. Being a devout rarities collector, I always tried to receive all the hidden and hard-to-get items by any means. In doing so I often encountered many confusions and errors in various FAQs. That's why I decided to write a guide where you can find ALL information about ALL the ways of getting ALL the secret items of FFT.

Another reason for me to write this guide is the release of FF9 that caused people to express interest in Square's old classic games like FF5, FF6 and possibly FFT.

This is my first attempt to write for the public so don't be too severe critics. But definitely BE critics, i.e. whether any questions that are unanswered on this guide or comments or critique either positive or negative will arise, feel yourself free to e-mail me. My address is <elmor\_the\_elf@mail.ru>, don't forget.

One more note: I'm Russian, and hence my English is far from perfect. So I'll be grateful to you if you mail me and point upon some (non-typo) errors in this guide. Thanks.

\* \* \*

The game contains an enormous amount of secret equipment. Some of them are just useless crap, but some are literally supermegaextrastrong things that will surely make you Demi-God. But all of them are RELICS in the full meaning of that word: 'hard-to-get items'. Of course, you can easily complete the game without them, and it'll be easier than you think since you have that fat SOB Orlandu. It means that you may not to get them, and definitely you shouldn't try to get them all if you want your game to be easier. It is, already.

But still I think that REAL DEVOUT RPG FAN should get ALL the possible relics, even if they are completely useless. However this is my personal opinion, and by no means I urge you to get'em all.

But if you are 'total perfectionist' just like me, get the full collection of 57 (!) rare equips! And may this FAQ be some help in completion of this uneasy task.

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II. GENERAL TIPS  
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There are 6 general methods of getting a rare items here in FFT. These ways are: a)trophy; b)gift; c)thievery; d)move-find; e)secret hunt and f)catching.

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1. Trophy  
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You receive the relic as a trophy after certain battle. Actually only one relic (namely Ragnarok) shall come to you this way. But this method is still a method, so...

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## 2. Gift

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This method is the easiest from all. Relic is simply brought to you by certain character in a certain moment of the game. All that you must do is to remove the item from him (her). It is especially important when the bringer is going to leave your party.

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## 3. Thievery

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Being the well developed RPG, FFT contains its 'walking treasure chests'. Of course, it's very mean to strip someone of all his equip and then mercilessly kill him/her, but... That's the way of True Hunter!!! So if you see an enemy swinging sword big and scary or shooting to you fire bullets, help him to get rid of such a precious thing. He won't need it anymore: his death is at hand, and dead men do not need treasures.

This can be fairly tough in certain battles, but the main idea is simple: equip someone with Thief's 'Steal' ability. Make sure that appropriate stealing skill is learned (e.g., if you want to steal Blood Sword, you must have 'Steal Weapon' learned). Then go steal :) !!

Tips on practical stealing:

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\* Steal from the back.

\* Have your thief's Speed raised (Ramza's Yell makes great help here) or set him one of the following Support Abilities:

Attack Up  
Concentrate  
Martial Arts

\* Decrease victim's Speed (Speed Break) or have them under one of the following status ailments:

Charging  
Chicken  
Frog  
Sleep  
Slow  
Stop

\* My version of Perfect Thief:

~~~~~

[female monk]

Primary	: Punch Art	Right Hand:	-
Secondary:	Steal	Left Hand :	-
Reaction	: Speed Save	Helmet	: Thief Hat
Support	: Attack Up	Armor	: Secret Clothes
Movement	: Move+2	Accessory	: Chantage

I choose Monk since Monks have 'Martial Arts' as inherited ability. You

can use Ninja instead, though. Their Speed is high, so your chances will be higher, too. Speed Save allows your thief to speed up when she gets hurt, and Chantage makes this hasting endless (keep in mind that she can't die with that nifty little thing!) You can also substitute Attack Up with Concentrate.

Ah, one last moment. If the victim has 'Maintenance' set up, don't even think to try to steal something from this person. Your chances will be 0.

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#### 4. Move-Find

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Almost all battlefields contain hidden items. Most of these items are just usual crap that you can buy in stores, but in some places you can find VERY GOOD pieces of equipment.

The main idea is simple, too. You set 'Move-Find Item' as a Movement Ability and finish your move on the certain tile. After you answer 'Yes' to the usual 'Are you sure you want to move here?' question, you will hear 'Brrrring', your item finder will raise received treasure high in the air, and 'Found '[name of treasure]!' message box will appear.

Note that enemies can collect treasures, too. In that case you lose the treasure and message box with name of the treasure does not appear.

If a character WITHOUT 'Move-Find Item' ability will finish his move on treasure tile or if treasure is already taken, a trap will spring then. There are 4 kind of traps: Steel Needle (HP damage), Sleeping Gas (Sleep status ailment), Degenerator (Level -1) and Death Trap (Death Sentence).

In most cases there are 2 items buried in one location. If so, which one you shall most probably find is determined by your brave. As a rule, the probability of finding a BETTER item is  $(100 - \text{Brave})\%$ . It is especially important in Deep Dungeon, where common worst item for all treasure locations is Phoenix Down. As you can see, for you to get some good stuff your item-finder must be a coward :)

Speaking of cowards...

\* My version of Perfect Item-Finder:

~~~~~

Rafa, Heaven Knight

|            |                |             |                  |
|------------|----------------|-------------|------------------|
| Primary    | : Truth        | Right Hand: |                  |
| Secondary: |                | Left Hand : |                  |
| Reaction : |                | Helmet      | : Thief Hat      |
| Support :  |                | Armor       | : Secret Clothes |
| Movement : | Move-Find Item | Accessory : | Germinas Boots   |

Rafa has the lowest Brave in all game, so she's naturally the best unit to find those treasures. To make your chances of getting the best items even higher, lower her Brave even more with Beowulf's 'Chicken' or Oracle's 'Foxbird Song'. The lowest point is, I believe, 10. (I mean the permanent value, of course. Not in-battle one.) If her Brave is lower than 10, she will turn to Chicken with the beginning of the battle. So the value of 10 is IMHO optimal.

The above combo is a good one, believe me. Rafa is not only fast, she's

invisible and movable enough (Germinas Boots). You can sneak anywhere you want... Just walk where you like and do nothing. You won't be hit.

The alternative variant is to make her Knight and give her Excalibur. In this case she gets permanent Haste, but loses her invulnerability.

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## 5. Secret Hunt

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'Secret Hunt', or 'Poaching', is the method of getting rare items by killing certain monsters and bringing their 'mortal remains' :) to special stores called 'Fur Shops'. These stores are situated in all three Trade Cities of Ivalice: Warjilis, Zarghidas and Dorter. They open up only in Chapter II (but here I am not sure). These stores make items out of fur that you brought. Some of these items are sold in usual stores; in Fur Shops their price is lower (50% discount, I believe). The significant part of items that can be purchased in Fur Shops is rare meaning Fur Shop is the only way to buy them.

The process of poaching itself is very simple: set Thief's 'Secret Hunt' Support ability. Kill victim monster with usual physical attack. ('Kill' means 'deliver the final blow'; you can soften the monster with whatever you like.)

It is possible to apply the 'Rekill Technique', i.e. to kill the monster with powerful non-poach move (Sword Skills are the best here), then revive it using Phoenix Down so that its HP is very low and kill it once again using poacher's physical attack. This method is quite simple, but... definitely not the one a pro would use. However if you have accidentally killed a precious monster, it's not bad.

Note that victim monster may be in your team as well as in enemy one. Poached monsters does not count in 'Injuries' part of 'Brave Story' submenu. In other words, you may poach tons of your own monsters and still the number of units that you lost in battles will be 0.

When you have successfully poached the desirable monster, go to the Fur Shop. There you should be able to buy the item that they made from fur of monster.

There are two possible items for every monster to be transformed to. You'll get one of them with the probability of ~90% (this item is called Common for that monster), and the probability of the other outcome is somewhat 10% (obviously, this one is Rare).

There are no methods to get Rare item for sure, but I can recommend you the following technique. Poach the monster you want to get Rare from. Go to nearest Trade City. Save your game and ONLY AFTER THAT visit Fur Shop. If there's no wanted item there, reset and go to Fur Shop again. Within 10-15 tries you'll most likely get the item.

Of course, you'll get crappy items from junky monsters. Don't expect Chocobo to yield something powerful like Elixir or Chaos Blade. In order to get the Ultimate Relics (like FS Bag :) you should find and poach some really rare monsters. There are two ways of getting the latter: a) find or or b) breed them.

a) The first way is pretty easy. There are certain locations where you can

encounter rare monsters in random battles. All you must do is to form a strong poaching team, save game and make a couple of tries to engage a random battle. Occasionally you'll meet a desirable enemy party containing monsters that you need and hunt'em down.

b) What's breeding? Well, it's breeding (simple, huh? :). If a monster stays in your team long enough, it will lay an egg. In a couple of days the egg cracks, and instead of it new monster appears.

There are chances that the newborn monster will be an 'upgrade' of its parent (i.e. e.g. you'll get Black Chocobo from the egg layed by usual Chocobo), but it can be a 'downgrade' as well.

The very first parent monster must be brought to team by means of Mediator's 'Invitation' ability. Just find the monster you want to be in your team and use that ability on it. To raise your chances of succesful inviting, raise your inviter's MA (Magic AttackUP \_doesn't\_ work here according to FFT Battle Mechanics Handbook.)

The exact mechanics of breeding is still unclear, but the following facts seem to be true:

- \* The activity of breeding is higher in spring and summertime.
- \* If there are two monsters of one 'class' in your team, their chances to lay an egg are higher. Also in this case the probability of getting advanced monster from an egg is affected by parents' Zodiac sign compatibility.
- \* The level of parent(s) also affects chances of getting an advanced offspring.

Tips on practical breeding:

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- \* Free as much space in your team as possible. Down with Meliadoul, Malak and Boco! (I dismissed'em all... I even kicked out Agrias - after you get Orlandu she becomes pretty much weak.) If you already done with Deep Dungeon and Nelveska Temple, dismiss Rafa.
- \* Make sure your parent monsters are the best you can get. If you have several monsters of one 'class' in your team, arrange it so that 'parents' would be together.
- \* Choose a route between 2 or 3 cities where there are no spots for random battles (Warjilis-Deep Dungeon route and route between Goug and two cities to the north of it are fine) and run to and fro checking you formation screen every several days.
- \* Don't hesitate to kick out low-rank monsters. Not only they clog your party, moreover, they spawn like rabbits! So if you do not want you team to consist mostly of weak junior monsters (e.g. if you're trying to breed Plague, you'll literally sink in Flotiballs and Ahrimans), dismiss'em without any regret.
- \* When you've got several senior monsters in your team and you're going to poach all of them except for one that stays alive for breeding purpose, keep the one with highest level.

Of course, you can combine both methods of getting rare fur by engaging

the battle against desirable monsters and at the same time having them in your team. In that case the battle will be hard...

The problems with such 'Double Hunt' is that quite often your monsters are pretty weak (meaning low HP because of low level of the beast or because of its nature - you won't expect your Porky to have MaxHP of 999, will you?). An enemy unit could smack it down with single blow. Moreover, that's what it'll do: AI always hunts down the weakest. As you can see, you must QUICKLY poach all your monsters (before enemies lay their claws upon them) and be ready to survive enemy attack and poach them all, too. It is not so easy as it may seem from the first glance, though. Quite often you have to run around throwing Phoenix Downs to your killed beasts helplessly watching them to turn to crystals 'cause you are too late...

To avoid this sad fate, use the following trick. This technique is my invention and it is called Auto-Poach (R).

So,

\* My version of Perfect Hunter:

~~~~~

Orlandu, Holy Swordsman (with maxed out Brave)

|                          |                           |
|--------------------------|---------------------------|
| Primary : All Swordskill | Right Hand: Chaos Blade   |
| Secondary: Item          | Left Hand : Escutcheon II |
| Reaction : Counter       | Helmet : Twist Headband   |
| Support : Secret Hunt    | Armor : Power Sleeve      |
| Movement : Move+2        | Accessory : Bracer        |

The trick is simple: imagine a monster trying to attack that powerhouse. As a rule, it misses (Escutcheon II). Again as a rule, Orlandu counters (high Brave helps here). Moreover, this counter will most likely kill the assailant monster (behold: Twist Headband - PA+2, Power Sleeve - PA+2, Bracer - PA+3, Chaos Blade - WA 40... Any questions? \*evilgrin\*). Since Counter is still a usual physical attack, monster will be poached.

See? Monster actually poaches itself, since the beginning of combo is but its physical attack. That means that you can poach a monster without even wasting a turn!!!

The above combo is still for people who live dangerously. So if you are careful and patient, equip Grand Helmet instead of Twist Headband and Maximillian instead of Power Sleeve. With these, your chances to be killed with a stray blow that somehow went through Escutcheon II will be considerably less.

Evaluation:

~~~~~

PROS:

- \* You can poach your animals as well as the enemy ones fast and safe. Just let your beasts attack Orlandu and watch them being poached in a twinkling of an eye.
- \* With that combo Orly is powerful enough to encounter strong enemy team alone, without any help. Your party can consist of 4 monsters and Orlandu - and still you'll win even the hardest battle against enormous



pile of Hydras, Dragons and Behemoths. Don't forget that he still has his All Swordskill! You know what that means... :)

- \* If an enemy attack does punch through your shield, you still have your Night Sword skill to refill your HP, don't you?
- \* After all it's very fun to see that 'poaching conveyer' at work. Bite - miss - slash - die - disappear - next, please! That's the way it goes!

CONS:

- \* Orlandu stays vulnerable for many status ailments... A single successful Death Sentence will most definitely end your 'Royal Hunt'. So be careful. If you plan to fight enemies that like to infect you with some nasty status changes (Vampires, Plagues, Mindflares, Porkys), equip Angel Ring or something in that way instead of Bracer or use Agrias with Ribbon equipped.
- \* It is hard to believe, but some monsters DOES NOT have a physical attack (Tiamat). You'll have to poach them 'manually' :(
- \* You still have a chance to petrify unlucky enemies... if they survive a hit from Chaos Blade. That's why Orlandu's secondary is 'Item' in this combo. You'll be able to de-petrify the victim. Have some Softs/Remedys in stock in case the victim monster will be soooooooo unlucky.
- \* There is a couple of battles where it's nearly impossible to poach (yours and enemy) monsters and survive even if you do use Auto-Poach technique. I mean some Super Monster Battles (END, VOYAGE, Bariaus Hill) where you encounter TONS of extrastrong monsters (all species of Behemoths, Hydras, Dragons). They can easily slaughter you even if you have 5 very strong units, not to mention the case when your team is 80% weak pigs. So be wise. Even Orlandu can't stand against 10 overweighted tanks alone.

Well actually the above combo is kinda 'Poacher to the Extreme', meaning that such a unit can easily poach your zoo and finish the battle (well... most of battles) alone. The main idea of this idea is that Counter is Poacher's best friend. So if you form strong poaching team in order to engage one of above-mentioned 'Super Monster Battles', set 'Counter' to as many poachers as you can. E.g. quite well combo is Ninja - Secret Hunt - Counter - two Iga Knives - Feather Mantle. Feather Mantle plays the role of Escutcheon II. To lower your chances to be killed, set 'Move - HP Up'.

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## 6. Catching

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Since story battle in Yardow Fort City you know simple truth: 'Ninjas Throw Weapons', right? Well I'm gonna tell you more: high (90+) level ninjas throw VERY GOOD weapons. What a particular Ninja shall throw to you are affected by two factors: a) his (her) level and b) Throw skills that he (she) have learned.

The level determines the power of the thrown weapon; the higher is thrower's Level, the stronger are the thrown weapons.

Note that along with weapons Ninjas can (and WILL) throw to you Shurikens

and Balls. Your units shall catch them as well as weapons, so soon your stock will be overflowed with Yagyu Darkness', etc.

I suspect that particular Ninja throws the weapons of some particular type, i.e. if a Ninja throws to you Chaos Blades, he won't toss any other types of weapons. [?]

Note that you can easily manipulate the Ninja's Level by means of Mindflare's Level Blast ability. This ability lowers the enemy Exp Level by 1. Just breed or invite a Mindflare, take him to the battle and let him stand just near unit with 'Monster Skill' ability.

To catch thrown Item, just equip Thief's 'Catch' Reaction Ability. Note that your chances to catch items are seriously affected with Brave, so try to raise it.

One more tip: DO NOT equip your catchers with shields. You don't want your precious Madlemgen to get stuck in shield, do you?

To get some cool items using Catch all you have to do is find an appropriate battlefield where you can frequently meet Ninjas. The only two places where you can meet Ninjas late in the game are Araguay Woods and HORROR of Deep Dungeon. I recommend you the latter since it is very convenient for catching.

On that battlefield, you start on one of something like big pillars. You can stand of the edge of that pillar or of the other ones thus disabling enemies to walk up and attack you. All they'll be able to do is throw weapons.

The only enemy party that you can meet on that battlefield that contains Ninjas is a company of 8 people all Ninjas and Samurais. Kill the latter ones - they are really annoying casting Masamune (they have it in stock! Bastards!! :), throwing stones...

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II. LIST OF RELICS  
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Here are all the rare items of FFT listed in alphabetical order. I included the methods of getting as well as my evaluation for every entry.

-----  
a. Abbreviations used in this section:  
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[?] - means that I'm uncertain of the written either because of forgetfulness or because I haven't checked it. Feel free to send me corrections (my e-mail is <elmor\_the\_elf@mail.ru>) about it.

<too late!> - means that this possibility of getting rare item is given to you only in the last series of battles so you won't have further chance to exit to the map or engage some random battles. So if you try to get relic by this way at least to see what it is, save in a different slot or you'll regret.

- \* TROPHY - After which battle you'll get this relic.
- \* BRING: - Who and when brings to you this piece of equip. I mentioned also when you should de-equip the relic from the wearer if the latter is going to leave your party.
- \* STEAL: - Who and where has that relic for you to steal it.
- \* FIND : - Where can you find that relic by means of 'Move-Find Item' ability: battlefield, coordinates.
- \* POACH: - Monster that you should poach in order to get relic. I pointed also whether the relic is 'Common' or 'Rare' outcome of this monster. (See part II-5 for more info.)
- \* CATCH: - Range or exact value of thrower's Exp level. If his (her) level is equal to given value or fits given range, the Ninja MAY throw that rare weapon to you. If the Ninja still doesn't throw to you the desired weapon then obviously he hasn't required skill learned.

-----  
b. Coordinate origins:  
-----

There are many different FAQs that deal with locations of DD treasures. The (x,y) coordinates of treasures are different in all these FAQs due to authors choosing different corners of battlefield as the coordinates origin, different directions of axes and different coordinates of corner tiles: (0,0) or (1,1).

I do not wish to increase that horrible chaos. I decided to support Gastrifitis' "FFT Deep Dungeon Exits Guide" Version 1.0. You can get it at [www.gamefaqs.com](http://www.gamefaqs.com). Aside from treasure coordinates, this guide also contains fine maps for every DD battlefield. Use it if you're stuck in DD.

All Deep Dungeon treasure coordinates are taken from this FAQ. The credit for them goes to Gastrifitis (bm92@juno.com).

Grid origins for every battlefield will be pointed in the following manner:

- 1) For every battlefield a specific place is pointed.
- 2) You should rotate the battlefield until the STARTING POINT of your team will be in the above specified part of the battlefield.
- 3) Then, the grid's origin will be the LOWER LEFT corner of the battlefield.
- 4) X axis is the direction to the right from the origin; Y axis is the direction up from it. The corner tile has (0,0) coordinates.

The coordinates for every treasure are given in the following manner:

(x,y) h[tile height]

1.NOGIAS  
Upper left corner.

2.TERMINATE

Top of the screen.

3.DELTA

Top island 3x3.

4.VALKYRIES

Upper left corner.

5.MLAPAN

Center; the 'balcony' (small ledge of 2 tiles both of 10 height) should face you.

6.TIGER

Upper right corner.

7.BRIDGE

Upper right corner.

8.VOYAGE

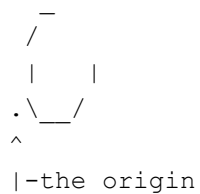
Top of the screen; your party must move 'towards the screen' to descend.

9.HORROR

Center; the two pillars should look like two letters L with the right being lesser then the left: 'L L'.

10.END

Right side of the screen; the whole battlefield should look like the letter 'O' without the upper right quarter:



11.Inside of Igros Castle

\*coming soon!!\*

12.Nelveska Temple

Top of the screen

13.Germinas Peak

\*coming soon!!\*

14.Bervernia Volcano

\*coming soon!!\*

-----  
Hairpin that prevents abnormal status.

HP+ 20

Cancel: Dead, Petrify, Invitation, Confusion, Blood Suck, Berserk, Stop,  
Charm, Sleep

\* A poor man's Ribbon :). Actually I never used it... But in the middle of  
the game it can be a great help for you.

\* BRING: Alma, before Battle 22 (Back Gate of Lesalia Castle). De-equip  
her of it after this battle - before Battle 24 (Underground Book  
Storage Second Floor) Alma'll leave your team.

\* STEAL: Celia the Assassin, Battle 31 (Roof of Riovanes Castle) [?]

\* POACH: Red Chocobo (Rare)

-----  
2. Blast Gun  
-----

Gun that shoots lightning elemental bullets.

Attack power: 22

Evade: 5%

Lightning elemental

\* Strongest elemental gun. Not bad (especially against those damned  
Mindflares), but I prefer usual guns.

\* STEAL: <Chemist> or <Mediator>, Germinas Peak, random battle. Enter  
battlefield from North to occasionally meet a company of 5  
Chemists/Mediators. They are equipped with different Guns; 'tis  
possible but not mandatory that one of them shall have Blast Gun.

Balk the Engineer, Battle 51 (Lost Sacred Precincts). <too late!>

\* FIND : TIGER (Battle 6 of Deep Dungeon), (10,8) h5.

-----  
3. Blaze Gun  
-----

Gun that shoots ice elemental bullets.

Attack power: 20

Evade: 5%

Ice elemental

\* Weakest elemental gun. Quite well... but still the usual guns are better.

\* STEAL: <Chemist>, Battle 2 of Cloud Subquest (Colliery Underground Second  
Floor).

Balk the Engineer, Battle 36 (Bed Desert)

<Chemist> or <Mediator>, Germinas Peak, random battle. Enter battlefield from North to occasionally meet a company of 5 Chemists/Mediators. They are equipped with different Guns; 'tis possible but not mandatory that one of them shall have Blaze Gun.

\* FIND : NOGIAS (Battle 1 of Deep Dungeon), (7,2) h7.

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#### 4. Blood Sword

---

Sword with magenta blade. Bloody looking blade symbolizes its gruesome effects.

Attack power: 8

Evade: 5%

\* Sword that drains HP. Good early in the game (if you cared to de-equip it from Gaffy), but becomes a real crap later.

\* BRING: Gafgarion the Dark Knight, before Battle 10 (Dorter Trade City). De-equip him of it before Battle 12 (Zirekile Falls) - in this battle he'll leave your team.

\* STEAL: Gafgarion the Dark Knight, Battle 18 (Golgorand Execution Site)

\* FIND : Battle 44 (Inside of Igros Castle), (?,?) h?.

TERMINATE (Battle 2 of Deep Dungeon), (6,7) h6.

\* POACH: Hyudra (Common)

---

#### 5. Cachusha

---

Hairband that prevents abnormal status.

HP+ 20

Cancel: Undead, Darkness, Silence, Frog, Poison, Slow, Don't Move, Don't Act, Death Sentence

\* Again, a poor man's Ribbon. Methinks, it is still slightly better than Barrette...

\* STEAL: Lede the Assassin, Battle 31 (Roof of Riovanes Castle).

\* POACH: Uribo (Rare)

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#### 6. Chantage

-----  
Perfume with a peaceful scent.

Always: Reraise, Regen

\* One of the most useful things in the game. Reraise never wears off, so you get an immortal woman. Set Speed Save - and she'll speed up endlessly; equip A Save - and here is an amason that can kill an overgrown Tiamat with a single punch. Definitely a must get item.

\* STEAL: Meliadoul, Battle 33 (Bervenian Free City).

\* POACH: Porky (Common)

-----  
7. Chaos Blade  
-----

Holy Knight sword said to be from God.

Attack power: 40

Evade: 20%

Always: Regen

Add: Petrify

\* Highest weapon power in all game? Automatic Regen on wielder? Random Petrify on enemies? Pshaw, my table-knife is better. At least it is not so ludicrously overpowered :). Got my humor? GO GET IT!!!!!!!!!!!!

\* FIND : END (Battle 10 of Deep Dungeon), (7,10) h15.

\* CATCH: 98-99

-----  
8. Cherche  
-----

Perfume with a refreshing scent.

Always: Float, Reflect

\* Huh? Never used this one. By it's name you may conclude that it is designed for item finders ('cherche' is the French for 'search'), but there are better things to equip. For devoted collectors only.

\* POACH: King Behemoth (Common)

-----  
9. Chirijiraden  
-----

Chirijiraden ornamental sword, made with delicate work.

Attack power: 25

Evade: 15%

\* The most powerful katana in the game. Has a nice draw out. Definitely worth to have and see, respectively.

\* FIND : END (Battle 10 of Deep Dungeon), (5,12) h15.

\* CATCH: 97-99

---

#### 10. Cursed Ring

---

Metal ring with vengeful spirit inside.

Physical attack +1

Magic +1

Speed + 1

Always: Undead

Cancel: Invitation

\* Remember that guy from Mideel in FF7? Well, his gift has come to you through the eras. Cancel Invitation is kinda useless since I have never seen enemies using it on my troops. The only useful thing is the probability to feel yourself a kind of hellraiser...

\* FIND : TIGER (Battle 6 of Deep Dungeon), (9,8) h5.

---

#### 11. Defender

---

Wide steel Knight sword. Rounded tip on the grip has a gem inside.

Attack power: 16

Evade: 60%

\* The weakest and quite possible the first Knight Sword you'll get. Good with Weapon Guard since its enormous Evade %.

\* STEAL: Meliadoul, Battle 33 (Bervenian Free City)

\* POACH: Taiju (Rare)

\* CATCH: 92-94

---

#### 12. Dragon Rod

---

Rod carried by one attended by dragons. Tip made of dragon bones.

Attack power: 5

Evade: 20%



\* If your Wizard prefers to bops enemies on the head with his rod, then it's a good thing. Otherwise it's just a fine paperweight.

\* STEAL: <Summoner>, Battle 45 (St. Murond Temple)

Kletian the Sorcerer, Battle 46 (Hall of St. Murond Temple)

\* POACH: Blue Dragon (Rare)

---

### 13. Dragon Whisker

---

Spear made of a mysterious material neither wood nor metal. Said to be dragon whiskers.

Attack power: 17

Evade: 10%

\* Good reliable spear. Second strongest in its class.

\* POACH: Red Dragon (Rare)

\* CATCH: 96

---

### 14. Escutcheon II

---

Ultimate shield with matchless Evade % .

Physical 75%

Magic 50%

\* The best shield in the game. A must have if you think about Auto Poach. If you don't, then... must have, too :)

\* FIND : Nelveska Temple, (6,7) h? (the left pillar). Use any massive monster (Dragon, Hydra, Morbol) as a stepstone to get there.

---

### 15. Excalibur

---

Legendary Knight sword. Sword of the real king.

Attack power: 21

Evade: 35%

Always: Haste

Absorb: Holy

Strengthen: Holy

\* This Knight Sword is created to dwell in Orlandu's hand. With Excalibur he becomes hell on wheels... FAST hell on wheels.

\* BRING: Orlandu, after Battle 38 (Floodgates of Bethla Garrison).

\* FIND : MLAPAN (Battle 5 of Deep Dungeon), (2,8) h12.

\* CATCH: 96

---

### 16. Fairy Harp

---

Stringed instrument entrances enemy with its pure sound.

Attack power: 15

Evade: 10%

Add: Charm

\* Best Harp. If you feel yourself esthetic, go equip your Bard with this.

\* FIND : VALKYRIES (Battle 4 of Deep Dungeon), (10,9) h4.

\* POACH: Trent (Rare)

---

### 17. Faith Rod

---

Rod that fill those who touch it with faith.

Attack power: 5

Evade: 20%

Always: Faith

Add: Faith

\* Best Rod. Good if your Wizard has Math Skill as secondary. Then with it he's just a killer.

\* FIND : VALKYRIES (Battle 4 of Deep Dungeon), (11,8) h4.

---

### 18. FS Bag

---

Custom-made bag for battle.

Attack power: 20

\* Relic of relics, the most hard-to-get item in the whole game and, as you can guess, absolutely useless piece of equipment.

\* POACH: Wildbow (Rare)

---

19. Genji Armor

---

Black foreign armor. Firmly protects the abdomen.

HP+ 150

\* Good armor. Since you can't duplicate armor, definitely worth to get.

\* STEAL: Elmdor the Arc Knight, Battle 42 (Inside of Limberry Castle)

---

20. Genji Gauntlet

---

Crimson foreign gauntlet.

Physical attack +2

Magic +2

\* Perhaps the best accessory for Geomancers.

\* STEAL: Elmdor the Arc Knight, Battle 42 (Inside of Limberry Castle)

---

21. Genji Helmet

---

Black foreign helmet. Made of steel with a unique shape.

HP+ 130

\* Second best helmet. Not bad.

\* STEAL: Elmdor the Arc Knight, Battle 42 (Inside of Limberry Castle)

---

22. Genji Shield

---

Black foreign-made shield. Made of steel with a unique shape.

Physical 43%

\* Magic Defence is 0%... but what a wizard nowadays is able to survive 'til casting his magic? Get it. Nice Shield.

\* STEAL: Elmdor the Arc Knight, Battle 42 (Inside of Limberry Castle)

---

### 23. Glacier Gun

---

Gun that shoots fire elemental bullets.

Attack power: 21

Evade: 5%

Fire elemental

\* Second strongest elemental gun. Not bad.

\* STEAL: <Chemist> or <Mediator>, Germinas Peak, random battle. Enter battlefield from North to occasionally meet a company of 5 Chemists/Mediators. They are equipped with different Guns; 'tis possible but not mandatory that one of them shall have Glacier Gun.

<Chemist>, Battle 51 (Lost Sacred Precincts). <too late!>

\* FIND : NOGIAS (Battle 1 of Deep Dungeon), (0,0) h22.

---

### 24. Grand Helmet

---

Helmet that prevents abnormal status.

HP+ 150

Cancel: Darkness, Sleep

\* The best helmet in the whole game. Saves you from some status ailments. A must have.

\* FIND : HORROR (Battle 9 of Deep Dungeon), (8,4) h8.

---

### 25. Healing Staff

---

Staff with power of spirit inside. Restores HP of whoever it strikes.

Attack power: 4

Evade: 15%

\* Priest - Two Swords - two Healing Staves. Here is a walking HP factory. Equip Magic Gauntlet for even better healing! Still hurts undead, of course.

\* BRING: Alma, before Battle 23 (Back Gate of Lesalia Castle). De-equip her of it after this battle - before Battle 24 (Underground Book Storage Second Floor) Alma'll leave your team.

\* POACH: Woodman (Rare)

---

26. Holy Lance

---

Bright Holy spear.

Attack power: 14

Evade: 10%

Holy elemental

Magic: Holy

\* Good spear (especially against Undeads), but once it spoiled my Hunt so I used it no more.

\* POACH: Sacred (Common)

\* CATCH: 95

---

27. Iga Knife

---

Powerful Ninja sword used by secret group.

Attack power: 15

Evade: 5%

\* One of two twins - best Ninja Swords. Has lower Evade % than its brother.

\* FIND : MLAPAN (Battle 5 of Deep Dungeon), (0,11) h7.

---

28. Ivory Rod

---

Special ivory stick. Frail, yellow stick is surprisingly strong.

Attack power: 11

Evade: 20%

\* Does not cancel many status ailments with its hit like Octagon Rod do. Weaker than it. For headbanger collectors only.

\* POACH: Sacred (Rare)

\* CATCH: 95

---

29. Javelin II

---

Ultimate spear with matchless Weapon Attack. [?]

Attack power: 30

Evade: 10%

\* The best spear in the game. Perfect weapon for poacher since it has an immense attack power and no added effect.

\* FIND : Nelveska Temple, (2,7) h? (the right pillar). Use any massive monster (Dragon, Hydra, Morbol) as a stepstone to get there.

\* CATCH: 97-99

---

### 30. Kaiser Plate

---

Shield named after ancient king. Raises weapon evade % and weapon attack.

Physical 46%

Magic 20%

Strengthen: Fire, Lightning, Ice

\* Third best shield.

\* FIND : VALKYRIES (Battle 4 of Deep Dungeon), (10,10) h4.

---

### 31. Koga Knife

---

Superb Ninja sword used by secret group.

Attack power: 15

Evade: 10%

\* The best ninja sword. Twin brother of Iga Knife - the only difference is Evade %.

\* FIND : BRIDGE (Battle 7 of Deep Dungeon), (4,12) h12.

\* CATCH: 96-99

---

### 32. Mace of Zeus

---

Staff that strengthens the power of the user.

Attack power: 6

Evade: 15%

Magic +1

Physical attack +2

\* Nice staff. Second strongest in its class, it still hurts (if you make good swing :).

- \* BRING: Alma, Battle 53 (Graveyard of Airships) <too late!> [?]
- \* STEAL: Kletian the Sorcerer, Battle 50 (Murond Death City) <too late!>
- \* FIND : DELTA (Battle 3 of Deep Dungeon), (1,6) h0.5.

---

### 33. Madlemgen

---

Dictionary that contains the entire vocabularies of every language.

Attack power: 11

Evade: 15%

- \* The best dictionary. Not that I use these magical books very often, but still it's fun to see attack with battle dict.

- \* POACH: Great Morbol (Rare)

- \* CATCH: 95

---

### 34. Masamune

---

Beautifully designed sword and case. Masterpiece of a famous sword maker.

Attack power: 18

Evade: 15%

- \* Second strongest katana. Has wonderful draw out (Haste+Regen). Get it. Definitely a must have for Sephiroth fans :)

- \* STEAL: Elmdor, Battle 43 (Inside of Limberry Castle)

---

### 35. Materia Blade

---

Foreigner's sword.

Attack power: 10

Evade: 10%

- \* Well, if you are fan of FF7... Then it's your sword. Enables Cloud's 'Limit' skill.

- \* FIND : Bervenian Volcano, (?,?) h? (the very top of the volcano).

---

### 36. Maximillian

---

High grade armor. Carefully made to boast its great strength.

HP+ 200

\* The best armor in the game. Must get, if you like immense powerhouses with incredible MaxHP.

\* FIND : HORROR (Battle 9 of Deep Dungeon), (2,0) h4.

---

### 37. Nagrarock

---

Ebony sword from the Apocalypse.

Attack power: 1

Evade: 50%

Add: Frog

\* Sword for perverse joker that likes loud croaking. Try [Knight - Counter - Two Swords - two Nagrarocks]. You'll like it =D

\* FIND : Nelveska Temple, (4,3) h? (the deepest point of shrine entrance).

\* POACH: Porky (Rare)

---

### 38. Perseus Bow

---

Bow used by mythological hero. Made entirely out of metal, it requires great strength to pull it.

Attack power: 16

\* The best bow. Must have if you have an Archer in your team (many people think that Archers suck, at least in the end of the game).

\* FIND : VOYAGE (Battle 8 of Deep Dungeon), (8,6) h3.

---

### 39. Ragnarok

---

Knight sword from the Apocalypse.

Attack power: 24

Evade: 20%

Always: Shell

\* Second strongest Knight Sword. Quite useless, though. Excalibur is IMHO better.



\* TROPHY After you defeat Hashmallum the Regulator, Battle 53  
(Graveyard of Airships)

\* FIND : VOYAGE (Battle 8 of Deep Dungeon), (3,8) h3.

\* CATCH: 97

---

#### 40. Ribbon

---

Ribbon that prevents abnormal status.

HP+ 10

Cancel: Dead, Undead, Petrify, Invitation, Darkness, Confusion, Silence,  
Blood Suck, Frog, Poison, Slow, Stop, Charm, Sleep, Don't Move,  
Don't Act, Death Sentence

\* Ho hum, here is the ultimate present for your girlfriend!! The only  
ailment that the Ribbon DOES NOT cancel is Oil. :P A MUST GET by any  
means.

\* BRING: Alma, Battle 53 (Graveyard of Airships) <too late!>

\* POACH: Wildbow (Common)

---

#### 41. Robe of Lords

---

Exquisite robe worn by elder priests.

HP+ 100

MP+ 80

Physical attack +2

Magic +1

Always: Protect, Shell

\* The best robe. Good for your magic user (if you're not the brute force  
fan :) ).

\* FIND : VOYAGE (Battle 8 of Deep Dungeon), (6,7) h3.

---

#### 42. Rubber Costume

---

Close-fitting rosin garment.

HP+ 150

MP+ 30

Cancel: Lightning

\* The best clothes. Have a little nifty cancellation bonus. You might even want to breed and poach some Hydras in order to get more of these.

\* POACH: Hydra (Rare)

---

#### 43. Ryozan Silk

---

Silk cloth, thin and smooth. Specially reinforced.

Attack power: 15

Evade: 50%

\* Best Cloth. Get it if you are Macarena fan :)

\* POACH: Tiamat (Common)

---

#### 44. Sage Staff

---

Stick you find laying anywhere.

Attack power: 7

Evade: 15%

\* Laying anywhere?! What a dumb joke. The best staff in the game (by WA).

\* FIND : BRIDGE (Battle 7 of Deep Dungeon), (4,10) h13.

---

#### 45. Salty Rage

---

Perfume with a deep but gentle scent.

Always: Protect, Shell

\* One of the three useless perfumes. I never used it just like its crappy sisters - Cherche and Setiemson.

\* POACH: Red Dragon (Common)

---

#### 46. Sasuke Knife

---

Sword of legendary Ninja [?]

Attack power: 14

Evade: 15%

\* Third strongest Ninja Sword. Must get... for persistent collector. Has beautiful cyan grip.

\* FIND : Nelveska Temple, (6,1) h?.

\* CATCH: 95

---

#### 47. Save the Queen

---

Knight sword given as a symbol of one's loyalty.

Attack power: 18

Evade: 30%

Always: Protect

\* Ragnarok's younger twin brother. I don't like this Knight Sword... Don't know why :)

\* BRING: Meliadoul, after Battle 45 (Underground Cemetery of Limberry Castle).

\* STEAL: Vormav the Divine Knight, Battle 47 (Hall of St. Murond Temple)

Rofel the Divine Knight, Battle 47 (Hall of St. Murond Temple) [?]

Rofel the Divine Knight, Battle 50 (Underground Book Storage Fifth Floor) <too late!>

\* FIND : TERMINATE (Battle 2 of Deep Dungeon), (0,1) h2.

\* CATCH: 95

---

#### 48. Scorpion Tail

---

Like the Morning Star, but with one spike larger than the others.

Attack power: 23

\* Strongest flail. It'd be quite good weapon, but random damage... pshaw.

\* POACH: Hyudra (Rare)

\* CATCH: 90-99

---

#### 49. Secret Clothes

---

Ninja uniform. Good for covert acts.

HP+ 20  
Speed +2  
Always: Transparent

\* Marvellous clothes. Mandatory thing for you item-finder (i.e. Rafa).

\* FIND : TIGER (Battle 6 of Deep Dungeon), (9,9) h5.

---

50. Setiemson

---

Perfume with an exotic scent.

Magic +1  
Always: Haste, Transparent

\* Another useless perfume. It's just like the grey background for shining power of Chantage.

\* POACH: Hydra (Common)

---

51. Stone Gun

---

Petrifying gun.

Attack power: 16  
Evade: 5%  
Always: Petrify

\* Ahhh, at last. Here's my favorite gun. 'Course, your shootist starts every battle Petrified, but this gun is REALLY powerful for a long range weapon. Besides, I like the sound of it's lucky shot. "TCHPOCKK!!!" ;) Get it if you like ye olde non-magical guns like I do.

\* STEAL: <Chemist> or <Mediator>, Germinas Peak, random battle. Enter battlefield from North to occasionally meet a company of 5 Chemists/Mediators. They are equipped with different Guns; 'tis possible but not mandatory that one of them shall have Stone Gun. De-petrify the wielder, then steal it.

Germinas Peak. Random battle: 5 Chemists/Mediators (enter battlefield from North to occasionally meet them)

\* POACH: Dark Behemoth (Rare)

---

52. Ultimus Bow

---

Bow of the hunting goddess.

Attack power: 10

\* Third strongest bow. A pushover to get.

\* STEAL: Any <Archer> in any random battle in the second half of Chapter IV.

\* POACH: King Behemoth (Rare)

---

### 53. Vanish Mantle

---

Cape that makes its wearer invisible [?]

Physical 35%

Always: Transparent

\* Nice cape. I never used it, though.

\* FIND : Germinas Peak

---

### 54. Venetian Plate

---

Bright shield with special pigment. Reduces elemental damage by half.

Physical 50%

Magic 25%

Half: Fire, Lightning, Ice

\* Second strongest shield. Will be your favourite until you get infamous Escutcheon II.

\* FIND : HORROR (Battle 9 of Deep Dungeon), (8,5) h2.

---

### 55. Whale Whisker

---

Ebony stick. The material, neither wood nor metal, said to be giant whale whiskers.

Attack power: 16

Evade: 20%

\* Strongest stick. For completely mindless collectors.

\* POACH: Tiamat (Rare)

\* CATCH: 96-99

-----  
56. Yoichi Bow  
-----

Bow of a famous archer. Huge bow with tremendous power.

Attack power: 12

\* Second strongest bow.

\* STEAL: <Archer>, VOYAGE, random battle against a company of 7 Archers.  
One of them usually carries Yoichi Bow.

<Archer>, Battle 48 (Underground Book Storage Fourth Floor) <too  
late!>

\* FIND : DELTA (Battle 3 of Deep Dungeon), (7,9) h4.5.

-----  
57. Zorlin Shape  
-----

Knife made in cutlery capital.

Attack power: 12

Evade: 10%

Add: Sleep

\* Most powerful knife. Has a nasty added effect.

\* POACH: Plague (Rare)

\* CATCH: 95-99

=====  
IV. STEAL/FIND STRATEGIES  
=====

As I mentioned above, it is very hard or even impossible to steal something in certain battles (e.g., Roof of Riovanes Castle :). I heard many people whining about "impossibility" of stealing something from Elmdor in Limberry Castle. This is ridiculous, of course. You can steal ANYTHING from ANYONE, if you're patient enough. You can make it easier if you use some tricks.

Wanna know how? Here are some steal strategies for a couple of battles.

-----  
1. Golgorand Execution Site  
-----

OK. I admit. It's hard. Moreover, it's useless if you have taken the Blood Sword from Gaffy before Zirekile Falls battle. It's even more useless if you are going to poach monsters - most likely you'll be knee-deep in Blood Swords trying to get a Scorpion Tail.

But if you are die-hard you may try to do it. It's possible. Moreover, I stole Blood Sword from the third try. I do not remember my strategy well, but try to get all your team except the thief to the top of the gate. If the thief dies, throw to him Phoenix Down (you'll have pretty good throwing range standing there). When you'll eventually steal it, make thief climb upstairs, to the rest of your team.

---

## 2. Roof of Riovanes Castle

---

Well, this is one of the hardest battles in the whole game. Not because the enemy forces are strong. Not because they have quite powerful Draw-outs and 100% succesful Death and Stop spells. All this is avoidable and makes no threat to you.

The sole reason of battle's difficulty is the nefarious behavior of the person which is intended to be protected in this battle - Rafa. Instead of running away from Elmdor and his two, hum hum, girls :) she courageously (with her low Brave?! Ha!!!) climbs up the roof. Maybe, she wants to whack Elmdor with her Octagon Rod? It is good, o'course, but no less it's fool. To make matters worse, she makes the first move, so if you see Rafa coming up, reset. There's nothing you'll be able to do. Muramasa - Shadow Stitch - attack with two Ninja Swords - Game Over.

Thus, this battle hardly can be the source of Barette and Cachusha since Rafa is not only weak, but also is a complete ignoramus (she's possessed with AI... poor girl :). She can ruin the game in a minute. But again if you are headbanger collector...

I haven't any tips for you right now, but next FFT play I'll try to steal these items so watch for the next version of this guide.

---

## 3. Bervenian Free City

---

This one is easy (relatively). Set Maintenance to all your units that have it learned. It is also a good idea to have Ignore Height equipped since the battlefield has many high and sharp drops. Make Ramza Ninja and equip him something that raises PA (I believe the shops have Power Sleeve and/or Twisted Headband at that moment of the game). The most difficult part of that battle is to kill all the evil females (2Su, 2Ar, Nj) fast and safe. When you've done it, go steal items. Begin with Defender - without it Meliadoul won't be able to use Mighty Sword and damage caused by her attacks will be considerably lesser. Don't forget to steal Chantage - it will be great help for you, and you won't have a chance to get it for a long time.

I guess Mel is vulnerable to Sleep, so you can use it to your advantage.

---

## 4. Bed Desert

---

Equip everyone with Defense Armlets since Balk likes to use Arm Aim and Leg Aim being an Engineer. Also don't forget to have some Antidots or Remedies at hand - in the beginning of the battle all your party will be Poisoned. It's also a good idea to have Monk in your team...

Let all your strong units slay Knights and Archers, and Thief try to

steal Blaze Gun. It won't take much time to finally lay yer hands on the first magical Gun in the game.

Try to equip as many of your people as you can with Ice Shields - it will surely disable Balk's attacks.

---

## 5. Inside of Limberry Castle

---

Ahhhh, at last. This is one of my favourite battles in the whole game. Not only because I have to fight my favourite FFT villain (did you think my nickname is just a coincidence?), but he carries along a marvellous set of VERY POWERFUL equipment.

So if this fact has avoided you somehow, behold!

Right Hand: Masamune  
Left Hand : Genji Shield  
Helmet : Genji Helmet  
Armor : Genji Armor  
Accessory : Genji Gauntlet

Not bad for a Lucavi-possessed weird looking samurai-like Arc Knight, huh? But believe me he won't give you his equip so easy. He has a couple of powerful abilities and immunities to defend his precious armour.

1) Elmdor is immune to Don't Move, Don't Act and Sleep (doh!), but he can be Slow'ed very easily. Even Slow has 97% hit rate with Slow2 having the one of 100%.

2) He has Blade Grasp equipped. This Reaction Ability greatly lowers your chance to hit Elmdor (this chance becomes multiplied by  $(1 - (\text{Brave}/100))$  according to FFT Battle Mechanics Handbook v 2.56). I believe it may also affect Steal success percentage [?].

Obviously, you should lower Elmdor's Brave in order to raise the above multiplier. This is done best with Chicken of Beowulf's Magic Sword.

3) Elmdor also has Teleport2 movement ability, so he can surf the battlefield freely. It is really annoying to chase him all over the board, so you'd really better slow him down.

4) His favourite Draw Out, Muramasa, has nasty added effect of Confusion and Death Sentence. This is really annoying... Can you imagine what can confused Orlandu do? ::shudder::

5) His secondary Job Command, Blood Suck, has the same named ability that transfers some (~120) HP from target to caster and at the same time infects target with Blood Suck status. Blood Suck'ed unit is uncontrollable; all that he/she does is running around Blood Suck'ing other units. This is really annoying. Equip everyone with 108 Gems to avoid it.

But still I advise you to steal all Elmdor's equip. It is not so hard as it may seem if you use a couple of tricks. Here is my version of Perfect Elmdor-robbing Team:

1. Female Ninja





they'll turn into Ultima Demons, but the latter are IMHO less dangerous than Assassins.

2) Finish Ultima Demons while they charge their Dark Holy and Hurricane.

3) Start steal and keep stealing until you strip Elmdor fully. Some people advice to steal shield first: it raises the success of further stealing. Well, it is true if you steal from the front or from the side. If you steal from the back, only P.AEV (accessory physical evade) affects success of theft. So if you're sure that Elmdor's back will be accessible, steal stuff in any order.

4) Pierce Elmdor's defence with Chicken. Repeat until his Brave will be below 10. Have you expected him to turn into broiler? Mwa-ha-ha!!! Arc Knights DON'T CACKLE!!! :)

5) Speed Break and Mind Break him until his Speed and MA will have the value of 1.

6) Slow him down.

7) Put Haste on your thief.

8) Keep Yelling on your thief (anyway you've got nothing else to do - the Ultima Demons are dead, Elmdor gets a turn after you make 5-6).

9) When you've stolen all Elmdor's stuff, don't forget to kill him! :)

And when "Ugh... You're strong..." announces your mean victory, say something!!! You have just performed the most difficult (and most fruitful) theft of the game! Congratulations!!! Now you can feel yourself a real Ronin by equipping all Genji stuff on one character.

---

## 6. St.Murond Temple

---

"Yeah, piece o'cake!" :) Even if that poor Summoner is healthy like a bull, your chances to steal Dragon Rod from him are higher than 50%! Why? Who cares!!! Go steal! :)

---

## 7. Colliery Underground Second Floor

---

A pushover, too. Your chances to steal Blaze Gun are about 30%, so it's very easy. Note that sometimes that damned Chemist may have Maintenance equipped. He has it not very often (actually I saw him Maintenanc'ed only once), but if he does, reset the game.

---

## 8. Nelveska Temple

---

This one's tough. The problem is that you have to defeat a bunch of strong monsters before you can lay your arms upon local treasures (there are 4 of them, and all four are not-so-easy to get!)

Here are some tips for ya:

1) Since there are 3 Cocatoris' among your enemies, you may consider to equip your people with Jade Armlets.

2) Equip Orlando with strongest Weapons/Armor you can get. Advance him forward and let him be a damage magnet. If you'll be able to make Hyudras attack him, set him Counter.

3) To climb up those pillars you need not only high Jump Value, but also a so-called 'Stepping Stone'. This is but any huge bulky monster (any of Hydra, Dragon, Morbol species or Steel Worker 8 are fine) that stands right next to the pillar, thus enabling you to use it as a platform for further jump. I recommend you to use Worker 8. He has pretty decent long-range attack and in the same time immunity to Petrify (I guess). Have Chemist in your team to heal him up with Potions.

4) Again, your chances to find a BETTER equipment (Javelin II not Javelin) seem to be (100-Brave)%, so use Rafa for this mission.

5) Since monsters are VERY powerful and Rafa is more than weak, you may want to engage the Nelveska Temple battle only after you get Secret Clothes in TIGER of Deep Dungeon. This is extremely important since if Rafa is invisible, the big bad animals :) won't hurt her. An alternative way to Transparency is to equip her with Vanish Mantle, but in this case you may not be able to climb the pillar even with the help of monsters due to Rafa's low Jump value.

6) The strategy itself is very simple:

- quickly kill Cocatoris' and Hyudras before they tear you a new a\$\$ :).

- Start Speed and Power Breaking Worker 7\*New; repeat it until his Speed and PA will have the value of 1 (to do it fast, set Battle Skill to Orlando as a secondary and Two Swords as a support ability).

- Begin your treasure hunting tour :). Note that you can distinguish Javelin from Javelin II (as well as Escutcheon from Escutcheon II) only by their appearance; if you'll see Rafa picking up that old thin rusty spear with tiny blade, reset the game.

- After you get all you want and kill Worker 7\*New he shall turn on his second reactor and resurrect having only 1 HP though. Stone him - do not defile thy blade by touching this oil-tarnished overgrown alarm-clock! :)

7) Keep in mind that the only thing that you MUST get in this battle is Escutcheon II, since you can get this shield only, I repeat, ONLY in this battle. The other 3 pieces of equip are poachable/catchable.

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V. MISCELLANEOUS USEFUL INFO

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1. Poach Table

-----

Here's a list of Common/Rare outcomes of all FFT monsters. Relics are marked with asterisks (\*). "Esp." means that this monster can be met almost everywhere, but most frequently on specified battlefield.

Enemy Name	Common Item	Rare Item	Commonly found
Chocobo	Phoenix Down	Hi-Potion	Esp. Mandalia Plains

Black Chocobo	Eye Drop	X-Potion	Bariaus Hill, Bariaus Valley
Red Chocobo	Remedy	Barrette*	Finath River, Bariaus Hill
Goblin	Potion	Hi-Potion	Esp. Mandalia Plains
Black Goblin	Hi-Potion	Antidote	Esp. Sweegy Woods
Gobbledeguck	Mage Masher	Ancient Sword	Bariaus Valley, Dolb. Swamp
Red Panther	Antidote	Battle Boots	Esp. Mandalia Plains
Cuar	Soft	Germinas Boots	Esp. Germinas Peak
Vampire	Holy Water	C Bag	Zirekile Falls, Germ. Peak
Bomb	Fire Ball	Flame Rod	Esp. Sweegy Woods
Grenade	Water Ball	Flame Whip	Bed Desert, Zeklaus Desert
Explosive	Lightning Ball	Flame Shield	Bed Desert, Zeklaus Desert
Skeleton	Holy Water	Ether	Araguay Woods, Zigolis Swamp
Bone Snatch	Hi-Potion	Partisan	Araguay Woods, Zigolis Swamp
Living Bone	Wizard Mantle	Elf Mantle	Bervenian Volcano, Zekl. Desert
Ghoul	Ether	Ninja Knife	Araguay Woods, Zigolis Swamp
Gust	Hi-Potion	Main Gauche	Araguay Woods, Zigolis Swamp
Revnant	Hi-Ether	Mythril Gun	Yuguo Woods
Flotiball	Shuriken	Platina Dagger	Esp. Fovoham Plains
Ahriman	Magic Shuriken	Air Knife	Bervenian Volcano, Fov. Plains
Plague	Yagyu Darkness	Zorlin Shape*	Bervenian Volcano, Germ. Peak
Pisco Demon	Echo Grass	Hi-Potion	Zirekile Falls, Fov. Plains
Squid Larkin	Small Mantle	Sleep Sword	Zirekile Falls, Dolb. Swamp
Mindflare	Hi-Ether	Dracula Mantle	Zirekile Falls, Fov. Plains
Juravis	Potion	Rubber Shoes	Zeklaus Desert, Fov. Plains
Steel Hawk	Phoenix Down	Hunting Bow	Zeklaus Desert, Germ. Peak
Cocatoris	Soft	Feather Mantle	Zeklaus Desert, HORROR
Bull Demon	Battle Axe	Giant Axe	Zeklaus Desert, Bariaus Hill
Minitaurus	Coral Sword	Slasher	Zeklaus Desert, Bariaus Hill
Sacred	Holy Lance*	Ivory Rod*	Zeklaus Desert, BRIDGE
Morbol	Platina Dagger	Ice Shield	Araguay Woods, VOYAGE
Ochu	N-Kai Armlet	Chameleon Robe	Finath River
Great Morbol	Elixir*	Madlemgen*	VOYAGE
Woodman	Eye Drop	Healing Staff*	Araguay Woods, MLAPAN
Trent	Gold Staff	Fairy Harp*	Araguay Woods, MLAPAN
Taiju	Defense Ring	Defender*	MLAPAN
Dragon	Jade Armlet	H Bag	Bed Desert, VOYAGE, HORROR
Blue Dragon	Cashmere	Dragon Rod*	Dolbodard Swamp, HORROR, END
Red Dragon	Salty Rage*	Dragon Whisker*	Bed Desert, VOYAGE, END
Behemoth	Defense Armlet	P Bag	Poeskas Lake, VOYAGE, TIGER
King Behemoth	Cherche*	Ultimus Bow*	Poeskas Lake, VOYAGE, TIGER
Dark Behemoth	Wizard Rod	Stone Gun*	VOYAGE, TIGER
Hydra	Blood Sword*	Scorpion Tail*	VOYAGE, END
Hydra	Setiemson*	Rubber Costume*	VOYAGE, END
Tiamat	Ryozan Silk*	Whale Whisker*	END
Uribo	Maiden's Kiss	Cachusha*	END

Porky	Chantage*	Nagrarock*	END
Wildbow	Ribbon*	FS Bag*	(can only be bred)

```

Archaic Demon \
Ultima Demon  |
               |
Apanda        > CAN NOT BE POACHED!!!
Byblos        |
               |
Steel Giant   /
  
```

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## 2. Level - Throw Table

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Here is so called Level-Throw Chart, i.e. the dependence of weapon thrown by enemy Ninjas or other units that have 'Throw' as secondary on thrower's Exp. Level. For your convenience the weapons are divided by type.

---

Lv.	Knife	Sword	Hammer	Katana	Ninja Sword
99	Zorlin Shape		Scorpion Tail	Chirijiraden	Koga Knife
98	Zorlin Shape		Scorpion Tail	Chirijiraden	Koga Knife
97	Zorlin Shape		Scorpion Tail	Chirijiraden	Koga Knife
96	Zorlin Shape		Scorpion Tail		Koga Knife
95	Zorlin Shape				Sasuke Knife
94			Scorpion Tail		
93			Scorpion Tail		
92			Scorpion Tail		
91			Scorpion Tail		
90			Scorpion Tail		

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Lv.	Axe	Spear	Stick	Knight Sword	Dictionary
99		Javelin	Whale Whisker	Chaos Blade	
98		Javelin	Whale Whisker	Chaos Blade	
97		Javelin	Whale Whisker	Ragnarok	
96		Dragon Whisker	Whale Whisker	Excalibur	
95		Holy Lance	Ivory Rod	Save the Queen	Madlemgen
94				Defender	
93			Octagon Rod	Defender	
92			Octagon Rod	Defender	
91			Octagon Rod		
90					

---

## 3. List of battles

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Here is the list of all battles of FFT. Deep Dungeon and Cloud Subquest battles are separated from the story ones. Absence of empty lines between names of battles means that these battles come "in group", i.e. you won't be able to take an exit to the map between these battles. You'll only be given a prompt to save and reform your team.

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Prologue

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Battle 00. Orbonne Monastery

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## Chapter I

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- Battle 01. Magic City Gariland
- Battle 02. Mandalia Plains
- Battle 03. Sweegy Woods
- Battle 04. Slums of Dorter
- Battle 05. The Cellar of the Sand Mouse
- Battle 06. Thieves' Fort
- Battle 07. Lenalia Plateau
- Battle 08. Windmill Shed
- Battle 09. Fort Zeakden

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## Chapter II

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- Battle 10. Dorter Trade City
- Battle 11. Araguay Woods
- Battle 12. Zirekile Falls
- Battle 13. Zaland Fort City
- Battle 14. Bariaus Hill
- Battle 15. Zigolis Swamp
- Battle 16. Slums of Goug
- Battle 17. Bariaus Valley
- Battle 18. Golgorand Execution Site
- Battle 19. At the Gate of Lionel Castle
- Battle 20. Inside of Lionel Castle

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## Chapter III

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- Battle 21. Goland Coal City
- Battle 22. At the Back Gate of Lesalia Castle
- Battle 23. Underground Book Storage Second Floor
- Battle 24. Underground Book Storage Third Floor
- Battle 25. Underground Book Storage First Floor
- Battle 26. Grog Hill

Battle 27. Yardow Fort City

Battle 28. Yuguo Woods

Battle 29. Gate of Riovanes Castle

Battle 30. Inside Riovanes Castle

Battle 31. Roof of Riovanes Castle

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Chapter IV

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Battle 32. Doguola Pass

Battle 33. Bervenian Free City

Battle 34. Finath River

Battle 35. Church outside the Town

Battle 36. Bed Desert

Battle 37. South Wall of Bethla Garrison / North Wall of Bethla Garrison

Battle 38. At the Floodgates of Bethla Garrison

Battle 39. Germinas Peak

Battle 40. Poeskas Lake

Battle 41. At the Gates of Limberry Castle

Battle 42. Inside of Limberry Castle

Battle 43. Underground Cemetery of Limberry Castle

Battle 44. Inside of Igros Castle

Battle 45. St. Murond Temple

Battle 46. Hall of St. Murond Temple

Battle 47. Chapel of St. Murond Temple

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-----[POINT OF NO RETURN!]-----

Battle 48. Underground Book Storage Fourth Floor

Battle 49. Underground Book Storage Fifth Floor

Battle 50. Murond Death City

Battle 51. Lost Sacred Precincts

Battle 52. Graveyard of Airships

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Cloud Subquest

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Battle 1. Colliery Underground Third Floor

Battle 2. Colliery Underground Second Floor

Battle 3. Colliery Underground First Floor

Battle 4. Underground Passage in Goland

Battle 5. Nelveska Temple

Battle 6. Zarghidas Trade City

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## Deep Dungeon Subquest

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Battle 1. NOGIAS

Battle 2. TERMINATE

Battle 3. DELTA

Battle 4. VALKYRIES

Battle 5. MLAPAN

Battle 6. TIGER

Battle 7. BRIDGE

Battle 8. VOYAGE

Battle 9. HORROR

Battle 10. END

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## VI. CLOSING

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### 1. Wanted List

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As you have probably noticed, there is a plenty of question marks in this FAQ. Here's the incomplete list of missing info (If you can be of any help with it, please e-mail me <elmor\_the\_elf@mail.ru>)

#### 1. The exact coordinates (x,y,height) of:

- Blood Sword (Inside of Igros Castle)
- Materia Blade (Bervenian Volcano)
- Vanish Mantle (Germinas Peak)
- Javelin II, Escutcheon II, Sasuke Knife, Nagrarock (Nelveska Temple)

#### 2. Gaps in Level-Throw Table. Any help?

3. I'm not sure about Divine Knights' (Rofel and Vormav) equip in Battle 47 (Hall of St.Murond Temple). One of them, I guess, isn't equipped with Save the Queen. Who?

4. Also not sure about Celia and Lede in Battle 31 (Roof of Riovanes Castle). Who has what (I mean Barrette and Cachusha)?

5. Official descriptions of some items (Javelin II, Sasuke Knife, Vanish Mantle) are missing. Any help?

6. I heard rumors that in some random battle on Mandalia Plains in the second half of Chapter IV you may encounter a company of Knights wielding different swords; some of them may have Knight Swords as well. Is it true?



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## 2. Disclaimer

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Webmasters! If you want to place this FAQ on your site, contact me via e-mail first.

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## 3. Author info

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My name is Anthony Shimorsky a.k.a. Elmor the Elf. I'm 19 years old. I live in Lyubertsy, a small town 3 km from Moscow, capital city of Russian Federation. I am a devoted RPG fan... alas, I don't have very much time to play often. I study in Moscow State University at the Chemistry Department. I am on my third year.

My other fields of interest are music (Pink Floyd, Metallica, Slayer, other hard rock and heavy metal bands), literature (J.R.R.Tolkien, H.P.Lovecraft, E.A.Poe, W.Shakespeare, S.King), cultural activity (I like to dance jeegs and reels when I visit concerts of celtic music in Moscow Central House of Artist) and last but not least cooking (I'm not joking! And it's yummy, believe me :) ).

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## 4. Credits

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- \* Gastrifitis <bm92@juno.com> for allowing me to use DD treasure coordinates from his guide.
- \* Matt Hobbs <YelseyKing@aol.com> for kind permission to use his Poach Table.
- \* Notti <Mahgnitton@hotmail.com> for permitting me to use Level-Throw Table from his guide.
- \* Me <elmor\_the\_elf@mail.ru> for typing this FAQ. It was harder than you think since I don't know the keyboard well...

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(C) Elmor the Elf, 2001.

<end of file>