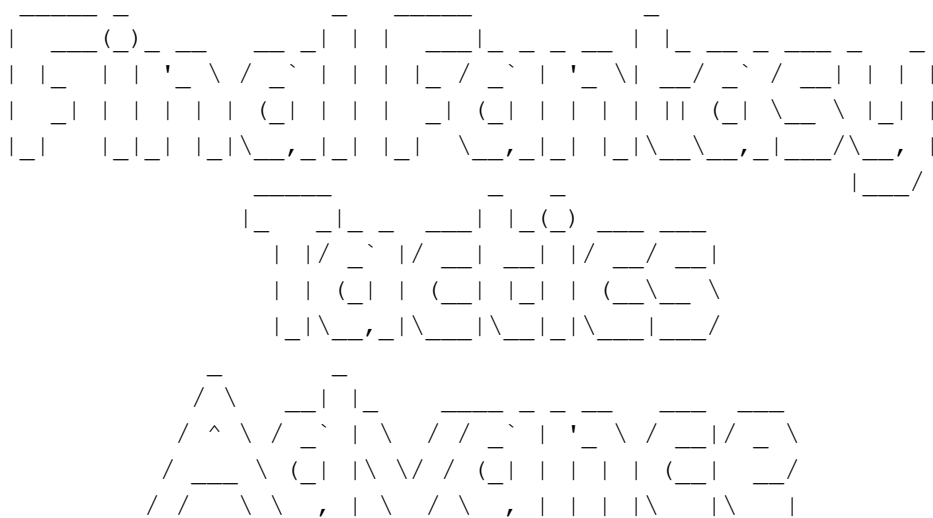


Final Fantasy Tactics Advance FAQ/Walkthrough

by KeyBlade999

Updated to vFinal on Feb 7, 2012



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O-----O
|           Final Fantasy Tactics Advance           |
|                   An FAQ/Walkthrough             |
|                   By KeyBlade999                 |
|
|                   Total Data: 750 KB             |
|                   Current Version: Final         |
|                   Previous Update: 11:00 PM 9/18/2011 |
O-----O
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-1. Donations*****FFTA-1*****
While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

0. Contents*****FFTA0*****

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1. Intro*****FFTA1*****
Welcome to my second full GBA FAQ, and my fourth GBA FAQ overall. This covers a game I have long desired to cover, Final Fantasy Tactics Advance. Though I never played the original, I must assume that it was great. Anyhow, enjoy!

(*Note: 9/17 -- This is also my 50th and 70th FAQ. Why? I gave up on my 50th, and had 69 written before it. It saddens me, but I digress.)

2. Version History*****FFTA2*****

- v0.01 - General format laid down. Finished Contents, Intro, and Legal. As for the storyline walkthrough, I'm at "Twisted Flow". 11:31 PM 8/30/2011
- v0.02 - At "Magic Wood" in the main walkthrough. 10:04 PM 9/1/2011
- v0.03 - Before "Present Day" in the main walkthrough. 12:04 AM 9/3/2011
- v0.04 - Man, I hate my messed-up computer. If it hadn't taken so long to just start up, I'd be done with the walkthrough by now. Anyhow, I have one mission left in the story walkthrough. 12:19 AM 9/5/2011
- v1.04 - Finished the walkthrough, which makes this the first submittable version, but I'll wait. As for the mission walkthroughs, I did the overall (7,500+ lines; 125+ KB) format. Done through Mission #014. The FAQ is now 211 KB! 12:02 AM 9/6/2011
- v1.11 - Finished through Mission #034. *yawns* I'm getting drowsy... 10:54 PM 9/6/2011
- v1.20 - Finished through Mission #060. 11:40 PM 9/7/2011
- v1.29 - Finished through Mission #088. 12:02 AM 9/10/2011
- v1.42 - Finished through Mission #126. The file now is 308 KB large. 12:03 AM 9/12/2011
- v1.88 - Finished through Mission #265. 11:53 PM 9/12/2011
- v2.01 - Finished with all 300 mission walkthroughs, thusly making this the second legitimate version of this FAQ I could submit. I'll keep working on it, nevertheless, until completed. I went on to the Race Data (which was finished), and the Job Data (completed all of the Humans; starting the Moogle Mog Knight). The FAQ is now 415 KB. 11:56 PM 9/13/2011
- v2.02 - Finished some more Job Data. Done with Moogles, Bangaa, and Nu Mou. Just finished the Viera Red Mage. 11:58 PM 9/14/2011
- v2.40 - Finished the Job Data, the Ability Listings, the Clan "bestiary", and the monster "bestiary". This file is now 535 KB large. 11:46 PM 9/15/2011
- v2.90 - The end approaches. I finished the Items, Helms, Armor, Shields, and Accessories listings, as well as the Secret Characters section. All I lack is the weaponry. The FAQ is now 725 KB. @_@ That is a HUGE

change from yesterday (190 KB)! 11:38 PM 9/16/2011

Final - And, so, I have finished listing all of the weapons. (You won't believe how many times you'll misspell "shot" after typing it as many times as I have!). This guide is now my largest, as well, surpassing my Kingdom Hearts II FAQ/Walkthrough by about 37 KB. Well, good-bye!!

~~ Start-End Time: 18 days.
~~ File size : 750 KB.
~~ Time of Update: 11:00 PM 9/18/2011.

3. Legal*****FFTA3*****

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

4. Storyline Walkthrough*****FFTA4*****

The story, as the manual tells it...

=====

"Long before Noah built his ark, the tales tell of an ancient world called Kiltia ... a world where swords and sorcery reigned.

Its learning and power were swept away in the great flood, but one clue to its secrets remained: an ancient book known as the Grand Grimoire, hidden in darkness by the powers that once were.

It is not certain how many copies of the book still exist, but it is said that whoever should hold one holds the power to change the world.

Many lived out their days searching the world for surviving copies, but none were ever found. It was an illusion they said. A myth -- but one worth dying for.

Our story begins soon after a young boy named Marche moves to the country town of St. Ivalice. Marche's family has had a difficult past, and it is all he can do to adjust to country life with the help of his new friends: Mewt, a mature

but timid boy who often gets picked on, and Ritz, a stellar student whose strong-willed nature has made her unpopular at school. They are friends, though they barely know more than each other's names. But one day, the three of them come across an ancient magical book, and St. Ivalice changes forever..."

=====
Gameplay will immediately begin in the local schoolyard. Your character is known as Marche by default, and will be known as such for the whole walkthrough sections. You are a new kid to the country town of St. Ivalice. Moments after starting, a gang of kids will begin to make fun of and ridicule another kid, Mewt. You'll stand up for him, thereby making YOU their choice of amusement. Ritz, a local schoolgirl, then stands up for the both of you. Tell them your name. The annoying bully will switch teams and the "battle" gets underway.

```
O-----O
| Team Activity: Snowball Fight |
O-----O
| Opponents: Nurse           |
|           D.J. Guinness    |
|           PE Head Lyle     |
|           PE Head Colin    |
O-----O
```

This is more of a tutorial than anything. Mr. Leslaie, the teacher, will offer to teach you about snowball fights, with Ritz also helping. It would be a good idea to listen - you'll be doing a LOT of stuff like this through the game. After the tutorial, say "No" to continue playing.

Now that you have control, experiment a little. Move some and attack by throwing snowballs. You'll have no problem with this - it'll end before much damage can be done, except against Mewt.

Around the fourth turn, the battle returns to a cutscene and the bullies will continue throwing snowballs at Mewt. Ritz eventually moves in to help him. Another snowball is thrown and it puts a cut in Mewt's forehead, causing him to bleed. You'll notice this immediately, and Ritz gets furious, blaming the bullies for being meanies. They counter Ritz by calling her "whitey-locks" because of her white hair that she dyes red. Ritz completely loses it and, if not for Mr. Leslaie stopping this, Ritz just might have beaten the living crap out of Colin. Man, I wish that could have happened...

After Mr. Leslaie takes the bullies away, we'll return to the emptied school yard, save for you, Mewt, and Ritz. Mewt thanks both of you for helping him, then asks you what you're going to do after school. You'll tell him that you have to bring your brother home from the hospital. Mewt then offers to bring over a special book for everyone to read. You'll ask Ritz if she wants to tag along, and she accepts.

Later, on the streets, you'll find some man apologizing to some people, possibly some officials or other authority figures. Wonder what he did? Ritz will say some fairly mean things about this man, who, unbeknownst to Ritz, happens to be Mewt's dad. Mewt and he will talk for a bit, then you'll leave towards your house. Ritz will then explain to Mewt that your family is a bit dysfunctional as well.

The game shifts to (one of?) the upper floors in your house, yours and Doned's (your brother) bedroom. You'll walk in and tell your brother about the snowball fight. Doned then questions you, asking if they picked on you. You'll

tell him you're not used to sports; Doned responds, saying you never were good at sports and laughs. Mewt and Ritz soon arrive, with Mewt bringing out his book. He doesn't even know what the title of it is, so they open it up.

After a colorful cinematic, you'll tell them that you can't read these letters at all. (Big surprise.) Ritz says that she thinks the book is written in Latin. Mewt then reads a passage from the book. Doned says he wishes he could use magic, then wise-cracks about how much better you'd be at sports if you had magic! Everyone laughs (except you, obviously). Mewt then begins to wonder if this book is real in such a manner. Ritz goes on to say that books are boring infinitely compared to games (coming from a smart kid, that's saying something). A discussion ensues about what games you'd love to live in. Mewt says Final Fantasy (funny, Square Enix).

Mewt and Ritz then leave and another cinematic occurs....

After it, you'll wake up in the middle of a desert-esque town, wondering where in heck you are. You'll look at the creatures nearby and get confused. You'll bump into a lizard-esque creature, a Bangaa, and name them as such. Of course, this angers them pretty severely. Another talking thing, a Moogle, will come by and explain that you just came from the country. You'll apologize and all seems well - until the Bangaa challenges you to an engagement. A strange armored figure will appear and you'll be told, once more, that you've been engaged.

```
O-----O
| Engage With: Bangaas |
O-----O
| Opponents: White Monk |
|           Warrior      |
O-----O
```

It is soon revealed that being engaged means you'll fight. (No, not that other thing...) The Moogle, Montblanc, will explain that the person in the armor is a Judge who sets and enforces the laws of an engagement. In this case, you are not allowed to use items. YOU SHOULD ALWAYS CHECK THE LAWS.

Come your turn, you'll begin to fight. Remember the snowball fight from earlier at school? Well, engagements will function in a similar manner. You, however, will have a Job Class - as do most others - that determines your stats and your abilities, weapons, etc. You are a Soldier armed with the Shortsword.

Begin by going up to the Bangaa and to its side/back for better chances of hitting. Use Fight to attack. Montblanc is a Black Mage capable of using offensive magic common to most RPGs, like Fire. I think the AI controlled him; he IS on your team, though. Simply defeat the two Bangaas to win.

During the battle, after the first KO, you'll learn about Judge Points, or JP. These are usually awarded for simply KO'ing opponents. They can be used to perform combos with allies, although there is one much preferable use found later on...

After the battle is over, one of the Bangaas will get up and prepare to use a Potion to heal his HP. However, a Potion is an item; the Law currently will prevent items. The Judge notices and sends the Bangaa immediately to prison (your rule-breaking usually isn't so severe, though). Montblanc will explain this, saying that the prison is where severe law-breakers go to.

Montblanc then tells you his name, then ask you a few questions. In the end,

For this battle, it is highly recommended to bring a long-range hitter, like an Archer or a Black Mage.

Firstly, about the Archer. This one is a long-range hitter and can easily use Aim: Arm/Legs to stop you from attacking or moving. It should be a first priority whenever possible. Then there are the Soldiers. They basically will slash at you, rarely using Mug. The ones not focusing on the Archer should focus on them. Then there is the White Mage who can heal its allies. Finally, the last main thing to mention is the Lv. 4 Thief. It can use Counter to attack you after you do so to it. It is best dealt with via magic or archery.

After finishing the battle, you'll get the thesis and leave. You'll then be told by Montblanc about the clan wars, which opens up the Clan option in the main menu. So, from this point on, you can challenge other clans, marked by red Humans on the world map - walk into their location for a challenge and fighting. It is a great way to earn EXP. - just don't forget about the laws!

Next up, go to the pub in Cyril. The Pubmaster will tell you about the clans that want to fight, telling you to keep your distance. After this, you can find some new rumors and do some more missions. Do the missions, then choose the The Cheetahs mission. Head on over to Nubswood.

```
O-----O
| Mission: The Cheetahs |
O-----O
| Opponents: Thief      |
|                     |
|           Fighter    |
|           Archer     |
|           White Monk  |
|           Black Mage  |
O-----O
```

As you enter the arena, you'll find Ritz nearby! (And a Viera named Shara.) Aside from your two clans is another, the Cheetahs, the opponents for this mission. Your clan and Ritz's will be allied; however, you only can use three other clanners. An Archer and a Black Mage are good ideas - if you lack them, remaining slots can be close-range fighters. Your White Mage won't be of much use here.

Usually, in battles, you'll want to prioritize fighting the Fighter, as they often have powerful attacks and good defenses. Go ahead and do so. Your next priority would be the White Monk. After that, it'll probably be the Black Mage, the Archer, then the Thief. It's mostly your choice.

After KO'ing The Cheetahs, you will converse with Ritz. She'll tell you just how much she loves this world and never wants to return to St. Ivalice; you disagree. After leaving, place down the Eluut Sands.

Go on over to the Cyril Pub and you'll tell Montblanc that you were so sure Ritz would want to return home - you were dead wrong. Anyhow, the next story mission is Desert Peril. Before doing it, though, do some missions and fight some clans. Buy some items and go for Desert Peril around level seven/eight.

```
O-----O
| Mission: Desert Peril |
O-----O
| Opponents: Cream      |
```

```
|           Red Panther |
|           Red Panther |
|           Antlion    |
|           Coeurl     |
O-----O
```

As you and Montblanc walk into the area, you'll get a nice, warm greeting from some nice-looking monsters. ENGAGE!

This battle is actually pretty tough unless you've done some serious grinding or got lucky on the Laws. An Archer (with Aim: Arm) is key here, as you can stop the offensively-powerful Red Panthers and the Coeurl from hurting you too much. As for the Cream, use Fire by using a Black Mage. The Antlion really is not much for mentioning. Once you disable and kill the Panthers, this battle becomes a LOT easier.

After defeating the enemies, you'll end up asking Montblanc why the monsters attacked as they did. Montblanc can only respond saying that there are several theories as to why, with one being the crystal theory. Montblanc elaborates by saying that he thinks there are some crystals hiding... somewhere.

Place the Ulei River on the map and head to the pub. Do some missions and grab a fair deal of items. Level your members up to around to eight-to-ten and do the next story mission, Twisted Flow, which is in the Ulei River area.

```
O-----O
| Mission: Twisted Flow |
O-----O
| Opponents: Famfrit    |
|           Ahriman    |
|           Ahriman    |
|           Floateye   |
|           Floateye   |
O-----O
```

As you walk into the empty Ulei River area, it seems quiet - too quiet. Nothing seems to be out of order ... EXCEPT that black warp thing! You'll notice and immediately become cautious, though this helps little and you are sent to a weird temple-like place... You'll be confused for a moment, but then you will look ahead and find a crystal, a large one! Before you can do anything, though, a strange voice resonates through the air, demanding your name. You state it, tentatively, and a creature warps out of the crystal. He is Famfrit, the Totema of this crystal. He is now going to perform his duty and defend the crystal, regardless of your intentions. He will summon up two Ahriman and two Floateyes to fight alongside him.

The sole objective here is to defeat Famfrit - the battle ends upon such an event occurring. However, there is one thing to consider -- he is powerful and allied. It is best to put him to Sleep, then attack the flying eyes. This part is key - each Ahriman knows Roulette, which KO's a random person on the field. After killing the monsters, group your allies together, keeping Famfrit asleep as you go. Eventually, begin to blast him with arrows and magic and anything long-range. He'll probably move over to your allies, after which you should begin to wail on him.

After defeating Famfrit, you immediately demand to know what the crystal and its purpose are. You are told that it is the world-binding thread; without it, the world would go away. It is Famfrit's purpose to protect this crystal, and

the world. After this, Famfrit tells you that he is the Totema of the white ones, the skilled machinists, the Moogles. You are offered his power.

Famfrit will then disappear, shattering the crystal. Mewt appears for a second and another voice will tell you that, if you destroy the crystals, a new world will be born.

The scene will change to Bervenian Palace, the place of royalty in Ivalice. The Judgemaster, Cid, will walk in on Mewt, who seems troubled by something. Cid will ask what, and Mewt tells him that some kids at the schoolyard were throwing snowballs at him, hurting him. As such, PRINCE Mewt asks if the Law could be strengthened, justifying this misdeed. Queen Remedi, Mewt's mother, and Babus, Mewt's butler of sorts, walk in and grant Mewt's request.

The scene will then return to the Ulei River. You are warped back to the "real" world, confused. Eventually, you come to the conclusion that, if you ever want to go back home, you will need to destroy each of the crystals.

With these scenes, you now have Famfrit. If a Moogle obtains 10 JP, you can use Famfrit to make a powerful attack! You also get to place a new city, Cadoan, on the world map. Go there.

When you do, you'll find some townsfolk in the street, complaining about the Laws and the Queen. A Nu Mou will pass you by, telling you about the Laws. The townsfolk then change the subject - someone named Ezel Berbier has somehow developed the Antilaw, which allows you to bypass the laws. The Nu Mou will then speak briefly of Ezel and leave.

Back on the world map, go to Cyril or Sprohm to buy some items and do some jobs if desired. Return to Cadoan to continue the plot.

```
O-----O
| Mission: Antilaws |
O-----O
| Opponents: Ninja |
|           Fighter |
|           Defender |
|           Hunter   |
|           Gladiator |
|           Illusionist |
O-----O
```

And now, that Nu Mou from earlier has gotten in trouble. You end up deciding to help some stranger you don't know that you only met through chance. Greeeat...

Anyhow, your clan (plus the Nu Mou, Ezel Berbier) will be facing against the six others. Ezel is uncontrollable and only really uses Azoth, which puts the enemy forces to sleep. Also, Ezel must stay conscious during the battle.

The main things to worry about are the Hunter and the Illusionist, the longer ranged fighters. The Hunter is basically a powered-up Archer, and the Illusionist can use field-wide spells. The Hunter really only affects you if you have bad Defense, as do the Fighter and Defender; if the Defense stat is sufficient, your main target should be the Illusionist.

After the battle, Ezel thanks you and it all seems over. However, Judgemaster Cid arrives, requesting Ezel come into his custody. Ezel declines and Cid will try to use an Advanced Law to Petrify Ezel, which Ezel nullifies with an Antilaw! Therefore, Ezel has teleported and Cid walks away defeated.

In the Cadoan pub, you'll end up Ezel what just happened. Of course, the Antilaw Ezel used stopped Cid's Advanced Law, allowing him to escape. It is, of course, an amazing thing to consider, AND to put into play. Ezel then tells you of his secret Law Card shop and leaves. You can go there now and grab some of the Cards.

Anyhow, there are quite a few newly-unlocked missions at the pubs. Check them out, shop, etc. When you're ready, go and do the next storyline mission, Diamond Rain. I recommend being Lv. 9 ~ 11 for it.

```
O-----O
| Mission: Diamond Rain |
O-----O
| Opponents: Bomb      |
|                   Lamia |
|                   Icedrake |
|                   Icedrake |
|                   Ice Flan |
O-----O
```

In concept, this mission is easy. In practice, it is a bit harder to pull off. Not to the extent of Twisted Flow, but still...

The Ice Flan is probably new to you; it is like most Flan and is only affected by magic, with Fire being the most effective.

You should start by going for the Lamia, with a Black Mage heading for the Ice Flan. Defeat it, then head over to the Icedrakes. Leave the Bomb for last; it is unremarkable stat-wise.

After winning the battle, you'll walk around, examining the weird diamond-like rain. It seems almost as if a diamond falls from the sky, but disappears before you can get to it. Must have been carbon zirconium, eh? *crowd boos*

Anyhow, you end thinking it might have something to do with the crystals. After this scene, you'll get to place the Roda Volcano. Do some more missions and buy some items, and so on. Get your members to around Lv. 10/11/12, then choose to do the next mission, Hot Awakening.

```
O-----O
| Mission: Hot Awakening |
O-----O
| Opponents: Ultima Crystal |
|                   Ultima Crystal |
|                   Ultima Crystal |
|                   Ultima Crystal |
|                   Ultima Crystal |
|                   Ultima Crystal |
|                   Ultima Crystal |
|                   Ultima Crystal |
O-----O
```

You'll soon step into the midst of the volcano and complain about the heat. (What, did you think it'd snow?) A violent quake occurs and, instead of the volcano erupting, a warp appears like before at Ulei River. You come to the conclusion that a crystal is here, somewhere. You soon get swallowed into the sheltered area.

In this area, you'll end up noting the butterflies nearby and the general difference from the temple-thing of Famfrit. It seems that there isn't a Totema here, so you proceed to walk up to the crystal and BOOM! - eight Ultima Crystals will pop up throughout the area. These Crystals are the Totema!

The Ultima Crystals are utterly immobile and can only do two things: a weak basic attack, and Logos (Latin for "the study of"; reduces Attack and Defense and will Charm you). The main thing is that Logos WILL NOT BE USED by a Crystal if you are standing next to it. Simply send a person to each Crystal and destroy it.

After destroying the Ultima Crystals, you proceed to wonder which race's Totema is this? You think that it was that of the Nu Mou and the crystal then shatters. Mewt appears once more, demanding to know who is destroying his world. You are then brought into the main portion of the Roda Volcano.

Back in town, you'll contemplate about what just happened. You'll realize that you are destroying Mewt's dream by destroying the crystals, and then get saddened by this and the fact that Mewt is one of your best friends...

Thusly, you obtain the ability to use the Nu Mou Totema, which damages the MP of all opponents. You also get to place Koringwood. Check the pub for some missions. When done, go and do Magic Wood.

```
O-----O
| Mission: Magic Wood |
O-----O
| Opponents: Archer   |
|                   Sniper |
|                   Thief  |
|                   Thief  |
|                   Black Mage |
|                   Time Mage |
|                   Summoner |
O-----O
```

In this one, you are allowed five members total against the enemy's seven. I guess it might be a good idea to bring a White Mage.

The Archer will probably be the biggest of all the threats, as it can use several of the disabling statuses. The Sniper, by comparison, is relatively weak, in terms of abilities, but not physical power. As for the Mages and the Summoner, you'll probably want to Silence them somehow, like by using the Silence ability Templar's have, or by using the Nu Mou Totema to lower their MP.

A good strategy to use here, rather than going all-out, try Blinding your opponents, primarily the Archer, Sniper, and the Thieves, preferably in that order. This way, you avoid damage. An Archer or a Gunner can do this. Start by attacking the physical attackers listed above, then go for the mages.

After defeating this clan, a local ranger will thank you and leave, as do the criminals. You'll then begin to wonder if this magical forest has something to do with the crystals. Once you leave, you'll get to place Salikawood on the map.

Next, you can go to the pubs and do some newer missions. Do some and level your members to around 12 ~ 14 before heading for the next mission, Emerald Keep.

```

O-----O
| Mission: Emerald Keep      |
O-----O
| Opponents: Runeseeker/Babus |
|           Bishop          |
|           Alchemist       |
|           Templar        |
|           Templar        |
|           Gunner         |
O-----O

```

As you enter Salika Keep, you'll then begin to search for the "giant emerald crystal" and consequentially begin to wonder if it is one of THOSE crystals. A voice, unknown to you, calls out ahead. You'll see Babus up ahead, here on the orders of Mewt. Babus then asks of a person named Marche, one who means ill to Prince Mewt. You deny knowing of such a person, but slip up when you mention that you didn't know that this was Mewt's world. With this, Babus realizes just who you are all too well. He and group proceed to engage you.

The main objective of this battle is to simply take out Babus; however, there are five others that can damage you. Bring in another five people to even it out. Aside from Babus, who is very powerful and has Counter, a powerful Explosion, a Stop-inducing move, and the ability to take 25% of your HP, the Templars are definitely the next biggest threat. One has Bonecrusher, which is Counter x 1.5, and the other can use Cheer and Weapon Atk+ (S-Ability) to power him up.

After the Templars, your next target would be the Alchemist. It has some pretty powerful spells and can use Flare and Frog, both of which are fairly self-explanatory. The Gunner would be the next one on the list. It is a long range fighter with EXTREME accuracy thanks to the S-Ability Concentrate. The Gunner can also Stop you.

Anyhow, your main objective here is to defeat Babus. However, some may need to defeat the others, either for EXP. or because it is impossible otherwise. If you feel the need for the latter, be sure to try and Silence the Alchemist and Babus, and Blind the Gunner. The others don't really pose a need for a status all too much.

After Babus is KO'ed, he'll get up and threaten you about harming Prince Mewt, then says that there is no escape for you - he knows, at the very least, your face and name. He teleports away for now...

After this, you can place the Nargai Cave down somewhere, thereby unlocking some more missions. Anyhow, go for the mission Pale Company when ready. It is preferable to be Lv. 14 ~ 16.

```

O-----O
| Mission: Pale Company     |
O-----O
| Opponents: Firewyrn      |
|           Icedrake       |
|           Thundrake      |
|           Adrammalech    |
O-----O

```

Inside Nargai Cave, you'll begin your hunt for a supposed ghost. You soon find some pale-white orb in front of you, a ghost. Your reaction is rather

puzzling: "Funny, here I am looking at a ghost. But I don't feel scared at all." Oh, you will be soon enough... The ghost begins moving, with you following it - straight into another black warp!

You'll find yourself into another crystal/Totema temple. The ghost reappears and you follow it to the crystal and the Totema appear. It absorbs the ghost and state that no one, save his masters, can approach the crystals. You and the Totema, Adrammalech, prepare for battle.

For this battle, you will probably want a White Mage, a Black Mage, and an Archer/Sniper/Hunter.

The dragons aren't much worth mentioning, to be honest. If you brought a few of the long-range fighters, you can kill them pretty fast if they're powerful enough.

As for Adrammalech, though, you'll probably want to be careful. He is very powerful. Firestream is probably his most powerful attack, with Lightspeed (reaction) nullifying quick attacks, Soul Sphere (action) damages MP, and Howl of Rage slows you down. Try statusing Adrammalech if it is possible, and be sure to attack and heal when needed.

After defeating Adrammalech, he is vaporized by a ghost trio. You'll walk up to the crystal, realizing that they need to have been made of some incredible energy to create this whole world. The crystals and, as per usual, you warp out.

Back in Nargai, Babus comes by, immediately suspicious of you being here. He questions you and a voice echoes through the cave. A warp will shimmer and Mewt appears. With the quick speech he makes, Babus realizes you are right. He will ask of you awaits you back home that you so need that you must pain Mewt as you do. You fail to respond and Babus departs.

So now you can use the HP-damage-inducing Bangaa Totema, Adrammalech. You also get to place Baguba Port. Go there to watch a cutscene in the pub, with Montblanc finding and speaking with his brother, Nono. It seems that some thugs have stolen Nono's airship.

Nono knows where they went. However, there's a problem. It is in Jagd Dorsa. The problem with this is, as Montblanc explains, that the Jagds are lawless areas; the judges stay away. Seemingly, this would be a good thing. However, in a place without judges or Laws, your death isn't prevented; if an ally is KO'ed there, and is like that when you leave, they are DEAD and CANNOT be used ever again. The next mission takes place when you enter Jagd Dorsa after placing it; try to be Lv. 15+.

```
O-----O
| Mission: Jagd Hunt |
O-----O
| Opponents: Ninja  |
|                 |
|                 Hunter |
|                 Assassin |
|                 Blue Mage |
|                 Antlion |
|                 Toughskin |
O-----O
```

As you should know, if one of your allies is still KO'ed at the end of the battle, this ally is dead. If YOU are KO'ed, game over. Bring a White Mage.

Your VERY FIRST PRIORITY needs to be the Assassin. She has the ability Last Breath, an auto-KO move. She can also use a Stop move, a Silencing move, and an Addling move. She will also return arrowfire.

The Ninja should be next. He can use Double Sword to hit you TWICE. The Hunter should be third; he has Aim: Vitals for a random status and very good Attack. The Blue Mage should go after this, and he has Mighty Guard, Night, White Wind, and Hastebreak. The monsters should go last.

After (killing or KO'ing?) the enemies, you'll return to Baguba Port after placing Kudik Peaks. In the Baguba pub, Nono becomes ecstatic at the recovery of the airship. He'll also refuse your reward money, at first, but then takes it, saying he's turning his airship into a merchant ship. Now, at shops, you can get some items at Nono's Trade Items. They become increasingly rarer and better the more you link your GBA and FFTA with others.

Take some more missions and stuff. Choose The Bounty mission when ready to continue on.

```
O-----O
| Mission: The Bounty |
O-----O
| Opponents: Paladin |
|           Fighter  |
|           Red Mage  |
|           Black Mage|
|           Time Mage |
|           Sage      |
O-----O
```

When you exit the area, go to the unknown person on the map and there you'll find Clan Ox. At first, there won't be much hostility. However, one member of Clan Ox will notice you look quite like the person on the bounty notices - they were looking for YOU.

This clan has a bunch of magic-casters. You might want to bring along a White Mage, as the Black Mage, Paladin, and Fighter are pretty powerful. You'll also want to bring along someone who can use Disable/Blind and Silence, and a Nu Mou to use Ultima to get rid of MP, if possible.

The main priority should be on the Black Mage. This Mage is POWERFUL, having a Magic Power of 200+, and loves using the "-aga" spells.

Your next priority should be the physically-powerful Paladin and Fighter. They both have a few standard abilities. After defeating these, you're more-or-less done. The Red Mage is laughably weak, as is the Sage, aside from the latter having the Reaction Ability Reflex (cannot use normal Fight moves). As for the Time Mage, he poses very little threat if the Paladin and Fighter are gone.

Well, now we know that you have a bounty on your head. O_o; Place Jeraw Sands somewhere and go to the pub. Choose the mission Golden Clock when ready and go to the newly-placed desert.

```
O-----O
| Mission: Golden Clock |
O-----O
| Opponents: Juggler   |
```

```
|           Gadgeteer   |
|           Alchemist   |
|           Time Mage   |
O-----O
```

As you enter the Jeraw Sands, you'll find Shara coming from around a corner and Ritz behind you. You two greet each other, then you get onto the subject of the bounty on your head. Ritz thankfully tells you that she'd never turn you in. They're here for the same reason you are... Ritz calls out the forgers, who appear soon. You'll end up fighting a six-on-four (at best) - Ritz and Shara will fight alongside you.

The levels of priority are pretty tough. The Juggler can Hurl items at you, use Ball to confuse, or Firebomb to damage and berserk you. The Gadgeteer has some rather unpredictability, being able to cast Haste, Dispel, and Poison to a random team, and has Damage > MP, making defeating him somewhat difficult.

The Alchemist can use Meteor, Poison, and Toad to inflict heavy damage (for the formermost) or status (latter two). The Time Mage is capable of using Demi (lose 50% of your HP), Quicken (free turn to someone), Slow, and Stop.

Hmm... Well, just try to even out your team between physical and magical fighters, I guess. The Totemas will help out some, though with Ritz and Shara alongside you, you'll probably not even break a sweat.

After defeating the forgers, you'll speak with Ritz. You'll obviously get on the subject of whether Ritz and Shara will get in trouble because they helped out Marche. Shara bluntly says that if the authorities come looking for you, they'll simply have to turn you in. You then decide to leave. As you do, Ritz says that she might even have to join sides with Mewt, depressing you ever more. As you leave, Shara will ask why Ritz won't help you out. Ritz will coldly ask why. Shara says that, if what he says is true, your and Ritz's families are back in the other world. Ritz responds with a story about her hair.

The scene will shift to Mewt's room in Bervenian. Mewt is furious over why you haven't been found yet. Cid says that they're doing all they can. A search of every single town is to begin soon. Mewt says for Cid to hurry, lest the world break, then screams for his mother. He grabs Babus in fury and shakes him, continually screaming for his mother...

coughs Place Muscadet somewhere. Go there. You'll find Ezel there, who will tell the bad news of the search of each clan for you. The palace is so serious about this search that they don't really care about him for now. Complete some more side-missions and get leveled to about 18 ~ 20. Return to Muscadet when you are ready to start another mission.

```
O-----O~~~~~O
| Mission: Scouring Time | PART ONE |
O-----O~~~~~O
| Opponents: Mog Knight |
|           Mog Knight   |
|           Gunner       |
|           Paladin      |
|           Templar     |
|           Templar     |
|           Sage         |
O-----O
```

As you enter Muscadet, you and Montblanc will notice some Judges apprehending a Moogle in particular. The Moogle asks why he is being arrested; the Judge responds with the fact that the human they're searching for is with a Moogle. Unable to take this injustice, you run into the open, exclaiming that you are the one Prince Mewt is searching for. The Judge then sends in some units to apprehend and capture you, resulting in, at best, a five-on-seven battle.

The most dangerous enemies here are the Templars and the Paladin. The former can both use the R-ability Bonecrusher, as well as use Lifebreak, which can really damage you if you hit them too much without KO'ing. They can also use the standards of Haste, Rasp, Warcry, and Astra.

The Paladin simply can use the Holy Blade and Drop Weapon abilities. Don't let that deceive you, though: he has decent stats.

The other four enemies are, more or less, standard issue. The Gunner doesn't even have Concentrate! :P

The start of the battle should have you Disabling and/or Immobilizing the Templars and the Paladin, then Blinding the Gunner. This really turns the tide. If you have a very strong character, you can send it to deal with the aforementioned four after their statuses are dealt, leaving the other four to deal with the Sage and Mog Knights.

```
O-----O~~~~~O
| Mission: Scouring Time      | PART TWO |
O-----O~~~~~O
| Opponents: Runeseeker/Babus |
|           Exodus Fruit     |
|           Exodus Fruit     |
|           Exodus Fruit     |
|           Exodus Fruit     |
|           Exodus Fruit     |
|           Exodus Fruit     |
|           Exodus Fruit     |
|           Exodus Fruit     |
O-----O
```

After defeating the original seven adversaries in Muscadet, Cid will appear and question you. Fairly sure that you are Marche, he takes to the Sprohm prison. There, Babus confirms that you are indeed the target. You immediately demand your clan members be freed. Cid soon asks about you and your relation to the crystals' destruction. You admit to this just as a seam appears, warping you three to the temple-like area of the Viera Totema, Exodus.

The crystal and the Totema here have somehow become weak. However, you aren't free as you wish to destroy the crystal - Babus and Cid are here. Babus will fight you, both on your lonesome; Cid will be the Judge(master).

Babus can use Explode (a POWERFUL Fire move), a Stop move, and Demi (cuts your HP by 50%). He also has the Reaction Ability Counter, and has heightened physical Defense thanks to his Support Ability.

You'll want to KO Babus here. You'll be grateful for this; you'll have to get rid of all eight Fruits to win, and they are spread out. Avoid Babus's first move and then attack with a powerful move, like Beatdown. ALWAYS heal when you need to; you never know when Babus might use Explode. Defeat the Fruits to win.

After the Exodus Fruits are destroyed, the crystal will flash and shatter. Cid and Babus watch dazedly as another flashback appears, the scene between Mewt and Cid in St. Ivalice so long ago. Cid begins to remember about his past and decides to leave the palace. You are allowed to leave.

Try to leave Sprohm and you'll watch a short scene. Some local residents are speaking about how Judgemaster Cid left the palace. Mewt and Remedi must be furious. You stand nearby, eavesdropping, contemplating what is going to happen...

The scene will shift to Mewt's room in the palace. Cid is trying to stay on Mewt's good side, who isn't very joyful at being left in the dark like this. Remedi walks in with Cid's temporary replacement, Llednar Twem. (*cough* Mewt Randell. *cough*)

Back at the world map, place down the Uladon Bog. Check out some of the newer missions and get leveled to around 19 ~ 22. Then go for the The Big Find mission at Uladon Bog.

```
O-----O
| Mission: The Big Find |
O-----O
| Opponents: Thief      |
|           Thief      |
|           Fighter     |
|           Fighter     |
|           Bishop      |
|           Bishop      |
O-----O
```

Before you actually enter the area, you'll see a scene between your soon-to-be opponents. One of the Fighters notes something about a kid being late, with a Thief walking in stating that their pot of gold (their quarry?) arriving. You soon walk in. You slowly realize you've been ambushed.

The Thieves should be a first priority, as they can and probably will try to steal your weapons. Aside from that, there isn't much of a problem with them. But without your weapons...

After this, head for the Fighters. One of them has Wild Swing, Far Fist, and Beatdown. Find this one and eliminate him, then go for the other, which has Rush, Blitz, and Air Render. I think one of them also has the R-Ability Strikeback and the other, Bonecrusher.

The Bishops aren't too problematic. They can use a weak Water and Aero, and a moderately-powerful Holy. They can also steal your JP with Judge, and use the HP-restoring Cura.

Begin by simply KO'ing the Thieves, perhaps Addling them first. Then go for the Fighters, first Blinding or Disabling them. The Bishops ... meh.

After the battle, you'll walk around, wondering who your opponents knew you'd be here... You suddenly notice something, thinking someone was there, spying on you...

Put the Gotor Snads down somewhere. Do some more missions at the pub, with one of them, Exploration, opening Jagd Ahli. However, the next storyline mission is actually Desert Patrol; be Lv. 20+ for it.

| Biskmatar/Llednar |
O-----O

The Delia Dunes are known for their "barking" or something; whatever it is, it has stopped. You'll walk in and complain about how quiet it is -- too quiet. As you try to leave, Llednar appears. He tells you to leave. You proceed to but, before you can, a seam opens.

The fifth temple has been entered, and the last crystal and Totema are just up ahead. The same cannot be apparently said for Llednar -- where is he? Go into the room and you'll find him. As Llednar proceeds to deal the deathblow, a voice echoes through the air. Judgemaster Cid appears and puts a Law against Llednar's use of Omega. Llednar continues to fight, with you deciding to stay.

The Templars you are to fight have high Weapon Attack. They can use Silence, Soul Sphere, and Rasp to mess with your spellcasters. Then there is, as always, Astra. Warcry will lower the nearby units' speed, and Lifebreak will deal more damage as the user's HP gets lower.

The Titania mainly have one thing going for them offensively: LV?D Holy. If the day of the in-game month equals someone's level, there will be heavy Holy damage on them. They also can use Angel Whisper to heal someone's HP and give them Auto-Life.

Now, there is Llednar. He can use Abyss to damage and Poison you; Life Render to damage and Doom; Heart Render to damage MP; Ripcircle to damage all of the surrounding units; and Furycircle, which is Ripcircle with a push-back effect.

Send in your most powerful units for this battle. After all, Llednar has KILLER Weapon Attack (pardon the semi-pun). Not to mention he cannot be killed. Wait a while and, eventually, Llednar will once more try using Omega, and therefore be sent to prison with one of Cid's Red Cards.

O-----O~~~~~O
| Mission: Quiet Sands | PART TWO |
O-----O~~~~~O
| Opponents: Vampire |
| Vampire |
| Vampire |
| Vampire |
| Mateus |
O-----O

Well, after Llednar leaves, the crystal is still here, as should the Totema. Judgemaster Cid will ask you if you'd like to leave. You decline and Cid leads you into the final room with the crystal and the Human Totema, Mateus. Mateus will suddenly transform into Ritz (which will freak you out for a second on the first playthrough), then Doned, then Mewt, and then you. You quickly acknowledge the psych-out attempt and the engagement begins.

The Vampires you have to fight have somewhat various abilities. Some of these abilities include LV? S-Flare (deals damage to units with the same one's-digit in the Lv. as the specified thing says), Miasma (damage and potential Poison), and Zombify.

Mateus is powerful. Very. Powerful. She has HP and Weapon Attack stats above 400, for a start. She can use Spellbind (damage and Slow), Breath of God (heavy damage), Thundaga, and Star Cross (damage all with Holy).

Your first moves should consist of a White Mage casting Protect and Shell. Then

Blind and/or Disable the Vampires; they revive themselves soon after being killed anyhow. After this, go past the Vampires and straight at Mateus.

Once Mateus is dealt with, the crystal, the last crystal, shatters. You become absolutely ecstatic, believing the world should return to normal. However, nothing happens... You ask Cid why this might be, and all he can say is that you have destroyed all five crystals. A voice resonates throughout the air, saying this world is wanted still. Queen Remedi appears and says...

"Even without the world-threads binding it...
As long as this world is wanted, it will exist."

You'll finally figure out Remedi is Mewt's mother. Anyhow, it is now apparent that, if Mewt wants this world to exist, it will exist. You yourself also realize that you kinda want the world to stay. Queen Remedi disappears, and you obtain a new object: find and speak with Mewt!

Back at the world map, go to a pub. You'll eventually learn that is it Audience Day according to Montblanc, a day when people bring gifts to the palace and can make connections. You then come up with another plan, in which you'll need the assistance of Nono. Place Materiwood on the map. Complete more missions, leveling your main units to around 22 ~ 24. Then go for the Materite Now! mission, which is in Materiwood.

```
O-----O
| Mission: Materite Now! |
O-----O
| Opponents: Sniper      |
|                       |
|           Assassin     |
|                       |
|           Elementalist |
|                       |
|           Summoner     |
|                       |
|           Red Mage     |
|                       |
|           White Mage   |
O-----O
```

You have entered the Materiwood and found a chunk of Materite. It's been fairly easy grabbing it so far; you haven't encountered anyone yet. However, turn around and you find a band of Viera bandits. You come to the only reason why they'd be here: Doned told them.

In this battle, you may want to bring in a White Mage or someone that can heal from KO. You'll probably also want a long-ranged hitter or two, at least one that can deal Disable and Silence. A Status-disabling Law Card also helps you out some.

The Sniper is quite a nuisance. She can use Aim: Armor/Weapon/Wallet to destroy the specified item. Also beware the Doom Archer, which will dealt out the lost HP into damage. Disabling or Blinding are key statuses here.

The Assassin, however, is the worst. She can use Last Breath, which is an auto KO, and Shadowbind, a Stop move. Long-ranged attackers work best here, unless you can Blind/Disable.

The Elementalist can use Shining Air (Aero damage + Blind), Evil Gaze (Dark damage + Confuse), Heavy Dust (Earth damage + Immobilization), and Sliprain (Water damage + Slow). Silencing or using the Status-prohibiting Law Card are good ideas.

The White Mage is rather generic, though problematic if left unattended. She

can use Curaga, Esuna, Shell, and Auto-Life.

The Red Mage can Doublecast magic and will, unless you take away her Madu Rapier. She only can really use Fire, Thunder, Poison, and Sleep, so taking the Madu isn't really needed, unless you want one.

The Summoner is one you'll want to attack from a distance. Immobilize her if possible, then attack with at least two squares between the two of you. If you must attack directly, DO NOT ATTACK IN A GROUP. Her Madeen summon heals very heavy damage.

After the battle, you'll call out to Doned. He appears from behind you, giving you a nice smack on the head. You turn around, happy to see him. Then you notice the Materite. Then you find him throwing to the ground, shattering it, much as you did the crystals. You, surprised at Doned's actions, demand to know what in the world has gotten into him. Doned states that he has the same intent as Ritz; to keep this world as it is. There is nothing left in the other world; here, he can walk, he can jump, he can make friends. The thought of him, being left with nothing... Doned then runs off, leaving you to bow your head, saying that, despite that you have what Doned doesn't, he has one thing you've always yearned for...

After Bervenian Palace places itself on the map, you can go to the pubs for some more missions. If you step into the palace area, you trigger the next mission, Present Day.

```
O-----O~~~~~O
| Mission: Present Day | PART ONE |
O-----O~~~~~O
| Opponents: Templar |
|                   Gladiator |
|                   Gladiator |
|                   Mog Knight |
|                   Alchemist |
O-----O
```

After the erm... "reunion" with Doned, you and Montblanc still managed to get a decent gift from Nono for Present Day. Montblanc will comfort you on the fact that (most of) the palace won't recognize you (remember the bounty yet?). You walk forward to the palace, placing all of your hopes on Nono's Lugaborg.

In the waiting room, you begin to complain about how long it is taking you to go on in -- everyone else already has! Montblanc says something might be wrong. If so, you're up a certain creek without a boat or a paddle... A door opens nearby and some palace guards enter. They finally figured out just who you are, thanks to a tip from a concerned citizen. *cough* Doned. *cough*

Considering the tiny size of the field, the battle could get a bit cramped. Summoners may work quite well, as will multi-target attacks, like Far Fist. Just be careful of grouping your own units!

The Templar has high Weapon Attack, so you will want to use a Disabling or Blinding move. You'll want to attack from a distance with arrows, magic, etc., because of Bonecrusher, too. He has the generic abilities: Astra, Haste, Rasp, and Warcry.

The two Gladiators also have very high Weapon Attack. They can use Rush, Blitz, Beatdown, and Fire/Ice/Thunderblade. They also can use the R-ability Strikeback, which nullifies your move and counters it. Attacking from a

distance is a VERY good idea.

The Mog Knight can use Mog Attack (push back units one tile and damages), the ranged Mog Lance, Mog Rush, Mog Shield (self Protect and Shell), and Mog Aid. Luckily, he lacks R-abilities and Ultima Charge. Disabling and Blinding are preferable to long-range attacks, unless these attacks are more powerful than your direct-attacking units.

The Alchemist is very powerful in a way, and you'll want a White Mage because of him. He can use Death (insta-KO), Flare, Poison, and Toad. Just to note that if you destroy or steal the Alchemist's weapon, the Life Crosier, you'll prohibit the use of this move.

```
O-----O~~~~~O
| Mission: Present Day | PART TWO |
O-----O~~~~~O
| Opponents: Biskmater/Llednar |
O-----O
```

After the battle, more guards run in to back them up. It seems like they outnumber you; there's no way out of this. Suddenly, Babus appears. Instead of opposing you, he Stops the guards. You are instantly confused by this act -- after all, Babus works for Mewt. Babus tells you that he wants to know about what is going on with these worlds.

Babus then warps you into Mewt's throne room, where Mewt is pacing back and forth. Babus brings you up to him, which infuriates Mewt. You try to hastily reason with Mewt, which brings Mewt to the conclusion that even Babus is against him. Queen Remedi warps in to comfort Mewt and takes him away, leaving you and Babus alone.

To make things insurmountably worse, Llednar has been summoned to get rid of you. Babus tries to help, but you refuse, telling him to trace the location of Mewt and Queen Remedi. You, however, will try to delay Llednar. The barrier that protects Llednar is active -- therefore, you are required to live for five turns. This is easy, assuming you can get Llednar to stay away by moving away from him. Just never let him next to you -- Omega ends it for you, more than likely.

After the battle, Judgegemaster Cid appears and Llednar warps out of the area. Cid asks you where Mewt is, to which you respond by summarizing the events of the past hour or so. You then ask your own question: Who is Llednar?

"He is Mewt." This response instantly confuses you. Cid tells you that Llednar is simply an aspect of Mewt inserted into another body; the Mewt you know would never show such a violent personality, but Llednar shows all too well how possible it is. (Remember, "Llednar Twem" is "Mewt Randell" backwards.) Llednar is meant to be like the Totemas - to protect Mewt and the crystals.

Cid and Babus then leave, going to try and find Mewt. You agree to this, deciding to speak with Ritz and Doned of it. After this, you can place down Tubola Cave.

Do some missions around the areas. One to do is Den of Evil, which unlocks Jagd Helje, which is by all means optional. To continue with the storyline, select the Hidden Vein mission.

```
O-----O
| Mission: Hidden Vein |
```

```
O-----O
| Opponents: Mog Knight |
|           Juggler     |
|           Animist     |
|           Blue Mage   |
|           White Monk  |
|           Sage        |
O-----O
```

Today, we are out hunting some Mythril. As before with the Materite, Doned will probably interfere with this again. You therefore walk into Tubola Cave looking for some Mythril, to which a voice shouts, "Stop! Thief!". Dumbfounded, you figure out that you are apparently stealing another group's Mythril, to which you conclude Doned tipped them off.

Nothing too specific is needed, job-wise. Usually, banning Color Magic and Skills will remove most of the offensive power from the opponents.

The Mog Knight can use Mog Shield (auto-nullify one status), Mog Peek (detect hidden items), Mog Rush, Mog Guard, and Mog Aid. The only real damaging move is Mog Rush, which is low accuracy anyhow. Blind him to make him useless.

The Juggler has most of his physical power relying on his knife; take it to severely weaken him. He can use Dagger (damage + Disable), Firebomb (damage and Berserk), and Smile (give an ally the next turn).

The Animist is more-or-less a generic. He can use Tail Wag to Charm you and Friend, a Wildcard ability.

The Blue Mage can use White Wind to heal HP, Bad Breath to cause multiple statuses, and Twister to shave off 50% of your HP. Banning Color Magic or attacking from a distance work well. Try KO'ing this one first if you are planning to divide and conquer.

The White Monk can use Earth Render to damage all of the enemies in front of him, and Revive, which heals the KO status. Try KO'ing this one first.

The Sage should definitely be one to prioritize. He can use Giga Flare, an insanely powerful move, which pretty much sums this part of it up.

After this battle, you again call out to Doned. He walks in, realizing you tricked him into this, and refuses to go home. You then say the one thing to Doned that seriously changes his ideas: that Doned always had the attention. As their mother was divorced, you were always swept to the side in favor of Doned, who always got what he wanted. Doned realizes his error and apologizes, agreeing to help you out.

Place down the Deti Plains and go to a pub. You'll see another cutscene. In it, Doned agrees to help with your mission. During the conversation, a Bangaa will walk in, handing you a message from Judgemaster Cid. It says that Cid and Babus have found the location of Queen Remedi and Mewt: Ambervale. It also says to meet him on the Deti Plains.

When you go there, another mission, To Ambervale, will commence. Try leveling yourself up first: Lv. 24 ~ 27 are decent.

```
O-----O
| Mission: To Ambervale |
O-----O
```


Ribbon prevents it. You only have to defeat Ritz to win.

Shara has high Weapon Attack and can attack at a long-range. She can use Aim: Weapon/Armor to destroy the specified item, Death Sickle for Doom, and Doom Archer to deal damage equal to the HP lost. She is virtually disabled if you ban Missile attacks. If you don't/can't, Blinding or Disabling her is usually sufficient.

The Assassin, as usual, can use the instant-KO'ing Last Breath. She can also use Aponia (Silences), Rockseal (Petrifies), and Oblivion (Addles). She can move up to six tiles, so long-distance attacking is needed to eliminate her. Of course, Blinding is probably a possibility.

The Fencer is probably the least-helping person on the team. She has mediocre Weapon Attack. She can use Nighthawk and Piercethrough as ranged moves and Swallowtail to damage surrounding units.

The Summoner can use Madeen for massive Holy damage. Avoid grouping up around her; instead, attack her from AT LEAST two tiles away to avoid the summons.

The Elementalist can use Fire Whip (fire damage + Disable), Heavy Dust (earth damage + Immobilization), Shining Air (wind damage + Blind), and Elementalshift to help her exploit elemental weaknesses.

After defeating Ritz, the dust settles. Ritz turns her back on you, unable to beat you, unable to stop you. She allows you to pass by and continue forward. Ritz finally realizes that you have really transformed from the new kid at school in St. Ivalice.

Level yourself up to Lv. 28+ and head to Ambervale when ready to begin the final battle.

```
O=====O~::~::~::~::~~O
| Mission: Royal Valley      | PART ONE |
O=====O~::~::~::~::~~O
| Opponents: Biskmater/Llednar |
|           Ninja            |
|           Assassin         |
|           Gunner          |
|           Illusionist     |
|           Alchemist       |
O=====O
```

As you walk into the Royal Valley, Ambervale, you note the beauty of this place. It seems Judgemaster Cid has found Mewt and Remedi to be in this area. You walk further forward, to discover Babus, lying unconscious upon the ground. A voice then states that Babus is not dead - yet.

Llednar appears once more, here to protect Mewt. Cid immediately pulls out a Law Card, a Card that disables all of the Laws protecting Llednar, thereby allowing you to hurt him. *rubs hands* Let's begin.

Llednar is powerful; however, not so powerful to avoid pain. He wields the powerful Knightsword Excalibur and the rare Armor Peytral. Omega would be the ability to avoid, as it is an instant KO in general, but is a direct-attack. He can also use Life Render for Doom and damage and Furycircle, which hits all surrounding units and pushes them back. You must KO Llednar to end the fight.

The Ninja can wield two swords, thanks to the S-ability Double Sword. He can

also use Fire Veil (fire damage + Confuse), Earth Veil (earth damage and slow), Water Veil (water damage + Silence), and Oblivion, which Addles. You should attack from a distance to avoid Double Sword and most else.

The Assassin is basically generic, but nothing to sneeze at. As usual, the instant-KO'ing Last Breath is here, as is Nightmare and Rockseal. Addle her to remove Last Breath and things are a lot easier.

The Gunner can use Blindshot, Silenshot, Stopshot, and Charmshot to damage and give the specified status. However, he lacks Concentrate: Blind him and he is finished.

The Illusionist is capable of field-wide moves. Featured moves are Prominence (fire damage to all), Tempest (thunder damage to all), Soil Evidence (earth damage to all), Wild Tornado (wind damage to all), and Stardust (non-elemental damage to all).

You merely only have to finish off Llednar to win. Grouping up against in a long-ranged perspective could work to avoid Omega and Furycircle. Of course, Illusionists and Totemas are always good ideas if you want to hit everyone... or just hurt Llednar a bit more. :)

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O=====O~~~~~  
| Mission: Royal Valley | PART TWO |  
O=====O~~~~~  
| Opponents: Battle Queen/Queen Remedi |  
| Deph (Famfrit) |  
| Deph (Adrammalech) |  
O=====O
```

After Llednar is finished off, you succeed in waking up the unconscious Babus. He immediately asks where Mewt is. Since we haven't gone inside yet, we have not finished yet. Babus remains behind, unable to fight, while you and Cid enter the chapel.

Inside, you find Queen Remedi. She immediately says that this world is an illusion. You then demand to know where Mewt is. Queen Remedi virtually ignores this and says that even YOU aren't ready to let this world of illusion go. Of course, you admit to liking this world; HOWEVER, IT IS NOT REAL. Mewt's voice resonates through the air, soon leading to his appearance in the hand of the nearby statue. Sadly for us, Mewt still doesn't want to leave. With this, the next battle begins...

The Dephs are more powerful versions of the Totema. The Famfrit one is still capable of the Breath of God. There is also the Reaction-negating Lightspeed. Then there is Presense, which damages and moves a unit back a tile. And, of course, Demi, which halves your HP. Ouch.

Adrammelech's Deph is capable also of the Reaction-negating Lightspeed. There is also the fire-elemental high-power Firestream, which also attacks all units in his line of sight. Lastly is Howl of Rage, which simply lowers Speed of the surrounding units. Despite having only a few offensive abilities, any physical strike WILL HURT BADLY.

Remedi has a HUGE Weapon Attack, higher than the two Dephs, I think. She is, however, currently incapable of using abilities. Attacking her from a range is therefore the most evasive strategy.

For this battle, you'll win by defeating Remedi. Long-range is best, since all she has is the direct-attack Fight. However, she has the highest Weapon Attack

of the trio, so watch it.

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O=====O~~~~~O
| Mission: Royal Valley          | PART THREE |
O=====O~~~~~O
| Opponents: Li-Grim/Queen Remedi |
|           Deph (Mateus)         |
|           Deph (Mateus)         |
O=====O

```

After supposedly defeating Remedi, Mewt reappears and take the chance to speak with him. It seems that Mewt is starting to break down! You continue to speak with Mewt while Remedi is weakened. Suddenly, Remedi gets up and speaks: "I am the wish-gatherer. I am the world-maker." She is no longer Queen Remedi of Ivalice; she is the world-binding essence, the Li-Grim. To undo this world, therefore, you need to destroy the Li-Grim.

Both of the Mateus Dephs are more or less alike. They can use Spellbind (Slow and deal dark damage), Breath of God, Thundaga, and Star Cross (field-wide massive Holy damage). Watch out for them.

However, your main objective is to defeat the Li-Grim. She can use Lawshift to shift the Law into her favor and Amber Gleam (which is Dispel with a clever name). However, they both pale versus the next on the list: Omega and Alpha. Omega is powerful enough as you know; Alpha is almost-infinitely more powerful. There is also Descent (send in a random Totema) and Magi (basically, a lot of damage quickly), though they're pretty rare.

Seeing as you'll probably want to win quickly, just group up against the Li-Grim. That's the main strategy: group up against the Li-Grim, defeat it, and avoid Omega/Alpha. Good luck.

Assuming you win, the ending shall occur, one thing I won't spoil.

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                CONGRATULATIONS! YOU HAVE BEATEN THE
                MAIN STORYLINE OF FINAL FANTASY TACTICS ADVANCE!
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5. Full Mission Walkthrough*****FFTA5*****

The format is below as Mission #000:

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Mission #000: [Mission Name]

- ~~ Type : [Engagement, Dispatch, Encounter, or Capture.]
- ~~ Info Cost: [The cost to do this, as soon as available.]
- ~~ Available: [When and where, when applicable, as is "for how long".]
- ~~ Location : [Where the job takes place at. For Dispatches, also notes how long the Dispatch is gone. Location theories are rarely shown.]
- ~~ Reward(s): [What do you get?]
- ~~ Required Items : [Any Mission Items needed?]
- ~~ Required Skills: [How high must a Clan Stat be?]
- ~~ Required Jobs : [Must someone be of a certain job?]

Opponents:

Strategy/Notes:

Mission #---: Snowball Fight

~~ Type : Engagement.
~~ Info Cost: 0 Gil.
~~ Available: Automatic.
~~ Location : St. Ivalice Schoolyard.
~~ Reward(s): None.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Nurse
~~ D.J. (Guinness)
~~ PE Head (Kyle)
~~ PE Head (Colin)

Strategy/Notes:

This is more of a tutorial than anything. Mr. Leslaie, the teacher, will offer to teach you about snowball fights, with Ritz also helping. It would be a good idea to listen - you'll be doing a LOT of stuff like this through the game. After the tutorial, say "No" to continue playing.

Now that you have control, experiment a little. Move some and attack by throwing snowballs. You'll have no problem with this - it'll end before much damage can be done, except against Mewt.

Mission #---: Engagement with Bangaas

~~ Type : Engagement
~~ Info Cost: 0 Gil.
~~ Available: Automatic
~~ Location : Cyril, I think.
~~ Reward(s): None.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Warrior
~~ White Monk

Strategy/Notes:

It is soon revealed that being engaged means you'll fight. (No, not that other thing...) The Moogle, Montblanc, will explain that the person in the armor is a Judge who sets and enforces the laws of an engagement. In this case, you are not allowed to use items. YOU SHOULD ALWAYS CHECK THE LAWS.

Come your turn, you'll begin to fight. Remember the snowball fight from earlier at school? Well, engagements will function in a similar manner. You, however, will have a Job Class - as do most others - that determines your stats and your abilities, weapons, etc. You are a Soldier armed with the Shortsword.

Begin by going up to the Bangaa and to its side/back for better chances of hitting. Use Fight to attack. Montblanc is a Black Mage capable of using offensive magic common to most RPGs, like Fire. I think the AI controlled him; he IS on your team, though. Simply defeat the two Bangaas to win.

During the battle, after the first KO, you'll learn about Judge Points, or JP. These are usually awarded for simply KO'ing opponents. They can be used to perform combos with allies, although there is one much preferable use found later on...

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Mission #001: Herb Picking

- ~~ Type : Engagement
- ~~ Info Cost: 300 Gil.
- ~~ Available: First numbered mission possible.
- ~~ Location : Giza Plains
- ~~ Reward(s): 600 Gil, Lutia Pass.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Goblin
- ~~ Goblin
- ~~ Goblin
- ~~ Sprite
- ~~ Red Cap

Strategy/Notes:

As you and Montblanc enter the Giza Plains, you'll find some monsters and the battle will begin. Take notice of the laws and bring in the other four clan members. The battle itself isn't too hard. The Red Cap is probably the strongest, so take it from a distance if possible. The Sprite is probably the weakest.

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Mission #002: Thesis Hunt

- ~~ Type : Engagement
- ~~ Info Cost: 900 Gil.
- ~~ Available: After placing Lutia Pass.
- ~~ Location : Lutia Pass.
- ~~ Reward(s): 4,000 Gil, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Archer
~~ Soldier
~~ Soldier
~~ White Mage
~~ Thief
~~ Thief

Strategy/Notes:

For this battle, it is highly recommended to bring a long-range hitter, like an Archer or a Black Mage.

Firstly, about the Archer. This one is a long-range hitter and can easily use Aim: Arm/Legs to stop you from attacking or moving. It should be a first priority whenever possible. Then there are the Soldiers. They basically will slash at you, rarely using Mug. The ones not focusing on the Archer should focus on them. Then there is the White Mage who can heal its allies. Finally, the last main thing to mention is the Lv. 4 Thief. It can use Counter to attack you after you do so to it. It is best dealt with via magic or archery.

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Mission #003: The Cheetahs

~~ Type : Engagement.
~~ Info Cost: 1,200 Gil.
~~ Available: After placing Nubswood.
~~ Location : Nubswood.
~~ Reward(s): 6,000 Gil, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Thief
~~ Fighter
~~ Archer
~~ White Monk
~~ Black Mage

Strategy/Notes:

As you enter the arena, you'll find Ritz nearby! (And a Viera named Shara.) Aside from your two clans is another, the Cheetahs, the opponents for this mission. Your clan and Ritz's will be allied; however, you only can use three other clanners. An Archer and a Black Mage are good ideas if you lack them; remaining slots can be close-range fighters. Your White Mage won't be of much use here.

Usually, in battles, you'll want to prioritize fighting the Fighter, as they often have powerful attacks and good defenses. Go ahead and do so. Your next priority would be the White Monk. After that, it'll probably be the Black Mage, the Archer, then the Thief. It's mostly your choice.

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Mission #004: Desert Peril

~~ Type : Engagement.
~~ Info Cost: 1,000 Gil.
~~ Available: After placing Eluut Sands.
~~ Location : Eluut Sands.
~~ Reward(s): 7,000 Gil, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Cream
~~ Red Panther
~~ Red Panther
~~ Antlion
~~ Coeurl

Strategy/Notes:

As you and Montblanc walk into the area, you'll get a nice, warm greeting from some nice-looking monsters. ENGAGE!

This battle is actually pretty tough unless you've done some serious grinding or got lucky on the Laws. An Archer (with Aim: Arm) is key here, as you can stop the offensively-powerful Red Panthers and the Coeurl from hurting you too much. As for the Cream, use Fire by using a Black Mage. The Antlion really is not much for mentioning. Once you disable and kill the Panthers, this battle becomes a LOT easier.

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Mission #005: Twisted Flow

~~ Type : Engagement
~~ Info Cost: 1,000 Gil.
~~ Available: After placing Ulei River.
~~ Location : Ulei River.
~~ Reward(s): 8,000 Gil, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Famfrit
~~ Ahriman
~~ Ahriman
~~ Floateye
~~ Floateye

Strategy/Notes:

As you walk into the empty Ulei River area, it seems quiet - too quiet. Nothing seems to be out of order ... EXCEPT that black warp thing! You'll notice it and immediately become cautious, though this helps little and you are sent to a weird temple-like place... You'll be confused for a moment, but then you will

look ahead and find a crystal, a large one! Before you can do anything, though, a strange voice resonates through the air, demanding your name. You state it, tentatively, and a creature warps out of the crystal. He is Famfrit, the Totema of this crystal. He is now going to perform his duty and defend the crystal, regardless of your intentions. He will summon up two Ahriman and two Floateyes to fight alongside him.

The sole objective here is to defeat Famfrit - the battle ends upon such an event occurring. However, there is one thing to consider -- he is powerful and allied. It is best to put him to Sleep, then attack the flying eyes. This part is key - each Ahriman knows Roulette, which KO's a random person on the field. After killing the monsters, group your allies together, keeping Famfrit asleep as you go. Eventually, begin to blast him with arrows and magic and anything long-range. He'll probably move over to your allies, after which you should begin to wail on him.

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Mission #006: Antilaws

~~ Type : Engagement.
~~ Info Cost: 0 Gil.
~~ Available: After placing Cadoan; walk into the area.
~~ Location : Cadoan.
~~ Reward(s): 9,000 Gil, R2 Antilaw, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Ninja
~~ Hunter
~~ Fighter
~~ Gladiator
~~ Defender
~~ Illusionist

Strategy/Notes:

And now, that Nu Mou from earlier has gotten in trouble. You end up deciding to help some stranger you don't know that you only met through chance. Greeeat...

Anyhow, your clan (plus the Nu Mou, Ezel Berbier) will be facing against the six others. Ezel is uncontrollable and only really uses Azoth, which puts the enemy forces to sleep. Also, Ezel must stay conscious during the battle.

The main things to worry about are the Hunter and the Illusionist, the longer ranged fighters. The Hunter is basically a powered-up Archer, and the Illusionist can use field-wide spells. The Hunter really only affects you if you have bad Defense, as do the Fighter and Defender; if the Defense stat is sufficient, your main target should be the Illusionist.

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Mission #007: Diamond Rain

~~ Type : Engagement
~~ Info Cost: 1,400 Gil.
~~ Available: After placing Aisenfield.

~~ Location : Aisenfield.
~~ Reward(s): 10,600 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Ice Flan
~~ Icedrake
~~ Icedrake
~~ Bomb
~~ Lamia

Strategy/Notes:

In concept, this mission is easy. In practice, it is a bit harder to pull off. Not to the extent of Twisted Flow, but still...

The Ice Flan is probably new to you; it is like most Flan and is only affected by magic, with Fire being the most effective.

You should start by going for the Lamia, with a Black Mage heading for the Ice Flan. Defeat it, then head over to the Icedrakes. Leave the Bomb for last; it is unremarkable stat-wise.

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Mission #008: Hot Awakening

~~ Type : Engagement
~~ Info Cost: 1,600 Gil.
~~ Available: After placing Roda Volcano.
~~ Location : Roda Volcano.
~~ Reward(s): 11,400 Gil, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Ultima Crystal
~~ Ultima Crystal
~~ Ultima Crystal
~~ Ultima Crystal
~~ Ultima Crystal
~~ Ultima Crystal
~~ Ultima Crystal
~~ Ultima Crystal

Strategy/Notes:

You'll soon step into the midst of the volcano and complain about the heat. (What, did you think it'd snow?) A violent quake occurs and, instead of the volcano erupting, a warp appears like before at Ulei River. You come to the conclusion that a crystal is here, somewhere. You soon get swallowed into the sheltered area.

In this area, you'll end up noting the butterflies nearby and the general difference from the temple-thing of Famfrit. It seems that there isn't a Totema

here, so you proceed to walk up to the crystal and BOOM! - eight Ultima Crystals will pop up throughout the area. These Crystals are the Totema!

The Ultima Crystals are utterly immobile and can only do two things: a weak basic attack, and Logos (Latin for "the study of"; reduces Attack and Defense and will Charm you). The main thing is that Logos WILL NOT BE USED by a Crystal if you are standing next to it. Simply send a person to each Crystal and destroy it.

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Mission #009: Magic Wood

~~ Type : Engagement
~~ Info Cost: 1,600 Gil.
~~ Available: After placing Koringwood.
~~ Location : Koringwood.
~~ Reward(s): 12,600 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Archer
~~ Sniper
~~ Thief
~~ Thief
~~ Time Mage
~~ Black Mage
~~ Summoner

Strategy/Notes:

In this one, you are allowed five members total against the enemy's seven. I guess it might be a good idea to bring a White Mage.

The Archer will probably be the biggest of all the threats, as it can use several of the disabling statuses. The Sniper, by comparison, is relatively weak, in terms of abilities, but not physical power. As for the Mages and the Summoner, you'll probably want to Silence them somehow, like by using the Silence ability Templar's have, or by using the Nu Mou Totema to lower their MP.

A good strategy to use here, rather than going all-out, try Blinding your opponents, primarily the Archer, Sniper, and the Thieves, preferably in that order. This way, you avoid damage. An Archer or a Gunner can do this. Start by attacking the physical attackers listed above, then go for the mages.

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Mission #010: Emerald Keep

~~ Type : Engagement
~~ Info Cost: 1,800 Gil.
~~ Available: After placing Salikawood.
~~ Location : Salikawood.
~~ Reward(s): 13,600 Gil, two random Law Cards, two random items.

~~ Required Items : None.

~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Runeseeker/Babus
~~ Alchemist
~~ Bishop
~~ Gunner
~~ Templar
~~ Templar

Strategy/Notes:

As you enter Salika Keep, you'll then begin to search for the "giant emerald crystal" and consequentially begin to wonder if it is one of THOSE crystals. A voice, unknown to you, calls out ahead. You'll see Babus up ahead, here on the orders of Mewt. Babus then asks of a person named Marche, one who means ill to Prince Mewt. You deny knowing of such a person, but slip up when you mention that you didn't know that this was Mewt's world. With this, Babus realizes just who you are all too well. He and group proceed to engage you.

The main objective of this battle is to simply take out Babus; however, there are five others that can damage you. Bring in another five people to even it out. Aside from Babus, who is very powerful and has Counter, a powerful Explosion, a Stop-inducing move, and the ability to take 25% of your HP, the Templars are definitely the next biggest threat. One has Bonecrusher, which is Counter x 1.5, and the other can use Cheer and Weapon Atk+ (S-Ability) to power him up.

After the Templars, your next target would be the Alchemist. It has some pretty powerful spells and can use Flare and Frog, both of which are fairly self-explanatory. The Gunner would be the next one on the list. It is a long range fighter with EXTREME accuracy thanks to the S-Ability Concentrate. The Gunner can also Stop you.

Anyhow, your main objective here is to defeat Babus. However, some may need to defeat the others, either for EXP. or because it is impossible otherwise. If you feel the need for the latter, be sure to try and Silence the Alchemist and Babus, and Blind the Gunner. The others don't really pose a need for a status all too much.

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Mission #011: Pale Company

~~ Type : Engagement
~~ Info Cost: 1,900 Gil.
~~ Available: After placing Nargai Cave.
~~ Location : Nargai Cave.
~~ Reward(s): 15,000 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Firewyrn
~~ Icedrake
~~ Thundrake
~~ Adrammelech

Strategy/Notes:

Inside Nargai Cave, you'll begin your hunt for a supposed ghost. You soon find some pale-white orb in front of you, a ghost. Your reaction is rather puzzling: "Funny, here I am looking at a ghost. But I don't feel scared at all." Oh, you will be soon enough... The ghost begins moving, with you following it - straight into another black warp!

You'll find yourself into another crystal/Totema temple. The ghost reappears and you follow it to the crystal and the Totema appear. It absorbs the ghost and state that no one, save his masters, can approach the crystals. You and the Totema, Adrammalech, prepare for battle.

For this battle, you will probably want a White Mage, a Black Mage, and an Archer/Sniper/Hunter.

The dragons aren't much worth mentioning, to be honest. If you brought a few of the long-range fighters, you can kill them pretty fast if they're powerful enough.

As for Adrammalech, though, you'll probably want to be careful. He is very powerful. Firestream is probably his most powerful attack, with Lightspeed (reaction) nullifying quick attacks, Soul Sphere (action) damages MP, and Howl of Rage slows you down. Try statusing Adrammalech if it is possible, and be sure to attack and heal when needed.

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Mission #012: Jagd Hunt

~~ Type : Engagement.
~~ Info Cost: 0 Gil.
~~ Available: After placing Jagd Dorsa.
~~ Location : Jagd Dorsa.
~~ Reward(s): 16,000 Gil, one random Law Card, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Ninja
~~ Hunter
~~ Assassin
~~ Blue Mage
~~ Antlion
~~ Toughskin

Strategy/Notes:

As you should know, if one of your allies is still KO'ed at the end of the battle, this ally is dead. If YOU are KO'ed, game over. Bring a White Mage.

Your VERY FIRST PRIORITY needs to be the Assassin. She has the ability Last Breath, an auto-KO move. She can also use a Stop move, a Silencing move, and an Addling move. She will also return arrowfire.

The Ninja should be next. He can use Double Sword to hit you TWICE. The Hunter should be third; he has Aim: Vitals for a random status and very good

Attack. The Blue Mage should go after this, and he has Mighty Guard, Night, White Wind, and Hastebreak. The monsters should go last.

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Mission #013: The Bounty

- ~~ Type : Encounter & Engagement.
- ~~ Info Cost: 2,900 Gil.
- ~~ Available: After placing Kudik Peaks.
- ~~ Location : Random.
- ~~ Reward(s): 17,200 Gil, two random Law Cards, two random items.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Paladin
- ~~ Fighter
- ~~ Red Mage
- ~~ Black Mage
- ~~ Time Mage
- ~~ Sage

Strategy/Notes:

When you exit the area, go to the unknown person on the map and there you'll find Clan Ox. At first, there won't be much hostility. However, one member of Clan Ox will notice you look quite like the person on the bounty notices - they were looking for YOU.

This clan has a bunch of magic-casters. You might want to bring along a White Mage, as the Black Mage, Paladin, and Fighter are pretty powerful. You'll also want to bring along someone who can use Disable/Blind and Silence, and a Nu Mou to use Ultima to get rid of MP, if possible.

The main priority should be on the Black Mage. This Mage is POWERFUL, having a Magic Power of 200+, and loves using the "-aga" spells.

Your next priority should be the physically-powerful Paladin and Fighter. They both have a few standard abilities. After defeating these, you're more-or-less done. The Red Mage is laughably weak, as is the Sage, aside from the latter having the Reaction Ability Reflex (cannot use normal Fight moves). As for the Time Mage, he poses very little threat if the Paladin and Fighter are gone.

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Mission #014: Golden Clock

- ~~ Type : Engagement
- ~~ Info Cost: 2,200 Gil.
- ~~ Available: After placing Jeraw Sands.
- ~~ Location : Jeraw Sands.
- ~~ Reward(s): 18,000 Gil, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

~~ Exodus Fruit

Strategy/Notes (part one):

As you enter Muscadet, you and Montblanc will notice some Judges apprehending a Moogle in particular. The Moogle asks why he is being arrested; the Judge responds with the fact that the human they're searching for is with a Moogle. Unable to take this injustice, you run into the open, exclaiming that you are the one Prince Mewt is searching for. The Judge then sends in some units to apprehend and capture you, resulting in, at best, a five-on-seven battle.

The most dangerous enemies here are the Templars and the Paladin. The former can both use the R-ability Bonecrusher, as well as use Lifebreak, which can really damage you if you hit them too much without KO'ing. They can also use the standards of Haste, Rasp, Warcry, and Astra.

The Paladin simply can use the Holy Blade and Drop Weapon abilities. Don't let that deceive you, though: he has decent stats.

The other four enemies are, more or less, standard issue. The Gunner doesn't even have Concentrate! :P

The start of the battle should have you Disabling and/or Immobilizing the Templars and the Paladin, then Blinding the Gunner. This really turns the tide. If you have a very strong character, you can send it to deal with the aforementioned four after their statuses are dealt, leaving the other four to deal with the Sage and Mog Knights.

Strategy/Notes (part two):

After defeating the original seven adversaries in Muscadet, Cid will appear and question you. Fairly sure that you are Marche, he takes you to the Sprohm prison. There, Babus confirms that you are indeed the target. You immediately demand your clan members be freed. Cid soon asks about you and your relation to the crystals' destruction. You admit to this just as a seam appears, warping you three to the temple-like area of the Viera Totema, Exodus.

The crystal and the Totema here have somehow become weak. However, you aren't free as you wish to destroy the crystal - Babus and Cid are here. Babus will fight you, both on your lonesome; Cid will be the Judge(master).

Babus can use Explode (a POWERFUL Fire move), a Stop move, and Demi (cuts your HP by 50%). He also has the Reaction Ability Counter, and has heightened physical Defense thanks to his Support Ability.

You'll want to KO Babus here. You'll be grateful for this; you'll have to get rid of all eight Fruits to win, and they are spread out. Avoid Babus's first move and then attack with a powerful move, like Beatdown. ALWAYS heal when you need to; you never know when Babus might use Explode. Defeat the Fruits to win.

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Mission #016: The Big Find

- ~~ Type : Engagement
- ~~ Info Cost: 3,000 Gil.
- ~~ Available: After placing Uladon Bog.
- ~~ Location : Uladon Bog.

~~ Reward(s): 20,400 Gil, two random Law Cards, two random items.

~~ Required Items : None.

~~ Required Skills: None.

~~ Required Jobs : None.

Opponents:

~~ Thief

~~ Thief

~~ Fighter

~~ Fighter

~~ Bishop

~~ Bishop

Strategy/Notes:

Before you actually enter the area, you'll see a scene between your soon-to-be opponents. One of the Fighters notes something about a kid being late, with a Thief walking in stating that their pot of gold (their quarry?) arriving. You soon walk in. You slowly realize you've been ambushed.

The Thieves should be a first priority, as they can and probably will try to steal your weapons. Aside from that, there isn't much of a problem with them. But without your weapons...

After this, head for the Fighters. One of them has Wild Swing, Far Fist, and Beatdown. Find this one and eliminate him, then go for the other, which has Rush, Blitz, and Air Render. I think one of them also has the R-Ability Strikeback and the other, Bonecrusher.

The Bishops aren't too problematic. They can use a weak Water and Aero, and a moderately-powerful Holy. They can also steal your JP with Judge, and use the HP-restoring Cura.

Begin by simply KO'ing the Thieves, perhaps Addling them first. Then go for the Fighters, first Blinding or Disabling them. The Bishops ... meh.

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Mission #017: Desert Patrol

~~ Type : Engagement

~~ Info Cost: 2,500 Gil.

~~ Available: After placing Gotor Sands.

~~ Location : Gotor Sands.

~~ Reward(s): 21,400 Gil, two random Law Cards, two random items.

~~ Required Items : None.

~~ Required Skills: None.

~~ Required Jobs : None.

Opponents:

~~ Soldier

~~ Soldier

~~ Bishop

~~ Dragoon

~~ White Monk

~~ Gladiator

~~ Defender

Strategy/Notes:

As you enter another desert, you'll notice someone. You'll find Doned, your brother, WALKING, who then runs away. You follow him and, to your surprise, find him talking with a group of people, who are looking for your bounty. Doned just turned you in for a bounty - your own brother. What is going on!?

Anyhow, let's explain the opponents. The Soldiers are capable of the Break moves (the stat-reducers, commonly known from FFX). One Soldier can use Provoke (berserks you); the other can use Mug (steal Gil and damage you).

The Bishop is of little threat. He mainly uses Water, Dispel, and Break (the one that petrifies).

The Dragoon has the highest physical Attack, I think, and can use Fire Breath and Bolt Breath, as well as Lancet to drain some HP.

The White Monk can use Whirlwind (damages surrounding opponents), Air Render (ranged move), Earth Render (damages all opponents in the faced direction), and Far Fist (splash-esque ranged move). So, he can damage many people at once, which makes up for his lack of Attack.

The main thing about the Gladiator would be the Fire Sword, Ice Sword, and Bolt Sword.

The Defender has pretty decent Attack. He can use Tremor (push back and damage nearby people), Mow Down (damage all surrounding units; all attacks on him next turn are 100% accurate, usually), and Drop Weapon.

A good idea for this battle is use spellcasters with high Weapon Defense. This is because the opponents tend to rely on brute force and have low Magic Defense compared to Weapon Defense. However, bring at least one physically-strong person; the Bishop has Return Magic.

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Mission #018: Quiet Sands

~~ Type : Two-part Engagement
~~ Info Cost: 4,000 Gil.
~~ Available: After placing Delia Dunes.
~~ Location : Delia Dunes.
~~ Reward(s): 22,600 Gil, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents (part one):

~~ Templar
~~ Templar
~~ Titania
~~ Titania
~~ Biskmatar/Llednar

Opponents (part two):

~~ Vampire
~~ Vampire
~~ Vampire
~~ Vampire

~~ Mateus

Strategy/Notes (part one):

The Delia Dunes are known for their "barking" or something; whatever it is, it has stopped. You'll walk in and complain about how quiet it is -- too quiet. As you try to leave, Llednar appears. He tells you to leave. You proceed to but, before you can, a seam opens.

The fifth temple has been entered, and the last crystal and Totema are just up ahead. The same cannot be apparently said for Llednar -- where is he? Go into the room and you'll find him. As Llednar proceeds to deal the deathblow, a voice echoes through the air. Judgemaster Cid appears and puts a Law against Llednar's use of Omega. Llednar continues to fight, with you deciding to stay.

The Templars you are to fight have high Weapon Attack. They can use Silence, Soul Sphere, and Rasp to mess with your spellcasters. Then there is, as always, Astra. Warcry will lower the nearby units' speed, and Lifebreak will deal more damage as the user's HP gets lower.

The Titania mainly have one thing going for them offensively: LV?D Holy. If the day of the in-game month equals someone's level, there will be heavy Holy damage on them. They also can use Angel Whisper to heal someone's HP and give them Auto-Life.

Now, there is Llednar. He can use Abyss to damage and Poison you; Life Render to damage and Doom; Heart Render to damage MP; Ripcircle to damage all of the surrounding units; and Furycircle, which is Ripcircle with a push-back effect.

Send in your most powerful units for this battle. After all, Llednar has KILLER Weapon Attack (pardon the semi-pun). Not to mention he cannot be killed. Wait a while and, eventually, Llednar will once more try using Omega, and therefore be sent to prison with one of Cid's Red Cards.

Strategy/Notes (part two):

Well, after Llednar leaves, the crystal is still here, as should the Totema. Judgemaster Cid will ask you if you'd like to leave. You decline and Cid leads you into the final room with the crystal and the Human Totema, Mateus. Mateus will suddenly transform into Ritz (which will freak you out for a second on the first playthrough), then Doned, then Mewt, and then you. You quickly acknowledge the psych-out attempt and the engagement begins.

The Vampires you have to fight have somewhat various abilities. Some of these abilities include LV? S-Flare (deals damage to units with the same one's-digit in the Lv. as the specified thing says), Miasma (damage and potential Poison), and Zombify.

Mateus is powerful. Very. Powerful. She has HP and Weapon Attack stats above 400, for a start. She can use Spellbind (damage and Slow), Breath of God (heavy damage), Thundaga, and Star Cross (damage all with Holy).

Your first moves should consist of a White Mage casting Protect and Shell. Then Blind and/or Disable the Vampires; they revive themselves soon after being killed anyhow. After this, go past the Vampires and straight at Mateus.

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Mission #019: Materite Now!

~~ Type : Engagement
~~ Info Cost: 2,700 Gil.
~~ Available: After placing Materiwood.
~~ Location : Materiwood.
~~ Reward(s): 23,400 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Sniper
~~ Assassin
~~ Elementalist
~~ Red Mage
~~ White Mage
~~ Summoner

Strategy/Notes:

You have entered the Materiwood and found a chunk of Materite. It's been fairly easy grabbing it so far; you haven't encountered anyone yet. However, turn around and you find a band of Viera bandits. You come to the only reason why they'd be here: Doned told them.

In this battle, you may want to bring in a White Mage or someone that can heal from KO. You'll probably also want a long-ranged hitter or two, at least one that can deal Disable and Silence. A Status-disabling Law Card also helps you out some.

The Sniper is quite a nuisance. She can use Aim: Armor/Weapon/Wallet to destroy the specified item. Also beware the Doom Archer, which will dealt out the lost HP into damage. Disabling or Blinding are key statuses here.

The Assassin, however, is the worst. She can use Last Breath, which is an auto KO, and Shadowbind, a Stop move. Long-ranged attackers work best here, unless you can Blind/Disable.

The Elementalist can use Shining Air (Aero damage + Blind), Evil Gaze (Dark damage + Confuse), Heavy Dust (Earth damage + Immobilization), and Sliprain (Water damage + Slow). Silencing or using the Status-prohibiting Law Card are good ideas.

The White Mage is rather generic, though problematic if left unattended. She can use Curaga, Esuna, Shell, and Auto-Life.

The Red Mage can Doublecast magic and will, unless you take away her Madu Rapier. She only can really use Fire, Thunder, Poison, and Sleep, so taking the Madu isn't really needed, unless you want one.

The Summoner is one you'll want to attack from a distance. Immobilize her if possible, then attack with at least two squares between the two of you. If you must attack directly, DO NOT ATTACK IN A GROUP. Her Madeen summon heals very heavy damage.

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~~ Type : Two-part Engagement.
~~ Info Cost: 0 Gil.
~~ Available: After placing Bervenian Palace.
~~ Location : Bervenian Palace.
~~ Reward(s): 25,000 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents (part one):

~~ Templar
~~ Gladiator
~~ Mog Knight
~~ Mog Knight
~~ Alchemist

Opponents (part two):

~~ Biskmatar/Llednar

Strategy/Notes (part one):

After the erm... "reunion" with Doned, you and Montblanc still managed to get a decent gift from Nono for Present Day. Montblanc will comfort you on the fact that (most of) the palace won't recognize you (remember the bounty yet?). You walk forward to the palace, placing all of your hopes on Nono's Lugaborg.

In the waiting room, you begin to complain about how long it is taking you to go on in -- everyone else already has! Montblanc says something might be wrong. If so, you're up a certain creek without a boat or a paddle... A door opens nearby and some palace guards enter. They finally figured out just who you are, thanks to a tip from a concerned citizen. *cough* Doned. *cough*

Considering the tiny size of the field, the battle could get a bit cramped. Summoners may work quite well, as will multi-target attacks, like Far Fist. Just be careful of grouping your own units!

The Templar has high Weapon Attack, so you will want to use a Disabling or Blinding move. You'll want to attack from a distance with arrows, magic, etc., because of Bonecrusher, too. He has the generic abilities: Astra, Haste, Rasp, and Warcry.

The two Gladiators also have very high Weapon Attack. They can use Rush, Blitz, Beatdown, and Fire/Ice/Thunderblade. They also can use the R-ability Strikeback, which nullifies your move and counters it. Attacking from a distance is a VERY good idea.

The Mog Knight can use Mog Attack (push back units one tile and damages), the ranged Mog Lance, Mog Rush, Mog Shield (self Protect and Shell), and Mog Aid. Luckily, he lacks R-abilities and Ultima Charge. Disabling and Blinding are preferable to long-range attacks, unless these attacks are more powerful than your direct-attacking units.

The Alchemist is very powerful in a way, and you'll want a White Mage because of him. He can use Death (insta-KO), Flare, Poison, and Toad. Just to note that if you destroy or steal the Alchemist's weapon, the Life Crosier, you'll prohibit the use of this move.

Strategy/Notes (part two):

After the battle, more guards run in to back them up. It seems like they outnumber you; there's no way out of this. Suddenly, Babus appears. Instead of opposing you, he Stops the guards. You are instantly confused by this act -- after all, Babus works for Mewt. Babus tells you that he wants to know about what is going on with these worlds.

Babus then warps you into Mewt's throne room, where Mewt is pacing back and forth. Babus brings you up to him, which infuriates Mewt. You try to hastily reason with Mewt, which brings Mewt to the conclusion that even Babus is against him. Queen Remedi warps in to comfort Mewt and takes him away, leaving you and Babus alone.

To make things insurmountably worse, Llednar has been summoned to get rid of you. Babus tries to help, but you refuse, telling him to trace the location of Mewt and Queen Remedi. You, however, will try to delay Llednar. The barrier that protects Llednar is active -- therefore, you are required to live for five turns. This is easy, assuming you can get Llednar to stay away by moving away from him. Just never let him next to you -- Omega ends it for you, more than likely.

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Mission #021: Hidden Vein

- ~~ Type : Engagement
- ~~ Info Cost: 2,800 Gil.
- ~~ Available: After placing Tubola Cave.
- ~~ Location : Tubola Cave.
- ~~ Reward(s): 26,200 Gil, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Mog Knight
- ~~ Juggler
- ~~ Animist
- ~~ Blue Mage
- ~~ White Monk
- ~~ Sage

Strategy/Notes:

Today, we are out hunting some Mythril. As before with the Materite, Doned will probably interfere with this again. You therefore walk into Tubola Cave looking for some Mythril, to which a voice shouts, "Stop! Thief!". Dumbfounded, you figure out that you are apparently stealing another group's Mythril, to which you conclude Doned tipped them off.

Nothing too specific is needed, job-wise. Usually, banning Color Magic and Skills will remove most of the offensive power from the opponents.

The Mog Knight can use Mog Shield (auto-nullify one status), Mog Peek (detect hidden items), Mog Rush, Mog Guard, and Mog Aid. The only real damaging move is Mog Rush, which is low accuracy anyhow. Blind him to make him useless.

The Juggler has most of his physical power relying on his knife; take it to severely weaken him. He can use Dagger (damage + Disable), Firebomb (damage

and Berserk), and Smile (give an ally the next turn).

The Animist is more-or-less a generic. He can use Tail Wag to Charm you and Friend, a Wildcard ability.

The Blue Mage can use White Wind to heal HP, Bad Breath to cause multiple statuses, and Twister to shave off 50% of your HP. Banning Color Magic or attacking from a distance work well. Try KO'ing this one first if you are planning to divide and conquer.

The White Monk can use Earth Render to damage all of the enemies in front of him, and Revive, which heals the KO status. Try KO'ing this one first.

The Sage should definitely be one to prioritize. He can use Giga Flare, an insanely powerful move, which pretty much sums this part of it up.

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Mission #022: To Ambervale

- ~~ Type : Engagement
- ~~ Info Cost: 0 Gil.
- ~~ Available: After placing Deti Plains.
- ~~ Location : Deti Plains.
- ~~ Reward(s): 27,000 Gil, two random Law Cards, two random items.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Coeurl
- ~~ Lilith
- ~~ Thundrake
- ~~ Jawbreaker
- ~~ Big Malboro

Strategy/Notes:

As you enter the Deti Plains, you'll encounter a group of monsters. You'll need to kill them and go past to find Cid.

The Coeurl mainly only uses Blaster, a ranged Petrifying move. It also has a decent Weapon Attack stat.

The Lilith can use Twister at a distance (halves HP), Kiss (Doom and Charm), and Poison Frog (Poisons and Frog). Just finish it fast.

The Thundrake is fairly powerful, having Geomancy, which can power up Bolt Breath some.

The Jawbreaker mainly uses LV3 Def-less, which reduces the Defense and Magic Resistance of all characters that have levels divisible by 3. LV5 Death will end up insta-KO'ing units who have levels ending in 0 or 5 (a.k.a. divisible by five).

The Big Malboro's main problem is the multi-status-causing Bad Breath. It also can use Soundwave to Dispel status enhancements.

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Mission #023: Over the Hill

~~ Type : Engagement
~~ Info Cost: 0 Gil.
~~ Available: After placing Siena Gorge.
~~ Location : Siena Gorge.
~~ Reward(s): 28,600 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Red Mage/Ritz
~~ Sniper/Shara
~~ Assassin
~~ Fencer
~~ Summoner
~~ Elementalist

Strategy/Notes:

As you head to Siena Gorge to grab some amber for Cid's ultimate Antilaw, you will see a red-haired girl, who you obviously know as Ritz, standing above a large gorge. Ritz and her clan are ready for the ambush. Ritz shortly laughs and states that with you engaging them, it just seems kinda funny.

You soon enter the area and realize what was inevitable is now coming to pass; you will have to battle and defeat Ritz and her clan to pass.

Ritz, being a Red Mage, can use Doublecast. She'll use it with Fire, Thunder, Blizzard, or Sleep, which makes things a bit dangerous. Her S-ability, Magic Pow+, also make the attacks hurt more. You COULD normally Silence her, but her Ribbon prevents it. You only have to defeat Ritz to win.

Shara has high Weapon Attack and can attack at a long-range. She can use Aim: Weapon/Armor to destroy the specified item, Death Sickle for Doom, and Doom Archer to deal damage equal to the HP lost. She is virtually disabled if you ban Missile attacks. If you don't/can't, Blinding or Disabling her is usually sufficient.

The Assassin, as usual, can use the instant-KO'ing Last Breath. She can also use Aponia (Silences), Rockseal (Petrifies), and Oblivion (Addles). She can move up to six tiles, so long-distance attacking is needed to eliminate her. Of course, Blinding is probably a possibility.

The Fencer is probably the least-helping person on the team. She has mediocre Weapon Attack. She can use Nighthawk and Piercethrough as ranged moves and Swallowtail to damage surrounding units.

The Summoner can use Madeen for massive Holy damage. Avoid grouping up around her; instead, attack her from AT LEAST two tiles away to avoid the summons.

The Elementalist can use Fire Whip (fire damage + Disable), Heavy Dust (earth damage + Immobilization), Shining Air (wind damage + Blind), and Elementalshift to help her exploit elemental weaknesses.

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Mission #024: Royal Valley

~~ Type : Three-part Engagement.
~~ Info Cost: 0 Gil.
~~ Available: After placing Ambervale.
~~ Location : Ambervale.
~~ Reward(s): See the storyline ending.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents (part one):

~~ Biskmatar/Llednar
~~ Ninja
~~ Assassin
~~ Gunner
~~ Illusionist
~~ Alchemist

Opponents (part two):

~~ Battle Queen/Queen Remedi
~~ Deph (Famfrit)
~~ Deph (Adrammelech)

Opponents (part three):

~~ Li-Grim/Queen Remedi
~~ Deph (Mateus)
~~ Deph (Mateus)

Strategy/Notes (part one):

As you walk into the Royal Valley, Ambervale, you note the beauty of this place. It seems Judgemaster Cid has found Mewt and Remedi to be in this area. You walk further forward, to discover Babus, lying unconscious upon the ground. A voice then states that Babus is not dead - yet.

Llednar appears once more, here to protect Mewt. Cid immediately pulls out a Law Card, a Card that disables all of the Laws protecting Llednar, thereby allowing you to hurt him. *rubs hands* Let's begin.

Llednar is powerful; however, not so powerful to avoid pain. He wields the powerful Knightsword Excalibur and the rare Armor Peytral. Omega would be the ability to avoid, as it is an instant KO in general, but is a direct-attack. He can also use Life Render for Doom and damage and Furycircle, which hits all surrounding units and pushes them back. You must KO Llednar to end the fight.

The Ninja can wield two swords, thanks to the S-ability Double Sword. He can also use Fire Veil (fire damage + Confuse), Earth Veil (earth damage and slow), Water Veil (water damage + Silence), and Oblivion, which Addles. You should attack from a distance to avoid Double Sword and most else.

The Assassin is basically generic, but nothing to sneeze at. As usual, the instant-KO'ing Last Breath is here, as is Nightmare and Rockseal. Addle her to remove Last Breath and things are a lot easier.

The Gunner can use Blindshot, Silenshot, Stopshot, and Charmshot to damage and give the specified status. However, he lacks Concentrate: Blind him and he is finished.

The Illusionist is capable of field-wide moves. Featured moves are Prominence (fire damage to all), Tempest (thunder damage to all), Soil Evidence (earth damage to all), Wild Tornado (wind damage to all), and Stardust (non-elemental damage to all).

You merely only have to finish off Llednar to win. Grouping up against in a long-ranged perspective could work to avoid Omega and Furycircle. Of course, Illusionists and Totemas are always good ideas if you want to hit everyone... or just hurt Llednar a bit more. :)

Strategy/Notes (part two):

After Llednar is finished off, you succeed in waking up the unconscious Babus. He immediately asks where Mewt is. Since we haven't gone inside yet, we have not finished yet. Babus remains behind, unable to fight, while you and Cid enter the chapel.

Inside, you find Queen Remedi. She immediately says that this world is an illusion. You then demand to know where Mewt is. Queen Remedi virtually ignores this and says that even YOU aren't ready to let this world of illusion go. Of course, you admit to liking this world; HOWEVER, IT IS NOT REAL. Mewt's voice resonates through the air, soon leading to his appearance in the hand of the nearby statue. Sadly for us, Mewt still doesn't want to leave. With this, the next battle begins...

The Dephs are more powerful versions of the Totema. The Famfrit one is still capable of the Breath of God. There is also the Reaction-negating Lightspeed. Then there is Presense, which damages and moves a unit back a tile. And, of course, Demi, which halves your HP. Ouch.

Adrammelech's Deph is capable also of the Reaction-negating Lightspeed. There is also the fire-elemental high-power Firestream, which also attacks all units in his line of sight. Lastly is Howl of Rage, which simply lowers Speed of the surrounding units. Despite having only a few offensive abilities, any physical strike WILL HURT BADLY.

Remedi has a HUGE Weapon Attack, higher than the two Dephs, I think. She is, however, currently incapable of using abilities. Attacking her from a range is therefore the most evasive strategy.

For this battle, you'll win by defeating Remedi. Long-range is best, since all she has is the direct-attack Fight. However, she has the highest Weapon Attack of the trio, so watch it.

Strategy/Notes (part three):

After supposedly defeating Remedi, Mewt reappears and take the chance to speak with him. It seems that Mewt is starting to break down! You continue to speak with Mewt while Remedi is weakened. Suddenly, Remedi gets up and speaks: "I am the wish-gatherer. I am the world-maker." She is no longer Queen Remedi of Ivalice; she is the world-binding essence, the Li-Grim. To undo this world, therefore, you need to destroy the Li-Grim.

Both of the Mateus Dephs are more or less alike. They can use Spellbind (Slow and deal dark damage), Breath of God, Thundaga, and Star Cross (field-wide massive Holy damage). Watch out for them.

However, your main objective is to defeat the Li-Grim. She can use Lawshift to shift the Law into her favor and Amber Gleam (which is Dispel with a clever name). However, they both pale versus the next on the list: Omega and Alpha. Omega is powerful enough as you know; Alpha is almost-infinitely more powerful. There is also Descent (send in a random Totema) and Magi (basically, a lot of damage quickly), though they're pretty rare.

Seeing as you'll probably want to win quickly, just group up against the Li-Grim. That's the main strategy: group up against the Li-Grim, defeat it, and avoid Omega/Alpha. Good luck.

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Mission #025: Wanted! (Black Mage Dolce)

~~ Type : Engagement.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #002. Only during Kingmoon.
~~ Location : Nubswood.
~~ Reward(s): 4,600 Gil, Flower Vase, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ White Monk
~~ White Mage
~~ Soldier
~~ Black Mage/Dolce

Strategy/Notes:

As you enter the battlefield, you find Dolce among his other cohorts. He will immediately claim that he paid for the food; however, there are other things he is wanted for.

Nothing much to say here, actually. Dolce and his Black Magic are the main threat, with the White Monk being the secondary threat. The White Mage should be eliminated as he will try to heal constantly. The battle ends after Dolce is KO'ed.

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Mission #026: Wanted! (Gabbana Brothers)

~~ Type : Engagement
~~ Info Cost: 1,800 Gil.
~~ Available: After finishing Mission #013. During Bardmoon only.
~~ Location : Jeraw Sands.
~~ Reward(s): 13,600 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Juggler (Lil' Gabbana)
~~ Mog Knight (Big Gabbana)
~~ Thief

~~ Warrior
~~ Time Mage
~~ White Monk

Strategy/Notes:

After a quick scene, the battle begins. The Juggler, Lil' Gabbana, has two abilities. Smile gives away the user's turn, and Dagger will disable and damage the target. Not much else to not here.

The Mog Knight, Big Gabbana, can use Mog Attack, Mog Lance, Mog Rush, Mog Guard, and also has Last Haste, which, if I recall correctly, speeds him up after losing a large chunk of his HP. If so, try to get your powerful unit on him.

The Thief can use Steal: Armor and Steal: Weapon, therefore allowing these items to be stolen. It would be a good idea to KO from a distance or avoid using the rare items for this reason. He can also use Cuisine for HP restoration.

The Warrior is generic for the most part. He can use Downsize to take away 50% of your HP, and Greased Bolt to bypass your R-abilities.

The White Monk can use Air Render for distance damage, Earth Render to deal damage in the line of sight, and Whirlwind for the surrounding units. Generic otherwise.

The Time Mage is probably of the least priority. He can use Quicken to give away his turn, but is otherwise not worth mentioning.

Defeat the Big Gabbana (and maybe Lil' Gabbana) to win.

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Mission #027: Wanted! (Diaghilev Godeye)

~~ Type : Engagement
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #002. During Madmoon only.
~~ Location : Giza Plains.
~~ Reward(s): 2,800 Gil, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Alchemist/Diaghilev
~~ Archer
~~ Thief
~~ Dragoon
~~ Gladiator

Strategy/Notes:

You see that big hole in the middle? Try to put a physically-powerful unit and a ranged unit near these bridges. This way, you can slowly damage them from a distance and then double-team the opponents when they get close. The main threat, aside from Diaghilev, would be the Dragoon, so try to focus on him if possible. The battle ends when Diaghilev is KO'ed.

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Mission #028: Wanted! (Swampking Kanan)

~~ Type : Engagement
~~ Info Cost: 2,200 Gil.
~~ Available: After finishing Mission #015. During Sagemoon only.
~~ Location : Uladon Bog.
~~ Reward(s): 18,000 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Templar/Kenan
~~ Archer
~~ Bishop
~~ Dragoon
~~ Summoner

Strategy/Notes:

Kenan can use the standards of Soul Sphere (MP damage), Warcry (lowered Speed), and Haste. There is also the special ability Lifebreak, which deals damage to you equal to the damage he has taken. If you want, you can take Kenan's weapon, the Kain's Lance, to get that ability for yourself.

The Archer is capable of using Cupid and the Aim: abilities, therefore, you can be Charmed, Disabled, and Immobilized. Then there is the fact that he also has the ability Concentrate. Either KO or Blind him to defeat the threat.

The Bishop can work offensively and defensively, with Water and Aero to damage; Cura is used for healing. Silence him if he gets to be trouble.

The Dragoon has the Elemental Breath attacks, and they are quite powerful. Aside from this, he also has Doublehand, which allows him to deal extra damage with an already-powerful weapon. Disable and/or Blind and he's done.

The Summoner can use the basics of summons: the fire-element Ifrit, the icy Shiva, and the electric Ramuh. Remember above the radius: two squares in any direction, save diagonally. Distance attacking is best, as is Silencing.

KO Kenan to win.

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Mission #029: Wanted! (Killer Rayne)

~~ Type : Engagement
~~ Info Cost: 4,800 Gil.
~~ Available: After finishing Mission #064. During the Huntmoon only.
~~ Location : Jagd Helje.
~~ Reward(s): 45,000 Gil, Zanmato, two random Law Cards, one random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

- ~~ Assassin/Rayne
- ~~ Gunner
- ~~ Sniper
- ~~ Red Mage

Strategy/Notes:

Rayne is the most dangerous member of the gang. She can, as usual, use Shadowbind (Stop), Nightmate (Sleep and Doom), and Last Breath (insta-KO). There are also Oblivion (Addle), Ague (Slow), and Ultima Masher (HEAVY damage). Try to attack from a distance if at all possible. Blinding and Addling are always good ideas.

The Gunner is somewhat typical. He can use his abilities to Blind, Silence, Charm, and Confuse you. He also has Last Quicken to gain the turn upon getting critical HP. He hasn't learned Concentrate, though. Blinding is a good idea, as is Addling.

The Sniper has Concentrate for one thing - keep this in mind and be sure to Blind her. She can use Doubleshot (two attacks at one), Beso Toxico (Poison and damage), Aim: Weapon (destroys weapon), Death Sickle (Doom), and Doom Archer (deals lost HP into damage). Taking or destroying her Hades Bow is a very exceptional idea, as she'll need to be in point-blank range to do any real damage. Of course, Blinding and/or Addling also work.

The Red Mage is easily the weakest of the group. She can use Cure, Sleep, and Poison. She CAN Doublecast (as if it matters), and has somewhat-heightened Magic Power due to her S-ability. However, seeing as none of her magic deals direct damage, she is very much useless.

Remember that this is a Jagd -- IF ANYONE IS LEFT KO'ED AT THE END OF THE FIGHT, OR YOU YOURSELF GET KO'ED, THEY DIE. YOU WILL HAVE A GAME OVER IF YOU ARE KNOCKED OUT. A White Mage is a must for this mission.

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Mission #030: Wanted! (Dark Duke Lodion)

- ~~ Type : Engagement
- ~~ Info Cost: 2,700 Gil.
- ~~ Available: After finishing Mission #065. During Kingmoon only.
- ~~ Location : Jagd Alhi.
- ~~ Reward(s): 22,600 Gil, Onlyone, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Illusionist/Lodion
- ~~ Archer
- ~~ Fighter
- ~~ Dragoon
- ~~ Assassin
- ~~ Gladiator

Strategy/Notes:

Lodion, as Illusionists are, can be a big problem in a Jagd. He can use

Prominence, Tempest, Freezeblink, and Wild Tornado to hit all units with Fire, Thunder, Ice, and Aero damage respectively. They can deal a good chunk of damage if he isn't Silenced quickly.

The Archer is probably the least useful. He can use the Aim: abilities to Disable and Immobilize you, and Blackout to Blind. Seeing as he lacks the Concentrate ability, Blinding or Addling him, or destroying his weapon, is sufficient.

The Dragoon can use Jump (ranged), Lancet (HP drain), and Bangaa Cry (a non-elemental Breath attack). Aside from these, he wouldn't be much of a problem ... but there is Dragonheart, which gives him Auto-Life if you deal a weapon hit against him.

The Fighter and the Gladiator are, more or less, the same. They both can use their usual techniques, in addition to Wind Swing (surrounding swing), Blitz (high accuracy, low power), Rush (damage, move back a tile), and Beatdown (low accuracy, high power). Blinding or Addling should suffice.

As for the Assassin, she can use Shadowbind (Stop), Aphonia (Silence), Oblivion (Addle), and Last Breath (instant KO). Blinding and/or Addling her are very good ideas to stop her from killing you.

Remember that this is a Jagd -- IF ANYONE IS LEFT KO'ED AT THE END OF THE FIGHT, OR YOU YOURSELF GET KO'ED, THEY DIE. YOU WILL HAVE A GAME OVER IF YOU ARE KNOCKED OUT. A White Mage is a must for this mission.

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Mission #031: Ruby Red

~~ Type : Engagement
~~ Info Cost: 3,300 Gil.
~~ Available: After finishing Mission #102.
~~ Location : Baguba Port.
~~ Reward(s): 16,000 Gil, Wurmstone, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Archer
~~ Hunter
~~ Blue Mage
~~ Beastmaster
~~ Thundrake
~~ Icedrake

Strategy/Notes:

The Archer is rather useless. It can use Cupid and Blackout to Charm and Blind you, respectively. Since he lacks Concentrate, Blinding is sufficient.

The Hunter, however, can use Advice, Addle, and Aim: Vitals (random status). Luckily for you, he can only Addle monsters you lack. Blinding will work fine.

The Blue Mage is the most dangerous of the group. He can use Mighty Guard and the Dragon Force things, so he likely end up powering up the dragons. He also has Angel Whisper to cast Auto-Life. With all of this in consideration, focus

on him at the start.

The Beastmaster can control monsters, as per usual, and it is useless right now, as per usual. He also can use Cura, Protect, and Shell. Silencing will help you out, as will just blasting him away with a Totema or something.

As far as the Drakes go, they do have some high physical powerful. They can use Ice/Bolt Breath, depending on which one it is. Other than that, nothing to fret over ... assuming you KO the Blue Mage fast enough.

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Mission #032: Tower Ruins

~~ Type : Engagement
~~ Info Cost: 2,000 Gil.
~~ Available: After getting the mission item, "The Hero Gaol".
~~ Location : Koringwood.
~~ Reward(s): Two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Bomb
~~ Goblin
~~ Marlboro
~~ Icedrake
~~ Firewyrn

Strategy/Notes:

The monsters are relatively unintriguing as far as the abilities go. They have decently high Weapon Attack (230+ for the Firewyrn!). The Marlboro is the only one with an ability worth mentioning for sure: Bad Breath, which causes a lot of random statuses. Of course, most of these are others you've fought prior to this. Just take into account the cliff: if you push an enemy off of there, you will deal an insane amount of damage.

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Mission #033: Battle in Aisen

~~ Type : Engagement.
~~ Info Cost: 2,000 Gil.
~~ Available: After finishing Mission #032.
~~ Location : Aisenfield.
~~ Reward(s): Two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Archer
~~ Archer
~~ Fencer
~~ Fighter
~~ Dragoon

Strategy/Notes:

The two Archers have differing abilities. The Viera has Concentrate, and the Human has Maintenance (theft prevention). Erm... Anything else? No? *sigh*

The Fencer can use the usual Piercethrough, Swarmstrike, and Featherblow, and the potentially-new Nighthawk (ranged move). Nothing much to note.

The Fighter and Dragoon are rather generic like the other members and also have little worth noting about them.

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Mission #034: Magewyrm

- ~~ Type : Engagement.
- ~~ Info Cost: 3,000 Gil.
- ~~ Available: After finishing Mission #033.
- ~~ Location : Eluut Sands.
- ~~ Reward(s): Two random Law Cards, two random items.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Thundrake (Gerland)
- ~~ Firewyrn
- ~~ Icedrake
- ~~ Bomb
- ~~ Antlion
- ~~ Red Panther

Strategy/Notes:

When it comes to the three Dragons, remember the Elemental Breath they each have. The Thundrake can use Dragon Force (YAY! THE NAME OF MY FAVORITE BAND!) to power itself up. The Icedrake can use Mighty Guard to raise defense. The Firewyrn can use Guard-Off to lower defenses. The Dragons also represent the elements of magic - which is which is obvious. Don't hit them with the element they are of.

The Bomb is generic. It can use Blowup, and little else. Remember about the Ice super-effectiveness and Fire absorbing.

The Antlion mainly uses LV3 Def-less, which severely lowers defenses in units with levels divisible by three.

The Red Panther can use Poison Claw for damaging and Poison, and Rend to deal some damage.

This battle shouldn't be too hard, but remember statuses if you start to get in trouble.

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Mission #035: Salika Keep

- ~~ Type : Engagement

~~ Info Cost: 1,700 Gil.
~~ Available: After finishing Mission #034.
~~ Location : Salikawood.
~~ Reward(s): Ayvuir Red, two random Law Cards.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Vampire/Lord Ghost
~~ Time Mage
~~ White Mage
~~ Defender
~~ Defender

Strategy/Notes:

Lord Ghost is your basic generic Vampire that excels in Weapon Attack. There is also the LV? S-Flare he can use to deal heavy damage to whoever has the same one's digit in their level as Lord Ghost. There is Miasma (damage and Poison), and Zombify. Zombied persons are damaged by restoration. Holy is the main weakness of all undead monsters - ie. Lord Ghost. However, Lord Ghost will be auto-revived three turns after being KO'ed. Try to leave him for last.

The Time Mage is rather generic, though should be the first to be dealt with. He can use Haste, Slow, and Quicken. Therefore, he can speed/slow you or others or give his turn away.

The White Mage mainly heals.

The Defender on the right side can use Hibernate (Esuna) and Mow Down (hits all surrounding units; 0% evasion next turn). The one on the left can use these as well as Aura (Auto-Regen and Auto-Life). Be sure to try to take him out first.

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Mission #036: Twin Swords

~~ Type : Engagement
~~ Info Cost: 3,000 Gil.
~~ Available: After getting the mission item "The Hero Gaol".
~~ Location : Eluut Sands.
~~ Reward(s): Ayvuir Blue, one random item.

~~ Required Items : None.
~~ Required Skills: Combat Lv. 10.
~~ Required Jobs : None.

Opponents:

~~ Mog Knight
~~ Mog Knight
~~ Gunner
~~ Animist
~~ Black Mage
~~ Time Mage

Strategy/Notes:

The Mog Knights can use some Gunner abilities and their general abilities. They

need to be taken out first: one has a Weapon Attack higher than 200! Try to prioritize them.

The Gunner has Concentrate, as well as the usual Status-Shots (Charming, Blinding, Silencing, and so on). Blind him or destroy his weapon to finish him off.

The Animist is mainly the restorative unit of the team, using Cuisine to do so. The Time Mage also is not dangerous, as is the Black Mage - they all have their job's generic abilities.

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Mission #037: Village Hunt

~~ Type : Engagement.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #003.
~~ Location : Eluut Sands.
~~ Reward(s): 4,200 Gil, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Antlion
~~ Antlion
~~ Antlion
~~ Goblin
~~ Coeurl

Strategy/Notes:

The main problem with this battle, if it's early on, is the Coeurl with its high Attack, usually KO'ing most units in two-to-four turns. A White Mage would be a nice addition to counter this, as would long-range units.

The main difficulty with the three Antlions would be the Counter R-ability. Use long-range attacks and magic to avoid it.

The Goblin lacks any real potential. Just get rid of it however you wish.

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Mission #038: Fire! Fire!

~~ Type : Engagement.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #001. Ten days only.
~~ Location : Cyril.
~~ Reward(s): 3,600 Gil, Sprinkler, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Bomb
~~ Bomb

~~ Bomb
~~ Bomb

Strategy/Notes:

The Bomb's are most easily dealt with via Blizzard/Blizzard-based magic, which is commonly sent via Black Mage. Beware of using Fire, though: it HEALS them. The Bombs can also use Flame Attack to hurt you (severely, early on) or to heal each other.

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Mission #039: The Wanderer

~~ Type : Engagement.
~~ Info Cost: 2,400 Gil.
~~ Available: After finishing Mission #015. Found in Muscadet Pub.
~~ Location : Muscadet.
~~ Reward(s): 11,400 Gil, Tonberrian, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Tonberry
~~ Tonberry
~~ Masterberry

Strategy/Notes:

The Tonberries tend to stick to FF tradition. They can use Karma to deal damage for each unit KO'ed by the target (remember the problems people had in FFX with that?). There is also Knife, which is Demi gone wild: it takes off a WHOPPING NINETY PERCENT OF YOUR HP.

The Masterberry is also capable of using Knife, but, instead of Karma, it can use Voodoo to Doom you.

The main weakness Tonberries have is their Move stat - they can only move two or less tiles a turn. If you distance yourself from them, you'll have no troubles.

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Mission #040: Battle Tourney

~~ Type : Engagement.
~~ Info Cost: 800 Gil.
~~ Available: After finishing Mission #020. Kingmoon only. 15 days only.
~~ Location : Bervenia Palace.
~~ Reward(s): 7,000 Gil, Sequence, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Sage
~~ Paladin

~~ Dragoon
~~ Defender
~~ Illusionist

Strategy/Notes:

The Sage is capable of the usual Giga Flare and Bio, moves that can deal damage and status, in the latter case. Silence and BOOM! - he's done.

The Paladin has decent Weapon Attack with rather subpar Weapon Defense. He can use healing techniques, ability-wise, but little else.

The Dragoon can use the Fire/Ice/Thunderbreath attacks, as usual, as well as Warcry to slow you down. He also wields Strikeback - attack from a distance. Try Blinding him to stop him from doing too much damage - he is their best.

The Defender can use Warcry (slow down targets), Drop Weapon, Aura (Auto-Regen and Auto-Life), and Tremor (hits surrounding units).

Finally, the Illusionist has the standard target-all elemental attacks: Prominence, Tempest, Freezeblink, and maybe some others.

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Mission #041: Mage Tourney

~~ Type : Engagement
~~ Info Cost: 800 Gil.
~~ Available: After finishing Mission #020. Madmoon only. 15 days only.
~~ Location : Bervernia Palace.
~~ Reward(s): 7,000 Gil, Sapere Aude, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ White Mage

Strategy/Notes:

Please note that, throughout the course of this mission, you are prohibited from using any non-Color Magic. You will receive a Yellow Card if you do not use Color Magic. So be sure to send in some spellcasters - I usually bring in three Black Mages and a White Mage.

The Black Mage has high Magic Power (around 290), but only has the "-ara" spells, element-wise. He also has Return Magic, so beware of using the "-ara" spells on him, lest he hit you back.

The Blue Mage is probably the least of a threat in general. He mainly uses Twister, and little else.

The Red Mage can use Doublecast on her basic spells - the lower end ones, you know. However, that can really become problematic, so, if possible, Silence her or just KO her fast. Also note that her Thunder Robe prevents Thunder-based damage.

The White Mage can use Cura to heal HP, Life to revive KO'ed units, Protect to increase Weapon Defense, and Shell to raise Magic Defense. Little else worth mentioning.

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Mission #042: Swimming Meet

~~ Type : Engagement.
~~ Info Cost: 800 Gil.
~~ Available: After finishing Mission #020. Huntmoon only. 15 days.
~~ Location : Bervenia Palace.
~~ Reward(s): 7,000 Gil, Acadia Hat, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Archer
~~ Dragoon
~~ Gladiator
~~ White Mage

Strategy/Notes:

The majority of this field is aquatic, okay? In general, no actions (save for moving) can be done in the water. Therefore, you'll want to bring to the Feather Boots to avoid this, and some very long ranged people (ie. Gunners). DON'T BRING THE GALMIA SHOES.

The Archer will be the biggest threat. She can use Aim: Legs (Immobilization), Cupid (Charm), Take Aim (100% hit), and Doubleshot. Of course, there is also the Concentrate ability, so try Blinding her.

The Dragoon is your second-biggest threat. He can use the ranged Jump to hit from an island. In close-range, he can use Lancet to drain HP. And he can use Cheer to boost his attack. As with the Archer, Blinding helps.

The Gladiator can use Wild Swing (hits surrounding units), Ice Sword (ice-based attack), Earth Render (damage all units in line of sight), and the ranged Air Render.

The White Mage is pretty decent. She can use Curaga, Esuna, and Shell. In addition to these, there are the Unicorn and Kirin summons, which induce some healing and Regen respectively.

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Mission #043: Clan League

~~ Type : Engagement.
~~ Info Cost: 3,000 Gil.
~~ Available: After beating the Brown Rabbits, Blue Geniuses, Yellow Powerz, and White Kupos. Available for 25 days.
~~ Location : Bervenia Palace.
~~ Reward(s): 22,600 Gil, Peytral, one random Law Card, one random item.

~~ Required Items : None.

~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Sniper/Villi
~~ Assassin
~~ Summoner
~~ Elementalist

Strategy/Notes:

Villi, the Sniper, has high Weapon Attack, so this can get real hard real fast. She can use Doubleshot for one thing. She also has Doom Archer to deal lost HP into damage, Aim: Weapon, Death Sickle to cause Doom, and Beso Toxic to damage and Poison. Blind her or destroy her weapon.

The Assassin actually has Concentrate, so... o_o; She can use some the basic abilities - primarily noteworthy are the Nightmare (Sleep + Doom) and Last Breath (insta-KO). Blinding or Addling are good tactics.

The Summoner has the basic abilities. Silencing is always a decent idea.

The Elementalist is one you should be wary of. She can use Shining Air (Wind damage + Blind), Sliprain (water damage + Slow), Evil Gaze (dark damage + Confuse), and Heavy Dust (earth damage + Immobilization). Silence = good idea.

The battle ends upon Villi being KO'ed.

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Mission #044: Snow in Lutia

~~ Type : Engagement.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #001.
~~ Location : Lutia Pass.
~~ Reward(s): 3,600 Gil, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Goblin
~~ Red Panther
~~ Red Panther

Strategy/Notes:

The concept here is simple: defeat the monsters. There is really little to mention in this battle. You should focus on the stronger Red Panthers first, then go for the Goblin. Be sure to bring a White Mage to heal as needed.

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Mission #045: Frosty Mage

~~ Type : Engagement.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #044.

~~ Location : Lutia Pass.
~~ Reward(s): 4,000 Gil, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Black Mage/Gelato
~~ Red Panther
~~ Red Panther
~~ Floateye
~~ Magic Device
~~ Magic Device

Strategy/Notes:

For this mission, you want to destroy the two Magic Devices. They cannot evade attacks, being inanimate as they are. The way to finish them early is with long ranged attackers, primarily Gunners.

The others enemies here are more generic than you'd possible think. Just beware of Gelato as, when this mission appears, he is very strong. Bring a White Mage just in case.

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Mission #046: Prof. in Trouble

~~ Type : Engagement.
~~ Info Cost: 900 Gil.
~~ Available: After finishing Mission #044. 25 days only.
~~ Location : Lutia Pass.
~~ Reward(s): 4,000 Gil, Gedegg Soup.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Ice Flan
~~ Ice Flan
~~ Zombie
~~ Zombie
~~ Zombie

Strategy/Notes:

See those Ice Flans on the field? You'll therefore probably require a Black Mage to finish this in a decent time. You need to cast Fire/Fira/etc. onto them to actually do some damage to them. They, of course, can use Blizzard, which is pretty powerful.

As for the Zombies, the are mostly just those that use regular attacks. They are weak to Holy (eg. Madeen summon, Curaga) elemental attacks. Also try to finish each of them within three turns -- they return to "life" after being in a KO'ed state for three turns.

Also note that the Sage, Professor Auggie, must remain conscious or you lose.

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Mission #047: Hot Recipe

~~ Type : Engagement.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #007. 25 days only.
~~ Location : Roda Volcano.
~~ Reward(s): 7,000 Gil, Gedegg Soup, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Firewyrn
~~ Firewyrn
~~ Bomb
~~ Bomb
~~ Bomb

Strategy/Notes:

The enemy are completely weak to Blizzard-based moves, attacks, etc. Try to take advantage of this.

The Firewyrms are quite powerful, with an Attack of 200+. They mainly will use Fire Breath if they ever even use abilities. Try attacking from a distance, though, to avoid the high damage.

The Bombs are standard issue. Don't use Fire-based stuff on them and you will be fine. Also beware the Blowup ability, though it is quite rare.

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Mission #048: S.O.S.

~~ Type : Engagement.
~~ Info Cost: 1,500 Gil.
~~ Available: After finishing Mission #008. 15 days only.
~~ Location : Koringwood.
~~ Reward(s): 7,800 Gil, Topaz Armring, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: Tracking Lv. 7.
~~ Required Jobs : None.

Opponents:

~~ Juggler
~~ Sprite
~~ Sprite
~~ Zombie
~~ Zombie

Strategy/Notes:

The Sprites should be your first priority, as their White Wind ability can get annoying with it healing enemies.

The Zombies aren't really worth mentioning, aside from that they come back to

"life" within three turns of "dying".

The Juggler has the general abilities, like Ring and Ball.

With Ritz and Shara on your side, you'll find it hard to lose this one.

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Mission #049: A Lost Ring

~~ Type : Engagement.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #003. 15 days only.
~~ Location : Ulei River.
~~ Reward(s): 5,200 Gil, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Goblin
~~ Sprite
~~ Lamia
~~ Lamia
~~ Lilith

Strategy/Notes:

The Goblin is probably the weakest here and worth little mention.

The Sprite is going to frustrate you with its White Wind healing ability. It is rather weak, so get rid of it when possible.

The Lilith, the last unit here you probably encounter, has high Weapon Attack and can Poison, Charm, Frog, or Doom you. So try distance-attacking.

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Mission #050: Staring Eyes

~~ Type : Engagement.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #113. 25 days only.
~~ Location : Cyril.
~~ Reward(s): 4,600 Gil, Vesper, one random item.

~~ Required Items : Ahriman Eye.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Beastmaster
~~ Floateye
~~ Floateye
~~ Ahriman

Strategy/Notes:

Erm... Not much to mention in this battle. The Ahriman is probably the

strongest unit. It and the Floateye can use Stare and Circle. And the Beastmaster is mostly there just to heal the monsters.

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Mission #051: Desert Rose

~~ Type : Engagement.
~~ Info Cost: 1,800 Gil.
~~ Available: After finishing Mission #016. 15 days only.
~~ Location : Gotor Sands.
~~ Reward(s): Blue Rose, two random Law Cards, one random item.

~~ Required Items : Flower Vase.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Red Panther
~~ Red Panther
~~ Antlion
~~ Antlion
~~ Sprite
~~ Jawbreaker

Strategy/Notes:

The Red Panthers can use Poison Claw to damage and Poison, Reveal to find some invisible units (ie. those hidden with Conceal), and Rend to attack. They have high Attack stats, so Blinding them is a fair idea.

The Antlions can use LV3 Def-less, which can lower your defenses, but only for units who levels are divisible by 3. They can also use Sandstorm to damage and Blind you.

The Sprite mainly provides opposition with the high-damage no-element attack Meteorite. Luckily, Sprites are easy to deal with.

The Jawbreaker brings in LV3 Def-less, too. However, the main threat is LV5 Death -- a move that will AUTOMATICALLY KO ALL UNITS WITH LEVELS DIVISIBLE BY FIVE. You'll really want to finish this one off fast, or bring in units whose levels are NOT divisible by five.

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Mission #052: Friend Trouble

~~ Type : Engagement.
~~ Info Cost: 1,800 Gil.
~~ Available: After finishing Mission #012. 25 days only.
~~ Location : Kudik Peaks.
~~ Reward(s): 9,000 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Cream
~~ Coeurl

~~ Red Panther
~~ Red Panther
~~ Red Panther

Strategy/Notes:

The Cream needs to be hit with magic, so hit it with Fire or something. It can use Thundara, Acid, and Sacrifice, the latter of which is a self-KO healing move.

The Coeurl is capable of slowing your units with Hastebreak, but has little else ability-wise going for it. It has the highest Weapon Attack here, so you may want to Blind it.

The Red Panthers are little trouble, aside from Poison Claw, which can damage and Poison.

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Mission #053: Flesh & Bones

~~ Type : Engagement.
~~ Info Cost: 3,600 Gil.
~~ Available: After finishing Mission #105. 25 days only.
~~ Location : Baguba Port.
~~ Reward(s): 18,000 Gil, Tiger Hide, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Hunter
~~ Hunter
~~ Archer
~~ Gunner
~~ Thief
~~ Thief

Strategy/Notes:

Those two Hunters have Weapon Attack almost near 300. They can use Sonic Boom for splash-damage, so don't group your clan. They also can use Addle and Aim: Vitals for statuses, and the Stat-Breaks. Then there is Rush, Beatdown, and Blitz, which you commonly see on Fighters. These guys are big trouble. You will definitely want to Blind and/or Addle them.

The Archer can abuse her Concentrate S-ability. She has the basic Aim abilities, as well as Aphonía (Silence), Ague (Slow), and Nightmare (Sleep and Doom). Blinding is a very good idea here.

The Gunners actually both have Concentrate. They also have every single Gunmanship action, save for Fire/Ice/Boltshot). Yeah, they can do some serious status-causing on you. Blinding AND Addling is recommended here.

The Human Thief poses more threat with his offensive abilities than the Steal. He can use Oblivion to Addle, and has Double Sword. The Moogle Thief can actually try to steal everything (save for your weapon), and can use Dagger (damage and Disable) and Smile (gives away turn).

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Mission #054: For A Song

~~ Type : Engagement.
~~ Info Cost: 3,000 Gil.
~~ Available: After finishing Mission #018. 25 days only.
~~ Location : Materiwood.
~~ Reward(s): 16,000 Gil, Trichord, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Sprite
~~ Titania
~~ Red Panther
~~ Malboro
~~ Firewyrn

Strategy/Notes:

The Sprite mainly uses the heavily-damaging Meteorite. Seeing as it has low Weapon Defense, send a strong unit after it.

The Titania can use LV?D Holy to deal damage to units with the same level as the day of the month. Odds are that you'll be fine.

The Red Panther has the second-highest Weapon Attack here. It mainly will use the ability Poison Claw - if any ability - which damages and Poisons.

The Malboro, true to its nature, will just enjoy to multi-status you with its Bad Breath. Attack from a distance.

The Firewyrn is the strongest here, with an Attack of 300+. It can use the typical Fire Breath, as well as Guard-Off, which lowers your defenses. Also note that Fire does no damage to the Firewyrn, though Blizzard does extra, I think.

Remember that Leenan needs to stay conscious. Seeing as she is so close to the enemies at the start, you can try to put Auto-Life on her, or Cover her.

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Mission #055: White Flowers

~~ Type : Engagement
~~ Info Cost: 200 Gil.
~~ Available: After finishing Mission #003. 25 days only.
~~ Location : Giza Plains.
~~ Reward(s): 1,600 Gil, White Flowers, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Antlion
~~ Antlion

~~ Antlion
~~ Goblin
~~ Red Cap

Strategy/Notes:

Nothing much to mention. The Red Cap is the most problematic, especially for the spellcasters, due to the Magic Hammer that can take off a good chunk of MP per hit.

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Mission #056: New Antilaw

~~ Type : Engagement.
~~ Info Cost: 5,000 Gil.
~~ Available: Finish Mission #023, Gossip with Ezel, and go to the Pub.
~~ Location : Siena Gorge.
~~ Reward(s): 34,000 Gil, Amber, Almighty Antilaw, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Ninja
~~ Defender
~~ Gunner
~~ Sniper
~~ Time Mage
~~ Red Mage

Strategy/Notes:

The Ninja has Double Sword, so you KNOW he'll hurt you. He also has the basic status-inducing Veils. Blinding is the best choice.

The Defender has Earth Render and Aura (Auto-Life and Auto-Regen). He is fairly strong, too. Disabling is a good idea, as is Addling.

The Gunner is generic and lacks Concentrate. He shouldn't be a problem, but Blind him if he gets to be a nuisance.

The Sniper has Doom Archer and the Aim: Weapon/Armor abilities, all of which you should know what they do. Of course, Blinding her or destroying her weapon makes her useless, more or less.

The Time Mage can use Demi and Meteor. The latter is a high-power splash-radius attack, so avoid grouping your clan together. Silence him if he gets to be a problem.

The Red Mage can Doublecast the basic spells most Red Mages have, primarily Sleep and Poison. Silence her immediately.

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Mission #057: Prison Break

~~ Type : Engagement.
~~ Info Cost: 800 Gil.

~~ Available: After finishing Mission #020. 25 days only.
~~ Location : Sprohm.
~~ Reward(s): 7,000 Gil, Helje Key, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Defender
~~ Defender
~~ Templar
~~ Templar

Strategy/Notes:

The two Templars have high Weapon Attack, the highest among the four. They can use Warcry to lower speed, Lifebreak to deal the lost HP into damage, and one Templar can use Prayer and Cura for HP restoration. Blind them if they get close, and Silence them when they get on a healing spree.

The Defenders have higher Weapon Defense, so you might want to use magic. One of these Defenders can use the Elemental Swords, while the other can use those abilities White Monks have.

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Mission #058: Royal Ruins

~~ Type : Engagement.
~~ Info Cost: 1,500 Gil.
~~ Available: After finishing Mission #114. 25 days only.
~~ Location : Nargai Cave.
~~ Reward(s): 7,000 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Lamia
~~ Lilith
~~ Toughskin
~~ Titania
~~ Odd Statue
~~ Odd Statue

Strategy/Notes:

See those two Odd Statues? Like with the "Frosty Mage" mission, you are to destroy these two objects. Decently-leveled Gunners are optimal for this. In fact, bring a lot of long-ranged units to be able to easily speed through the battle.

If you want to know, the Lamia can use Poison Kiss (Charm and Poison), Night (all go to Sleep), and just a basic attack.

The Lillith can Poison, Charm, Frog, and Doom you. Nothing much else to note.

The Titania can use LV?D Holy to hit all units on that field that have the

same one's digit in their level as the day of the in-game month. Otherwise, nothing else to note.

The final monster, the Toughskin can use Matra Magic to switch HP with MP, and Resonate to Disable physical units.

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Mission #059: Sketchy Thief

~~ Type : Engagement.
~~ Info Cost: 2,400 Gil.
~~ Available: After finishing Mission #022. 25 days only.
~~ Location : Deti Plains.
~~ Reward(s): 18,000 Gil, Sketchbook, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Thief
~~ Thief
~~ Animist
~~ Archer
~~ Jelly

Strategy/Notes:

The Human Thief mainly uses Black Magic rather than stealing. However, the Moogles can take your Weapon, Shield, and Armor, as well as use Stop/Blind shots that Gunners can. He also can use Concentrate. Best to Blind him, eh?

The Animist can use Chocobo Rush to hurt all units in a line, Frog Song to change someone into a Frog, and Cuisine to heal HP. Shut him up (Silence him)!

The Archer can Disable and Immobilize you with the Aim attacks. He also has some rather useless Battle Techs, as well as Concentrate. Blind 'im.

The Jelly can only be hit with magic, so bring a Black Mage. Blizzard is preferable -- Fire, however, is highly UNrecommended because the Jelly will absorb it.

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Mission #060: Showdown!

~~ Type : Engagement.
~~ Info Cost: 4,000 Gil.
~~ Available: After finishing Mission #066. Ten days only.
~~ Location : Ozmonfield.
~~ Reward(s): 36,000 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Paladin
~~ Dragoon

~~ Mog Knight
~~ Assassin
~~ Summoner
~~ Alchemist

Strategy/Notes:

The Paladin is capable of using Holy Blade, a powerful Holy-elemental hit. Saint Cross will do a somewhat-weakened version of that to all surrounding units. Then there is the restorative Nurse, and Drop Weapon. Defeat him first so he cannot heal his allies; Blind is a good way to start it.

The Dragoon is rather generic, aside from its rare Kain's Lance. It can use Jump, Lancet, and the Breath attacks.

The Mog Knight can use the generics of Mog Guard, Mod Aid, and Mog Lance. However, he can also use the Fire/Ice/Boltshot abilities of the Gunners. Blind might be a good status to inflict.

The Assassin can, as usual, use Last Breath, which is an Auto-KO move. The other move to note is Rockseal, which Petrifies.

The Summoner wields a fair deal of the Summons. Attack from a distance, or at least don't group up around her, as these Summons can do some serious hurt.

The Alchemist can use Meteor and Flare for heavy damage. There is also Poison and Toad for statuses, Astra for status nullification, and Rasp for MP damage. Silencing is a good idea.

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Mission #061: Hit Again

~~ Type : Engagement.
~~ Info Cost: 900 Gil.
~~ Available: After finishing Mission #013.
~~ Location : Jagd Dorsa.
~~ Reward(s): 7,000 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Ninja
~~ Thief
~~ Gunner
~~ Black Mage
~~ Blue Mage
~~ Red Mage

Strategy/Notes:

BE SURE TO SEND IN A WHITE MAGE OR *SOMEONE* THAT CAN REVIVE ALLIES.

The Ninja has Double Sword and Last Haste as S- and R-abilities respectively. Otherwise, I saw little else to mention.

The Thief is generic - he only steals EXP., Gil, and JP. So, yeah, little to worry about over here.

The Gunner has Concentrate and the general Charming/Silencing/Blinding/Stopping shots.

The Black Mage mainly has a fairly high Magic Power and the "-aga" spells. So try to Silence him.

The Blue Mage can use Guard-Off to lower defenses, LV3 Def-less to lower the defenses more of those with levels divisible by three, and the White Wind restoring spell.

Finally, the Red Mage has fairly high Magic Power thanks to her S-ability. She also has Doublecast and some typical abilities. Silence is a must here.

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Mission #062: Oasis Frogs

- ~~ Type : Engagement.
- ~~ Info Cost: 900 Gil.
- ~~ Available: After finishing Mission #006.
- ~~ Location : Cadoan.
- ~~ Reward(s): 4,600 Gil, The Hero Gaol, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Lamia
- ~~ Lamia
- ~~ Lamia

Strategy/Notes:

Erm... This battle is pretty easy to document, more or less. The only thing you need to watch for is the Poison Frog attack, which Poisons AND Frogs you.

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Mission #063: Missing Prof.

- ~~ Type : Engagement.
- ~~ Info Cost: 2,400 Gil.
- ~~ Available: After finishing Mission #020. 25 days only.
- ~~ Location : Gotor Sands.
- ~~ Reward(s): 18,000 Gil, two random Law Cards, two random items.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Bomb
- ~~ Ahriman
- ~~ Ruin Ward
- ~~ Icewurm
- ~~ Odd Statue
- ~~ Odd Statue

Strategy/Notes:

The Bomb is your typical bomb. His Flame Attack is rather average, and, seeing as there aren't any fire-absorbers here, he can't heal anyone. Blowup, though rare, is something to take seriously, though.

The Ahriman isn't that threatening. Aside from the basic attack, it can also use Roulette, which is a random-instant-KO move.

The Ruin Ward can use Angel Whisper (HP healed; Auto-Life), and LV?D Holy, which will deal high Holy-based damage to all units with the same one's digit in their level as the day of the month.

The Icewurm mainly boasts high Weapon Attack and Ice Breath. He can also brag about how he is immune to Blizzard-based damage, while weak against Fire.

The main objective of this battle is to destroy the Odd Statues. They are quite weak, so, if you want to finish this fast, bring along a Gunner or two. The monsters are usable for extra EXP. You shouldn't really need too many status ailments, aside perhaps Blind for the Icewurm.

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Mission #064: Den of Evil

~~ Type : Engagement.
~~ Info Cost: 2,400 Gil.
~~ Available: After finishing Mission #020.
~~ Location : Tubola Cave.
~~ Reward(s): 22,600 Gil, two random Law Cards, one random item, Jagd Helje.

~~ Required Items : Helje Key
~~ Required Skills: Combat Lv. 25
~~ Required Jobs : None.

Opponents:

~~ Bishop
~~ Gadgeteer
~~ White Mage
~~ Black Mage
~~ Time Mage
~~ Elementalist

Strategy/Notes:

The Bishop has a decent number of magical spells, the majority being stuff that is offensive and elemental, like Water. There are two main spells to avoid however: Break and Holy. The former instantly Petrifies; the latter deals heavy Holy-based damage.

The Gadgeteer is probably the weakest unit on the opposing team. He uses only one ability I can recall: Silver Disc, a move that Blinds a side by the flip of a coin. He also has the S-ability Damage > MP, so you'll have to work a bit on him.

The White Mage is capable of using the basic spells of White Mages, like Cure and Esuna. However, there is one thing you would not expect him to have - the Alchemist A-ability Death, which is an instant KO. You will want this Mage to be the first target.

The Black Mage is a fiery being. He has a Flame Rod, as well as a Fire-nulling Blaze Robe. He can use the Fire chain of spells - Fire, Fira, Firaga. He also has a few Blue Mage techs too - most notably LV? S-Flare, though that shouldn't matter too much if you're above Lv. 20.

The Time Mage can use the general Slow, Stop, Demi, and Silence. In order, they can slow your speed, stop you completely, halve your HP, and prevent Magic usage. He is quite the force to be reckoned with: attack from a long range if he isn't Silenced or otherwise magically challenged.

The Elementalist can use Fire Whip (damage and Disable), Evil Gaze (damage and Confuse), and Sliprain (damage and slow). In addition to these Elementalist abilities, she also wields the Red Mage abilities Sleep, Doublecast, and Magic Pow+. She is quite a force; Silence her when possible.

As you can obviously see, the enemy forces consist largely of spellcasting units. There are several ways to counter them. Templars and Time Mages are capable of Silencing, as are Gunners for long-range users. Templars are also capable of moves like Rasp and Soul Sphere for MP damage, as are the Nu Mou and Viera Totemas. Berserking is another potential method, because this forces the physically-weak opponents to use the basic attacks. Of course, before settling to use statuses, you'll need to defeat the White Mage.

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Mission #065: Exploration

- ~~ Type : Engagement.
- ~~ Info Cost: 900 Gil.
- ~~ Available: After finishing Mission #016.
- ~~ Location : Gotor Sands.
- ~~ Reward(s): Two random Law Cards, two random items, Jagd Ahli.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Coeurl
- ~~ Grenade
- ~~ Ice Flan
- ~~ Jawbreaker

Strategy/Notes:

The Coeurl will definitely be the biggest threat. It can use Blaster to Petrify and Hastebreak to Slow. It also boasts high Weapon Attack. Blinding is a good start.

The Grenade is a Icy Bomb, more or less. It can use the usual Blowup, and also Chill to icily damage nearby units while healing itself. It is also more powerful than most Grenades, as it holds the Weapon Atk+ ability. Remember that Ice is bad here, and Fire is good.

The Ice Flan can use the icy Blizzard and status-inducing Acid. Aside from that, remember you'll need to bring someone who can use Fire-based moves, such as a Black Mage with Firaga.

The Jawbreaker is capable of the usual LV3 Def-less and LV5 Death. The former will lower the defensive stats of units with levels divisible by three. The

latter auto-KO's all units with levels divisible by five.

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Mission #066: A Dragon's Aid

~~ Type : Engagement.
~~ Info Cost: 6,300 Gil.
~~ Available: Finish Mission #102.
~~ Location : Cyril.
~~ Reward(s): 31,600 Gil, two random Law Cards, two random items.

~~ Required Items : Wurmstone.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

- ~~ Dragoon
- ~~ Dragoon
- ~~ Firewurm
- ~~ Icewurm
- ~~ Thundrake

Strategy/Notes:

The two Dragoons have very high Weapon Attack. The boss of the two has some Genji equipment, the Elemental Breaths, and Lancet to drain HP. The non-boss lacks Genji equipment, and can use Lancet and Jump.

The Firewurm is capable of using Fire Breath. It has decent power.

The Icewurm has higher Weapon Attack, Ice Breath, and Mighty Guard (ups the defensive stats).

The Thundrake can use Bolt Breath and Dragon Force (ups the offensive stats).

The goal of this battle is to simply beat up the boss Dragoon - the one with the Elemental Breaths. You can go for him directly, or take everyone else out first. Regardless, Blinding is an exceptional damage-evading status for this battle.

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Mission #067: Missing Meow

~~ Type : Engagement.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #024.
~~ Location : Deti Plains.
~~ Reward(s): 27,000 Gil, Ally Finder2, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

- ~~ Coeurl (Meow)

Strategy/Notes:

This ... is someone's ... pet!? Anyhow, Meow is a Lv. 35 powerhouse that will likely outlevel your best units right after winning Mission #024. Meow can use the two basic abilities of Coeurls: Hastebreak (Slow) and Blaster (Petrify).

There are a few simple strategies. Blinding can work, as can Dooming. Just be careful and bring a White Mage - you'll need it.

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Mission #068: Fowl Thief

~~ Type : Engagement.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #002.
~~ Location : Cyril.
~~ Reward(s): 3,600 Gil, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Thief/Dabarosa

Strategy/Notes:

Simple battle, I guess. Depending on when you start the mission, Dabarosa can be incredibly powerful or incredibly weak. He is Lv. 7 with a decently-high Weapon Attack for that level. He can use Counter, as well. Long-range units are preferable at lower levels.

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Mission #069: Free Sphrom!

~~ Type : Capture.
~~ Info Cost: 400 Gil.
~~ Available: Finish Mission #068 and read the rumor "Area Freed!".
~~ Location : Sprohm.
~~ Reward(s): 2,400 Gil, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Thief/Warose
~~ Warrior
~~ White Mage

Strategy/Notes:

The Warrior and White Mage are early-game generics. Your main problem is the Thief, Warose. He can do most of the things decent-leveld Thieves can do and is fairly strong. Your main focus should be put upon defeating the heal-crazy White Mage. Then go on to Blind Warose and the Warrior, defeat them, and you are done.

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Mission #070: Raven's Oath

~~ Type : Engagement.
~~ Info Cost: 800 Gil.
~~ Available: After finishing Mission #069 and reading the rumor "Our Heroes".
Sprohm pub only.
~~ Location : Giza Plains.
~~ Reward(s): 6,400 Gil, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Paladin/Raven
~~ Black Mage

Strategy/Notes:

Raven is a Paladin at Lv. 11, so, yes, he will hurt you. He primarily uses Saint Cross and Holy Blade, powerful Holy-based moves. Saint Cross is a surrounding hit; Holy Blade is a direct attack.

The Black Mage is your general Black Mage, as far as Black Magic goes - he has some pretty powerful ones. However, he also knows Acid (random status) and Matra Magic (swaps HP and MP). Additionally, he has Return Magic.

For this battle, it is quite good to stay away from Raven. Raven has lower Magic Resistance than Weapon Attack, so your spellcaster goes there. You can send physical unit(s) after the Black Mage due to his lower Weapon Defense.

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Mission #071: Nubswood Base

~~ Type : Engagement.
~~ Info Cost: 1,000 Gil.
~~ Available: Finish Mission #070 and read the "Borzoi's Plan" rumor. Found only at Sprohm pub.
~~ Location : Nubswood.
~~ Reward(s): 7,000 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Black Mage
~~ White Mage
~~ Red Mage

Strategy/Notes:

Random trivia: the flag of Trinidad and Tobago is only black, white, and red.

The Black Mage has the second-level (or "-ara") spells.

The White Mage can use Esuna, Shell, Cure, and Cura.

The Red Mage can use the basic spells of Red Mages as well as Doublecast and

Spirit Magic.

For this battle, you'll want to get rid of the Red Mage, then the White Mage, then the Black Mage. Silencing is the only real status you'll need.

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Mission #072: Lutia Mop-Up

~~ Type : Engagement.
~~ Info Cost: 800 Gil.
~~ Available: After finishing Mission #008. Sprohm pub only; 25 days only.
~~ Location : Lutia Pass.
~~ Reward(s): 6,000 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Sniper
~~ Time Mage
~~ Black Mage

Strategy/Notes:

Each of the opponents hold the abilities that their job generally has. In addition, the Sniper can use Archer abilities, and the Time Mage can heal. The Black Mage lacks a sub-job, but begins with Auto-Life. Immediately start with the Time Mage to eliminate the chances of Haste, then the Black Mage (twice), and the Sniper. Blinding would be a good idea against the Sniper, due to her powerful.

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Mission #073: Borzoi Falling

~~ Type : Engagement.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #072. Cyril pub only.
~~ Location : Cyril.
~~ Reward(s): 7,200 Gil, Shijin Shield, two random Law Cards.

~~ Required Items : None.
~~ Required Skills: Combat Lv. 12.
~~ Required Jobs : None.

Opponents:

~~ Fighter/Gukko
~~ Sniper
~~ White Mage
~~ White Monk

Strategy/Notes:

Gukko is the strongest unit of the group by a long shot. His Weapon Attack is over 300 and his S-ability (Doublehand, I think) makes him all the more lethal. Blinding is a must. (Ability-wise, he is generic.)

The Sniper holds a good few Sniper abilities; nothing new though. She also can

use the Fencer abilities Manastrike (MP damage) and Shadowstick (slows you).

The White Mage and White Monk are really generic and worth little mention.

The first thing you want to do is defeat the White Mage. While doing this or immediately afterwards, Blind the other three. Distance attacking with Snipers, Mages, etc., is always a good idea.

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Mission #074: Cadoan Watch

- ~~ Type : Engagement.
- ~~ Info Cost: 1,500 Gil.
- ~~ Available: After finishing Mission #075 and reading the rumors "Foreign Ship" and "Crime Ring". Found only at the Cadoan pub.
- ~~ Location : Cadoan.
- ~~ Reward(s): 8,200 Gil, two random Law Cards, two random items.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Bomb
- ~~ Bomb
- ~~ Bomb
- ~~ Bomb
- ~~ Mombomb

Strategy/Notes:

Kind of hard to get in-depth on this battle. All of the Bombs are capable of using Flame Attack, a move of decent power that can also heal fire-absorbers like Bombs. They all are weak to Water and Ice attacks, while they absorb Fire. The Mombomb is completely like the Bombs, aside from the fact it also has the Counter ability and higher Weapon Attack (200+).

Black Mages and other elemental strikers are a must here.

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Mission #075: Free Cadoan!

- ~~ Type : Capture.
- ~~ Info Cost: 600 Gil.
- ~~ Available: After finishing Mission #074 and reading the "The Redwings" rumor. Cadoan pub only.
- ~~ Location : Cyril.
- ~~ Reward(s): 2,400 Gil, Red Robe, two random Law Cards.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Mog Knight
- ~~ Mog Knight

Strategy/Notes:

Okay, I know we're all thinking it. In the mission description, does it not state, and I quote, "The Redwings have reared their ugly in Cyril". It does say this - they are in Cyril. So, how come are we freeing CADOAN?

The Mog Knights are actually quite different. The higher-leveled one can use a fair deal of troublesome Juggler techs. He also has Concentrate and Damage > MP.

The other one can use status-inducing Gunner techniques and Concentrate, but is otherwise unremarkable.

They both have high Weapon Attack (225 ~ 250). Long-range attacking is preferable, although you can also do some Blinding if you plan on getting in close quarters.

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Mission #076: Fire Sigil

- ~~ Type : Engagement.
- ~~ Info Cost: 1,200 Gil.
- ~~ Available: Finish Mission #075 and read the rumor "Falgabird".
- ~~ Location : Roda Volcano.
- ~~ Reward(s): 4,600 Gil, Fire Sigil, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Lamia/Marilith
- ~~ Mog Knight
- ~~ Mog Knight
- ~~ Mog Knight

Strategy/Notes:

Marilith is not really the main difficulty here - she is just a stronger Lamia. Nevertheless, beware Poison Frog, as well as that move the Sleeps the other side.

The left Mog Knight has the Steal: Weapon ability, in addition to other Steal techniques.

The center Mog Knight can use some Animist abilities, primarily the line-based Chocobo Rush. He also has Counter.

The right Mog Knight has Geomancy to boost the power of his Black Mage spells.

Depending on whether the weapons you bring are valuable, I first go for either the Stealing Mog Knight or Marilith. After that, I'd go for the other Mog Knights.

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Mission #077: Free Baguba!

- ~~ Type : Capture.

~~ Info Cost: 600 Gil.
~~ Available: Finish Mission #012 and read the "The Spiritstone" rumor.
~~ Location : Baguba Port.
~~ Reward(s): 2,400 Gil, Delta Fang, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Naga
~~ Naga
~~ Naga

Strategy/Notes:

Each of the Naga hold one A-ability. It can either be Kiss (Charm), Twister (damage), or Poison Frog. This makes this fight much easier than fighting a normal Lilith, as they usually have all three. v_v Shameful, Square Enix.

Anyhow, just hack-and-slash ... or shoot ... or shock ... or whatever. No real specific procedure here.

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Mission #078: Water Sigil

~~ Type : Engagement.
~~ Info Cost: 1,200 Gil.
~~ Available: Finish Mission #077 and read the rumor "The Sages".
~~ Location : Nargai Cave.
~~ Reward(s): 18,000 Gil, Water Sigil, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Ice Flan/Kraken
~~ Mog Knight
~~ Mog Knight
~~ Mog Knight

Strategy/Notes:

So, wait, the Kraken is a jelly-like monster and not a squid? Mind = blown.

Kraken is your general-ish Ice Flan. Fire spells = defeat. Be sure to bring along a Black Mage.

The Mog Knights are generally alike. They can use Mog Attack (push back and damage), Mog Lance (long-range damage), Mog Rush (high damage, low accuracy), Mog Aid (heal), and some of the Status-Shots (eg. Stop, Blind, Charm). They also have the Elemental Shots and do NOT have Concentrate. With this vast array of abilities, Disabling, Addling, or Blinding are all considerable options.

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Mission #079: Wind Sigil

~~ Type : Engagement.
~~ Info Cost: 1,200 Gil.
~~ Available: Finish Mission #077 and read the rumor "The Sages".
~~ Location : Koringwood.
~~ Reward(s): 18,000 Gil, Wind Sigil, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Thundrake/Tiamat
~~ Mog Knight
~~ Mog Knight
~~ Mog Knight

Strategy/Notes:

Random Trivia: In Babylonian creationist mythology, Tiamat is the goddess that personifies the primal saltwater oceans. Bit weird, seeing Tiamat represented in FFTA as an electric being.

Tiamat, like most Dragons, is a fair threat to the team. His Weapon Attack is quite high (~275). He also can use the standard Bolt Breath, which is powered up with Geomancy, and Dragon Force to raise his offensive stats. A quick end is preferable. However, remember that Thunder-based moves do no damage to him (or her?) and that Blinding or Addling can help.

The three Mog Knights are quite alike. They can use Mog Attack (push back and damage), Mog Lance (ranged damage), Mog Rush (high damage, low accuracy), Mog Aid (heals), Boltshot, Iceshot, Fireshot, Confushot, Charmshot, Stopshot, Blindshot, and Silenshot. Luckily, the "-shots" cannot be used unless as a direct attack, and the Knights lack Concentrate. However, to be safe, be sure to Disable, or at least Blind, them.

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Mission #080: Earth Sigil

~~ Type : Engagement.
~~ Info Cost: 1,200 Gil.
~~ Available: Finish Mission #077 and read the rumor "The Sages".
~~ Location : Aisenfield.
~~ Reward(s): 18,000 Gil, Earth Sigil, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Zombie/Lich
~~ Mog Knight
~~ Mog Knight
~~ Mog Knight

Strategy/Notes:

Lich is just your basic souped-up Zombie. Remember, he is Undead -- you can use items, Cure/Cura/Curaga, Life, Holy-based moves, and so on, to seriously

cause some damage. Remember, though, being a Zombie, he is revived within three turns of his "death", so you'll probably need to leave him for last. He can use Drain Touch to take HP and Miasma to Poison. He also has Counter.

The three Mog Knights are quite alike. They can use Mog Attack (push back and damage), Mog Lance (ranged damage), Mog Rush (high damage, low accuracy), Mog Aid (heals), Boltshot, Iceshot, Fireshot, Confusshot, Charmshot, Stopshot, Blindshot, and Silenshot. Luckily, the "-shots" cannot be used unless as a direct attack. However, what's new is that the Knights DO have Concentrate and some Stunt abilities! Disabling is an absolute must!!

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Mission #081: The Redwings

~~ Type : Engagement.
~~ Info Cost: 4,000 Gil.
~~ Available: Finish Mission #077 and read the rumor "The Sages".
~~ Location : Salikawood.
~~ Reward(s): 22,600 Gil, Reaper Cloak, two random Law Cards.

~~ Required Items : Spiritstone.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Paladin/Glasm
~~ Defender
~~ Defender
~~ Mog Knight
~~ Mog Knight

Strategy/Notes:

Hold on a minute... Firstly, isn't Mr. Grissom a Dark Knight, essentially the anti-Paladin? (I think this was covered in FFIV Advance.) And then there is the fact that the mission says him to be Glissom - the battle calls him Glasm.
v_v Another shameful mistake, Square Enix.

The two Mog Knights are quite alike. They can use Mog Attack (push back and damage), Mog Lance (ranged damage), Mog Rush (high damage, low accuracy), Mog Aid (heals), Boltshot, Iceshot, Fireshot, Confusshot, Charmshot, Stopshot, Blindshot, and Silenshot. Luckily, the "-shots" cannot be used unless as a direct attack. They still have Concentrate and the Stunt abilities. Disabling is a must.

The Defenders can use Mow Down, the Elemental Blades, and the Elemental Breaths. Needless to say, you will want to Blind or Disable these guys fast.

Glasm/Glissom/Whatever can use Nurse (healing), Holy Blade (one-target heavy Holy damage), Saint Cross (surrounding heavy Holy damage), and some of the Archer's Aim abilities. He also has high Weapon Defense thanks to his S-ability too... Defeating him ends the battle; Blinding or Disabling (or both) are quite helpful in achieving this.

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Mission #082: Free Muscadet!

~~ Type : Capture.

~~ Info Cost: 600 Gil.
~~ Available: Finish Mission #081 and read the rumor "Grissom's End". Muscadet
pub exclusive.
~~ Location : Muscadet.
~~ Reward(s): 2,400 Gil, Hanya Helm, two random Law Cards.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Ark Knight
~~ Assassin
~~ Assassin

Strategy/Notes:

The Ark Knight is, in my eyes, a souped-up Templar. He has the standard Templar abilities - basically, nothing new. He does have Bonecrusher (which is Counter x 1.5), which is PAINFUL thanks to his Weapon Atk+ S-ability. You will want to Blind him and attack from a distance.

The leftmost of the Assassins is the lowest of the group in physical power. She can, however, attack from a distance!! In other words, she can use the moves Shadowbind (Stop), Ahponia (Silence), and Last Breath (insta-KO). She even has Concentrate! There are a few ways to remedy this: Blind, Disable, or Steal/destroy her Master Bow.

The other Assassin can use the Masamune Katana, so she is close-range only. She can use Nightmare (Sleep and Doom), Rockseal (Petrify), Ague (Slow), Death Sickie (Doom), and Beso Toxic (Poison and damage). Somehow getting rid of her weapon will help a lot to reduce the damage, and Disabling helps you avoid the statuses.

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Mission #083: ForeignFiend (Queen Lamia)

~~ Type : Engagement.
~~ Info Cost: 2,000 Gil.
~~ Available: Finish Mission #082 and read the "ForeignFiends" rumor.
~~ Location : Ulei River.
~~ Reward(s): 18,000 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Queen Lamia

Strategy/Notes:

rolls eyes To make this general, treat this enemy like a high-level Lamia.

If you want to get into specifics... Queen Lamia can use the general Lamia lineup - Night (all to Sleep), Poison Frog, and Hand Slap (damage, delays turn). She also has the Counter R-ability.

Long range is strongly preferable.

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Mission #084: ForeignFiend (Adamantoise)

~~ Type : Engagement.
~~ Info Cost: 2,000 Gil.
~~ Available: Finish Mission #083.
~~ Location : Baguba Port.
~~ Reward(s): 20,400 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Adamantoise

Strategy/Notes:

Erm... I say it now: save before doing this. The Adamantoise CAN AND WILL break and destroy weapons. And I know you have some valuable ones.

The Adamantoise can use Limit Glove (very high damage in critical HP), Resonate to Disable all, and Munch to break your weapons.

So, how to go about this... Well, the Magic Resistance is 300-ish less than the Weapon Defense. Bring in your best spellcasters (and a White Mage) and try to stay away from the Adamantoise.

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Mission #085: ForeignFiend (Neochu, Ochu)

~~ Type : Engagement.
~~ Info Cost: 2,500 Gil.
~~ Available: Finish Mission #084.
~~ Location : Uladon Bog.
~~ Reward(s): 22,600 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Neochu
~~ Ochu

Strategy/Notes:

And this will be the THIRD MISTAKE found in this update. The mission description for this mission states "A plant monster". "A" means one. I see two plants. v_v

The Ochu mainly uses Goo and Bad Breath. As you should know, the latter can deal a lot of statuses.

The Neochu can use Bad Breath, Soundwave (Dispel), and some others I didn't note.

Erm... Not really a strategy here. Hack-and-slash.

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Mission #086: Land Stand

~~ Type : Engagement.
~~ Info Cost: 4,000 Gil.
~~ Available: Finish Mission #085.
~~ Location : Nubswood.
~~ Reward(s): 34,000 Gil, Dread Soul, Judge Coat, two random Law Cards.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Dread Lord

Strategy/Notes:

The Dread Lord is your general Vampire. With a LOT HIGHER Weapon Attack. He can use the usual Miasma (damage and Poison), Zombify, and LV? S-Flare (heavy Dark damage to all units with the same one's digit in their level as is in the Dread Lord's).

Looking at the defensive stats, they are far above 500. Set-damage spells like Demi are effective. Stuff like Curaga, Holy Blade, Madeen, etc., will also have a huge effect on him.

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Mission #087: Free Bervenian!

~~ Type : Capture.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #024, freeing all areas, and finishing Mission #073.
~~ Location : Bervenian Palace.
~~ Reward(s): 2,400 Gil, Rukavi Soul, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Vampire/Gutskor
~~ Apanda
~~ Apanda
~~ Archademon
~~ Archademon

Strategy/Notes:

Gutskor is a Vampire, and therefore should be left for last, as he auto-revives in three turns. He can use the typical Zombify and so on - nothing new. He is very weak to Holy Blade and similar attacks, including Madeen, Curaga, and more.

Apandas are like the Ahriman enemies. They can mainly use Roulette to KO a

random unit.

The Archademons have extremely high Weapon Attack and mainly use Ice Breath.

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Mission #088: The Worldwurm

- ~~ Type : Engagement.
- ~~ Info Cost: 3,000 Gil.
- ~~ Available: After finishing Mission #024.
- ~~ Location : Roda Volcano.
- ~~ Reward(s): 22,600 Gil, Ogma's Seal, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:
~~ Worldwurm/Ogma

Strategy/Notes:

Ogma is an extremely powerful Thundrake. His Lv. is 46, with very high stats. Knowing the range of Bolt Breath will help in the case you plan on attacking from a distance. Physical attackers should have Ogma Blinded, Addled, and Disabled before trying. Also note that he is immune to Thunder-based moves.

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Mission #089: Moogle Bride

- ~~ Type : Engagement.
- ~~ Info Cost: 3,000 Gil.
- ~~ Available: After finishing Mission #088.
- ~~ Location : Materiwood.
- ~~ Reward(s): 18,000 Gil, Esteroth, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:
~~ Mog Knight
~~ Thief
~~ Juggler
~~ Black Mage
~~ Time Mage

Strategy/Notes:

The Mog Knight is generally generic - thereby, worth little mention.

The Thief, as per usual, carries the Steal techniques, most notably Steal: Weapon and Steal: Armor. Either avoid bringing important equipment or Disable or Addle the Thief. Blinding works, too.

The Juggler can use Hurl, Ring (Stops), Smile (gives an ally his turn), and Ball (damage and confuse), notably.

The Black Mage can use the "-aga" spells. He is quite powerful, so try to deal some Silence.

The Time Mage is more generic, using Haste and Stop for the most part. He can also use Return Magic. Physical attacking from a distance is a good idea, especially if said physical attacker can Silence.

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Mission #090: Clan Law

- ~~ Type : Engagement.
- ~~ Info Cost: 2,000 Gil.
- ~~ Available: After finishing Mission #089.
- ~~ Location : Ozmonfield.
- ~~ Reward(s): 12,600 Gil, Master Brave, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Paladin
- ~~ White Mage
- ~~ White Monk (?)
- ~~ Sage
- ~~ Summoner

Strategy/Notes:

The Paladin has exceptional Weapon Attack, often using Holy Blade when reasonably possible. Blind or Addle him and you'll be fine.

The White Mage can do general, but powerful, healing.

The Bangaa (I think he was a White Monk) primarily will use Earth Render. His is quite powerful in general - Blinding and Disabling help out.

The Sage is probably the most powerful unit of the opposing team. He can and will use Giga Flare, an insanely powerful move that deals "splash" damage. Do not group your allies because of this. Try Silencing the Sage.

The Summoner has the general Summon techs. Just avoid grouping up around her and try to attack from a distance and you'll be okay.

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Mission #091: Challengers?

- ~~ Type : Engagement.
- ~~ Info Cost: 2,400 Gil.
- ~~ Available: After finishing Mission #017.
- ~~ Location : Delia Dunes.
- ~~ Reward(s): 18,000 Gil, Chirijiraden, two random Law Cards.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

~~ Fighter

Strategy/Notes:

This Fighter here is at a high level, which, in a one-on-one, would probably kill you. However, remember, this is FOUR-on-one. His physical stats are extremely high. He can use Air Blast and Backdraft to deal some high damage, as well as use some Aim techs to Immobilize and Disable. His R-ability is Strikeback, so don't even try to use normal Fight moves.

Now, you'll also notice that his Magic Resistance is much lower than his Weapon Defense (by ~100 points). Bring in your three best spellcasters, using the last slot for a White Mage. Attack from a distance and you'll be fine.

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Mission #092: Cursed Bride

- ~~ Type : Engagement.
- ~~ Info Cost: 1,000 Gil.
- ~~ Available: After finishing Mission #010.
- ~~ Location : Eluut Sands.
- ~~ Reward(s): 8,200 Gil, Last Letter, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

~~ Inverlilith

Strategy/Notes:

The Inverlilith can use the ranged Twister (50% is taken off your HP), as well as Kiss (Charm and Doom). She MAY have Poison Frog like other Lilithe, but I am not sure. She can also stop Arrows with her R-ability.

Ranged attacking is a fair idea so as to avoid her attacks. Of course, you could just send all of your units after her. It isn't too hard of a battle.

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Mission #093: Flan Breakout!

- ~~ Type : Engagement.
- ~~ Info Cost: 1,700 Gil.
- ~~ Available: After finishing Mission #015.
- ~~ Location : Salikawood.
- ~~ Reward(s): 13,600 Gil, Heretic Rod, two random Law Cards.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

~~ Jelly
~~ Jelly
~~ Ice Flan
~~ Ice Flan
~~ Mamaflan

Strategy/Notes:

The Jellies can use Firaga, Acid (random status), and Sacrifice (KO's self to heal ally). You'll want to use Blizzard or Water-based spells on this one; avoid using Fire, as Jellies absorb that.

The Ice Flan can use Blizzaga, Acid, and Sacrifice. You'll want to use Fire spells on this one; avoid using Blizzard-based spells - Ice Flan absorb them.

The Mamaflan can use Thundaga, Acid, and Sacrifice. Avoid using Thunder spells and you'll be fine.

The main thing to do about this mission is bring in your most powerful spellcasters you have, primarily Black Mages with, at least, the three basic spells - Fire, Blizzard, and Thunder.

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Mission #094: Sorry, Friend

- ~~ Type : Encounter.
- ~~ Info Cost: 1,500 Gil.
- ~~ Available: After finishing Mission #021.
- ~~ Location : Deti Plains.
- ~~ Reward(s): 13,600 Gil, Bangaa Helm, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Jawbreaker

Strategy/Notes:

This Jawbreaker is obviously quite powerful - it is Lv. 34, with a Weapon Attack above 450! This Jawbreaker also prefers to Fight rather than use its abilities: Suffocate (damages and delays next turn) and LV3 Def-less (lowers defenses of all units whose levels are divisible by 3).

There is no real strategy to this. Distance attacking is preferable, of course. If you choose this, take care to notice that the Jawbreaker's Weapon Defense higher than its Magic Resistance.

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Mission #095: Carrot!

- ~~ Type : Engagement.
- ~~ Info Cost: 5,000 Gil.
- ~~ Available: After finishing Missions #024 and #064. 20 days only.
- ~~ Location : Jagd Helje.
- ~~ Reward(s): 40,600 Gil, Malbow, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

~~ Malboro (Carrot)

Strategy/Notes:

looks at enemy list ... O_o

Erm... okaaay. We have to take down a Malboro. You should know that it is going to be quite powerful - after all, it has more than 500 HP! Its signature move is the multi-statusing Bad Breath. Remember, this is a Jagd, so you are not limited.

Just try distance attacking and statusing as necessary. It wouldn't hurt to bring along a White Mage - you never know what could happen.

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Mission #096: Shadow Clan

- ~~ Type : Engagement.
- ~~ Info Cost: 4,500 Gil.
- ~~ Available: After finishing Mission #024 and #065.
- ~~ Location : Jagd Ahli.
- ~~ Reward(s): 36,000 Gil, Ninja Tabi, two random Law Cards, one random item.
- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Ninja
- ~~ Ninja
- ~~ Ninja
- ~~ Assassin
- ~~ Assassin

Strategy/Notes:

The Ninjas that are NOT Hanzou can use Double Sword to hold two swords. They also can use some general Ninja skills, like the Veils, as well as one using Blue Magic.

Hanzou (Ninja) lacks Double Sword. However, he can use some Ninja skills as well as Illusionist skills. Illusionist skills, as you know, are field-wide. He also has Turbo MP to boost their power. Silence him! If you KO him, you win.

The Assassins can use some Sniper and Assassin techs. Most notable are Last Breath (instant KO), Shadowbind (Stop), Nightmare (Sleep and Doom), and Rockseal (petrification). Blinding them is one way to avoid them; Immobilizing them and attacking from a distance also works.

Generally, long-range attacking would help, though these enemies can move far. It still helps with those like Gunners can attack from eight/nine panels away. Silencing and Blinding are key skills for this battle. Be sure to bring a White Mage, too -- no one needs to die.

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Mission #097: The Dark Blade

~~ Type : Engagement.
~~ Info Cost: 3,000 Gil.
~~ Available: After finishing Mission #024.
~~ Location : Jagd Dorsa.
~~ Reward(s): 22,600 Gil, Ebon Blade, two random Law Cards, one random item.

~~ Required Items : Spiritstone, Bent Sword.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Paladin (Dark Knight)

Strategy/Notes:

looks at enemy list Kind of contradictory, isn't it?

Anyhow, this Paladin is very powerful. He is Lv. 48 and extremely high physical stats. He will primarily use the Holy Blade attack. Blinding is a very good thing.

There are a few ways to go about this. Magic-casting is the most preferable way to go. Be sure to Immobilize him throughout the course of such a strategy to be able to maximize the odds of you winning. Of course, a White Mage helps.

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Mission #098: The Hero Blade

~~ Type : Engagement.
~~ Info Cost: 3,600 Gil.
~~ Available: After finishing Mission #024.
~~ Location : Baguba Port.
~~ Reward(s): 27,000 Gil, Excalibur2, two random Law Cards, one random item.

~~ Required Items : Rusty Sword, Mysidia Alloy.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Templar (Buckles)

Strategy/Notes:

Buckles is quite the strong Templar with very high Weapon Attack. He also has high HP, which can make for problems with a certain ability. He can most notably use Lifebreak to deal damage equal to lost HP, in addition to most generic Templar skills. He also has Bonecrusher, so you'll need to attack from a distance.

As with the Dark Knight, Immobilizing and distance-attacking is the most preferable method.

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Mission #099: The Fey Blade

~~ Type : Engagement.
~~ Info Cost: 5,000 Gil.
~~ Available: After finishing Mission #024.

~~ Location : Siena Gorge.
~~ Reward(s): 31,600 Gil, Masamune 100, two random Law Cards, one random item.

~~ Required Items : Zodiac Ore, Blood Apple.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Gladiator (Gagatoh)

Strategy/Notes:

looks at rewards Oddly enough, the Sephiroth theme to FF7 was playing when I was writing this. Sephiroth wields the Masamune, so...

coughs Anyhow, Gagatoh is your "typical" Lv. 49 Gladiator. His Weapon Attack is ridiculously high, probably enough to KO most units in a single turn. He mainly uses the Elemental Swords. He also has Counter.

Like with the Dark Knight and Buckles before him, use the Immobilize-and-attack technique, with the "attack" being from a distance.

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Mission #100: Fiend Run

~~ Type : Encounter.
~~ Info Cost: 1,200 Gil.
~~ Available: After capturing five monsters and speaking to the Monster Bank guy in Cyril, then go to the pub. 20 days only.
~~ Location : ???
~~ Reward(s): 8,800 Gil, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Ahriman
~~ Big Malboro
~~ Coeurl
~~ Red Cap

Strategy/Notes:

Once you reach the monsters on the world map, you'll actually consider letting them go. Let's "Capture" them instead...

Erm... Nothing much to mention. The Coeurl can use Blaster for Petrification and the Big Malboro can use the multi-statusing Bad Breath. Any questions? Yes? Too bad.

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Mission #101: Clan Round-up

~~ Type : Encounter.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #004. 25 days only.
~~ Location : ???

~~ Reward(s): 4,600 Gil, two random items.

~~ Required Items : None.

~~ Required Skills: None.

~~ Required Jobs : None.

Opponents:

~~ Archer

~~ Warrior

~~ Thief

~~ Black Mage

~~ White Mage

Strategy/Notes:

When you meet the opponents, they'll ask you for 3,000 Gil in return for not having to fight. DECLINE THIS OFFER and prepare to engage!

The Archer has some Aim techs, such as the disabling Aim: Arm and the Charming Cupid.

The Warrior can use Greased Bolt to avoid your R-ability, but that's about it.

The Thief has some generic Steal techs and little else.

The Black Mage can use the basic spells - Fire, Blizzard, and Thunder.

The White Mage is also generic, but remember, the White Mage will try to heal.

Erm... Little else to say. The White Mage probably should be your first target, but, all in all, it's a pretty easy fight.

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Mission #102: Wyrms Awaken

~~ Type : Encounter.

~~ Info Cost: 2,700 Gil.

~~ Available: After finishing Mission #017. 35 days only.

~~ Location : ???

~~ Reward(s): 22,600 Gil, two random Law Cards, one random item.

~~ Required Items : None.

~~ Required Skills: None.

~~ Required Jobs : None.

Opponents:

~~ Firewyrms

~~ Firewyrms

~~ Icedrake

~~ Thundrake

~~ Thundrake

Strategy/Notes:

The Icedrake is probably the most physically-powerful unit here. It can use Ice Breath and Mighty Guard (raises defenses).

The Firewyrms both can use Fire Breath and Guard-Off (lowers defenses).

The Thundrakes both can use Bolt Breath and Dragon Force (ups offenses).

Remember, Icedrakes are immune to Ice; Firewyrms are immune to Fire; and Thundrakes are immune to Thunder. Other than that, do what you want - just don't get hit too much.

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Mission #103: Mythril Rush

~~ Type : Encounter.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #063.
~~ Location : ???
~~ Reward(s): 7,000 Gil, Silvril, one random Law Card.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Sage (Auggie)
~~ Fencer
~~ Juggler
~~ Illusionist

Strategy/Notes:

After encountering the group on the map, you'll be offered some Mythril for 10,000 Gil. You'll get it for winning, so "Just take it."

Auggie is capable of the standard Giga Flare, which is splash-damaging and powerful, so avoid grouping allies together. He can also use the relatively disappointing Water and Aero. Silence him and you'll survive.

The Fencer has decent Weapon Attack, though she fails to use it successfully. Her abilities consist of Piercethrough (ranged hit) and Swallowtail (hits all surrounding units) and Nighthawk (ranged hit). She also has the R-ability Reflex, so magic is preferable here.

The Juggler can use Firebomb (damage and Berserk), Dagger (damage and Disable), Ball (confuses), Ring (Stops), and Smile (gives turn away). Addling may help.

The Illusionist is capable of Soil Evidence, Wild Tornado, and Star Cross, which deal field-wide Earth, Wind, and Holy damage, respectively. Silencing him or ridding him of his MP will make him useless.

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Mission #104: Stolen Scoop

~~ Type : Encounter.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #016. 25 days only.
~~ Location : ???
~~ Reward(s): 9,000 Gil, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

- ~~ Thief
- ~~ Thief
- ~~ Soldier
- ~~ White Monk
- ~~ Fencer

Strategy/Notes:

You'll be offered an amount of Gil to leave them alone when you meet them. Decline and engage them.

The Thieves have the generic Steal abilities, primarily Steal: Weapon.

The Soldier can use Mug (damage and take Gil), First Aid (heals), and Provoke (Berserks). Not much of a threat.

The White Monk can use Earth Render (line-of-sight damage), Holy Sign (Dispel), and Chakra (heals).

The Fencer can use Swallowtail (hits surrounding units), and Piercethrough and Nighthawk, which are ranged moves.

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Mission #105: Smuggle Bust

- ~~ Type : Encounter.
- ~~ Info Cost: 2,000 Gil.
- ~~ Available: After finishing Mission #016. 40 days only.
- ~~ Location : ???
- ~~ Reward(s): 13,600 Gil, Chocobo Skin, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Hunter
- ~~ Beastmaster
- ~~ Malboro
- ~~ Malboro
- ~~ Mystery Box
- ~~ Mystery Box

Strategy/Notes:

When you encounter the opponents, you'll be offered a Chocobo Skin to let these smugglers go. Seeing as you get this item for winning... decline and engage.

The Hunter is very strong - enough to KO some units in one hit. He can use the splash-damage Sonic Boom, Addle, and Aim: Vitals to inflict a random status. His Weapon Attack is also upped by his S-ability. Blinding him or getting rid of his weapon are good methods to go about this.

The Beastmaster is rather useless, ability-wise. He has high Weapon Attack, so try to attack from a distance.

The Malboros are the same as ever, and capable of the multi-statusing Bad

Breath move. If you Blind them, you'll be fine. They also can use Goo to Immobilize you.

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Mission #106: Resistance

~~ Type : Encounter.
~~ Info Cost: 1,200 Gil.
~~ Available: Gossip with Ezel in Cadoan. Then head to the pub. 25 days only.
~~ Location : ???
~~ Reward(s): 6,000 Gil, one random Law Card, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Thief
~~ Fighter
~~ Warrior
~~ Time Mage

Strategy/Notes:

When you reach the group, decline the "your-Phoenix-Down-for-my-Antilaw" trade and begin the engagement.

Erm... Seriously not much to mention here. The opponents are mostly generic. The Thief can Throw, and the Fighter has high physical power. As far as the Warrior goes, he is the toughest with Warrior and Gladiator abilities, and the Time Mage is just for making a false impression.

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Mission #107: Old Friends

~~ Type : Encounter.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #018. 25 days only.
~~ Location : ???
~~ Reward(s): 4,600 Gil, Beastspear, one random Law Card.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Blade Biter
~~ Antlion
~~ Bomb

Strategy/Notes:

When you encounter Ritz, you'll mention something about her seeming worried, and how the Blue Rose is supposed to calm the soul. If you have one, you can give it to her to obtain the Almighty Antilaw, an impressive item, no matter where you are in-game.

The Blade Biter can use Munch to take away your weapon, and Limit Glove to

deal 999 damage when in critical-HP. Blinding it or distance-striking will suffice.

The Antlion is able to use Sandstorm (damage and Blind) and LV3 Def-less (lowers defenses of all units whose levels are divisible by three).

The Bomb is generic, mainly using Flame Attack. Don't use Fire-based moves on it, as it will absorb those.

The Bomb and Antlion should be easy enough to deal with. The main opponent would be the Blade Biter. Attack it from a distance, preferably with magic, as its Magic Resistance is the lower of its two defensive stats.

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Mission #108: Poachers

- ~~ Type : Encounter.
- ~~ Info Cost: 1,600 Gil.
- ~~ Available: After finishing Mission #052. 25 days only.
- ~~ Location : ???
- ~~ Reward(s): 11,400 Gil, Tiger Hide, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Hunter
- ~~ Hunter
- ~~ Gunner
- ~~ Gunner
- ~~ Archer
- ~~ Archer

Strategy/Notes:

When you first arrive, you'll be offered a Tiger Skin for 3,000 Gil if you let them be. I don't really like paying -- let's decline and engage them.

The Hunters can use Sonic Boom (splash damage), Advice (upped critical-hit rate), and Auto-Regen (heals HP each turn).

The Gunners can use the Status-Shots to induce Blinding, Charming, Confusing, or Silencing. They also have Concentrate.

The Archers can use the basic Aim techs to Disable, Immobilize, and Charm you. They also have Concentrate.

Seeing as your opponents are all long-ranged, Immobilizing is useless. You will desperately want distance attackers as well. Gunners with Blindshot are preferable so you can stop the enemy's Gunners and Archers. Magic-casters are also good, with the Illusionists being the best in that category.

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Mission #109: Snow Fairy

- ~~ Type : Encounter.
- ~~ Info Cost: 1,200 Gil.

~~ Available: After finishing Mission #013. 20 days only.
~~ Location : ???
~~ Reward(s): 9,000 Gil, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Grenade
~~ Ice Flan
~~ Sprite

Strategy/Notes:

When you encounter the fairy on the map, you'll be asked to give her some sweets. Decline and begin the battle.

The Grenade can use Chill (ranged damage and self-heal) and Blowup.

The Ice Flan can use Acid (random status) and Blizzard. Use non-Blizzard spells on it, as it will absorb those.

The Sprite can simply use White Wind to heal. It also has Counter, so a distance attack will work fine.

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Mission #110: Revenge

~~ Type : Encounter.
~~ Info Cost: 700 Gil.
~~ Available: After finishing Mission #287.
~~ Location : ???
~~ Reward(s): 13,600 Gil, two random Law Cards, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents:

~~ Fighter
~~ Fighter
~~ Gladiator
~~ Archer
~~ Black Mage

Strategy/Notes:

The Fighters are more-or-less alike. They are also quite generic, albeit powerful. Weaver, in fact, wields Weapon Atk+! Blinding him works nicely; same for the other Fighter.

The Gladiator has decent physical power, as well as the Elemental Swords.

The Archer can use the basic Aim techs to Disable and Immobilize you. Cupid may also be in there.

The Black Mage is generic, however you look at it. I think he may have the "-ara" spells, but I'm not too sure.

The main objective here is to defeat Weaver. This is best done by Immobilizing the Fighter(s) and beating him/them from a distance with Archers, Gunners, etc.

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Mission #111: Retrieve Mail!

- ~~ Type : Encounter.
- ~~ Info Cost: 2,400 Gil.
- ~~ Available: After finishing Mission #011. 25 days only.
- ~~ Location : ???
- ~~ Reward(s): 11,400 Gil, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents:

- ~~ Animist
- ~~ Archer
- ~~ Gunner
- ~~ Soldier
- ~~ Warrior

Strategy/Notes:

When encounter the group on the world map, select to "Grab the Mail." Prepare for battle.

I'm not really going to go too in-depth on this battle. The only unit worth any mention is the Gunner, who can use the Status-Shots and wields Concentrate. Blind him and he's done for. The other four units are generic beyond belief.

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Mission #112: A Challenge

- ~~ Type : Encounter.
- ~~ Info Cost: 600 Gil.
- ~~ Available: After finishing Mission #004.
- ~~ Location : ???
- ~~ Reward(s): 4,200 Gil, two random items.

- ~~ Required Items : None.
- ~~ Required Skills: Negotiate Lv. 4.
- ~~ Required Jobs : None.

Opponents:

- ~~ Soldier (Mintz)
- ~~ Archer
- ~~ Thief
- ~~ Black Mage
- ~~ White Mage

Strategy/Notes:

When you encounter the group on the map, you'll be given a fast ultimatum - join or battle. Battle should be your choice.

Mintz is capable of the four Stat-break attacks, as well as some generic Fighter moves.

The Archer can use the Disable and Immobilizing techs, which are quite accurate thanks to his S-ability, Concentrate.

The Thief, as well as the Black Mage, are generic and only hold the lowest levels of their respective job's abilities.

The White Mage is also generic, but is a healer, so take him out first.

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Mission #113: Watching You

~~ Type : Dispatch
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #003.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 2,800 Gil, Ahriman Eye, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #114: Golden Gil

~~ Type : Dispatch.
~~ Info Cost: 800 Gil.
~~ Available: After finishing Mission #010.
~~ Location : Unknown. Gone for 20 days.
~~ Reward(s): 6,400 Gil, Ancient Coins, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #115: Dueling Sub

~~ Type : Dispatch.
~~ Info Cost: 300 Gil.
~~ Available: After finishing Mission #001.
~~ Location : Unknown. Gone for three days.
~~ Reward(s): 1,800 Gil, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : Soldier.

Opponents: None.

Strategy/Notes: None.

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Mission #116: Gulug Ghost

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,600 Gil.
- ~~ Available: After finishing Mission #020. Huntmoon only.
- ~~ Location : Unknown. Gone for two battles.
- ~~ Reward(s): 11,800 Gil, Fire Sigil, one random Law Card, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #117: Water City

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,000 Gil.
- ~~ Available: After finishing Mission #020. Madmoon only.
- ~~ Location : Unknown. Gone for two battles.
- ~~ Reward(s): 11,800 Gil, Water Sigil, one random Law Card, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #118: Mirage Tower

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,600 Gil.
- ~~ Available: After finishing Mission #020. Bardmoon only.
- ~~ Location : Unknown. Gone for two battles.
- ~~ Reward(s): 11,800 Gil, Wind Sigil, one random Law Card, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #119: A Barren Land

~~ Type : Dispatch.
~~ Info Cost: 1,600 Gil.
~~ Available: After finishing Mission #020. Sagemoon only.
~~ Location : Unknown. Gone for one battle.
~~ Reward(s): 13,200 Gil, Earth Sigil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #120: Cadoan Meet

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #020.
~~ Location : Unknown (possibly Cadoan?). Gone for one battle.
~~ Reward(s): 10,600 Gil, Magic Trophy, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : Black Mage.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #121: Sprohm Meet

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #016.
~~ Location : Unknown (possibly Sprohm?). Gone for one battle.
~~ Reward(s): 4,200 Gil, Fight Trophy, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : Fighter.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #122: Run for Fun

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #007.

~~ Location : Unknown. Gone for one battle.
~~ Reward(s): 5,200 Gil, Sport Trophy, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : Juggler.

Opponents: None.

Strategy/Notes: None.

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Mission #123: Hungry Ghost

~~ Type : Dispatch.
~~ Info Cost: 900 Gil.
~~ Available: After finishing Mission #006.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 4,200 Gil, Elda's Cup, two random Law Cards, one random item.

~~ Required Items : Dragon Bone.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #124: Pirates Ahoy

~~ Type : Dispatch.
~~ Info Cost: 800 Gil.
~~ Available: After finishing Mission #010.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 6,400 Gil, Coast Medal, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #125: Castle Sit-in

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #008. Huntmoon only.
~~ Location : Unknown. Gone for one battle.
~~ Reward(s): 4,600 Gil, Guard Medal, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #126: Wine Delivery

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #015.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 7,000 Gil, Rainbowite, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #127: Broken Tunes

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #276.
~~ Location : Unknown. Gone for 15 days.
~~ Reward(s): 11,400 Gil, Cat's Tears, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #128: Falcon Flown

~~ Type : Dispatch.
~~ Info Cost: 1,400 Gil.
~~ Available: After finishing Mission #018.
~~ Location : Unknown. Gone for 10 days.
~~ Reward(s): 11,400 Gil, Dame's Blush, two random Law Cards, one random item.

~~ Required Items : Skull.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #129: Danger Pass

~~ Type : Dispatch.
~~ Info Cost: 1,500 Gil.
~~ Available: After finishing Mission #165.
~~ Location : Unknown. Returns after defeating 15 enemies.
~~ Reward(s): 7,800 Gil, Thunderstone, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #130: Mist Stars

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #016.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 9,000 Gil, Stormstone, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #131: Adaman Alloy

~~ Type : Dispatch.
~~ Info Cost: 2,000 Gil.
~~ Available: After finishing Mission #013.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): Adaman Alloy, two random Law Cards, one random item.

~~ Required Items : Adamantite, Adamantite.
~~ Required Skills: Smithing Lv. 15.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #132: Mysidia Alloy

~~ Type : Dispatch.
~~ Info Cost: 2,000 Gil.
~~ Available: After finishing Mission #012.

~~ Location : Unknown. Gone for 15 days.
~~ Reward(s): Mysidia Alloy, two random Law Cards, one random item.

~~ Required Items : Adamantite, Silvril.
~~ Required Skills: Smithing Lv. 15.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #133: Crusite Alloy

~~ Type : Dispatch.
~~ Info Cost: 1,800 Gil.
~~ Available: After finishing Mission #011.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): Crusite Alloy, two random Law Cards, one random item.

~~ Required Items : Zodiac Ore, Zodiac Ore.
~~ Required Skills: Smithing Lv. 15.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #134: Faceless Dolls

~~ Type : Dispatch.
~~ Info Cost: 2,000 Gil.
~~ Available: After finishing Mission #018.
~~ Location : Unknown. Returns after defeating ten enemies.
~~ Reward(s): 10,800 Gil, Blood Shawl, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #135: Faithful Fairy

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #019.
~~ Location : Unknown. Returns after defeating ten enemies.
~~ Reward(s): 10,000 Gil, Ahriman Wing, two random Law Cards, one random item.

~~ Required Items : Fairy Wing.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #136: For the Lady

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,200 Gil.
- ~~ Available: After finishing Mission #019.
- ~~ Location : Unknown. Gone for two battles.
- ~~ Reward(s): 10,600 Gil, Fairy Wing, two random Law Cards, one random item.

- ~~ Required Items : Stolen Gil.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #137: Seven Nights

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,600 Gil.
- ~~ Available: After finishing Mission #018.
- ~~ Location : Unknown. Gone for 15 days.
- ~~ Reward(s): 11,800 Gil, Goldcap, two random Law Cards, one random item.

- ~~ Required Items : Ancient Bills.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #138: Shady Deals

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,000 Gil.
- ~~ Available: After finishing Mission #281.
- ~~ Location : Unknown. Gone for ten days.
- ~~ Reward(s): 10,600 Gil, Life Water, one random item.

- ~~ Required Items : Secret Books.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #139: Earthy Colors

~~ Type : Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #003.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 2,800 Gil, Ancient Text, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
Mission #140: Lost Heirloom

~~ Type : Dispatch.  
~~ Info Cost: 800 Gil.  
~~ Available: After finishing Mission #009.  
~~ Location : Unknown. Gone for three battles.  
~~ Reward(s): 6,000 Gil, Justic Badge, one random Law Card, two random items.

~~ Required Items : Neighbor Pin.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
Mission #141: Young Love

~~ Type : Dispatch.
~~ Info Cost: 1,600 Gil.
~~ Available: After finishing Mission #022.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 13,200 Gil, Friend Pin, two random Law Cards, one random item.

~~ Required Items : Ahriman Wing.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
Mission #142: Ghosts of War

~~ Type : Dispatch.  
~~ Info Cost: 1,400 Gil.  
~~ Available: After finishing Mission #022.

~~ Location : Unknown. Gone for ten days.  
~~ Reward(s): 12,400 Gil, Edaroya Tome, one random item.

~~ Required Items : Tranquil Box.  
~~ Required Skills: Track Lv. 40.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #143: The Last Day

~~ Type : Dispatch.  
~~ Info Cost: 200 Gil.  
~~ Available: After finishing Mission #001.  
~~ Location : Unknown. Gone for five days.  
~~ Reward(s): 1,800 Gil, Homework, one random item.

~~ Required Items : Ancient Medal.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #144: The Bell Tolls

~~ Type : Dispatch.  
~~ Info Cost: 1,800 Gil.  
~~ Available: After finishing Mission #017.  
~~ Location : Unknown. Gone for ten days.  
~~ Reward(s): 9,000 Gil, Dictionary, one random item.

~~ Required Items : None.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #145: Goblin Town

~~ Type : Dispatch.  
~~ Info Cost: 400 Gil.  
~~ Available: After finishing Mission #004.  
~~ Location : Unknown. Gone for one battle.  
~~ Reward(s): 3,600 Gil, Monster Guide, one random item.

~~ Required Items : Mythril Pick.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #146: Secret Books

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,600 Gil.
- ~~ Available: After finishing Mission #022.
- ~~ Location : Unknown. Gone for ten days.
- ~~ Reward(s): 11,400 Gil, Secret Books, two random Law Cards, one random item.
  
- ~~ Required Items : Stilpool Scroll.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #147: Words of Love

- ~~ Type : Dispatch.
- ~~ Info Cost: 2,000 Gil.
- ~~ Available: After finishing Mission #018.
- ~~ Location : Unknown. Gone for ten days.
- ~~ Reward(s): 10,000 Gil, Rat Tail, one random item.
  
- ~~ Required Items : Stilpool Scroll.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #148: You, Immortal

- ~~ Type : Dispatch.
- ~~ Info Cost: 600 Gil.
- ~~ Available: After finishing Mission #006.
- ~~ Location : Unknown. Gone for 30 days.
- ~~ Reward(s): 4,600 Gil, Stradivari, two random Law Cards, one random item.
  
- ~~ Required Items : Tonberry Lamp.
- ~~ Required Skills: Craft Lv. 10.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #149: Clocktower

~~ Type : Dispatch.  
~~ Info Cost: 1,000 Gil.  
~~ Available: After finishing Mission #016.  
~~ Location : Unknown. Gone for 20 days.  
~~ Reward(s): 11,400 Gil, Clock Post, two random Law Cards, one random item.  
  
~~ Required Items : Cat's Tears.  
~~ Required Skills: None.  
~~ Required Jobs : Gadgeteer.

Opponents: None.

Strategy/Notes: None.

~~~~~  
Mission #150: An Education

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #006.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 3,600 Gil, Fountain Pen, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
Mission #151: Morning Woes

~~ Type : Dispatch.  
~~ Info Cost: 900 Gil.  
~~ Available: After finishing Mission #008.  
~~ Location : Unknown. Gone for five days.  
~~ Reward(s): 5,200 Gil, Earplugs, one random item.  
  
~~ Required Items : None.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
Mission #152: Down to Earth

~~ Type : Dispatch.
~~ Info Cost: 200 Gil.
~~ Available: After finishing Mission #004.

~~ Location : Unknown. Gone for five days.
~~ Reward(s): 3,400 Gil, Crystal, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #153: To Meden

~~ Type : Dispatch.
~~ Info Cost: 900 Gil.
~~ Available: After finishing Mission #015.
~~ Location : Unknown. Gone for 20 days.
~~ Reward(s): 8,200 Gil, Old Statue, two random Law Cards, one random item.

~~ Required Items : Animal Bone.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #154: Neighbor!

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #010.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 5,200 Gil, Neighbor Pin, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #155: Honor Lost

~~ Type : Dispatch.
~~ Info Cost: 800 Gil.
~~ Available: After finishing Mission #007.
~~ Location : Unknown. Gone for one battle.
~~ Reward(s): 5,400 Gil, Broken Sword, two random Law Cards, one random item.

~~ Required Items : Bomb Shell.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #156: Inspiration

- ~~ Type : Dispatch.
- ~~ Info Cost: 800 Gil.
- ~~ Available: After finishing Mission #012.
- ~~ Location : Unknown. Gone for one battle.
- ~~ Reward(s): 10,000 Gil, Broken Sword, two random Law Cards, one random item.

- ~~ Required Items : Runba's Tale.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #157: Coo's Break

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,000 Gil.
- ~~ Available: After finishing Mission #013.
- ~~ Location : Unknown. Gone for five days.
- ~~ Reward(s): 10,000 Gil, Bent Sword, two random Law Cards, one random item.

- ~~ Required Items : Runba's Tale.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #158: The Match

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,200 Gil.
- ~~ Available: After finishing Mission #015.
- ~~ Location : Unknown. Gone for two battles.
- ~~ Reward(s): 8,800 Gil, Rusty Spear, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #159: The Deep Sea

~~ Type : Dispatch.
~~ Info Cost: 1,600 Gil.
~~ Available: After finishing Mission #021.
~~ Location : Unknown. Gone for three battles.
~~ Reward(s): 11,400 Gil, Feather Badge, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
Mission #160: A Worthy Eye

~~ Type : Dispatch.  
~~ Info Cost: 2,700 Gil.  
~~ Available: After finishing Mission #011.  
~~ Location : Unknown. Returns after defeating 15 enemies.  
~~ Reward(s): Insignia, two random Law Cards, one random item.  
  
~~ Required Items : Feather Badge, Delta Fang.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
Mission #161: Lost in Mist

~~ Type : Dispatch.
~~ Info Cost: 2,000 Gil.
~~ Available: After finishing Mission #017.
~~ Location : Unknown. Gone for 20 days.
~~ Reward(s): 10,000 Gil, Ally Finder, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
Mission #162: Darn Kids

~~ Type : Dispatch.  
~~ Info Cost: 2,700 Gil.  
~~ Available: After finishing Mission #009.

~~ Location : Unknown. Gone for one battle.  
~~ Reward(s): 11,400 Gil, Ally Finder2, two random Law Cards, one random item.  
  
~~ Required Items : Dame's Blush, Ally Finder.  
~~ Required Skills: Smithing Lv. 20.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #163: Stage Fright

~~ Type : Dispatch.  
~~ Info Cost: 2,000 Gil.  
~~ Available: After finishing Mission #018.  
~~ Location : Unknown. Gone for fifteen days.  
~~ Reward(s): 10,600 Gil, Tranquil Box, one random item.

~~ Required Items : Old Statue.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #164: Diary Dilemma

~~ Type : Dispatch.  
~~ Info Cost: 400 Gil.  
~~ Available: After finishing Mission #005.  
~~ Location : Unknown. Gone for two battles.  
~~ Reward(s): 3,600 Gil, Loaded Dice, one random item.

~~ Required Items : None.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #165: Hundred-Eye

~~ Type : Dispatch.  
~~ Info Cost: 1,200 Gil.  
~~ Available: After finishing Mission #016.  
~~ Location : Unknown. Returns after five battles.  
~~ Reward(s): 9,000 Gil, Snake Shield, two random Law Cards, one random item.

~~ Required Items : None.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~

Mission #166: Runaway Boy

~~ Type : Dispatch.  
~~ Info Cost: 800 Gil.  
~~ Available: After finishing Mission #009.  
~~ Location : Unknown. Gone for 10 days.  
~~ Reward(s): 5,400 Gil, Stasis Rope, one random item.

~~ Required Items : Black Thread.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~

Mission #167: Mad Alchemist

~~ Type : Dispatch.  
~~ Info Cost: 400 Gil.  
~~ Available: After finishing Mission #003.  
~~ Location : Unknown. Gone for 10 days.  
~~ Reward(s): 3,400 Gil, Mythril Pick, one random item.

~~ Required Items : None.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~

Mission #168: Caravan Guard

~~ Type : Dispatch.  
~~ Info Cost: 600 Gil.  
~~ Available: After finishing Mission #007.  
~~ Location : Unknown. Gone for 20 days.  
~~ Reward(s): 4,600 Gil, Caravan Musk, two random Law Cards, one random item.

~~ Required Items : Elda's Cup.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~

~~~~~  
Mission #169: Lifework

~~ Type : Dispatch.  
~~ Info Cost: 600 Gil.  
~~ Available: After finishing Mission #009.  
~~ Location : Unknown. Gone for 15 days.  
~~ Reward(s): 6,000 Gil, Love Potion, two random Law Cards, one random item.  
  
~~ Required Items : None.  
~~ Required Skills: None.  
~~ Required Jobs : Alchemist.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #170: Cheap Laughs

~~ Type : Dispatch.  
~~ Info Cost: 600 Gil.  
~~ Available: After finishing Mission #008.  
~~ Location : Unknown. Gone for five days.  
~~ Reward(s): 4,600 Gil, Tonberry Lamp, one random item.  
  
~~ Required Items : Bomb Shell.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #171: T.L.C.

~~ Type : Dispatch.  
~~ Info Cost: 3,500 Gil.  
~~ Available: After finishing Mission #017.  
~~ Location : Unknown. Gone for two battles.  
~~ Reward(s): 7,600 Gil, Stilpool Scroll, one random item.  
  
~~ Required Items : None.  
~~ Required Skills: Magic Lv. 25.  
~~ Required Jobs : White Mage.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #172: Frozen Spring

~~ Type : Dispatch.  
~~ Info Cost: 400 Gil.  
~~ Available: After finishing Mission #005.

~~ Location : Unknown. Gone for 20 days.  
~~ Reward(s): 3,400 Gil, Dragon Bone, one random item.

~~ Required Items : None.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #173: No Scents

~~ Type : Dispatch.  
~~ Info Cost: 600 Gil.  
~~ Available: After finishing Mission #009.  
~~ Location : Unknown. Gone for 15 days.  
~~ Reward(s): 5,200 Gil, Animal Bone, two random Law Cards, one random item.

~~ Required Items : Caravan Musk.  
~~ Required Skills: None.  
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #174: On the Waves

~~ Type : Dispatch.  
~~ Info Cost: 1,800 Gil.  
~~ Available: After finishing Mission #022.  
~~ Location : Unknown. Returns after defeating five enemies.  
~~ Reward(s): 13,200 Gil, Skull, two random Law Cards, one random item.

~~ Required Items : Life Water.  
~~ Required Skills: None.  
~~ Required Jobs : Time Mage.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #175: Spirited Boy

~~ Type : Dispatch.  
~~ Info Cost: 700 Gil.  
~~ Available: After finishing Mission #006.  
~~ Location : Unknown. Gone for five days.  
~~ Reward(s): 6,400 Gil, Clock Gear, two random Law Cards, one random item.

~~ Required Items : Dictionary.  
~~ Required Skills: None.  
~~ Required Jobs : None.



Opponents: None.

Strategy/Notes: None.

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Mission #176: Powder Worries

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,200 Gil.
- ~~ Available: After finishing Mission #011.
- ~~ Location : Unknown. Returns after defeating ten enemies.
- ~~ Reward(s): 5,400 Gil, Gun Gear, two random Law Cards, one random item.
  
- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : Gunner.

Opponents: None.

Strategy/Notes: None.

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~~~~~

Mission #177: The Blue Bolt

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,200 Gil.
- ~~ Available: After finishing Mission #018.
- ~~ Location : Unknown. Returns after defeating fifteen enemies.
- ~~ Reward(s): 9,000 Gil, Silk Bloom, two random Law Cards, one random item.
  
- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #178: Sweet Talk

- ~~ Type : Dispatch.
- ~~ Info Cost: 950 Gil.
- ~~ Available: After finishing Mission #013.
- ~~ Location : Unknown. Returns after defeating ten enemies.
- ~~ Reward(s): 7,000 Gil, Moon Bloom, two random Law Cards, one random item.
  
- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #179: Scarface

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #015.
~~ Location : Unknown. Gone for three battles.
~~ Reward(s): 9,000 Gil, Blood Apple, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #180: Mirage Town

~~ Type : Dispatch.
~~ Info Cost: 1,600 Gil.
~~ Available: After finishing Mission #018.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 11,400 Gil, Magic Fruit, two random Law Cards, one random item.

~~ Required Items : Goldcap.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #181: Soldier's Wish

~~ Type : Dispatch.
~~ Info Cost: 1,400 Gil.
~~ Available: After finishing Mission #016.
~~ Location : Unknown. Gone for one battle.
~~ Reward(s): 10,600 Gil, Power Fruit, two random Law Cards, one random item.

~~ Required Items : Clock Gear, Clock Post.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #182: Dry Spell

~~ Type : Dispatch.
~~ Info Cost: 1,800 Gil.
~~ Available: After finishing Mission #018.

~~ Location : Unknown. Gone for 20 days.
~~ Reward(s): 9,600 Gil, Stolen Gil, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #183: Swap Meet

~~ Type : Dispatch.
~~ Info Cost: 1,800 Gil.
~~ Available: After finishing Mission #020.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 1,200 Gil, Ancient Bills, two random Law Cards, one random item.

~~ Required Items : Ancient Medal.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #184: Adaman Order

~~ Type : Dispatch.
~~ Info Cost: 2,500 Gil.
~~ Available: After finishing Mission #087.
~~ Location : Unknown. Gone for 15 days.
~~ Reward(s): Adaman Alloy, two random Law Cards, one random item.

~~ Required Items : Adamantite, Adamantite.
~~ Required Skills: Smithing Lv. 35.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #185: Magic Mysidia

~~ Type : Dispatch.
~~ Info Cost: 3,000 Gil.
~~ Available: After finishing Mission #184.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): Mysidia Alloy, two random Law Cards, one random item.

~~ Required Items : Adamantite, Silvril.
~~ Required Skills: Smithing Lv. 35.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #186: Conundrum

- ~~ Type : Dispatch.
- ~~ Info Cost: 3,000 Gil.
- ~~ Available: After finishing Mission #024.
- ~~ Location : Unknown. Returns after defeating 10 enemies.
- ~~ Reward(s): Crusite Alloy, two random LAw Cards, one random item.

- ~~ Required Items : Zodiac Ore, Zodiac Ore.
- ~~ Required Skills: Smithing Lv. 35.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #187: Lucky Night

- ~~ Type : Dispatch.
- ~~ Info Cost: 2,000 Gil.
- ~~ Available: After finishing Mission #024.
- ~~ Location : Unknown. Gone for 15 days.
- ~~ Reward(s): 18,000 Gil, Rat Tail, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #188: Tutor Search

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,600 Gil.
- ~~ Available: After finishing Mission #187.
- ~~ Location : Unknown. Returns after defeating fifteen enemies.
- ~~ Reward(s): 11,400 Gil, Rusty Sword, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~

~~~~~  
Mission #189: Why Am I Wet?

~~ Type : Dispatch.
~~ Info Cost: 1,800 Gil.
~~ Available: After finishing Mission #187.
~~ Location : Unknown. Returns after defeating fifteen enemies.
~~ Reward(s): 13,600 Gil, Broken Sword, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : Red Mage.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #190: Run With Us

~~ Type : Dispatch.
~~ Info Cost: 2,000 Gil.
~~ Available: After finishing Mission #189.
~~ Location : Unknown. Gone for 40 days.
~~ Reward(s): 18,000 Gil, Bent Sword, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #191: Lucky Charm

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #189.
~~ Location : Unknown. Gone for 40 days.
~~ Reward(s): 9,000 Gil, Rusty Spear, two random Law Cards, one random item.

~~ Required Items : Rat Tail.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #192: Alchemist Boy

~~ Type : Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #191.

~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 4,600 Gil, Insignia, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #193: Thorny Dreams

~~ Type : Dispatch.
~~ Info Cost: 2,000 Gil.
~~ Available: After finishing Mission #187.
~~ Location : Unknown. Gone for 20 days.
~~ Reward(s): 16,000 Gil, Blood Apple, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: ... Does the mission sound like what I thought it just did?

~~~~~  
~~~~~  
Mission #194: Free Cyril!

~~ Type : Capture/Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #068 and reading the rumor "Thief Exposed!".
~~ Location : Unknown (probably Cyril). Gone for three days.
~~ Reward(s): 2,400 Gil, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #195: Ship Needed

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: Finish Mission #073 and read the rumor "Borzoi's End".
~~ Location : Unknown. Gone for one battle.
~~ Reward(s): 4,200 Gil, two random Law Cards, two random items.

~~ Required Items : None.

~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #196: Mind Ceffyl

~~ Type : Dispatch.
~~ Info Cost: 3,800 Gil.
~~ Available: Finish Mission #077 and read the rumor "The Sages".
~~ Location : Unknown. Gone for three battles.
~~ Reward(s): Mind Ceffyl.

~~ Required Items : Fire Sigil, Wind Sigil.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
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Mission #197: Body Ceffyl

~~ Type : Dispatch.
~~ Info Cost: 3,800 Gil.
~~ Available: Finish Mission #077 and read the rumor "The Sages".
~~ Location : Unknown. Gone for three battles.
~~ Reward(s): Body Ceffyl.

~~ Required Items : Earth Sigil, Water Sigil.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #198: The Spiritstone

~~ Type : Dispatch.
~~ Info Cost: 3,800 Gil.
~~ Available: Finish Mission #077 and read the rumor "The Sages".
~~ Location : Unknown. Gone for four battles.
~~ Reward(s): Spiritstone.

~~ Required Items : Mind Ceffyl, Body Ceffyl.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #199: Girl in Love

~~ Type : Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #002. Bardmoon only.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 3,400 Gil, Magic Medal, one random item.

~~ Required Items : White Thread.
~~ Required Skills: None.
~~ Required Jobs : White Mage.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #200: Chocobo Help

~~ Type : Dispatch.
~~ Info Cost: 200 Gil.
~~ Available: After finishing Mission #002. Bardmoon only.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 100 Gil, Chocobo Egg, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #201: The Skypole

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #002.
~~ Location : Unknown. Gone for 10 days.
~~ Reward(s): 2,400 Gil, Ancient Medal, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #202: Ruins Survey

~~ Type : Dispatch.

~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #019.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 10,800 Gil, Ancient Medal, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #203: Dig Dig Dig

~~ Type : Dispatch.
~~ Info Cost: 1,600 Gil.
~~ Available: After finishing Mission #020. Madmoon only.
~~ Location : Unknown. Gone for one battle.
~~ Reward(s): 11,800 Gil, Zodiac Ore, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #204: Seeking Silver

~~ Type : Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #012.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 3,400 Gil, Silvril, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #205: Materite

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #006. Kingmoon only.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): Materite, one random item.

~~ Required Items : None.

~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #206: The Wormhole

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #148. Huntmoon only.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 2,800 Gil, Leestone, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #207: Metal Hunt

~~ Type : Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #006.
~~ Location : Unknown. Gone for 15 days.
~~ Reward(s): 2,400 Gil, Adamantite, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #208: Math is Hard

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #007.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 4,200 Gil, Black Thread, one random Law Card, two random items.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

~~~~~  
~~~~~  
Mission #209: The Witness

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #007.
~~ Location : Unknown. Returns after defeating five enemies.
~~ Reward(s): 4,600 Gil, Lost Gun, Black Thread.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : Defender.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #210: Life or Death

~~ Type : Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #003.
~~ Location : Unknown. Gone for one battle.
~~ Reward(s): 2,400 Gil, Black Thread, one random item.

~~ Required Items : Homework.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #211: Karlos's Day

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #009.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 4,600 Gil, White Thread, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #212: To Father

~~ Type : Dispatch.

~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #270.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 11,400 Gil, White Thread, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #213: Oh Milese

~~ Type : Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #004.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 2,800 Gil, White Thread, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #214: Skinning Time

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #011.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 3,600 Gil, Chocobo Skin, one random Law Card.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #215: Wild River

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #011.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 5,400 Gil, Magic Cloth, two random Law Cards, one random item.

~~ Required Items : None.

~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #216: Magic Cloth

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #013. Sagemoon only.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): Magic Cloth, one random Law Card, one random item.

~~ Required Items : Magic Cotton.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #217: Cotton Guard

~~ Type : Dispatch.
~~ Info Cost: 950 Gil.
~~ Available: After finishing Mission #013.
~~ Location : Unknown. Gone for one battle.
~~ Reward(s): 7,000 Gil, Magic Cotton, one random Law Card.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #218: Help Dad

~~ Type : Dispatch.
~~ Info Cost: 950 Gil.
~~ Available: After finishing Mission #013.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 7,800 Gil, Bomb Shell, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #219: Rubber or Real

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #010.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 5,200 Gil, Bomb Shell, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #220: Into the Woods

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #015. Huntmoon only.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 4,600 Gil, Panther Hide, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #221: Jerky Days

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #015. Kingmoon only.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 4,200 Gil, Jerky, one random Law Card.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #222: New Fields

~~ Type : Dispatch.

~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #012. Madmoon only.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 3,600 Gil, Gysahl Greens, one random Law Card.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #223: Strange Fires

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #016.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 9,600 Gil, Magic Medal, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #224: Better Living

~~ Type : Dispatch.
~~ Info Cost: 1,300 Gil.
~~ Available: After finishing Mission #016.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 10,000 Gil, Chocobo Egg, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #225: Malboro Hunt

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #012. Madmoon only.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 4,200 Gil, Cyril Ice, one random Law Card, one random item,

~~ Required Items : Chocobo Egg.

~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #226: Chocobo Work

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #018. Bardmoon only.
~~ Location : Unknown. Returns after ten days.
~~ Reward(s): 4,600 Gil, Choco Bread, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #227: Party Night

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #018.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 9,600 Gil, Choco Gratin, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #228: Mama's Taste

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #015.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 9,000 Gil, Choco Gratin, two random Law Cards, one random item.

~~ Required Items : Chocobo Egg, Gysahl Greens.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.


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~~~~~  
Mission #229: The Well Maze

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #019.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 9,600 Gil, Grownup Bread, two random Law Cards, one random item.

~~ Required Items : Choco Bread.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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~~~~~  
Mission #230: She's Gone

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #234.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 10,600 Gil, Malboro Wine, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #231: Magic Vellum

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #017.
~~ Location : Unknown. Gone for one battle.
~~ Reward(s): 4,600 Gil, Magic Vellum, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #232: Novel Ascent

~~ Type : Dispatch.

~~ Info Cost: 1,400 Gil.
~~ Available: After finishing Mission #020.
~~ Location : Unknown. Returns after defeating ten enemies.
~~ Reward(s): 11,400 Gil, Runba's Tale, two random Law Cards, one random item.

~~ Required Items : Stasis Rope.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #233: Shiver

~~ Type : Dispatch.
~~ Info Cost: 1,400 Gil.
~~ Available: After finishing Mission #020.
~~ Location : Unknown. Gone for twenty days.
~~ Reward(s): 11,800 Gil, Runba's Tale, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #234: Bread Woes

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #018.
~~ Location : Unknown. Gone for 20 days.
~~ Reward(s): 10,800 Gil, Kiddy Bread, two random Law Cards, one random item.

~~ Required Items : Choco Bread.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #235: Book Mess

~~ Type : Dispatch.
~~ Info Cost: 1,600 Gil.
~~ Available: After finishing Mission #020. Sagemoon only.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 12,400 Gil, Encyclopedia, one random Law Card.

~~ Required Items : None.

~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #236: One More Tail

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #020. Madmoon only.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 10,800 Gil, Rabbit Tail, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #237: Relax Time!

~~ Type : Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #022. Huntmoon only.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 4,600 Gil, Danbukwood, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #238: Foma Jungle

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #022. Huntmoon only.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 4,600 Gil, Moonwood, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #239: For a Flower

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #022.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 6,000 Gil, Telaar Flower, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #240: Giza Plains

~~ Type : Capture/Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #194.
~~ Location : Unknown. Returns after defeating three enemies.
~~ Reward(s): 2,400 Gil, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #241: Lutia Pass

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #004.
~~ Location : Unknown. Returns after defeating three enemies.
~~ Reward(s): 2,400 Gil, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #242: The Nubswood

~~ Type : Dispatch.

~~ Info Cost: 600 Gil.
~~ Available: Afterr finishing Mission #006.
~~ Location : Unknown. Returns after defeating three enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #243: Eluut Sands

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #007.
~~ Location : Unknown. Returns after defeating three enemies.
~~ Reward(s): 2,400 Gil, one random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #244: Ulei River

~~ Type : Capture/Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #008.
~~ Location : Unknown. Returns after defeating three enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #245: Aisenfield

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #009.
~~ Location : Unknown. Returns after defeating three enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.

~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #246: Roda Volcano

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #010.
~~ Location : Unknown. Returns after defeating three enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #247: Travel Aid

~~ Type : Capture/Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #011.
~~ Location : Unknown. Returns after defeating five enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #248: The Salikawood

~~ Type : Capture/Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #012.
~~ Location : Unknown. Returns after defeating five enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #249: Nargai Cave

~~ Type : Capture/Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #013.
~~ Location : Unknown. Returns after defeating five enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #250: Kudik Peaks

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #014.
~~ Location : Unknown. Returns after defeating five enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #251: Jeraw Sands

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #015.
~~ Location : Unknown. Returns after defeating five enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #252: Uladon Bog

~~ Type : Capture/Dispatch.

~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #015.
~~ Location : Unknown. Returns after defeating seven enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #253: Gotor Sands

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #016.
~~ Location : Unknown. Returns after defeating seven enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #254: Delia Dunes

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #017.
~~ Location : Unknown. Returns after defeating seven enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #255: Bugbusters

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #018.
~~ Location : Unknown. Returns after defeating seven enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.

~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #256: Tubola Cave

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #020.
~~ Location : Unknown. Returns after defeating seven enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #257: Deti Plains

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #022.
~~ Location : Unknown. Returns after defeating ten enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #258: Siena Gorge

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #022.
~~ Location : Unknown. Returns after defeating ten enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #259: Jagd Ahli

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #065.
~~ Location : Unknown. Returns after defeating fifteen enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #260: Jagd Helje

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #064.
~~ Location : Unknown. Returns after defeating fifteen enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #261: Jagd Dorsa

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #024.
~~ Location : Unknown. Returns after defeating fifteen enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #262: Ambervale

~~ Type : Capture/Dispatch.

~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #263.
~~ Location : Unknown. Returns after defeating seven enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #263: Ozmonfield

~~ Type : Capture/Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #024.
~~ Location : Unknown. Returns after defeating seven enemies.
~~ Reward(s): 2,400 Gil, one random Law Card, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #264: Swords in Cyril

~~ Type : Dispatch.
~~ Info Cost: 300 Gil.
~~ Available: After finishing Mission #002.
~~ Location : Unknown. Returns after one battle.
~~ Reward(s): 1,800 Gil, Victor Sword, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : Fencer.

Opponents: None.

Strategy/Notes: None.

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Mission #265: Newbie Hall

~~ Type : Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #003.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 2,400 Gil, Onion Sword, one random item.

~~ Required Items : None.

~~ Required Skills: Combat Lv. 5.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #266: Voodoo Doll

~~ Type : Dispatch.
~~ Info Cost: 400 Gil.
~~ Available: After finishing Mission #005.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 3,400 Gil, Soulsaber, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #267: Come On Out

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #006.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 5,400 Gil, Oblige, two random Law Cards, one random item.

~~ Required Items : Jerky.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #268: Food For Truth

~~ Type : Dispatch.
~~ Info Cost: 800 Gil.
~~ Available: After finishing Mission #007.
~~ Location : Unknown. Gone for 20 days.
~~ Reward(s): 6,400 Gil, Rhomphaia, two random Law Cards, one random item.

~~ Required Items : Choco Gratin.
~~ Required Skills: Appraise Lv. 18.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #269: Alba Cave

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #008.
~~ Location : Unknown. Gone for four battles.
~~ Reward(s): 6,000 Gil, Beastsword, two random Law Cards, one random item.

~~ Required Items : Jerky.
~~ Required Skills: None.
~~ Required Jobs : Blue Mage.

Opponents: None.

Strategy/Notes: None.

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Mission #270: The Performer

~~ Type : Dispatch.
~~ Info Cost: 1,100 Gil.
~~ Available: After finishing Mission #009.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 9,600 Gil, Tonberrian, two random Law Cards, one random item.

~~ Required Items : Rabbit Tail.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #271: One More Time

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #011.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 6,400 Gil, Aerial Hole, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #272: Spring Tree

~~ Type : Dispatch.

~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #012. Cadoan pub only.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 7,000 Gil, Charfire, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #273: Who Am I?

~~ Type : Dispatch.
~~ Info Cost: 300 Gil.
~~ Available: After finishing Mission #131.
~~ Location : Unknown. Gone for fifteen days.
~~ Reward(s): 600 Gil, Power Staff, two random Law Cards, one random item.

~~ Required Items : Magic Medal, Magic Medal.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #274: Reaper Rumors

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #015.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 8,800 Gil, Crescent Bow, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #275: Dog Days

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #016.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 8,800 Gil, Marduk Bow, two random Law Cards, one random item.

~~ Required Items : None.

~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #276: Good Bread

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #018.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): Arbalest, two random Law Cards, one random item.

~~ Required Items : Kiddy Bread, Grownup Bread.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #277: Sword Needed

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #018.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 9,000 Gil, Bangaa Spike, two random Law Cards, one random item.

~~ Required Items : None.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #278: El Ritmo

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #018.
~~ Location : Unknown. Returns after defeating ten enemies.
~~ Reward(s): 12,400 Gil, Fell Castanets, two random Law Cards, one random item.

~~ Required Items : Danbukwood, Moonwood.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #279: Her Big Move

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,200 Gil.
- ~~ Available: After finishing Mission #019.
- ~~ Location : Unknown. Gone for seven days.
- ~~ Reward(s): 9,600 Gil, Magic Hands, two random Law Cards, one random item.

- ~~ Required Items : Malboro Wine.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #280: Don't Look!

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,400 Gil.
- ~~ Available: After finishing Mission #019.
- ~~ Location : Unknown. Returns after defeating ten enemies.
- ~~ Reward(s): 10,800 Gil, Reverie Shield, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #281: Janitor Duty

- ~~ Type : Dispatch.
- ~~ Info Cost: 1,600 Gil.
- ~~ Available: After finishing Mission #020.
- ~~ Location : Unknown. Gone for twenty days.
- ~~ Reward(s): 11,400 Gil, Parade Helm, two random Law Cards, one random item.

- ~~ Required Items : None.
- ~~ Required Skills: None.
- ~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #282: Unlucky Star

~~ Type : Dispatch.
~~ Info Cost: 1,600 Gil.
~~ Available: After finishing Mission #020.
~~ Location : Unknown. Returns after defeating three enemies.
~~ Reward(s): 13,200 Gil, Magic Robe, two random Law Cards, one random item.

~~ Required Items : Blood Shawl.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #283: Corral Care

~~ Type : Dispatch.
~~ Info Cost: 1,400 Gil.
~~ Available: After finishing Mission #022.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 12,600 Gil, Fire Mitts, two random Law Cards, one random item.

~~ Required Items : Choco Gratin.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #284: Beastly Gun

~~ Type : Dispatch.
~~ Info Cost: 1,400 Gil.
~~ Available: After finishing Mission #024.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): Calling Gun, two random Law Cards, one random item.

~~ Required Items : Insignia, Ally Finder2.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #285: Blade & Turtle

~~ Type : Dispatch.
~~ Info Cost: 1,400 Gil.
~~ Available: After finishing Mission #019.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 10,600 Gil, Adaman Blade, two random Law Cards, one random item.

~~ Required Items : Adaman Alloy, Broken Sword.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #286: Valuable Fake

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #122.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 9,000 Gil, Nagrarok, two random Law Cards, one random item.

~~ Required Items : Bent Sword, Rainbowite.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #287: Weaver's War

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #011.
~~ Location : Unknown. Returns after defeating five enemies.
~~ Reward(s): 10,600 Gil, Zankplus, two random Law Cards, one random item.

~~ Required Items : Crusite Alloy, Blood Apple.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #288: Fabled Sword

~~ Type : Dispatch.
~~ Info Cost: 1,500 Gil.
~~ Available: After finishing Mission #232.
~~ Location : Unknown. Gone for three battles.
~~ Reward(s): 12,600 Gil, Master Sword, one random item.

~~ Required Items : Thunderstone, Stormstone.
~~ Required Skills: None.
~~ Required Jobs : Soldier.

Opponents: None.

Strategy/Notes: None.

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Mission #289: Refurbishing

~~ Type : Dispatch.
~~ Info Cost: 4,000 Gil.
~~ Available: After finishing Mission #213.
~~ Location : Unknown. Gone for 20 days.
~~ Reward(s): Lurebreaker, one random item.

~~ Required Items : Broken Sword.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #290: Stone Secret

~~ Type : Dispatch.
~~ Info Cost: 4,000 Gil.
~~ Available: After finishing Mission #022.
~~ Location : Unknown. Gone for three battles.
~~ Reward(s): Tabarise, two random Law Cards, one random item.

~~ Required Items : Rusty Sword, Leestone.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #291: Sword Stuff

~~ Type : Dispatch.
~~ Info Cost: 4,500 Gil.
~~ Available: After finishing Mission #094.
~~ Location : Unknown. Gone for four battles.
~~ Reward(s): Silkmoon, two random Law Cards, one random item.

~~ Required Items : Silk Bloom, Moon Bloom.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #292: A Stormy Night

~~ Type : Dispatch.
~~ Info Cost: 1,400 Gil.
~~ Available: After finishing Mission #022.
~~ Location : Unknown. Gone for four battles.
~~ Reward(s): 12,600 Gil, Odin Lance, two random Law Cards, one random item.

~~ Required Items : Rusty Spear, Mysidia Alloy.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #293: Minstrel Song

~~ Type : Dispatch.
~~ Info Cost: 5,500 Gil.
~~ Available: After finishing Mission #019.
~~ Location : Unknown. Gone for three battles.
~~ Reward(s): Dark Fiddle, two random Law Cards, one random item.

~~ Required Items : Stradivari, Black Thread.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #294: Gun Crazy

~~ Type : Dispatch.
~~ Info Cost: 4,000 Gil.
~~ Available: After finishing Mission #020.
~~ Location : Unknown. Gone for three battles.
~~ Reward(s): Bindsnipe, two random Law Cards, one random item.

~~ Required Items : Crusite Alloy, Gun Gear.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #295: Black Hat

~~ Type : Dispatch.
~~ Info Cost: 2,000 Gil.
~~ Available: After finishing Mission #020.
~~ Location : Unknown. Gone for three battles.
~~ Reward(s): Black Hat, two random Law Cards, one random item.

~~ Required Items : Black Thread, Magic Cloth.
~~ Required Skills: None.
~~ Required Jobs : Black Mage.

Opponents: None.

Strategy/Notes: None.

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Mission #296: Hat For A Girl

~~ Type : Dispatch.
~~ Info Cost: 1,200 Gil.
~~ Available: After finishing Mission #020.
~~ Location : Unknown. Gone for thirty days.
~~ Reward(s): 10,800 Gil, White Hat, two random Law Cards, one random item.

~~ Required Items : White Thread, Magic Cloth.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #297: Armor & Turtle

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #016.
~~ Location : Unknown. Gone for two battles.
~~ Reward(s): 9,000 Gil, Adaman Armor, two random Law Cards, one random item.

~~ Required Items : Adaman Alloy, Rat Tail.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #298: Dark Armor

~~ Type : Dispatch.
~~ Info Cost: 2,700 Gil.
~~ Available: After finishing Mission #016.
~~ Location : Unknown. Returns after defeating ten enemies.
~~ Reward(s): Materia Armor, two random Law Cards, one random item.

~~ Required Items : Materite, Materite.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #299: Fashion World

~~ Type : Dispatch.
~~ Info Cost: 600 Gil.
~~ Available: After finishing Mission #150.
~~ Location : Unknown. Gone for ten days.
~~ Reward(s): 4,600 Gil, Brint Set, two random Law Cards, one random item.

~~ Required Items : Chocobo Skin, Magic Cotton.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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Mission #300: Fashion Hoopla

~~ Type : Dispatch.
~~ Info Cost: 1,000 Gil.
~~ Available: After finishing Mission #299.
~~ Location : Unknown. Gone for five days.
~~ Reward(s): 11,800 Gil, Galmia Set, two random Law Cards, one random item.

~~ Required Items : Chocobo Skin, Magic Cotton.
~~ Required Skills: None.
~~ Required Jobs : None.

Opponents: None.

Strategy/Notes: None.

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6. Races' Data (Generalized)*****FFTA6*****

=====O
| Human |
=====O

Job Title	Job Requirement
Soldier	No skills needed.
Paladin	Soldier A-Ability x2.
Fighter	Soldier A-Ability x2.
Thief	No skills needed.

Ninja	Thief A-Ability x2.
White Mage	No skills needed.
Black Mage	No skills needed.
Illusionist	White Mage A-Ability x3. Black Mage A-Ability x5.
Blue Mage	White Mage A-Ability x1. Black Mage A-Ability x1.
Archer	No skills needed.
Hunter	Archer A-Ability x2.
Judgemaster	Restricted to Judgemaster Cid.

Totema: Mateus. Does heavy HP damage to all enemies.

=====O
| Moogles |
O=====O

Job Title	Job Requirement
Animist	No skills needed.
Mog Knight	Animist A-Ability x1.
Gunner	Animist A-Ability x1.
Thief	No skills needed.
Juggler	Thief A-Ability x2.
Gadeteer	Thief A-Ability x2.
Black Mage	No skills needed.
Time Mage	Black Mage A-Ability x5.

Totema: Famfrit. Deals heavy HP damage to all enemies.

=====O
| Bangas |
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Job Title	Job Requirement
Warrior	No skills needed.
Dragoon	Warrior A-Ability x2.

Defender	Warrior A-Ability x2.
Gladiator	Warrior A-Ability x2.
White Monk	No skills needed.
Bishop	White Monk A-Ability x2.
Templar	White Monk A-Ability x2.

Totema: Adrammelech. Deals heavy HP damage to all enemies.

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Nu Mou

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Job Title	Job Requirement
White Mage	No skills needed.
Black Mage	No skills needed.
Time Mage	Black Mage A-Ability x5.
Illusionist	Black Mage A-Ability x5.
	White Mage A-Ability x3.
Alchemist	Black Mage A-Ability x5.
	White Mage A-Ability x3.
Beastmaster	No skills needed.
Morpher	Beastmaster A-Ability x5.
Sage	Beastmaster A-Ability x2.
	White Mage A-Ability x3.
Hermetic	Restricted to Ezel Berbier.
Runeseeker	Restricted to Babus.

Totema: Ultima. Deals MP damage to all enemies.

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Viera

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Job Title	Job Requirement
Fencer	No skills needed.
Elementalist	White Mage A-Ability x2.
	Fencer A-Ability x1.

Red Mage	Fencer A-Ability x1.	
O~::~::~::~::~::~::~::~::~::~+~::~::~::~::~::~::~::~::~::~O		
Summoner	White Mage A-Ability x2.	
	Elementalist A-Ability x2.	
O~::~::~::~::~::~::~::~::~::~+~::~::~::~::~::~::~::~::~::~O		
Assassin	Sniper A-Ability x1.	
	Elementalist A-Ability x2.	
O~::~::~::~::~::~::~::~::~::~+~::~::~::~::~::~::~::~::~::~O		
Archer	No skills needed.	
O~::~::~::~::~::~::~::~::~::~+~::~::~::~::~::~::~::~::~::~O		
Sniper	Archer A-Ability x2.	
O~::~::~::~::~::~::~::~::~::~+~::~::~::~::~::~::~::~::~::~O		
White Mage	No skills needed.	
O-----O-----O		

Totema: Exodus. Deals MP damage to all enemies.

7. Job Data (Specific)*****FFTA7*****

O=====O		
	Human Job Data	
O=====O		

[job title]

Ability Nomenclature: [What is the ability set called?]

Base Stats:

~~ Move :
 ~~ Jump :
 ~~ Evade:

Average Stat Growth Per Level:

~~ HP +/- :
 ~~ MP +/- :
 ~~ Weapon Attack +/- :
 ~~ Weapon Defense +/- :
 ~~ Magic Power +/- :
 ~~ Magic Resistance +/- :
 ~~ Speed +/- :

Action Abilities (A-Abilities):

[name]: [effect]
 ~~ AP : [How much AP must be earned to master this ability?]
 ~~ Item: [Item the ability is learned from.]

Reaction Abilities (R-Abilities):

[name]: [effect]
 ~~ AP : [How much AP must be earned to master this ability?]
 ~~ Item: [Item the ability is learned from.]

Support Abilities (S-Abilities):

[name]: [effect]

~~ Weapon Defense +/- : +8
~~ Magic Power +/- : +5
~~ Magic Resistance +/-: +7
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Rush: Damages target and pushes them back one tile.

~~ AP : 100

~~ Item: Sweep Blade

Beatdown: High-damage move that lacks accuracy.

~~ AP : 200

~~ Item: Shadow Blade

Blitz: High-accuracy move that lacks power.

~~ AP : 200

~~ Item: Sun Blade

Air Render: Deals damage from a distance.

~~ AP : 200

~~ Item: Atmos Blade

Far Fist: Deals splash-damage from a distance.

~~ AP : 200

~~ Item: Kwigon Blade

Wild Swing: Damages all surrounding units.

~~ AP : 200

~~ Item: Ogun Blade

Backdraft: Deals heavy Fire damage to target, but user takes some damage, too.

~~ AP : 300

~~ Item: Flametongue

Air Blast: Deals ranged damage.

~~ AP : 300

~~ Item: Air Blade

Reaction Abilities (R-Abilities):

Bonecrusher: When attacked at close-range, counters with 150% the usual damage.

~~ AP : 300

~~ Item: Ninja Gear

Strikeback: When hit with Fight at close-range, stops move and counterattacks.

~~ AP : 300

~~ Item: Wygar

Support Abilities (S-Abilities):

Doublehand: Holds one-hand weapons with two hands to increase damage.

~~ AP : 300

~~ Item: Venus Blade

Combo Abilities (C-Abilities):

~~ Magic Resistance +/-: +8
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Cure: Heals some HP. Holy elemental.

~~ AP : 100

~~ Item: White Staff

Protect: Temporarily raises Weapon Defense of target.

~~ AP : 100

~~ Item: Guard Staff

Shell: Temporarily raises Magic Resistance of target.

~~ AP : 100

~~ Item: Judge Staff

Cura: Heals a fairly decent amount of HP. Holy elemental.

~~ AP : 200

~~ Item: Cure Staff

Esuna: Heals all statuses, save for KO.

~~ AP : 200

~~ Item: Pure Staff

Life: Restores the KO status and gives some HP.

~~ AP : 200

~~ Item: Bless Staff

Auto-Life: Casts the Auto-Life status to auto-revive on KO.

~~ AP : 200

~~ Item: Cheer Staff

Curaga: Heals a large amount of HP. Holy-elemental.

~~ AP : 300

~~ Item: Spring Staff

Full-Life: Revives KO'ed ally with full HP.

~~ AP : 300

~~ Item: Nirvana Staff

Reaction Abilities (R-Abilities): None.

Support Abilities (S-Abilities):

Turbo MP: Doubles MP usage in exchange for more Magic Power and accuracy.

~~ AP : 300

~~ Item: White Robe

Combo Abilities (C-Abilities):

White Combo: Perform combos with other clanners.

~~ AP : 100

~~ Item: Mythril Staff

~~ Speed +/- : +1

Action Abilities (A-Abilities):

Goblin Punch: Random damage.

~~ AP : 0

~~ Monster(s) Learned From: Goblin.

Magic Hammer: Deals MP damage.

~~ AP : 0

~~ Monster(s) Learned From: Red Cap.

Blowup: Self-KO move that heavily damages surrounding units.

~~ AP : 0

~~ Monster(s) Learned From: Bomb, Grenade.

Acid: Random status ailment inflicted upon target.

~~ AP : 0

~~ Monster(s) Learned From: Jelly, Ice Flan, Cream.

Mighty Guard: Increases Weapon Defense and Magic Resistance.

~~ AP : 0

~~ Monster(s) Learned From: Icedrake.

Guard-Off: Lowers target's Weapon Defense and Magic Resistance.

~~ AP : 0

~~ Monster(s) Learned From: Firewyrn.

Dragon Force: Increases Weapon Attack and Magic Power.

~~ AP : 0

~~ Monster(s) Learned From: Thundrake.

Night: Puts all targets to Sleep.

~~ AP : 0

~~ Monster(s) Learned From: Lamia.

Twister: Radius-based damage area, in which the targets lose 50% of their HP.

~~ AP : 0

~~ Monster(s) Learned From: Lilith.

LV3 Def-less: Lowers Weapon Defense and Magic Resistance of units whose levels are divisible by three.

~~ AP : 0

~~ Monster(s) Learned From: Antlion.

Poison Claw: Damages and Poisons target.

~~ AP : 0

~~ Monster(s) Learned From: Red Panther.

Hastebreak: Lowers the Speed of the target.

~~ AP : 0

~~ Monster(s) Learned From: Coeurl.

Matra Magic: Switches the HP and MP of the target.

~~ AP : 0

~~ Monster(s) Learned From: Toughskin.

Stare: Confuses target.

~~ AP : 0

Average Stat Growth Per Level:

~~ HP +/- : +7
~~ MP +/- : +2
~~ Weapon Attack +/- : +8
~~ Weapon Defense +/- : +7
~~ Magic Power +/- : +7
~~ Magic Resistance +/- : +8
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Boost: Increases weapon stats.

~~ AP : 100
~~ Item: Longbow

Blackout: Blinds target.

~~ AP : 200
~~ Item: Char Bow

Aim: Legs - Immobilizes target.

~~ AP : 200
~~ Item: Thorn Bow

Aim: Arm - Disables target.

~~ AP : 200
~~ Item: Nail Bow

Cupid: Charms target.

~~ AP : 200
~~ Item: Artemis Bow

Burial: Removes the Undead from battle.

~~ AP : 300
~~ Item: Silver Bow

Take Aim: High-accuracy move with low power.

~~ AP : 300
~~ Item: Yoichi Bow

Faster: Damages despite R-ability.

~~ AP : 300
~~ Item: Perseus Bow

Reaction Abilities (R-Abilities):

Block Arrows: Will not be hit with arrow-based attacks.

~~ AP : 300
~~ Item: Green Beret

Support Abilities (S-Abilities):

Concentrate: Increases accuracy to high levels (usually 80% ~ 100%).

~~ AP : 300
~~ Item: Target Bow

~~ HP +/- : +8
~~ MP +/- : +1
~~ Weapon Attack +/- : +8
~~ Weapon Defense +/- : +9
~~ Magic Power +/- : +5
~~ Magic Resistance +/- : +7
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Fireshot: Deals Fire-elemental damage.

~~ AP : 100
~~ Item: Aiot

Blindshot: Damages and Blinds.

~~ AP : 100
~~ Item: Silver Cannon

Boltshot: Deals Thunder-elemental damage.

~~ AP : 100
~~ Item: Riot Hun

Iceshot: Deals Blizzard-elemental damage.

~~ AP : 100
~~ Item: Giot Gun

Confushot: Damages and confuses.

~~ AP : 200
~~ Item: Chaos Rifle

Silenshot: Damages and Silences.

~~ AP : 200
~~ Item: Lost Gun

Charmshot: Damages and Charms.

~~ AP : 300
~~ Item: Peacemaker

Stopshot: Damages and Stops.

~~ AP : 300
~~ Item: Outsider

Reaction Abilities (R-Abilities): None.

Support Abilities (S-Abilities):

Concentrate: Increases accuracy to extremely high levels.

~~ AP : 300
~~ Item: Longbarrel.

Combo Abilities (C-Abilities):

Gun Combo: Perform combos with allies.

~~ AP : 100
~~ Item: Mythril Gun

Ability Nomenclature: Black Magic

Base Stats:

~~ Move : 3
~~ Jump : 2
~~ Evade: 35

Average Stat Growth Per Level:

~~ HP +/- : +5
~~ MP +/- : +5
~~ Weapon Attack +/- : +5
~~ Weapon Defense +/- : +8
~~ Magic Power +/- : +8
~~ Magic Resistance +/-: +6
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Fire: Deals a small amount of Fire-elemental damage.

~~ AP : 100
~~ Item: Rod

Thunder: Deals a small amount of Thunder-elemental damage.

~~ AP : 100
~~ Item: Rod

Blizzard: Deals a small amount of Blizzard-elemental damage.

~~ AP : 100
~~ Item: Rod

Fira: Deals a moderate amount of Fire-elemental damage.

~~ AP : 200
~~ Item: Firewheel Rod

Thundara: Deals a moderate amount of Thunder-elemental damage.

~~ AP : 200
~~ Item: Thunder Rod

Blizzara: Deals a moderate amount of Blizzard-elemental damage.

~~ AP : 200
~~ Item: Sleet Rod

Firaga: Deals a large amount of Fire-elemental damage.

~~ AP : 300
~~ Item: Flame Rod

Thundaga: Deals a large amount of Thunder-elemental damage.

~~ AP : 300
~~ Item: Thor Rod

Blizzaga: Deals a large amount of Blizzard-elemental damage.

~~ AP : 300
~~ Item: Chill Rod

Reaction Abilities (R-Abilities):

Return Magic: When hit by magic, unit casts the same spell back to caster, if unit has learned said spell.

~~ MP +/- : +1
~~ Weapon Attack +/- : +10
~~ Weapon Defense +/- : +8
~~ Magic Power +/- : +6
~~ Magic Resistance +/-: +6
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Jump: Ranged jumping strike. SPEAR REQUIRED.

~~ AP : 100
~~ Item: Javelin

Wyrmtamer: Convinces a weak Dragon monster to leave battle.

~~ AP : 200
~~ Item: Buster Sword

Bangaa Cry: Damages.

~~ AP : 200
~~ Item: Dragon Whisker

Wyrmkiller: Damages. Doubly-effective against Dragons.

~~ AP : 300
~~ Item: Blood Sword

Lancet: Damages and steals HP.

~~ AP : 300
~~ Item: Restorer

Fire Breath: Fire-elemental multi-target attack.

~~ AP : 300
~~ Item: Lava Spear

Bolt Breath: Thunder-elemental multi-target attack.

~~ AP : 300
~~ Item: Gae Bolg

Ice Breath: Blizzard-elemental multi-target attack.

~~ AP : 300
~~ Item: Ice Lance

Reaction Abilities (R-Abilities):

Dragonheart: Cast Auto-Life upon self when hit with a weapon.

~~ AP : 300
~~ Item: Vitanova

Support Abilities (S-Abilities): None

Combo Abilities (C-Abilities):

Dragon Combo: Perform combos with other allies.

~~ AP : 100
~~ Item: Mythril Spear

Ability Nomenclature: Prayer.

Base Stats:

~~ Move : 3
~~ Jump : 2
~~ Evade: 30

Average Stat Growth Per Level:

~~ HP +/- : +7
~~ MP +/- : +5
~~ Weapon Attack +/- : +7
~~ Weapon Defense +/- : +4
~~ Magic Power +/- : +9
~~ Magic Resistance +/-: +8
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Aero: Radius wind-based damage.

~~ AP : 200
~~ Item: Judge Staff

Cura: Heals moderate amount of HP. Holy-based.

~~ AP : 200
~~ Item: Cure Staff

Dispel: Gets rid of target's status enhancements (ie. Haste).

~~ AP : 200
~~ Item: Bless Staff

Water: Water-based radius damage.

~~ AP : 200
~~ Item: Spring Staff

Break: Petrifies target.

~~ AP : 200
~~ Item: Snake Staff

Barrier: Casts Protect and Shell on target.

~~ AP : 300
~~ Item: Garnet Staff

Judge: Steals target's JP.

~~ AP : 300
~~ Item: Cheer Staff

Holy: Radius holy-based damage.

~~ AP : 300
~~ Item: Nirvana Staff

Reaction Abilities (R-Abilities):

Return Magic: When hit by magic, casts that same spell at caster, if user knows this spell.

~~ AP : 300
~~ Item: Black Robe

~~ Weapon Attack +/- : +5
~~ Weapon Defense +/- : +8
~~ Magic Power +/- : +8
~~ Magic Resistance +/-: +6
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Fire: Deals a small amount of Fire-elemental damage.

~~ AP : 100
~~ Item: Rod

Thunder: Deals a small amount of Thunder-elemental damage.

~~ AP : 100
~~ Item: Rod

Blizzard: Deals a small amount of Blizzard-elemental damage.

~~ AP : 100
~~ Item: Rod

Fira: Deals a moderate amount of Fire-elemental damage.

~~ AP : 200
~~ Item: Firewheel Rod

Thundara: Deals a moderate amount of Thunder-elemental damage.

~~ AP : 200
~~ Item: Thunder Rod

Blizzara: Deals a moderate amount of Blizzard-elemental damage.

~~ AP : 200
~~ Item: Sleet Rod

Firaga: Deals a large amount of Fire-elemental damage.

~~ AP : 300
~~ Item: Flame Rod

Thundaga: Deals a large amount of Thunder-elemental damage.

~~ AP : 300
~~ Item: Thor Rod

Blizzaga: Deals a large amount of Blizzard-elemental damage.

~~ AP : 300
~~ Item: Chill Rod

Reaction Abilities (R-Abilities):

Return Magic: When hit by magic, unit casts the same spell back to caster, if
unit has learned said spell.

~~ AP : 300
~~ Item: Black Robe

Support Abilities (S-Abilities):

Geomancy: Increases the unit's Magic Power.

~~ AP : 300
~~ Item: Sage Robe

Ability Nomenclature: Control.

Base Stats:

~~ Move : 4
~~ Jump : 3
~~ Evade: 55

Average Stat Growth Per Level:

~~ HP +/- : +7
~~ MP +/- : +2
~~ Weapon Attack +/- : +9
~~ Weapon Defense +/- : +9
~~ Magic Power +/- : +7
~~ Magic Resistance +/-: +9
~~ Speed +/- : +2

Action Abilities (A-Abilities):

Goblin: Controls Goblins and Red Caps.

~~ AP : 200
~~ Item: Demon Bell, War Trumpet

Flan: Control Jellies, Creams, and Ice Flans.

~~ AP : 200
~~ Item: Demon Bell, Glass Bell

Bomb: Control Bombs and Grenades.

~~ AP : 200
~~ Item: Demon Bell, Aona Flute

Dragon: Controls Firewyrms, Icedrakes, and Thundrakes.

~~ AP : 200
~~ Item: Earth Bell

Lamia: Controls Lamias and Liliths.

~~ AP : 200
~~ Item: Glass Bell

Panther: Controls Red Panthers and Coeurls.

~~ AP : 200
~~ Item: War Trumpet

Rockbeast: Controls Toughskins and Blade Biters.

~~ AP : 200
~~ Item: Conch Shell

Floateye: Controls Floateyes and Ahrimans.

~~ AP : 200
~~ Item: Black Quena

Undead: Controls Zombies and Vampires.

~~ AP : 200
~~ Item: Black Quena

Fairy: Controls Sprites and Titanias.

~~ AP : 200
~~ Item: Fairy Harp

Bug: Control Antlions and Jawbreakers.

~~ Jump : 3
~~ Evade: 40

Average Stat Growth Per Level:

~~ HP +/- : +6
~~ MP +/- : +9
~~ Weapon Attack +/- : +8
~~ Weapon Defense +/- : +7
~~ Magic Power +/- : +8
~~ Magic Resistance +/- : +7
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Drain: Damages and takes the HP of the target.

~~ AP : 100

~~ Item: Energy Mace

Blind: Blinds target.

~~ AP : 100

~~ Item: Druid Mace

Water: Deals water-based radius damage.

~~ AP : 200

~~ Item: Battle Mace

Aero: Deals radius wind-based damage.

~~ AP : 200

~~ Item: Battle Mace

Bio: Damages and Poisons target.

~~ AP : 300

~~ Item: Mandragora

Raise: Revives and/or heals HP of the units in a certain radius.

~~ AP : 300

~~ Item: Life Crosier

Giga Flare: High damage to target.

~~ AP : 300

~~ Item: Lotus Mace

Ultima Blow: Extremely high damage to target.

~~ AP : 999

~~ Item: Zeus Mace

Reaction Abilities (R-Abilities):

Reflex: Dodges any normal Fight moves.

~~ AP : 300

~~ Item: Mirage Vest

Support Abilities (S-Abilities):

Weapon Def+: Increases Weapon Defense.

~~ AP : 300

~~ Item: Dark Gear

Ability Nomenclature: Lunge Tech.

Base Stats:

~~ Move : 4
~~ Jump : 2
~~ Evade: 60

Average Stat Growth Per Level:

~~ HP +/- : +8
~~ MP +/- : +1
~~ Weapon Attack +/- : +8
~~ Weapon Defense +/- : +7
~~ Magic Power +/- : +7
~~ Magic Resistance +/- : +7
~~ Speed +/- : +2

Action Abilities (A-Abilities):

Swarmstrike: Low damage, but Poisons.

~~ AP : 100
~~ Item: Stinger

Featherblow: High-accuracy, low-damage attack.

~~ AP : 200
~~ Item: Estoc

Piercethrough: Deals damage to two squares in front of user.

~~ AP : 200
~~ Item: Flamberge

Shadowstick: Lowers target's Speed.

~~ AP : 200
~~ Item: Silver Rapier

Nighthawk: Deals damage at a small distance.

~~ AP : 200
~~ Item: Joyeuse

Swallowtail: Hits all surrounding units.

~~ AP : 300
~~ Item: Djinn Flyssa

Manastrike: Heavily damages target's MP.

~~ AP : 300
~~ Item: Mage Masher

Checkmate: Dooms target.

~~ AP : 300
~~ Item: Gupti Aga

Reaction Abilities (R-Abilities):

Reflex: Dodge all normal Fight moves.

~~ AP : 300
~~ Item: Mirage Vest

~~ MP +/- : +6
~~ Weapon Attack +/- : +5
~~ Weapon Defense +/- : +6
~~ Magic Power +/- : +10
~~ Magic Resistance +/- : +9
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Ifrit: Fire summon.

~~ AP : 200

~~ Item: Guard Staff

Ramuh: Thunder summon.

~~ AP : 200

~~ Item: Judge Staff

Kirin: Auto-Regen summon.

~~ AP : 200

~~ Item: Cure Staff

Unicorn: HP-restorative summon.

~~ AP : 200

~~ Item: Pure Staff

Shiva: Blizzard summon.

~~ AP : 200

~~ Item: Snake Staff

Carbuncle: Reflect-casting summon.

~~ AP : 300

~~ Item: Garnet Staff

Madeen: Holy summon.

~~ AP : 300

~~ Item: Cheer Staff

Phoenix: Revive-casting summon.

~~ AP : 300

~~ Item: Nirvana

Reaction Abilities (R-Abilities): None.

Support Abilities (S-Abilities):

Half MP: Required MP for magic-casting is halved.

~~ AP : 300

~~ Item: Light Robe

Combo Abilities (C-Abilities):

Summon Combo: Perform combos with allies.

~~ AP : 100

~~ Item: Mythril Staff

~~ MP +/- : +5
~~ Weapon Attack +/- : +4
~~ Weapon Defense +/- : +6
~~ Magic Power +/- : +8
~~ Magic Resistance +/-: +8
~~ Speed +/- : +1

Action Abilities (A-Abilities):

Cure: Heals some HP. Holy elemental.

~~ AP : 100
~~ Item: White Staff

Protect: Temporarily raises Weapon Defense of target.

~~ AP : 100
~~ Item: Guard Staff

Shell: Temporarily raises Magic Resistance of target.

~~ AP : 100
~~ Item: Judge Staff

Cura: Heals a fairly decent amount of HP. Holy elemental.

~~ AP : 200
~~ Item: Cure Staff

Esuna: Heals all statuses, save for KO.

~~ AP : 200
~~ Item: Pure Staff

Life: Restores the KO status and gives some HP.

~~ AP : 200
~~ Item: Bless Staff

Auto-Life: Casts the Auto-Life status to auto-revive on KO.

~~ AP : 200
~~ Item: Cheer Staff

Curaga: Heals a large amount of HP. Holy-elemental.

~~ AP : 300
~~ Item: Spring Staff

Full-Life: Revives KO'ed ally with full HP.

~~ AP : 300
~~ Item: Nirvana Staff

Reaction Abilities (R-Abilities): None.

Support Abilities (S-Abilities):

Turbo MP: Doubles MP usage in exchange for more Magic Power and accuracy.

~~ AP : 300
~~ Item: White Robe

Combo Abilities (C-Abilities):

White Combo: Perform combos with other clanners.

~~ Monster(s) Learned From: Icedrake.

Guard-Off: Lowers target's Weapon Defense and Magic Resistance.

~~ AP : 0

~~ Monster(s) Learned From: Firewyrn.

Dragon Force: Increases Weapon Attack and Magic Power.

~~ AP : 0

~~ Monster(s) Learned From: Thundrake.

Night: Puts all targets to Sleep.

~~ AP : 0

~~ Monster(s) Learned From: Lamia.

Twister: Radius-based damage area, in which the targets lose 50% of their HP.

~~ AP : 0

~~ Monster(s) Learned From: Lilith.

LV3 Def-less: Lowers Weapon Defense and Magic Resistance of units whose levels are divisible by three.

~~ AP : 0

~~ Monster(s) Learned From: Antlion.

Poison Claw: Damages and Poisons target.

~~ AP : 0

~~ Monster(s) Learned From: Red Panther.

Hastebreak: Lowers the Speed of the target.

~~ AP : 0

~~ Monster(s) Learned From: Coeurl.

Matra Magic: Switches the HP and MP of the target.

~~ AP : 0

~~ Monster(s) Learned From: Toughskin.

Stare: Confuses target.

~~ AP : 0

~~ Monster(s) Learned From: Floateye.

Roulette: Auto-KO's a random unit.

~~ AP : 0

~~ Monster(s) Learned From: Ahriman.

White Wind: Heals HP equal to caster's current HP.

~~ AP : 0

~~ Monster(s) Learned From: Sprite.

Angel Whisper: Heals target's HP and inflicts Auto-Life upon them.

~~ AP : 0

~~ Monster(s) Learned From: Titania.

Drain Touch: Takes enemy's HP to heal user.

~~ AP : 0

~~ Monster(s) Learned From: Zombie.

LV? S-Flare: Deals Dark damage to enemies of the same level.

~~ AP : 0

~~ Monster(s) Learned From: Vampire.

Ability Nomenclature: Sagacity Skill.

Action Abilities (A-Abilities):

Drain: Damages and takes the HP of the target.

~~ AP : 100

~~ Item: Energy Mace

Blind: Blinds target.

~~ AP : 100

~~ Item: Druid Mace

Water: Deals water-based radius damage.

~~ AP : 200

~~ Item: Battle Mace

Aero: Deals radius wind-based damage.

~~ AP : 200

~~ Item: Battle Mace

Bio: Damages and Poisons target.

~~ AP : 300

~~ Item: Mandragora

Raise: Revives and/or heals HP of the units in a certain radius.

~~ AP : 300

~~ Item: Life Crosier

Giga Flare: High damage to target.

~~ AP : 300

~~ Item: Lotus Mace

Ultima Blow: Extremely high damage to target.

~~ AP : 999

~~ Item: Zeus Mace

Reaction Abilities (R-Abilities):

Reflex: Dodges any normal Fight moves.

~~ AP : 300

~~ Item: Mirage Vest

Support Abilities (S-Abilities):

Weapon Def+: Increases Weapon Defense.

~~ AP : 300

~~ Item: Dark Gear

Shieldbearer: Allows user to wield Shields, regardless of job.

~~ AP : 300

~~ Item: Round Shield

Combo Abilities (C-Abilities):

Wise Combo: Perform a combo with another clan member.

~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Def+
~~ Items : (none)

Unit: Jawbreaker

~~ A-Ability: Adhere
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Tonberry

~~ A-Ability: Grudge
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Zombie

~~ A-Ability: Rot
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Zombie

~~ A-Ability: Rot
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : (none)

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Clan Name: Antlions

Unit: Antlion

~~ A-Ability: Sandstorm
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : (none)

Unit: Antlion

~~ A-Ability: Sandstorm
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : (none)

Unit: Jawbreaker

~~ A-Ability: Adhere
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Atk+
~~ Items : (none)

Unit: Bomb

~~ A-Ability: Blaze
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Toughskin

~~ A-Ability: Debilitate
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

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Clan Name: Bloodthirsters

Unit: Masterberry

~~ A-Ability: Malice
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Ahriman

~~ A-Ability: Glare
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Vampire

~~ A-Ability: Illude
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Atk+
~~ Items : (none)

Unit: Vampire

~~ A-Ability: Illude
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Assassin

~~ A-Ability: Corner
~~ A-Ability: (none)
~~ R-Ability: Return Fire
~~ S-Ability: (none)
~~ Items : Heaven's Cloud (Weapon/Katana), Dark Gear (armor)

Unit: Juggler

~~ A-Ability: Stunt
~~ A-Ability: Item
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Rondell Dagger (Weapon/Knife), Wygar (armor)

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Clan Name: Brass Dragons

Unit: Defender

~~ A-Ability: Defender
~~ A-Ability: (none)
~~ R-Ability: Last Berserk
~~ S-Ability: (none)
~~ Items : Vajra (Weapon/Broadsword), Maximillian (armor)

Unit: Dragoon

~~ A-Ability: Dragon Tech
~~ A-Ability: (none)
~~ R-Ability: Strikeback
~~ S-Ability: (none)
~~ Items : Partisan (Weapon/Spear), Platemail (armor)

Unit: Dragoon

~~ A-Ability: Dragon Tech
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Ice Lance (Weapon/Spear), Gold Armor (armor)

Unit: Paladin

~~ A-Ability: Chivalry
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Def+
~~ Items : Lohengrin (Weapon/Knightsword), Platemail (armor)

Unit: Templar

~~ A-Ability: Sacred Tech
~~ A-Ability: (none)
~~ R-Ability: Bonecrusher
~~ S-Ability: (none)
~~ Items : Lionheart (Weapon/Knightsword), Dragon Mail (armor), Cross Helm (helmet)

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Clan Name: Clan Banisa

Unit: Fighter

~~ A-Ability: Fighter Tech
~~ A-Ability: (none)
~~ R-Ability: Strikeback
~~ S-Ability: (none)
~~ Items : Sun Blade (Weapon/Blade), Survival Vest (armor)

Unit: Gladiator

~~ A-Ability: Spellblade Tech
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Doublehand
~~ Items : Atmos Blade (Weapon/Blade), Power Sash (armor)

Unit: Warrior

~~ A-Ability: Battle Tech
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Monkey Grip
~~ Items : Predator (Weapon/Broadsword), Adaman Vest (armor), Round Shield (shield)

Unit: White Monk

~~ A-Ability: Monk Tech
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : Dream Claws (Weapon/Knuckles), Survival Vest (armor)

Unit: Animist

~~ A-Ability: Call
~~ A-Ability: (none)
~~ R-Ability: Block Arrows
~~ S-Ability: (none)
~~ Items : War Trumpet (Weapon/Instrument), Adaman Vest (armor)

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Clan Name: Clan Belmia

Unit: Assassin

~~ A-Ability: Corner
~~ A-Ability: (none)
~~ R-Ability: Return Fire
~~ S-Ability: (none)
~~ Items : Zanmato (Weapon/Katana), Judo Uniform (armor)

Unit: Gunner

~~ A-Ability: Gunmanship
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Concentrate
~~ Items : Chaos Rifle (Weapon/Gun), Brigandine (armor)

Unit: Ninja

~~ A-Ability: Ninja Skill
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Double Sword
~~ Items : Ashura (Weapon/Katana), Petalchaser (Weapon/Katana), Ninja Gear (armor)

Unit: Sniper

~~ A-Ability: Sharpshoot
~~ A-Ability: Item
~~ R-Ability: Auto-Regen
~~ S-Ability: (none)
~~ Items : Twin Bow (Weapon/Greatbow), Gaia Gear (armor)

Unit: Thief

~~ A-Ability: Steal
~~ A-Ability: (none)
~~ R-Ability: Counter

~~ S-Ability: Maintenance
~~ Items : Rondell Dagger (Weapon/Knife), Survival Vest (armor)

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Clan Name: Clan Clatz

Unit:

~~ A-Ability: Call
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Maintenance
~~ Items : Satyr Flute (Weapon/Instrument), Power Sash (armor)

Unit: Gadgeteer

~~ A-Ability: Pandora
~~ A-Ability: (none)
~~ R-Ability: Auto-Regen
~~ S-Ability: (none)
~~ Items : Dream Claws (Weapon/Knuckles), Gaia Gear (armor)

Unit: Juggler

~~ A-Ability: Stunt
~~ A-Ability: (none)
~~ R-Ability: Catch
~~ S-Ability: (none)
~~ Items : Khukuri (Weapon/Knife), Power Sash (armor)

Unit: Thief

~~ A-Ability: Steal
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: Maintenance
~~ Items : Kard (Weapon/Knife), Wygar (armor)

Unit: Time Mage

~~ A-Ability: Time Magic
~~ A-Ability: (none)
~~ R-Ability: Return Fire
~~ S-Ability: (none)
~~ Items : Terre Rod (Weapon/Rod), Magus Robe (armor)

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Clan Name: Clan Dip

Unit: Archer

~~ A-Ability: Aim
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Concentrate
~~ Items : Longbow (Weapon/Bow), Leather Garb (armor)

Unit: Archer

~~ A-Ability: Aim
~~ A-Ability: (none)
~~ R-Ability: Block Arrows
~~ S-Ability: (none)

~~ Items : Char Bow (Weapon/Bow), Feather Cap (helmet), Leather Garb (armor)

Unit: Solider

~~ A-Ability: Battle Tech

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: (none)

~~ Items : Shortsword (Weapon/Sword), Cuirass (armor)

Unit: Thief

~~ A-Ability: Steal

~~ A-Ability: (none)

~~ R-Ability: Counter

~~ S-Ability: (none)

~~ Items : Jack Knife (Weapon/Knife), Leather Garb (armor)

Unit: White Mage

~~ A-Ability: White Mage

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: (none)

~~ Items : White Staff (Weapon/Staff), Hemen Robe (armor)

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Clan Name: Clan Hounds

Unit: Blue Mage

~~ A-Ability: Blue Magic

~~ A-Ability: Item

~~ R-Ability: Damage > MP

~~ S-Ability: (none)

~~ Items : Aqua Saber (Weapon/Saber), Brigandine (armor)

Unit: Elementalist

~~ A-Ability: Spirit Magic

~~ A-Ability: (none)

~~ R-Ability: Absorb MP

~~ S-Ability: (none)

~~ Items : Colichmarde (Weapon/Rapier), Survival Vest (armor)

Unit: Gunner

~~ A-Ability: Gunmanship

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: (none)

~~ Items : Lost Gun (Weapon/Gun), Survival Vest (armor)

Unit: Coeurl

~~ A-Ability: Scratch

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: Reveal

~~ Items : (none)

Unit: Lamia

~~ A-Ability: Song

~~ A-Ability: (none)

~~ R-Ability: Counter

~~ S-Ability: (none)
~~ Items : (none)

Unit: Red Cap

~~ A-Ability: Hit
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Atk+
~~ Items : (none)

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Clan Name: Clan Marble

Unit: Animist

~~ A-Ability: Call
~~ A-Ability: (none)
~~ R-Ability: Block Arrows
~~ S-Ability: (none)
~~ Items : Glass Bell (Weapon/Instrument), Leather Garb (armor)

Unit: Archer

~~ A-Ability: Aim
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Longbow (Weapon/Bow), Leather Garb (armor)

Unit: Fencer

~~ A-Ability: Lunge Tech
~~ A-Ability: (none)
~~ R-Ability: Reflex
~~ S-Ability: (none)
~~ Items : Stinger (Weapon/Rapier), Chain Plate (armor)

Unit: Soldier

~~ A-Ability: Battle Tech
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Silver Sword (Weapon/Sword), Bronze Armor (armor)

Unit: Warrior

~~ A-Ability: Battle Tech
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Samson Sword (Weapon/Broadsword), Bronze Armor (armor)

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Clan Name: Clan Shalo

Unit: Warrior

~~ A-Ability: Battle Tech
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)

~~ Items : Shortsword (Weapon/Sword), Bronze Armor (armor),
Feather Boots (accessory)

Unit: Defender

~~ A-Ability: Defend

~~ A-Ability: (none)

~~ R-Ability: Last Berserk

~~ S-Ability: (none)

~~ Items : Defender (Weapon/Knightsword), Bronze Armor (armor),
Feather Boots (accessory)

Unit: White Monk

~~ A-Ability: Monk Tech

~~ A-Ability: (none)

~~ R-Ability: Counter

~~ S-Ability: (none)

~~ Items : Hard Knuckles (Weapon/Knuckles), Chain Plate (armor),
Feather Boots (accessory)

Unit: White Mage

~~ A-Ability: White Magic

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: (none)

~~ Items : Guard Staff (Weapon/Staff), Magus Robe (armor),
Feather Boots (accessory)

Unit: Animist

~~ A-Ability: Call

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: (none)

~~ Items : Demon Bell (Weapon/Instrument), Leather Garb (armor),
Feather Boots (accessory)

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Clan Name: Cyril Band

Unit: Archer

~~ A-Ability: Aim

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: (none)

~~ Items : Longbow (Weapon/Bow), Chain Plate (armor)

Unit: Soldier

~~ A-Ability: Battle Tech

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: (none)

~~ Items : Shortsword (Weapon/Sword), Bronze Armor (armor)

Unit: Thief

~~ A-Ability: Steal

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: (none)

~~ Items : Kris Knife (Weapon/Knife), Leather Garb (armor)

Unit: Thief

- ~~ A-Ability: Steal
- ~~ A-Ability: (none)
- ~~ R-Ability: Counter
- ~~ S-Ability: (none)
- ~~ Items : Jack Knife (Weapon/Knife), Leather Garb (armor)

Unit: White Monk

- ~~ A-Ability: Monk Tech
- ~~ A-Ability: (none)
- ~~ R-Ability: Counter
- ~~ S-Ability: (none)
- ~~ Items : Rising Sun (Weapon/Knuckles), Survival Vest (armor)

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Clan Name: Doned Faction

Unit: Dragoon

- ~~ A-Ability: Dragon Tech
- ~~ A-Ability: (none)
- ~~ R-Ability: Counter
- ~~ S-Ability: (none)
- ~~ Items : Dragon Whisper (Weapon/Spear), Gold Armor (armor)

Unit: Fighter

- ~~ A-Ability: Fighter Tech
- ~~ A-Ability: (none)
- ~~ R-Ability: Bonecrusher
- ~~ S-Ability: (none)
- ~~ Items : Venus Blade (Weapon/Blade), Wygar (armor)

Unit: Sage

- ~~ A-Ability: Sagacity Skill
- ~~ A-Ability: (none)
- ~~ R-Ability: Reflex
- ~~ S-Ability: (none)
- ~~ Items : Lotus Mace (Weapon/Mace), Gaia Gear (armor)

Unit: Sniper

- ~~ A-Ability: Sharpshoot
- ~~ A-Ability: (none)
- ~~ R-Ability: Auto-Regen
- ~~ S-Ability: (none)
- ~~ Items : Nike Bow (Weapon/Greatbow), Dark Gear (armor)

Unit: Time Mage

- ~~ A-Ability: Time Magic
- ~~ A-Ability: (none)
- ~~ R-Ability: Last Quicken
- ~~ S-Ability: (none)
- ~~ Items : Sleet Rod (Weapon/Rod), White Robe (armor)

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Clan Name: Gaja Band

Unit: Dragoon

~~ A-Ability: Dragon Tech
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Gae Bolg (Weapon/Spear), Platemail (armor)

Unit: Gunner

~~ A-Ability: Gunmanship
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Riot Gun (Weapon/Gun), Survival Vest (armor)

Unit: Hunter

~~ A-Ability: Hunt
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Atk+
~~ Items : Cranequin (Weapon/Greatbow), Brigandine (armor)

Unit: Ninja

~~ A-Ability: Ninja Skill
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Double Sword
~~ Items : Petalchaser (Weapon/Katana), Osafune (Weapon/Katana),
Ninja Gear (armor)

Unit: Red Mage

~~ A-Ability: Red Magic
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Magic Pow+
~~ Items : Fleuret (Weapon/Rapier), Survival Vest (armor), Circlet (helmet)

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Clan Name: Gertai Band

Unit: Assassin

~~ A-Ability: Corner
~~ A-Ability: (none)
~~ R-Ability: Return Fire
~~ S-Ability: (none)
~~ Items : Hades Bow (Weapon/Greatbow), Dark Gear (armor)

Unit: Blue Mage

~~ A-Ability: Blue Magic
~~ A-Ability: (none)
~~ R-Ability: Damage > MP
~~ S-Ability: Immunity
~~ Items : Manganese (Weapon/Saber), Brigandine (armor)

Unit: Juggler

~~ A-Ability: Stunt
~~ A-Ability: (none)
~~ R-Ability: Return Fire
~~ S-Ability: (none)

~~ Items : Jambiya (Weapon/Knife), Power Sash (armor)

Unit: Ninja

~~ A-Ability: Ninja Skill

~~ A-Ability: Item

~~ R-Ability: Last Haste

~~ S-Ability: Double Sword

~~ Items : Kotetsu (Weapon/Katana), Heaven's Cloud (Weapon/Katana),
Ninja Gear (armor)

Unit: Sniper

~~ A-Ability: Sharpshoot

~~ A-Ability: (none)

~~ R-Ability: Auto-Regen

~~ S-Ability: (none)

~~ Items : Hunt Bow (Weapon/Greatbow), Survival Vest (armor)

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Clan Name: Guard Patrol

Unit: Bishop

~~ A-Ability: Prayer

~~ A-Ability: (none)

~~ R-Ability: Return Magic

~~ S-Ability: (none)

~~ Items : Judge Staff (Weapon/Staff), Survival Vest (armor)

Unit: Defender

~~ A-Ability: Defend

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: Weapon Def+

~~ Items : Lionheart (Weapon/Knightsword), Gold Armor (armor),
Bracers (accessory)

Unit: Mog Knight

~~ A-Ability: Charge

~~ A-Ability: (none)

~~ R-Ability: Last Haste

~~ S-Ability: (none)

~~ Items : Flametongue (Weapon/Blade), Platemail (armor)

Unit: Paladin

~~ A-Ability: Chivalry

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: Monkey Grip

~~ Items : Vigilante (Weapon/Greatsword), Iron Armor (armor),
Round Shield (shield)

Unit: Sage

~~ A-Ability: Sagacity Skill

~~ A-Ability: (none)

~~ R-Ability: (none)

~~ S-Ability: Shieldbearer

~~ Items : Druid Mace (Weapon/Mace), Blaze Robe (armor)

Unit: Templar

~~ A-Ability: Sacred Tech
~~ A-Ability: Item
~~ R-Ability: Bonecrusher
~~ S-Ability: (none)
~~ Items : Gae Bolg (Weapon/Speae), Platemail (armor), Cross Helm (helmet)

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Clan Name: Jagd Emissaries

Unit: Ahriman

~~ A-Ability: Glare
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Atk+
~~ Items : (none)

Unit: Lamia

~~ A-Ability: Song
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : (none)

Unit: Gladiator

~~ A-Ability: Spellblade Tech
~~ A-Ability: (none)
~~ R-Ability: Strikeback
~~ S-Ability: Doublehand
~~ Items : Flametongue (Weapon/Blade), Brigandine (armor)

Unit: Ninja

~~ A-Ability: Ninja Skill
~~ A-Ability: (none)
~~ R-Ability: Last Haste
~~ S-Ability: Double Sword
~~ Items : Kikuichimonji (Weapon/Katana), Kotetsu (Weapon/Katana),
Ninja Gear (armor)

Unit: Sniper

~~ A-Ability: Sharpshoot
~~ A-Ability: (none)
~~ R-Ability: Auto-Regen
~~ S-Ability: (none)
~~ Items : Master Bow (Weapon/Greatbow), Survival Vest (armor)

Unit: Summoner

~~ A-Ability: Summon Magic
~~ A-Ability: (none)
~~ R-Ability: Return Fire
~~ S-Ability: Half MP
~~ Items : Pure Staff (Weapon/Staff), Black Robe (armor)

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Clan Name: Koring Band

Unit: Animist

~~ A-Ability: Call
~~ A-Ability: Item
~~ R-Ability: Block Arrows
~~ S-Ability: (none)
~~ Items : Glass Bell (Weapon/Instrument), Adaman Vest (armor)

Unit: Archer

~~ A-Ability: Aim
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Concentrate
~~ Items : Char Bow (Weapon/Bow), Chain Plate (armor)

Unit: Bishop

~~ A-Ability: Prayer
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Guard Staff (Weapon/Staff), Chain Plate (armor)

Unit: White Mage

~~ A-Ability: White Magic
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Cure Staff (Weapon/Staff), Silken Robe (armor)

Unit: White Monk

~~ A-Ability: Monk Tech
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : Rising Sun (Weapon/Knuckles), Survival Vest (armor)

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Clan Name: Kudik Beasts

Unit: Antlion

~~ A-Ability: Sandstorm
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Def+
~~ Items : (none)

Unit: Red Panther

~~ A-Ability: Rake
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: Reveal
~~ Items : (none)

Unit: Red Panther

~~ A-Ability: Rake
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: Reveal
~~ Items : (none)

Unit: Sprite
~~ A-Ability: Trick
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Toughskin
~~ A-Ability: Debilitate
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: Weapon Def+
~~ Items : (none)

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Clan Name: Ramble Band

Unit: Alchemist
~~ A-Ability: Alchemy
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Magic Pow+
~~ Items : Mandragora (Weapon/Mace), Gaia Gear (armor)

Unit: Fighter
~~ A-Ability: Fighter Tech
~~ A-Ability: (none)
~~ R-Ability: Strikeback
~~ S-Ability: (none)
~~ Items : Sun Blade (Weapon/Blade), Brigandine (armor)

Unit: Ninja
~~ A-Ability: Ninja Skill
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Double Sword
~~ Items : Heaven's Cloud (Weapon/Katana), Petalchaser (Weapon/Katana),
Ninja Gear (armor)

Unit: Sniper
~~ A-Ability: Sharpshoot
~~ A-Ability: (none)
~~ R-Ability: Auto-Regen
~~ S-Ability: (none)
~~ Items : Hades Bow (Weapon/Greatbow), Dark Gear (armor)

Unit: Thief
~~ A-Ability: Steal
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : Zorlin Shape (Weapon/Knife), Power Sash (armor)

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Clan Name: Rangers

Unit: Animist

~~ A-Ability: Call
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Demon Bell (Weapon/Instrument), Survival Vest (armor)

Unit: Archer

~~ A-Ability: Aim
~~ A-Ability: (none)
~~ R-Ability: Block Arrows
~~ S-Ability: (none)
~~ Items : Char Bow (Weapon/Bow), Leather Garb (armor)

Unit: Elementalist

~~ A-Ability: Spirit Magic
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Fleuret (Weapon/Rapier), Adaman Vest (armor)

Unit: Fencer

~~ A-Ability: Lunge Tech
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Estoc (Weapon/Rapier), Chain Plate (armor)

Unit: White Mage

~~ A-Ability: White Magic
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : White Staff (Weapon/Staff), Hempen Robe (armor)

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Clan Name: Roaming Naiads

Unit: Icedrake

~~ A-Ability: Icewyrn
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Def+
~~ Items : (none)

Unit: Ice Flan

~~ A-Ability: Chill
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Lamia

~~ A-Ability: Song
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : (none)

Unit: Lilith
~~ A-Ability: Poison Fang
~~ A-Ability: (none)
~~ R-Ability: Block Arrows
~~ S-Ability: (none)
~~ Items : (none)

Unit: Sprite
~~ A-Ability: Trick
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

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Clan Name: Roda Dragons

Unit: Bomb
~~ A-Ability: Blaze
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : (none)

Unit: Firewyrn
~~ A-Ability: Dragon Blaze
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Firewyrn
~~ A-Ability: Dragon Blaze
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Atk+
~~ Items : (none)

Unit: Jelly
~~ A-Ability: Melt
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : (none)

Unit: Toughskin
~~ A-Ability: Debilitate
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

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Clan Name: Sprohmknights

Unit: Fighter
~~ A-Ability: Fighter Tech
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : Shadow Blade (Weapon/Blade), Chain Plate (armor)

Unit: Soldier
~~ A-Ability: Battle Tech
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Shortsword (Weapon/Sword), Bronze Armor (armor)

Unit: White Mage
~~ A-Ability: White Magic
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : White Staff (Weapon/Staff), Hemen Robe (armor)

Unit: White Monk
~~ A-Ability: Monk Tech
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : Rising sun (Weapon/Knuck;es), Chain Plate (armor)

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Clan Name: Tribites

Unit: Blade Biter
~~ A-Ability: Crush
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Atk+
~~ Items : (none)

Unit: Coeurl
~~ A-Ability: Scratch
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Reveal
~~ Items : (none)

Unit: Red Panther
~~ A-Ability: Rake
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: Reveal
~~ Items : (none)

Unit: Red Panther
~~ A-Ability: Rake
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: Reveal
~~ Items : (none)

Unit: Toughskin
~~ A-Ability: Debilitate
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Def+
~~ Items : (none)

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Clan Name: Tricky Spirits

Unit: Cream
~~ A-Ability: Scorch
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Geomancy
~~ Items : (none)

Unit: Red Cap
~~ A-Ability: Hit
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Sprite
~~ A-Ability: Trick
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : (none)

Unit: Sprite
~~ A-Ability: Trick
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Titania
~~ A-Ability: Flouresence
~~ A-Ability: (none)
~~ R-Ability: Block Arrows
~~ S-Ability: Weapon Atk+
~~ Items : (none)

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Clan Name: Tubola Bandits

Unit: Blue Mage
~~ A-Ability: Blue Magic
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Shamshir (Weapon/Saber), Adaman Vest (armor)

Unit: Hunter

~~ A-Ability: Hunt
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : Master Bow (Weapon/Greatbow), Survival Vest (armor)

Unit: Illusionist

~~ A-Ability: Phantasm
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Half MP
~~ Items : Force Rod (Weapon/Rod), Mistle Robe (armor)

Unit: Red Mage

~~ A-Ability: Red Magic
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Magic Pow+
~~ Items : Gupti Aga (Weapon/Rapier), Mirage Vest (armor), Circlet (helmet)

Unit: Thief

~~ A-Ability: Steal
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: (none)
~~ Items : Scramasax (Weapon/Knife), Survival Vest (armor)

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Clan Name: Wild Monsters

Unit: Coeurl

~~ A-Ability: Scratch
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Reveal
~~ Items : (none)

Unit: Grenade

~~ A-Ability: Boom!
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Icedrake

~~ A-Ability: Icewurm
~~ A-Ability: (none)
~~ R-Ability: Counter
~~ S-Ability: Weapon Def+
~~ Items : (none)

Unit: Jelly

~~ A-Ability: Melt
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

Unit: Malboro
~~ A-Ability: Stench
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: (none)
~~ Items : (none)

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Clan Name: Zoara Sect

Unit: Gladiator
~~ A-Ability: Spellblade Tech
~~ A-Ability: (none)
~~ R-Ability: Strikeback
~~ S-Ability: (none)
~~ Items : Atmos Blade (Weapon/Blade), Wygar (armor)

Unit: Illusionist
~~ A-Ability: Phantasm
~~ A-Ability: (none)
~~ R-Ability: Absorb MP
~~ S-Ability: (none)
~~ Items : Force Rod (Weapon/Staff), Flurry Robe (armor)

Unit: Sage
~~ A-Ability: Sagacity Skill
~~ A-Ability: (none)
~~ R-Ability: (none)
~~ S-Ability: Weapon Def+
~~ Items : Lotus Mace (Weapon/Mace), Gaia Gear (armor)

Unit: Templar
~~ A-Ability: Sacred Tech
~~ A-Ability: (none)
~~ R-Ability: Bonecrusher
~~ S-Ability: (none)
~~ Items : Arch Sword (Weapon/Knightsword), Diamond Armor (armor),
Cross Helm (helmet)

Unit: Time Mage
~~ A-Ability: Time Magic
~~ A-Ability: (none)
~~ R-Ability: Last Quicken
~~ S-Ability: (none)
~~ Items : Flame Rod (Weapon/Rod), Blaze Robe (armor)

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10. Enemy Data*****FFTA10*****
This section lists the monsters of the game, such as the Bombs and stuff that can be put into the Monster Bank in Cyril, in alphabetical order. Their class (ie. Firewyrms are Dragons) is also listed, as is their known abilities and their elemental weaknesses and resistances that are known thus far. PLEASE NOTE THAT SOME ELEMENTAL DATA IS BASED ON PURE ASSUMPTION. Also note that not every single monster of a single species will have every single ability listed under

that monster's name.

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[enemy name]

Class: [enemy class (eg. Dragon, Bomb, Bug)]

Elemental Weaknesses : [elements dealing extra damage]
Elemental Resistances : [elements dealing less-than-normal damage]
Elemental Nullifications: [elements dealing no damage]
Elemental Absorptions : [elements that heal this monster]

Action Abilities (A-Abilities):

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Reaction Abilities (R-Abilities):

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Support Abilities (S-Abilities):

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Ahriman

Class: Floateye.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Roulette: Auto-KO's a random unit.
~~ Circle: Decreases the target's Weapon Attack.

Reaction Abilities (R-Abilities):

~~ Block Arrows: Prevents arrows from dealing damage.

Support Abilities (S-Abilities):

~~ Weapon Atk+: Increases Weapon Attack.

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Antlion

Class: Bug.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ LV3 Def-less: All units with levels divisible by three have their Weapon
Defense and Magic Resistance lowered.

~~ Sandstorm: Damages and possibly Blinds all surrounding units.

Reaction Abilities (R-Abilities):

~~ Counter: When attack in own weapon range, counters.

Support Abilities (S-Abilities):

~~ Weapon Def+: Increases Weapon Defense.

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Big Malboro

Class: Malboro.

Elemental Weaknesses : None.

Elemental Resistances : None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Bad Breath: Inflicts many statuses.

~~ Soundwave: Dispels any positive statuses from target.

Reaction Abilities (R-Abilities):

~~ Block Arrows: Prevents arrow-based damage.

Support Abilities (S-Abilities):

~~ Weapon Atk+: Increases Weapon Attack.

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Blade Biter

Class: Rockbeast.

Elemental Weaknesses : None.

Elemental Resistances : None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Limit Glove: Deals HIGH DAMAGE (usually 999) when HP is in a critical state.

~~ Munch: Damages and can probably break target's weapon.

~~ Resonate: Disables physical units (ie. Fighter).

Reaction Abilities (R-Abilities):

~~ Block Arrows: Stops arrow-based damage.

Support Abilities (S-Abilities):

~~ Weapon Atk+: Increases Weapon Attack.

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Bomb

Class: Bomb.

Elemental Weaknesses : Water, Blizzard.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : Fire.

Action Abilities (A-Abilities):

~~ Blowup: KO's user; heavily damages surrounding units.
~~ Flame Attack: Throws a fireball for damage.

Reaction Abilities (R-Abilities):

~~ Counter: When hit within own weapon range, strikes back.

Support Abilities (S-Abilities):

~~ Weapon Def+: Increases Weapon Defense.

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Coeurl

Class: Panther.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Blaster: Petrifies.
~~ Hastebreak: Lowers Speed of target.

Reaction Abilities (R-Abilities):

~~ Block Arrows: Prevents arrow damage.

Support Abilities (S-Abilities):

~~ Weapon Atk+: Increases Weapon Attack.

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Cream

Class: Flan.

Elemental Weaknesses : None?
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : Thunder.

Action Abilities (A-Abilities):

~~ Acid: Random status.
~~ Thunder: Some Thunder damage.
~~ Thundara: Moderate Thunder damage.
~~ Thundaga: High Thunder damage.
~~ Sacrifice: KO's user to heal another unit.

Reaction Abilities (R-Abilities):

~~ Block Arrows: Prevents Arrows from dealing damage.

Support Abilities (S-Abilities):

~~ Weapon Atk+: Increases Weapon Attack.

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Firewyrn

Class: Dragon.

Elemental Weaknesses : Blizzard, Water.

Elemental Resistances : None.

Elemental Nullifications: Fire.

Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Fire Breath: Multi-target Fire damage.

~~ Guard-Off: Lowers target's Weapon Defense and Magic Resistance.

Reaction Abilities (R-Abilities):

~~ Block Arrows: Arrows will do user no harm.

Support Abilities (S-Abilities):

~~ Weapon Atk+: Increases Weapon Attack.

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Floateye

Class: Floateye.

Elemental Weaknesses : None.

Elemental Resistances : None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Stare: Confuses target.

Reaction Abilities (R-Abilities):

~~ Counter: Counterattacks when hit within own weapon range.

Support Abilities (S-Abilities):

~~ Weapon Def+: Increases Weapon Defense.

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Goblin

Class: Goblin.

Elemental Weaknesses : None.

Elemental Resistances : None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Goblin Punch: Damages. Randomized.

Reaction Abilities (R-Abilities):

~~ Counter: Counterattacks when hit in own weapon range.

Support Abilities (S-Abilities):

~~ Weapon Def+: Increases Weapon Defense.

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Grenade

Class: Bomb.

Elemental Weaknesses : Fire.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : Blizzard.

Action Abilities (A-Abilities):

~~ Blowup: Self KO that heavily damages surrounding units.
~~ Chill: Blizzard-based damage to all surrounding units. Also heals user.

Reaction Abilities (R-Abilities):

~~ Block Arrows: Arrows shall do no damage.

Support Abilities (S-Abilities):

~~ Weapon Atk+: Increases Weapon Attack.

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Icedrake

Class: Dragon.

Elemental Weaknesses : Fire.
Elemental Resistances : None.
Elemental Nullifications: Blizzard.
Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Ice Breath: Multi-target Blizzard damage.
~~ Mighty Guard: Increases Weapon Defense and Magic Resistance.

Reaction Abilities (R-Abilities):

~~ Counter: When hit in own weapon range, counters with own attack.

Support Abilities (S-Abilities):

~~ Weapon Def+: Increases Weapon Defense.

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Ice Flan

Class: Flan.

Elemental Weaknesses : Fire.
Elemental Resistances : None.
Elemental Nullifications: None.

Elemental Absorptions : Blizzard.

Action Abilities (A-Abilities):

- ~~ Acid: Causes a random status.
- ~~ Blizzard: Some Blizzard damage.
- ~~ Blizzara: Moderate Blizzard damage.
- ~~ Blizzaga: High Blizzard damage.
- ~~ Sacrifice: KO's user to heal an ally.

Reaction Abilities (R-Abilities):

- ~~ Reflex: Normal Fight moves will not affect user.

Support Abilities (S-Abilities):

- ~~ Geomancy: Increases effectiveness of magic.

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Jawbreaker

Class: Bug.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Action Abilities (A-Abilities):

- ~~ LV3 Def-less: Lowers the Weapon Defense and Magic Resistance of all units whose levels are divisible by three.
- ~~ LV5 Death: All units with levels divisible by five are instantly KO'ed.
- ~~ Suffocate: Damages and delays next turn.

Reaction Abilities (R-Abilities):

- ~~ Block Arrows: Arrows will do no damage.

Support Abilities (S-Abilities):

- ~~ Weapon Atk+: Increases Weapon Attack.

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Jelly

Class: Flan.

Elemental Weaknesses : Water, Blizzard.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : Fire.

Action Abilities (A-Abilities):

- ~~ Acid: Causes a random status.
- ~~ Fire: Some Fire damage.
- ~~ Fira: Moderate Fire damage.
- ~~ Firaga: High Fire damage.
- ~~ Sacrifice: KO's user and heals another unit.

Reaction Abilities (R-Abilities):

- ~~ Counter: Counterattacks when attacked within weapon range.

Support Abilities (S-Abilities):
~~ Weapon Def+: Ups Weapon Defense.

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Lamia

Class: Lamia.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Action Abilities (A-Abilities):
~~ Hand Slap: Damages and delays next turn.
~~ Night: Puts all targets to Sleep.
~~ Poison Frog: Transforms target into a Frog who is Poisoned.

Reaction Abilities (R-Abilities):
~~ Counter: Counterattacks when hit within own weapon range.

Support Abilities (S-Abilities):
~~ Weapon Def+: Increases Weapon Defense.

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Lilith

Class: Lamia.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Action Abilities (A-Abilities):
~~ Kiss: Charms and Dooms.
~~ Poison Frog: Poisons target and transforms them into a Frog.
~~ Twister: Radius-based damage that cuts HP by fifty percent.

Reaction Abilities (R-Abilities):
~~ Block Arrows: Prevents damage from arrow projectiles.

Support Abilities (S-Abilities):
~~ Weapon Atk+: Increases Weapon Attack.

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Malboro

Class: Malboro.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: None.

Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Bad Breath: Causes multiple statuses.

~~ Goo: Immobilizes.

Reaction Abilities (R-Abilities):

~~ Counter: Strikes those who attack within own weapon range.

Support Abilities (S-Abilities):

~~ Weapon Def+: Increases Weapon Defense.

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Masterberry

Class: Tonberry.

Elemental Weaknesses : None.

Elemental Resistances : None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Knife: Cuts off 90% of the target's HP.

~~ Voodoo: Dooms target.

Reaction Abilities (R-Abilities):

~~ Block Arrows: Stops arrow-based damage.

Support Abilities (S-Abilities):

~~ Weapon Atk+: Increases Weapon Attack.

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Red Cap

Class: Goblin.

Elemental Weaknesses : None.

Elemental Resistances : None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Mutilate: Damages and absorbs the HP of target.

~~ Magic Hammer: MP damaging attack.

Reaction Abilities (R-Abilities):

~~ Block Arrows: Prohibits arrows from doing damage.

Support Abilities (S-Abilities):

~~ Weapon Atk+: Increases Weapon Attack.

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Red Panther

Class: Panther.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Action Abilities (A-Abilities):
~~ Poison Claw: Damages and Poisons.
~~ Rend: Damages.

Reaction Abilities (R-Abilities):
~~ Counter: Counters when hit within own weapon range.

Support Abilities (S-Abilities):
~~ Reveal: Reveals hidden items.

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Sprite

Class: Fairy.

Elemental Weaknesses : Dark.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : Holy.

Action Abilities (A-Abilities):
~~ Meteorite: Summons a meteor to the ground for some damage.
~~ White Wind: Heals HP equal to the HP of the user.

Reaction Abilities (R-Abilities):
~~ Counter: When attacked within own weapon range, counterattacks.

Support Abilities (S-Abilities):
~~ Weapon Def+: Ups Weapon Defense.

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Thundrake

Class: Dragon.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: Thunder.
Elemental Absorptions : None.

Action Abilities (A-Abilities):
~~ Bolt Breath: Multi-target Thunder damage.
~~ Dragon Force: Increases Weapon Attack and Magic Power.

Reaction Abilities (R-Abilities):
~~ Reflex: Normal Fight moves will not hit.

Support Abilities (S-Abilities):

~~ Geomancy: Lowers opponents' elemental weaknesses. (In other words, Magic Power is increased.)

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Titania

Class: Fairy.

Elemental Weaknesses : Dark.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ LV?D Holy: Deals heavy Holy-based damage to those units who have the same one's digit in their level as the day of the month.
~~ Angel Whisper: Restores HP and casts Auto-Life.

Reaction Abilities (R-Abilities):

~~ Block Arrows: Arrows cannot do damage.

Support Abilities (S-Abilities):

~~ Weapon Atk+: Increases Weapon Attack.

~~~~~  
~~~~~

Tonberry

Class: Tonberry.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Action Abilities (A-Abilities):

~~ Karma: Deals damage based on target's KO count - more KO's, more damage.
~~ Knife: Cuts 90% away from the target's HP.

Reaction Abilities (R-Abilities):

~~ Counter: Attacks back when hit within own weapon range.

Support Abilities (S-Abilities):

~~ Weapon Def+: Increases Weapon Defense.

~~~~~  
~~~~~

Toughskin

Class: Rockbeast.

Elemental Weaknesses : None.
Elemental Resistances : None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Action Abilities (A-Abilities):

- ~~ Matra Magic: Switches HP and MP of target.
- ~~ Resonate: Disables physical units. (ie. Soldier)

Reaction Abilities (R-Abilities):

- ~~ Counter: Counter-strikes when hit within own weapon range.

Support Abilities (S-Abilities):

- ~~ Weapon Def+: Increases Weapon Defense.

~~~~~  
 ~~~~~

Vampire

Class: Undead.

- Elemental Weaknesses : None.
- Elemental Resistances : None.
- Elemental Nullifications: None.
- Elemental Absorptions : None.

Action Abilities (A-Abilities):

- ~~ LV? S-Flare: Deals high Dark damage to units with the same level.
- ~~ Miasma: Damages and Poisons.
- ~~ Zombify: Causes target to become a Zombie.

Reaction Abilities (R-Abilities):

- ~~ Block Arrows: Prevents all arrow-based damage.

Support Abilities (S-Abilities):

- ~~ Weapon Atk+: Increases Weapon Attack.

~~~~~  
 ~~~~~

Zombie

Class: Undead.

- Elemental Weaknesses : Holy, anything HP-restorative.
- Elemental Resistances : None.
- Elemental Nullifications: None.
- Elemental Absorptions : None.

Action Abilities (A-Abilities):

- ~~ Drain Touch: Damages target and absorbs some HP.
- ~~ Miasma: Damages and Poisons.

Reaction Abilities (R-Abilities):

- ~~ Counter: Strikes back when hit within own weapon range.

Support Abilities (S-Abilities):

- ~~ Weapon Def+: Increases Weapon Defense.

~~~~~  
 ~~~~~

Potion

Effect: Heals HP. Damages Zombies.

=====
Hi-Potion

Effect: Heals more HP than a Potion. Damages Zombies.

=====
X-Potion

Effect: Heals more HP than a Hi-Potion. Damages Zombies.

=====
Ether

Effect: Heals MP.

=====
Elixir

Effect: Fully heals HP and MP. Damages Zombies.

=====
Antidote

Effect: Cures Poison.

=====
Eye Drops

Effect: Cures Blind.

=====
Echo Screen

Effect: Cures Silence.

=====
Maiden Kiss

Effect: Cures Frog.

=====
Soft

Effect: Cures Petrification.

=====
Holy Water

Effect: Cures Zombie.

=====
Bandage

Effect: Cures Disable and Immobilization.

=====

Cureall

Effect: Heals all statuses.

=====
Phoenix Down

Effect: Revives allies from KO. Damages Zombies.

=====
12. Headgear Listings*****FFTA12*****

Bronze Helm

Weapon Attack +/- : +0
Weapon Defense +/- : +4
Magic Power +/- : +0
Magic Resistance +/-: +2
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Helm.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Iron Helm

Weapon Attack +/- : +0
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +3
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Helm.

Abilities Taught: ~~

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Opal Helm

Weapon Attack +/- : +0
Weapon Defense +/- : +7
Magic Power +/- : +0
Magic Resistance +/-: +3
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Helm.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Cross Helm

Weapon Attack +/- : +0
Weapon Defense +/- : +9
Magic Power +/- : +0
Magic Resistance +/-: +4
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Helm.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Diamond Helm

Weapon Attack +/- : +0
Weapon Defense +/- : +11
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0

Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Helm.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Genji Helm

Weapon Attack +/- : +0
Weapon Defense +/- : +15
Magic Power +/- : +0
Magic Resistance +/-: +6
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Helm.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Parade Helm

Weapon Attack +/- : +0
Weapon Defense +/- : +13
Magic Power +/- : +0
Magic Resistance +/-: +4
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Helm.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Hanya Helm

Weapon Attack +/- : +0
Weapon Defense +/- : +12
Magic Power +/- : +0
Magic Resistance +/-: +8
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Helm.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Bangaa Helm

Weapon Attack +/- : +0
Weapon Defense +/- : +16
Magic Power +/- : +0
Magic Resistance +/-: +6
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Helm.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Cachusha

Weapon Attack +/- : +0
Weapon Defense +/- : +2
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Ribbon.

Abilities Taught: ~~ None.

Status Nullifications: KO, Petrify, Confuse, Verserk, Stop, Charm, Sleep.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Barette

Weapon Attack +/- : +0
Weapon Defense +/- : +2
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Ribbon.

Abilities Taught: ~~ None.

Status Nullifications: Zombie, Blind, Silence, Poison, Frog, Slow, Doom,
Immobilization, Disable.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Ribbon

Weapon Attack +/- : +0
Weapon Defense +/- : +2
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Ribbon.

Abilities Taught: ~~ None.

Status Nullifications: All.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Feather Cap

Weapon Attack +/- : +0

Weapon Defense +/- : +2

Magic Power +/- : +0

Magic Resistance +/-: +4

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Hat.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Circlet

Weapon Attack +/- : +0

Weapon Defense +/- : +3

Magic Power +/- : +0

Magic Resistance +/-: +3

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Hat.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

Green Beret

Weapon Attack +/- : +0
Weapon Defense +/- : +2
Magic Power +/- : +0
Magic Resistance +/-: +2
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Hat.

Abilities Taught: ~~ Block Arrows (R-Ability -> Archer)
 ~~ Block Arrows (R-Ability -> Animist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Headband

Weapon Attack +/- : +5
Weapon Defense +/- : +0
Magic Power +/- : +6
Magic Resistance +/-: +2
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Hat.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Wizard Hat

Weapon Attack +/- : +0
Weapon Defense +/- : +3
Magic Power +/- : +1

Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Hat.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Gold Hairpin

Weapon Attack +/- : +0
Weapon Defense +/- : +4
Magic Power +/- : +2
Magic Resistance +/-: +12
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Hat.

Abilities Taught: ~~ None.

Status Nullifications: Silence.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Thief Hat

Weapon Attack +/- : +0
Weapon Defense +/- : +8
Magic Power +/- : +2
Magic Resistance +/-: +12
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +7

Equipment Typing: Hat.

Abilities Taught: ~~ None.

Status Nullifications: Immobilize, Disable.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Black Hat

Weapon Attack +/- : +0

Weapon Defense +/- : +4

Magic Power +/- : +4

Magic Resistance +/-: +16

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Hat.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
White Hat

Weapon Attack +/- : +0

Weapon Defense +/- : +4

Magic Power +/- : +0

Magic Resistance +/-: +14

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Hat.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.
=====

Acacia Hat

Weapon Attack +/- : +0
Weapon Defense +/- : +2
Magic Power +/- : +5
Magic Resistance +/-: +4
Speed +/- : +2
Move +/- : +1
Jump +/- : +1
Evade +/- : +5

Equipment Typing: Hat.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: With each time you win this (only from Mission #042), you will not get an additional Acacia Hat, but, instead, the original will power itself up.

=====

Tiara

Weapon Attack +/- : +0
Weapon Defense +/- : +8
Magic Power +/- : +0
Magic Resistance +/-: +20
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Hat.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

13. Armor Listings*****FFTA13*****

Cuirass

Weapon Attack +/- : +0
Weapon Defense +/- : +28
Magic Power +/- : +0

Magic Resistance +/-: +2
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Bronze Armor

Weapon Attack +/- : +0
Weapon Defense +/- : +30
Magic Power +/- : +0
Magic Resistance +/-: +6
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Iron Armor

Weapon Attack +/- : +0
Weapon Defense +/- : +34
Magic Power +/- : +0
Magic Resistance +/-: +3
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Platemail

Weapon Attack +/- : +0

Weapon Defense +/- : +38

Magic Power +/- : +0

Magic Resistance +/-: +3

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Gold Armor

Weapon Attack +/- : +0

Weapon Defense +/- : +42

Magic Power +/- : +0

Magic Resistance +/-: +6

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ Last Haste (R-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Diamond Armor

Weapon Attack +/- : +0
Weapon Defense +/- : +40
Magic Power +/- : +0
Magic Resistance +/-: +3
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ Weapon Def+ (S-Ability -> Paladin)
~~ Weapon Def+ (S-Ability -> Defender)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Opal Armor

Weapon Attack +/- : +0
Weapon Defense +/- : +42
Magic Power +/- : +0
Magic Resistance +/-: +3
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Carabini Mail

Weapon Attack +/- : +0
Weapon Defense +/- : +38
Magic Power +/- : +0
Magic Resistance +/-: +8
Speed +/- : +0
Move +/- : +0
Jump +/- : +0

Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ Bonecrusher (R-Ability -> Templar)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Mirror Mail

Weapon Attack +/- : +0

Weapon Defense +/- : +36

Magic Power +/- : +0

Magic Resistance +/-: +9

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: Equipper has the Reflect status.

=====
Dragon Mail

Weapon Attack +/- : +0

Weapon Defense +/- : +40

Magic Power +/- : +0

Magic Resistance +/-: +8

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: Fire.

Elemental Nullifications: None.

Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Genji Armor

Weapon Attack +/- : +0
Weapon Defense +/- : +46
Magic Power +/- : +0
Magic Resistance +/-: +12
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ Reflex (R-Ability -> Paladin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Maximillian

Weapon Attack +/- : +3
Weapon Defense +/- : +46
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Adaman Armor

Weapon Attack +/- : +0
Weapon Defense +/- : +58

Magic Power +/- : +0
Magic Resistance +/-: +3
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Materia Armor

Weapon Attack +/- : +0
Weapon Defense +/- : +52
Magic Power +/- : +0
Magic Resistance +/-: +16
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Peytral

Weapon Attack +/- : +5
Weapon Defense +/- : +28
Magic Power +/- : +5
Magic Resistance +/-: +2
Speed +/- : +2
Move +/- : +1
Jump +/- : +1
Evade +/- : +5

Equipment Typing: Armor.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: Whenever you win a Peytral from Mission #043, you will not
earn another Peytral; instead, your original powers up.

=====
Leather Garb

Weapon Attack +/- : +0
Weapon Defense +/- : +18
Magic Power +/- : +0
Magic Resistance +/-: +4
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Chain Plate

Weapon Attack +/- : +0
Weapon Defense +/- : +28
Magic Power +/- : +0
Magic Resistance +/-: +4
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ Catch (R-Ability -> Red Mage)
~~ Catch (R-Ability -> Juggler)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Adaman Vest

Weapon Attack +/- : +0
Weapon Defense +/- : +30
Magic Power +/- : +0
Magic Resistance +/-: +3
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ Maintenance (S-Ability -> Thief)
 ~~ Maintenance (S-Ability -> Alchemist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Survival Vest

Weapon Attack +/- : +0
Weapon Defense +/- : +34
Magic Power +/- : +0
Magic Resistance +/-: +6
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ Immunity (S-Ability -> Blue Mage)
 ~~ Immunity (S-Ability -> Beastmaster)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Brigandine

Weapon Attack +/- : +0
Weapon Defense +/- : +37
Magic Power +/- : +0

Magic Resistance +/-: +6
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ Counter (R-Ability -> Thief)
 ~~ Counter (R-Ability -> White Monk)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Judo Uniform

Weapon Attack +/- : +0
Weapon Defense +/- : +34
Magic Power +/- : +0
Magic Resistance +/-: +8
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ Damage > MP (R-Ability -> Blue Mage)
 ~~ Damage > MP (R-Ability -> Gadgeteer)
 ~~ Damage > MP (R-Ability -> Morpher)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Power Sash

Weapon Attack +/- : +2
Weapon Defense +/- : +34
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ Return Fire (R-Ability -> Assassin)
 ~~ Return Fire (R-Ability -> Juggler)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Gaia Gear

Weapon Attack +/- : +0
Weapon Defense +/- : +24
Magic Power +/- : +0
Magic Resistance +/-: +12
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ Auto-Regen (R-Ability -> Gadgeteer)
 ~~ Auto-Regen (R-Ability -> Hunter)
 ~~ Auto-Regen (R-Ability -> Sniper)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : Earth.
Elemental Enhancements : None.

Additional Notes: None.

=====

Minerva Plate

Weapon Attack +/- : +0
Weapon Defense +/- : +28
Magic Power +/- : +0
Magic Resistance +/-: +14
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: Dark.

Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Ninja Gear

Weapon Attack +/- : +0
Weapon Defense +/- : +30
Magic Power +/- : +0
Magic Resistance +/-: +6
Speed +/- : +1
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Clothing.

Abilities Taught: ~~ Last Haste (R-Ability -> Ninja)
 ~~ Last Haste (R-Ability -> Beastmaster)
 ~~ Bonecrusher (R-Ability -> Fighter)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Dark Gear

Weapon Attack +/- : +0
Weapon Defense +/- : +32
Magic Power +/- : +0
Magic Resistance +/-: +3
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Clothing.

Abilities Taught: ~~ Weapon Def+ (S-Ability -> Sage)

Status Nullifications: Stop.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Wygarr

Weapon Attack +/- : +0
Weapon Defense +/- : +35
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ Strikeback (R-Ability -> Fighter)
 ~~ Strikeback (R-Ability -> Gladiator)

Status Nullifications: KO.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Mirage Vest

Weapon Attack +/- : +0
Weapon Defense +/- : +32
Magic Power +/- : +0
Magic Resistance +/-: +16
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ Reflex (R-Ability -> White Monk)
 ~~ Reflex (R-Ability -> Fencer)
 ~~ Reflex (R-Ability -> Sage)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Rubber Suit

Weapon Attack +/- : +0
Weapon Defense +/- : +28
Magic Power +/- : +0
Magic Resistance +/-: +16
Speed +/- : +0
Move +/- : +0
Jump +/- : +0

Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: Thunder.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Bone Plate

Weapon Attack +/- : +0

Weapon Defense +/- : +42

Magic Power +/- : +0

Magic Resistance +/-: +8

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: Dark.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Onlyone

Weapon Attack +/- : +0

Weapon Defense +/- : +34

Magic Power +/- : +0

Magic Resistance +/-: +24

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Brint Set

Weapon Attack +/- : +0
Weapon Defense +/- : +28
Magic Power +/- : +0
Magic Resistance +/-: +16
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Galmia Set

Weapon Attack +/- : +0
Weapon Defense +/- : +26
Magic Power +/- : +0
Magic Resistance +/-: +18
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Judge Coat

Weapon Attack +/- : +0
Weapon Defense +/- : +38

Magic Power +/- : +0
Magic Resistance +/-: +28
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Temple Cloth

Weapon Attack +/- : +2
Weapon Defense +/- : +36
Magic Power +/- : +2
Magic Resistance +/-: +16
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Hempen Robe

Weapon Attack +/- : +0
Weapon Defense +/- : +15
Magic Power +/- : +0
Magic Resistance +/-: +22
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Silken Robe

Weapon Attack +/- : +0
Weapon Defense +/- : +15
Magic Power +/- : +0
Magic Resistance +/-: +28
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Magus Robe

Weapon Attack +/- : +0
Weapon Defense +/- : +15
Magic Power +/- : +0
Magic Resistance +/-: +30
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Mistle Robe

Weapon Attack +/- : +0
Weapon Defense +/- : +19
Magic Power +/- : +0
Magic Resistance +/-: +30
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: KO.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : Holy.
Elemental Enhancements : None.

Additional Notes: None.

=====

Blaze Robe

Weapon Attack +/- : +0
Weapon Defense +/- : +19
Magic Power +/- : +0
Magic Resistance +/-: +30
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : Fire.
Elemental Enhancements : None.

Additional Notes: None.

=====

Thunder Robe

Weapon Attack +/- : +0
Weapon Defense +/- : +19
Magic Power +/- : +0
Magic Resistance +/-: +30
Speed +/- : +0
Move +/- : +0
Jump +/- : +0

Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : Thunder.

Elemental Enhancements : None.

Additional Notes: None.

=====

Flurry Robe

Weapon Attack +/- : +0

Weapon Defense +/- : +19

Magic Power +/- : +0

Magic Resistance +/-: +30

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : Blizzard.

Elemental Enhancements : None.

Additional Notes: None.

=====

White Robe

Weapon Attack +/- : +0

Weapon Defense +/- : +21

Magic Power +/- : +0

Magic Resistance +/-: +38

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: Fire, Blizzard, Thunder.

Elemental Nullifications: None.

Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Black Robe

Weapon Attack +/- : +0
Weapon Defense +/- : +21
Magic Power +/- : +2
Magic Resistance +/-: +36
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : Fire, Blizzard, Thunder.

Additional Notes: None.

=====
Light Robe

Weapon Attack +/- : +0
Weapon Defense +/- : +25
Magic Power +/- : +0
Magic Resistance +/-: +40
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ Half MP (S-Ability -> Bishop)
 ~~ Half MP (S-Ability -> Illusionist)
 ~~ Half MP (S-Ability -> Summoner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Lordly Robe

Weapon Attack +/- : +0
Weapon Defense +/- : +28
Magic Power +/- : +0
Magic Resistance +/-: +42
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Clothing.

Abilities Taught: ~~ Absorb MP (R-Ability -> Elementalist)
~~ Absorb MP (R-Ability -> Illusionist)
~~ Last Quicken (R-Ability -> Time Mage)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Silver Coat

Weapon Attack +/- : +0
Weapon Defense +/- : +30
Magic Power +/- : +0
Magic Resistance +/-: +38
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Red Robe

Weapon Attack +/- : +0
Weapon Defense +/- : +22
Magic Power +/- : +0
Magic Resistance +/-: +31
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Sage Robe

Weapon Attack +/- : +0

Weapon Defense +/- : +24

Magic Power +/- : +0

Magic Resistance +/-: +52

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ Geomancy (S-Ability -> Black Mage)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Magic Robe

Weapon Attack +/- : +0

Weapon Defense +/- : +24

Magic Power +/- : +6

Magic Resistance +/-: +36

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Reaper Cloth

Weapon Attack +/- : +0
Weapon Defense +/- : +32
Magic Power +/- : +6
Magic Resistance +/-: +36
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Robe.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

14. Weaponry Listings*****FFTA14*****

Shortsword

Weapon Attack +/- : +25
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Sword.

Abilities Taught: ~~ First Aid (A-Ability -> Soldier)
~~ First Aid (A-Ability -> Warrior)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Silver Sword

Weapon Attack +/- : +30
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Sword.

Abilities Taught: ~~ Speedbreak (A-Ability -> Soldier)
~~ Speedbreak (A-Ability -> Warrior)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Buster Sword

Weapon Attack +/- : +35
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Sword.

Abilities Taught: ~~ Mindbreak (A-Ability -> Soldier)
~~ Mindbreak (A-Ability -> Warrior)
~~ Wyrmtamer (A-Ability -> Dragoon)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Burglar Sword

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0

Jump +/- : +0
Evade +/- : +0

Equipment Typing: Sword.

Abilities Taught: ~~ Sensor (A-Ability -> Soldier)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Gale Sword

Weapon Attack +/- : +36
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +1
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Wind Sword.

Abilities Taught: ~~ Greased Bolt (A-Ability -> Warrior)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Blood Sword

Weapon Attack +/- : +18
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Sword.

Abilities Taught: ~~ Provoke (A-Ability -> Soldier)
~~ Wyrmslayer (A-Ability -> Dragoon)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: Attacker will earn HP upon a physical attack with this equipped.

=====
Restorer

Weapon Attack +/- : +40
Weapon Defense +/- : +0
Magic Power +/- : +5
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Sword.

Abilities Taught: ~~ Downsize (A-Ability -> Warrior)
~~ Lancet (A-Ability -> Dragoon)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Vitanova

Weapon Attack +/- : +38
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Holy Sword.

Abilities Taught: ~~ Dragonheart (R-Ability -> Dragoon)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : Holy.
Elemental Enhancements : None.

Additional Notes: None.
=====

Mythril Sword

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Sword.

Abilities Taught: ~~ Combat Combo (C-Ability -> Soldier)
~~ Combat Combo (C-Ability -> Warrior)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Victor Sword

Weapon Attack +/- : +33
Weapon Defense +/- : +10
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Sword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Onion Sword

Weapon Attack +/- : +29
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0

Evade +/- : +10

Equipment Typing: Sword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Chirijiraden

Weapon Attack +/- : +65

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Sword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Laglace Sword

Weapon Attack +/- : +41

Weapon Defense +/- : +0

Magic Power +/- : +5

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Ice Sword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Sweep Blade

Weapon Attack +/- : +28
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blade.

Abilities Taught: ~~ Rush (A-Ability -> Fighter)
 ~~ Rush (A-Ability -> Gladiator)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Shadow Blade

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Blade.

Abilities Taught: ~~ Beatdown (A-Ability -> Fighter)
 ~~ Beatdown (A-Ability -> Gladiator)
 ~~ Mog Rush (A-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Sun Blade

Weapon Attack +/- : +37
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blade.

Abilities Taught: ~~ Blitz (A-Ability -> Fighter)
~~ Blitz (A-Ability -> Gladiator)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Atmos Blade

Weapon Attack +/- : +36
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Thunder Blade.

Abilities Taught: ~~ Air Render (A-Ability -> Fighter)
~~ Mog Lance (A-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Flametongue

Weapon Attack +/- : +38
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0

Evade +/- : +0

Equipment Typing: Fire Blade.

Abilities Taught: ~~ Backdraft (A-Ability -> Fighter)
~~ Fire Sword (A-Ability -> Gladiator)
~~ Mog Attack (A-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Air Blade

Weapon Attack +/- : +40
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Wind Blade.

Abilities Taught: ~~ Air Blast (A-Ability -> Fighter)
~~ Bolt Sword (A-Ability -> Gladiator)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: Wind.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Icebrand

Weapon Attack +/- : +42
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blizzard Blade.

Abilities Taught: ~~ Ice Sword (A-Ability -> Gladiator)
~~ Mog Aid (A-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Kwigon Blade

Weapon Attack +/- : +40

Weapon Defense +/- : +3

Magic Power +/- : +0

Magic Resistance +/-: +3

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Blade.

Abilities Taught: ~~ Far Fist (A-Ability -> Fighter)

~~ Mog Guard (A-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Ogun Blade

Weapon Attack +/- : +42

Weapon Defense +/- : +0

Magic Power +/- : +2

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Blade.

Abilities Taught: ~~ Wild Swing (A-Ability -> Fighter)

~~ Wild Swing (A-Ability -> Gladiator)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Pearl Blade

Weapon Attack +/- : +46
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blade.

Abilities Taught: ~~ Mog Shield (A-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Paraiba Blade

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +10
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Blade.

Abilities Taught: ~~ Mog Peek (A-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Venus Blade

Weapon Attack +/- : +45
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0

Jump +/- : +0
Evade +/- : +0

Equipment Typing: Fire Blade.

Abilities Taught: ~~ Doublehand (S-Ability -> Fighter)
~~ Doublehand (S-Ability -> Gladiator)

Status Nullifications: None.

Elemental Damage-Halving: Water.
Elemental Nullifications: None.
Elemental Absorptions : Fire.
Elemental Enhancements : None.

Additional Notes: None.

=====
Materia Blade

Weapon Attack +/- : +17
Weapon Defense +/- : +0
Magic Power +/- : +15
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blade.

Abilities Taught: ~~ Ultima Sword (A-Ability -> Gladiator)
~~ Ultima Charge (A-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Mythril Blade

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Blade.

Abilities Taught: ~~ Fight Combo (C-Ability -> Fighter)
~~ Sword Combo (C-Ability -> Gladiator)
~~ Charge Combo (C-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Ebon Blade

Weapon Attack +/- : +84
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Dark Blade.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Adaman Blade

Weapon Attack +/- : +35
Weapon Defense +/- : +15
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blade.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Ayvuir Red

Weapon Attack +/- : +62
Weapon Defense +/- : +10
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blade.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Ayvuir Blue

Weapon Attack +/- : +51
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Blade.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Blue Saber

Weapon Attack +/- : +25
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0

Evade +/- : +0

Equipment Typing: Saber.

Abilities Taught: ~~ Learning (S-Ability -> Blue Mage)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Shamshir

Weapon Attack +/- : +31

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +2

Equipment Typing: Saber.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Aqua Saber

Weapon Attack +/- : +36

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +6

Equipment Typing: Water Saber.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Harpe

Weapon Attack +/- : +42
Weapon Defense +/- : +0
Magic Power +/- : +5
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Saber.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Manganese

Weapon Attack +/- : +47
Weapon Defense +/- : +0
Magic Power +/- : +10
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +3

Equipment Typing: Saber.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Mythril Saber

Weapon Attack +/- : +32
Weapon Defense +/- : +0

Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Saber.

Abilities Taught: ~~ Blue Combo (C-Ability -> Blue Mage)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Tulwar

Weapon Attack +/- : +55
Weapon Defense +/- : +10
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Saber.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Soulsaber

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +5

Equipment Typing: Fire Saber.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Defender

Weapon Attack +/- : +37
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Knightsword.

Abilities Taught: ~~ Nurse (A-Ability -> Paladin)
 ~~ Defender (A-Ability -> Hibernate)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Apocalypse

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Dark Knightsword.

Abilities Taught: ~~ Rasp (A-Ability -> Templar)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Lionheart

Weapon Attack +/- : +34
Weapon Defense +/- : +2
Magic Power +/- : +0
Magic Resistance +/-: +1
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Knightsword.

Abilities Taught: ~~ Defense (A-Ability -> Paladin)
 ~~ Defense (A-Ability -> Defender)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Ragnarok

Weapon Attack +/- : +36
Weapon Defense +/- : +0
Magic Power +/- : +5
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Knightsword.

Abilities Taught: ~~ Drop Weapon (A-Ability -> Paladin)
 ~~ Drop Weapon (A-Ability -> Defender)
 ~~ Silence (A-Ability -> Templar)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Lohengrin

Weapon Attack +/- : +46
Weapon Defense +/- : +0
Magic Power +/- : +0

Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Knightsword.

Abilities Taught: ~~ Aura (A-Ability -> Defender)
~~ Haste (A-Ability -> Templar)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
SaveTheQueen

Weapon Attack +/- : +45
Weapon Defense +/- : +3
Magic Power +/- : +0
Magic Resistance +/-: +3
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +5

Equipment Typing: Holy Knightsword.

Abilities Taught: ~~ Cover (A-Ability -> Paladin)
~~ Expert Guard (A-Ability -> Defender)
~~ Astra (A-Ability -> Templar)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : Holy.

Additional Notes: None.

=====
Arch Sword

Weapon Attack +/- : +48
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Knightsword.

Abilities Taught: ~~ Saint Cross (A-Ability -> Paladin)
 ~~ Soul Sphere (A-Ability -> Templar)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Excalibur

Weapon Attack +/- : +47
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +1
Move +/- : +0
Jump +/- : +0
Evade +/- : +5

Equipment Typing: Holy Knightsword.

Abilities Taught: ~~ Holy Blade (A-Ability -> Paladin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : Holy.
Elemental Enhancements : Holy.

Additional Notes: None.

=====

Mythril Brand

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Knightsword.

Abilities Taught: ~~ Knight Combo (A-Ability -> Paladin)
 ~~ Sacred Combo (A-Ability -> Templar)
 ~~ Defend Combo (A-Ability -> Defender)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.

Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Excalibur2

Weapon Attack +/- : +87
Weapon Defense +/- : +0
Magic Power +/- : +3
Magic Resistance +/-: +0
Speed +/- : +4
Move +/- : +0
Jump +/- : +0
Evade +/- : +5

Equipment Typing: Knightsword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Nagrarok

Weapon Attack +/- : +75
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +6
Move +/- : +1
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Knightsword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Sequence

Weapon Attack +/- : +32
Weapon Defense +/- : +2

Magic Power +/- : +5
Magic Resistance +/-: +2
Speed +/- : +2
Move +/- : +1
Jump +/- : +1
Evade +/- : +2

Equipment Typing: Knightsword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: When you re-win this from Mission #040, instead of getting another Sequence, the original powers up!

=====
Barong

Weapon Attack +/- : +30
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatsword.

Abilities Taught: ~~ Powerbreak (A-Ability -> Soldier)
~~ Parley (A-Ability -> Paladin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Ancient Sword

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatsword.

Abilities Taught: ~~ Magicbreak (A-Ability -> Soldier)
 ~~ Subdue (A-Ability - Paladin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Diamond Sword

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatsword.

Abilities Taught: ~~ Mug (A-Ability -> Soldier)

Status Nullifications: Slow.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Hardedge

Weapon Attack +/- : +42
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatsword.

Abilities Taught: ~~ None.

Status Nullifications: Doom.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Vigilante

Weapon Attack +/- : +37
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatsword.

Abilities Taught: ~~ Monkey Grip (S-Ability -> Soldier)

Status Nullifications: Confuse.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Zankplus

Weapon Attack +/- : +49
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatsword.

Abilities Taught: ~~ None.

Status Nullifications: Poison.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Master Sword

Weapon Attack +/- : +59
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0

Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatsword.

Abilities Taught: ~~ None.

Status Nullifications: KO.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Oblige

Weapon Attack +/- : +48
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatsword.

Abilities Taught: ~~ None.

Status Nullifications: Charm.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Iceprism

Weapon Attack +/- : +45
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blizzard Greatsword.

Abilities Taught: ~~ None.

Status Nullifications: Silence.

Elemental Damage-Halving: None.
Elemental Nullifications: Fire.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Lurebreaker

Weapon Attack +/- : +51
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatsword.

Abilities Taught: ~~ None.

Status Nullifications: Sleep.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Samson Sword

Weapon Attack +/- : +32
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Earth Broadsword.

Abilities Taught: ~~ Powerbreak (A-Ability -> Warrior)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Falchion

Weapon Attack +/- : +27
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Broadsword.

Abilities Taught: ~~ Magicbreak (A-Ability -> Warrior)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Predator

Weapon Attack +/- : +37
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Broadsword.

Abilities Taught: ~~ Last Berserk (R-Ability -> Defender)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Striborg

Weapon Attack +/- : +33
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Broadsword.

Abilities Taught: ~~ Body Slam (A-Ability -> Warrior)
~~ Mow Down (A-Ability -> Defender)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
El Cid Sword

Weapon Attack +/- : +47
Weapon Defense +/- : +10
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Broadsword.

Abilities Taught: ~~ Tremor (A-Ability -> Defender)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Claymore

Weapon Attack +/- : +49
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Broadsword.

Abilities Taught: ~~ Monkey Grip (S-Ability -> Warrior)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

Vajra

Weapon Attack +/- : +45
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Thunder Broadsword.

Abilities Taught: ~~ Meltdown (A-Ability -> Defender)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : Thunder.

Additional Notes: None.

Tabarise

Weapon Attack +/- : +47
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Broadsword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Rhomphaia

Weapon Attack +/- : +57
Weapon Defense +/- : +5
Magic Power +/- : +0

Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Broadsword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Beastsword

Weapon Attack +/- : +50
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Broadsword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Eclipse

Weapon Attack +/- : +76
Weapon Defense +/- : +5
Magic Power +/- : +5
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Broadsword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Estreledge

Weapon Attack +/- : +77

Weapon Defense +/- : +5

Magic Power +/- : +0

Magic Resistance +/-: +5

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Broadsword.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Jack Knife

Weapon Attack +/- : +22

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +1

Equipment Typing: Knife.

Abilities Taught: ~~ Steal: Gil (A-Ability -> Thief)
 ~~ Gil Toss (A-Ability -> Gil Toss)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Kris Knife

Weapon Attack +/- : +30
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knife.

Abilities Taught: ~~ Hurl (A-Ability -> Juggler)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Khukuri

Weapon Attack +/- : +37
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +1
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knife

Abilities Taught: ~~ Steal: EXP. (A-Ability -> Thief)
~~ Firebomb (A-Ability -> Juggler)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Kard

Weapon Attack +/- : +35
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0

Jump +/- : +0
Evade +/- : +2

Equipment Typing: Knife.

Abilities Taught: ~~ Steal: Helm: (A-Ability -> Thief)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Scramasax

Weapon Attack +/- : +29
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knife.

Abilities Taught: ~~ Steal: Shield (A-Ability -> Thief)
~~ Ball (A-Ability -> Juggler)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Rondell Dagger

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knife.

Abilities Taught: ~~ Steal: Armor (A-Ability -> Thief)
~~ Ring (A-Ability -> Juggler)

Status Nullifications: Disable, Immobilize.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Jambiya

Weapon Attack +/- : +31
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knife.

Abilities Taught: ~~ Steal: Access. (A-Ability -> Thief)
~~ Dagger (A-Ability -> Dagger)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Zorlin Shape

Weapon Attack +/- : +38
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +1
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knife.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.
=====

Sword Breaker

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Knife.

Abilities Taught: ~~ Steal: Weapon (A-Ability -> Thief)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Orichalcum

Weapon Attack +/- : +60
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knife.

Abilities Taught: ~~ Steal: JP (A-Ability -> Thief)
~~ Smile (A-Ability -> Juggler)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Cinquedea

Weapon Attack +/- : +57
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +5
Move +/- : +0
Jump +/- : +0

Evade +/- : +2

Equipment Typing: Knife.

Abilities Taught: ~~ Steal: Ability (A-Ability -> Thief)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Mythril Knife

Weapon Attack +/- : +32

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +1

Evade +/- : +1

Equipment Typing: Knife.

Abilities Taught: ~~ Thief Combo (C-Ability -> Thief)

~~ Juggle Combo (C-Ability -> Juggler)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Tonberrian

Weapon Attack +/- : +37

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +10

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Knife.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Tiptaptwo

Weapon Attack +/- : +35
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +9
Speed +/- : +15
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Knife.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Stinger

Weapon Attack +/- : +25
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ Swarmstrike (A-Ability -> Fencer)
 ~~ Thunder (A-Ability -> Red Mage)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Estoc

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ Featherblow (A-Ability -> Fencer)
~~ Sleep (A-Ability -> Red Mage)
~~ Heavy Dust (A-Ability -> Elementalist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Fleuret

Weapon Attack +/- : +27
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ Cure (A-Ability -> Red Mage)
~~ Earth Heal (A-Ability -> Elementalist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Scarlette

Weapon Attack +/- : +25
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0

Evade +/- : +0

Equipment Typing: Fire Rapier.

Abilities Taught: ~~ Fire (A-Ability -> Red Mage)
~~ Fire Whip (A-Ability -> Elementalist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Flamberge

Weapon Attack +/- : +35
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ Piercethrough (A-Ability -> Fencer)
~~ Blizzard (A-Ability -> Red Mage)
~~ White Flame (A-Ability -> Elementalist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Silver Rapier

Weapon Attack +/- : +35
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier

Abilities Taught: ~~ Shadowstick (A-Ability -> Fencer)
~~ Poison (A-Ability -> Red Mage)
~~ Sliprain (A-Ability -> Elementalist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Djinn Flyssa

Weapon Attack +/- : +34
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Wind Rapier.

Abilities Taught: ~~ Swallowtail (A-Ability -> Fencer)
 ~~ Shining Air (A-Ability -> Elementalist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: Wind.
Elemental Absorptions : None.
Elemental Enhancements : Wind.

Additional Notes: None.

=====
Joyeuse

Weapon Attack +/- : +37
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ Nighthawk (A-Ability -> Fencer)
 ~~ Evil Gaze (A-Ability -> Elementalist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Mage Masher

Weapon Attack +/- : +34
Weapon Defense +/- : +0
Magic Power +/- : +5
Magic Resistance +/-: +10
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ Manastrike (A-Ability -> Fencer)
 ~~ Barrier (A-Ability -> Red Mage)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Colichmarde

Weapon Attack +/- : +36
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ Magic Pow+ (S-Ability -> Red Mage)

Status Nullifications: Berserk.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Gupti Aga

Weapon Attack +/- : +38
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0

Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ Checkmate (A-Ability -> Fencer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Madu

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ Doublecast (A-Ability -> Red Mage)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Epeprism

Weapon Attack +/- : +37
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ Elementalshift (A-Ability -> Elementalist)

Status Nullifications: None.

Elemental Damage-Halving: Holy, Dark.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Mythril Rapier

Weapon Attack +/- : +32

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +2

Move +/- : +0

Jump +/- : +0

Evade +/- : +1

Equipment Typing: Rapier.

Abilities Taught: ~~ Lunge Combo (C-Ability -> Fencer)

~~ Red Combo (C-Ability -> Red Mage)

~~ Spirit Combo (C-Ability -> Elementalist)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Last Letter

Weapon Attack +/- : +45

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +2

Move +/- : +0

Jump +/- : +0

Evade +/- : +3

Equipment Typing: Rapier.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Diabolique

Weapon Attack +/- : +41
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Dark Rapier.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: Dark.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Femme Fatale

Weapon Attack +/- : +49
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ None.

Status Nullifications: Doom.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Aerial Hole

Weapon Attack +/- : +43
Weapon Defense +/- : +0
Magic Power +/- : +8
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0

Evade +/- : +0

Equipment Typing: Rapier.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Ninja Knife

Weapon Attack +/- : +31

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ Throw (A-Ability -> Ninja)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Murasame

Weapon Attack +/- : +31

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Water Katana.

Abilities Taught: ~~ Water Veil (A-Ability -> Ninja)

~~ Aphonia (A-Ability -> Assassin)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Ashura

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Fire Katana.

Abilities Taught: ~~ Fire Veil (A-Ability -> Ninja)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Osafune

Weapon Attack +/- : +35
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ Earth Veil (A-Ability -> Ninja)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Petalchaser

Weapon Attack +/- : +34

Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ Last Breath (A-Ability -> Assassin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Kotetsu

Weapon Attack +/- : +37
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ Wood Veil (A-Ability -> Ninja)
~~ Rockseal (A-Ability -> Assassin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Kikuichimonji

Weapon Attack +/- : +40
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ Metal Veil (A-Ability -> Ninja)
 ~~ Nightmare (A-Ability -> Assassin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Heaven's Cloud

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Holy Katana.

Abilities Taught: ~~ Unspell (A-Ability -> Ninja)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : Holy.
Elemental Enhancements : None.

Additional Notes: None.

=====
Nosada

Weapon Attack +/- : +42
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ Double Sword (S-Ability -> Ninja)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Masamune

Weapon Attack +/- : +65
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ Oblivion (A-Ability -> Ninja)
 ~~ Oblivion (A-Ability -> Assassin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Zanmato

Weapon Attack +/- : +22
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ Ultima Masher (A-Ability -> Assassin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Mythril Epee

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0

Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ Ninja Combo (C-Ability -> Ninja)
 ~~ Killer Combo (C-Ability -> Assassin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Masamune 100

Weapon Attack +/- : +79
Weapon Defense +/- : +0
Magic Power +/- : +5
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Charfire

Weapon Attack +/- : +47
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Katana.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Silkmoon

Weapon Attack +/- : +55
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Katana.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
White Staff

Weapon Attack +/- : +19
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Staff.

Abilities Taught: ~~ Cure (A-Ability -> White Mage)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: Whosoever is hit physically with this weapon loses any Doom status they may have.

=====

Guard Staff

Weapon Attack +/- : +21
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Staff.

Abilities Taught: ~~ Protect (A-Ability -> White Mage)
 ~~ Ifrit (A-Ability -> Summoner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Judge Staff

Weapon Attack +/- : +21
Weapon Defense +/- : +0
Magic Power +/- : +3
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Thunder Staff.

Abilities Taught: ~~ Shell (A-Ability -> White Mage)
 ~~ Aero (A-Ability -> Bishop)
 ~~ Ramuh (A-Ability -> Summoner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Cure Staff

Weapon Attack +/- : +29
Weapon Defense +/- : +0
Magic Power +/- : +0

Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Staff.

Abilities Taught: ~~ Cura (A-Ability -> White Mage)
~~ Cura (A-Ability -> Bishop)
~~ Kirin (A-Ability -> Summoner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: Whosoever is hit with this weapon gains some HP.

=====
Pure Staff

Weapon Attack +/- : +23
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Staff.

Abilities Taught: ~~ Esuna (A-Ability -> White Mage)
~~ Unicorn (A-Ability -> Summoner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Bless Staff

Weapon Attack +/- : +23
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Staff.

Abilities Taught: ~~ Life (A-Ability -> White Mage)
 ~~ Dispel (A-Ability -> Bishop)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Snake Staff

Weapon Attack +/- : +29
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Staff.

Abilities Taught: ~~ Break (A-Ability -> Bishop)
 ~~ Shiva (A-Ability -> Summoner)

Status Nullifications: Petrification.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Spring Staff

Weapon Attack +/- : +28
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Water Staff.

Abilities Taught: ~~ Curaga (A-Ability -> White Mage)
 ~~ Water (A-Ability -> Bishop)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: Water.

Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Garnet Staff

Weapon Attack +/- : +31
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Staff.

Abilities Taught: ~~ Barrier (A-Ability -> Bishop)
~~ Carbuncle (A-Ability -> Summoner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Cheer Staff

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Staff.

Abilities Taught: ~~ Auto-Life (A-Ability -> White Mage)
~~ Judge (A-Ability -> Bishop)
~~ Madeen (A-Ability -> Madeen)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Nirvana Staff

Weapon Attack +/- : +34
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Holy Staff.

Abilities Taught: ~~ Full-Life (A-Ability -> White Mage)
~~ Holy (A-Ability -> Bishop)
~~ Phoenix (A-Ability -> Summoner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Mythril Staff

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Staff.

Abilities Taught: ~~ White Combo (C-Ability -> White Mage)
~~ Summon Combo (C-Ability -> Summoner)
~~ Bishop Combo (C-Ability -> Bishop)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Power Staff

Weapon Attack +/- : +45
Weapon Defense +/- : +6
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0

Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Staff.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Dream Watcher

Weapon Attack +/- : +43
Weapon Defense +/- : +0
Magic Power +/- : +10
Magic Resistance +/-: +15
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Staff.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Rod

Weapon Attack +/- : +18
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rod.

Abilities Taught: ~~ Fire (A-Ability -> Black Mage)
~~ Blizzard (A-Ability -> Black Mage)
~~ Thunder (A-Ability -> Black Mage)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Firewheel Rod

Weapon Attack +/- : +21

Weapon Defense +/- : +0

Magic Power +/- : +2

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Fire Rod.

Abilities Taught: ~~ Fira (A-Ability -> Black Mage)

~~ Haste (A-Ability -> Time Mage)

~~ Prominence (A-Ability -> Illusionist)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Thunder Rod

Weapon Attack +/- : +21

Weapon Defense +/- : +0

Magic Power +/- : +2

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Thunder Rod.

Abilities Taught: ~~ Thundara (A-Ability -> Black Mage)

~~ Reflect (A-Ability -> Time Mage)

~~ Tempest (A-Ability -> Illusionist)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Sleet Rod

Weapon Attack +/- : +21
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blizzard Rod.

Abilities Taught: ~~ Blizzara (A-Ability -> Black Mage)
 ~~ Silence (A-Ability -> Time Mage)
 ~~ Freezeblink (A-Ability -> Illusionist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Terre Rod

Weapon Attack +/- : +23
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Earth Rod.

Abilities Taught: ~~ Slow (A-Ability -> Time Mage)
 ~~ Soil Evidence (A-Ability -> Soil Evidence)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : Earth.

Additional Notes: None.

=====

Force Rod

Weapon Attack +/- : +25

Weapon Defense +/- : +0
Magic Power +/- : +5
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rod.

Abilities Taught: ~~ Quarter (A-Ability -> Time Mage)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Flame Rod

Weapon Attack +/- : +27
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Fire Rod.

Abilities Taught: ~~ Firaga (A-Ability -> Firaga)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : Fire.

Additional Notes: None.

=====
Thor Rod

Weapon Attack +/- : +27
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Thunder Rod.

Abilities Taught: ~~ Thundaga (A-Ability -> Black Mage)
~~ Quicken (A-Ability -> Time Mage)
~~ Wild Tornado (A-Ability -> Illusionist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : Thunder.

Additional Notes: None.

=====
Chill Rod

Weapon Attack +/- : +27
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blizzard Rod.

Abilities Taught: ~~ Blizzaga (A-Ability -> Black Mage)
~~ Stop (A-Ability -> Time Mage)
~~ Deluge (A-Ability -> Illusionist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : Blizzard.

Additional Notes: None.

=====
Stardust Rod

Weapon Attack +/- : +29
Weapon Defense +/- : +5
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rod.

Abilities Taught: ~~ Demi (A-Ability -> Time Mage)
~~ Stardust (A-Ability -> Illusionist)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Princess Rod

Weapon Attack +/- : +34
Weapon Defense +/- : +5
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Rod.

Abilities Taught: ~~ Star Cross (A-Ability -> Illusionist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : Earth, Wind, Water.

Additional Notes: None.

=====

Mythril Rod

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Rod.

Abilities Taught: ~~ Black Combo (C-Ability -> Black Mage)
 ~~ Time Combo (C-Ability -> Time Mage)
 ~~ Spell Combo (C-Ability -> Illusionist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Heretic Rod

Weapon Attack +/- : +31
Weapon Defense +/- : +0
Magic Power +/- : +20
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Dark Rod.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Sapere Aude

Weapon Attack +/- : +18
Weapon Defense +/- : +2
Magic Power +/- : +6
Magic Resistance +/-: +2
Speed +/- : +2
Move +/- : +1
Jump +/- : +1
Evade +/- : +2

Equipment Typing: Rod.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: This weapon, when re-won from Mission #041, will power up.
You don't receive a second Sapere Aude; the original powers up.

=====
Battle Mace

Weapon Attack +/- : +31
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0

Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ Water (A-Ability -> Sage)
~~ Aero (A-Ability -> Sage)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Energy Mace

Weapon Attack +/- : +29
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ Drain (A-Ability -> Sage)
~~ Rasp (A-Ability -> Alchemist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Druid Mace

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +3
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ Blind (A-Ability -> Sage)
~~ Poison (A-Ability -> Alchemist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Sage Crosier

Weapon Attack +/- : +31
Weapon Defense +/- : +0
Magic Power +/- : +8
Magic Resistance +/-: +8
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ Astra (A-Ability -> Alchemist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Morning Star

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ Magic Pow+ (S-Ability -> Alchemist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Mandragora

Weapon Attack +/- : +37
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Earth Mace.

Abilities Taught: ~~ Bio (A-Ability -> Sage)
~~ Toad (A-Ability -> Alchemist)

Status Nullifications: Poison.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : Earth.
Elemental Enhancements : None.

Additional Notes: None.

=====
Life Crosier

Weapon Attack +/- : +35
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ Raise (A-Ability -> Sage)
~~ Death (A-Ability -> Alchemist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Lotus Mace

Weapon Attack +/- : +37
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0

Evade +/- : +0

Equipment Typing: Fire Mace.

Abilities Taught: ~~ Giga Flare (A-Ability -> Sage)
~~ Flare (A-Ability -> Alchemist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : Fire.

Additional Notes: None.

=====

Scorpion Tail

Weapon Attack +/- : +38
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ Meteor (A-Ability -> Alchemist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Zeus Mace

Weapon Attack +/- : +15
Weapon Defense +/- : +0
Magic Power +/- : +5
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ Ultima Blow (A-Ability -> Sage)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Mythril Mace

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ Wise Combo (C-Ability -> Sage)
 ~~ Gold Combo (C-Ability -> Alchemist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Cactus Stick

Weapon Attack +/- : +62
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Vesper

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Mace.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Longbow

Weapon Attack +/- : +19
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Bow.

Abilities Taught: ~~ Boost (A-Ability -> Archer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Char Bow

Weapon Attack +/- : +21
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Bow.

Abilities Taught: ~~ Blackout (A-Ability -> Archer)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Thorn Bow

Weapon Attack +/- : +25

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Bow.

Abilities Taught: ~~ Aim: Legs (A-Ability -> Archer)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Nail Bow

Weapon Attack +/- : +29

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: None.

Abilities Taught: ~~ Aim: Arm (A-Ability -> Archer)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

Silver Bow

Weapon Attack +/- : +23
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Bow.

Abilities Taught: ~~ Burial (A-Ability -> Archer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Artemis Bow

Weapon Attack +/- : +27
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Bow.

Abilities Taught: ~~ Cupid (A-Ability -> Archer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Yoichi Bow

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0

Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Bow.

Abilities Taught: ~~ Take Aim (A-Ability -> Archer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Target Bow

Weapon Attack +/- : +35
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +5

Equipment Typing: Bow.

Abilities Taught: ~~ Concentrate (S-Ability -> Archer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Perseus Bow

Weapon Attack +/- : +42
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Bow.

Abilities Taught: ~~ Faster (A-Ability -> Archer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Mythril Bow

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Bow.

Abilities Taught: ~~ Bow Combo (C-Ability -> Archer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Crescent Bow

Weapon Attack +/- : +45
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Bow.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Malbow

Weapon Attack +/- : +55
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Bow.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Windsplash Bow

Weapon Attack +/- : +25
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Wind Greatbow.

Abilities Taught: ~~ Oust (A-Ability -> Hunter)
 ~~ Conceal (A-Abiltiy -> Sniper)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Ranger Bow

Weapon Attack +/- : +23
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Earth Greatbow.

Abilities Taught: ~~ Capture (A-Ability -> Hunter)
~~ Ague (A-Ability -> Sniper)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Cranequin

Weapon Attack +/- : +29
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatbow.

Abilities Taught: ~~ Sonic Boom (A-Ability -> Hunter)
~~ Beso Toxic (A-Ability -> Sniper)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Twin Bow

Weapon Attack +/- : +31
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatbow.

Abilities Taught: ~~ Advice (A-Ability -> Hunter)
~~ Doubleshot (A-Ability -> Sniper)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Hunt Bow

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatbow.

Abilities Taught: ~~ Hunting (A-Ability -> Hunter)
 ~~ Aim: Wallet (A-Ability -> Sniper)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Fey Bow

Weapon Attack +/- : +31
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Wind Greatbow.

Abilities Taught: ~~ Aim: Vitals (A-Ability -> Hunter)
 ~~ Aim: Armor (A-Ability -> Sniper)
 ~~ Shadowbind (A-Ability -> Assassin)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Hades Bow

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Dark Greatbow.

Abilities Taught: ~~ Sidewinder (A-Ability -> Hunter)
~~ Death Sickle (A-Ability -> Sniper)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Nike Bow

Weapon Attack +/- : +37
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Thunder Greatbow.

Abilities Taught: ~~ Weapon Atk+ (S-Ability -> Hunter)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Master Bow

Weapon Attack +/- : +41
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0

Evade +/- : +2

Equipment Typing: Greatbow.

Abilities Taught: ~~ Addle (A-Ability -> Hunter)
~~ Aim: Weapon (A-Ability -> Sniper)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Max's Oathbow

Weapon Attack +/- : +61
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Dark Greatbow.

Abilities Taught: ~~ Doom Archer (A-Ability -> Sniper)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Seventh Heaven

Weapon Attack +/- : +15
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +5

Equipment Typing: Holy Greatbow.

Abilities Taught: ~~ Ultima Shot (A-Ability -> Hunter)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Mythril Shot

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Greatbow.

Abilities Taught: ~~ Hunt Combo (A-Ability -> Hunter)
 ~~ Sniper Combo (A-Ability -> Sniper)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Marduk Bow

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatbow.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Gastra Bow

Weapon Attack +/- : +51
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Greatbow.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Arbalest

Weapon Attack +/- : +42
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Earth Greatbow.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Javelin

Weapon Attack +/- : +31
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Spear.

Abilities Taught: ~~ Warcry (A-Ability -> Templar)
 ~~ Jump (A-Ability -> Dragoon)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Lava Spear

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Fire Spear.

Abilities Taught: ~~ Fire Breath (A-Ability -> Dragoon)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Gae Bolg

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Thunder Spear.

Abilities Taught: ~~ Bolt Breath (A-Ability -> Dragoon)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Ice Lance

Weapon Attack +/- : +35
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Blizzard Spear.

Abilities Taught: ~~ Ice Breath (A-Ability -> Dragoon)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Partisan

Weapon Attack +/- : +42
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Spear.

Abilities Taught: ~~ Cheer (A-Ability -> Templar)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Kain's Lance

Weapon Attack +/- : +47
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0

Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Spear.

Abilities Taught: ~~ Lifebreak (A-Ability -> Templar)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Trident

Weapon Attack +/- : +50
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Spear.

Abilities Taught: ~~ Weapon Atk+ (S-Ability -> Templar)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Dragon Whisker

Weapon Attack +/- : +45
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Spear.

Abilities Taught: ~~ Bangaa Cry (A-Ability -> Dragoon)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Mythril Spear

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +2
Evade +/- : +0

Equipment Typing: Spear.

Abilities Taught: ~~ Dragon Combo (C-Ability -> Dragoon)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Odin Lance

Weapon Attack +/- : +55
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Spear.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Beastspear

Weapon Attack +/- : +51
Weapon Defense +/- : +10
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Spear.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Bangaa Spike

Weapon Attack +/- : +53
Weapon Defense +/- : +5
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Spear.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Demon Bell

Weapon Attack +/- : +22
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Instrument.

Abilities Taught: ~~ Goblin (A-Ability -> Beastmaster)
~~ Flan (A-Ability -> Beastmaster)
~~ Bomb (A-Ability -> Beastmaster)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Glass Bell

Weapon Attack +/- : +25
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +1
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Instrument.

Abilities Taught: ~~ Lamia (A-Ability -> Beastmaster)
~~ Flan (A-Ability -> Beastmaster)
~~ Sheep Count (A-Ability -> Animist)

Status Nullifications: Sleep.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
War Trumpet

Weapon Attack +/- : +25
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Instrument.

Abilities Taught: ~~ Panther (A-Ability -> Beastmaster)
~~ Goblin (A-Ability -> Beastmaster)
~~ Catnip (A-Ability -> Animist)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Conch Shell

Weapon Attack +/- : +31

Weapon Defense +/- : +2

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Instrument.

Abilities Taught: ~~ Rockbeast (A-Ability -> Beastmaster)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Earth Bell

Weapon Attack +/- : +31

Weapon Defense +/- : +3

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Instrument.

Abilities Taught: ~~ Dragon (A-Ability -> Beastmaster)

~~ 100% Wool (A-Ability -> Animist)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : Earth.

Elemental Enhancements : None.

Additional Notes: None.

=====

Black Quena

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Dark Instrument.

Abilities Taught: ~~ Floateye (A-Ability -> Beastmaster)
~~ Undead (A-Ability -> Beastmaster)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Satyr Flute

Weapon Attack +/- : +35
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Instrument.

Abilities Taught: ~~ Chocobo Rush (A-Ability -> Animist)

Status Nullifications: Charm.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Fairy Harp

Weapon Attack +/- : +29
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0

Jump +/- : +0
Evade +/- : +0

Equipment Typing: Instrument.

Abilities Taught: ~~ Fairy (A-Ability -> Beastmaster)
~~ Bug (A-Ability -> Beastmaster)
~~ Tail Wag (A-Ability -> Animist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Aona Flute

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +2
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Instrument.

Abilities Taught: ~~ Malboro (A-Ability -> Beastmaster)
~~ Bomb (A-Ability -> Beastmaster)
~~ Frogson (A-Ability -> Animist)

Status Nullifications: Poison.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Heal Chime

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Holy Instrument.

Abilities Taught: ~~ Cuisine (A-Ability -> Animist)

Status Nullifications: Doom.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Blood Strings

Weapon Attack +/- : +22
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Instrument.

Abilities Taught: ~~ Tonberry (A-Ability -> Beastmaster)
 ~~ Friend (A-Ability -> Animist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: The user gains some HP upon using this weapon physically and
 dealing damage to the target.

=====
Mythril Bell

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Instrument.

Abilities Taught: ~~ Beast Combo (C-Ability -> Beastmaster)
 ~~ Animal Combo (C-Ability -> Animist)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Dark Fiddle

Weapon Attack +/- : +45
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Dark Instrument.

Abilities Taught: ~~ None.

Status Nullifications: Silence.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Fell Castanets

Weapon Attack +/- : +47
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Dark Instrument.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

Hard Knuckles

Weapon Attack +/- : +29
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0

Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knuckles.

Abilities Taught: ~~ Whirlwind (A-Ability -> White Monk)
~~ Silver Disc (A-Ability -> Gadgeteer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Rising Sun

Weapon Attack +/- : +31
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Fire Knuckles.

Abilities Taught: ~~ Exorcise (A-Ability -> White Monk)
~~ Red Spring (A-Ability -> Gadgeteer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Sick Knuckles

Weapon Attack +/- : +35
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knuckles.

Abilities Taught: ~~ Green Gear (A-Ability -> Gadgeteer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Dream Claws

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knuckles.

Abilities Taught: ~~ Chroma Gem (A-Ability -> Gadgeteer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Kaiser Knuckles

Weapon Attack +/- : +42
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knuckles.

Abilities Taught: ~~ Air Render (A-Ability -> White Monk)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Cat Claws

Weapon Attack +/- : +35
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knuckles.

Abilities Taught: ~~ Chakra (A-Ability -> White Monk)
 ~~ Gold Battery (A-Ability -> Gadgeteer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Survivor

Weapon Attack +/- : +37
Weapon Defense +/- : +2
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Knuckles.

Abilities Taught: ~~ Revive (A-Ability -> White Monk)
 ~~ Yellow Spring (A-Ability -> Gadgeteer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
White Fangs

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0

Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Blizzard Knuckles.

Abilities Taught: ~~ Holy Sign (A-Ability -> White Monk)
~~ Blue Screw (A-Ability -> Blue Screw)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Godhand

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +3
Magic Resistance +/-: +0
Speed +/- : +1
Move +/- : +0
Jump +/- : +0
Evade +/- : +5

Equipment Typing: Holy Knuckles.

Abilities Taught: ~~ Far Fist (A-Ability -> White Monk)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Tiger Fangs

Weapon Attack +/- : +41
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Thunder Knuckles.

Abilities Taught: ~~ Earth Render (A-Ability -> White Monk)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Death Claws

Weapon Attack +/- : +43
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Dark Knuckles.

Abilities Taught: ~~ Black Ingot (A-Ability -> Gadgeteer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Mythril Claws

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +1

Equipment Typing: Knuckles.

Abilities Taught: ~~ Monk Combo (C-Ability -> White Monk)
 ~~ Gadget Combo (C-Ability -> Gadgeteer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.
=====

Greaseburst

Weapon Attack +/- : +59
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knuckles.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Magic Hands

Weapon Attack +/- : +52
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Knuckles.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Goblin Soul

Weapon Attack +/- : +32
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +1

Equipment Typing: Soul.

Abilities Taught: ~~ Goblin (A-Ability -> Morpher)

Status Nullifications: None.

Elemental Damage-Halving: Blizzard.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Flan Soul

Weapon Attack +/- : +34

Weapon Defense +/- : +10

Magic Power +/- : +2

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +1

Equipment Typing: Soul.

Abilities Taught: ~~ Flan (A-Ability -> Morpher)

Status Nullifications: None.

Elemental Damage-Halving: Thunder.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Bomb Soul

Weapon Attack +/- : +36

Weapon Defense +/- : +0

Magic Power +/- : +2

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Fire Soul.

Abilities Taught: ~~ Bomb (A-Ability -> Morpher)

Status Nullifications: None.

Elemental Damage-Halving: Fire.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Dragon Soul

Weapon Attack +/- : +43
Weapon Defense +/- : +5
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Soul.

Abilities Taught: ~~ Dragon (A-Ability -> Morpher)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : Earth.
Elemental Enhancements : None.

Additional Notes: None.

=====

Lamia Soul

Weapon Attack +/- : +41
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Water Soul.

Abilities Taught: ~~ Lamia (A-Ability -> Morpher)

Status Nullifications: Sleep.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Bug Soul

Weapon Attack +/- : +39
Weapon Defense +/- : +2
Magic Power +/- : +2

Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Earth Soul.

Abilities Taught: ~~ Bug (A-Ability -> Morpher)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: Dark.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Panther Soul

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Soul.

Abilities Taught: ~~ Panther (A-Ability -> Morpher)

Status Nullifications: Berserk.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Malboro Soul

Weapon Attack +/- : +47
Weapon Defense +/- : +2
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Soul.

Abilities Taught: ~~ Malboro (A-Ability -> Morpher)

Status Nullifications: Poison.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Eye Soul

Weapon Attack +/- : +45

Weapon Defense +/- : +0

Magic Power +/- : +2

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Dark Soul.

Abilities Taught: ~~ Eye (A-Ability -> Morpher)

Status Nullifications: Doom.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Mythril Soul

Weapon Attack +/- : +32

Weapon Defense +/- : +0

Magic Power +/- : +2

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +1

Evade +/- : +0

Equipment Typing: Soul.

Abilities Taught: ~~ Morph Combo (C-Ability -> Morpher)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Dread Soul

Weapon Attack +/- : +49
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Soul.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Rukavi Soul

Weapon Attack +/- : +67
Weapon Defense +/- : +0
Magic Power +/- : +2
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Soul.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: Blizzard.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Aiot Gun

Weapon Attack +/- : +27
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ Fireshot (A-Ability -> Gunner)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Silver Cannon

Weapon Attack +/- : +34

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ Blindshot (A-Ability -> Gunner)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Riot Gun

Weapon Attack +/- : +31

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ Boltshot (A-Ability -> Gunner)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Chaos Rifle

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ Confusshot (A-Ability -> Gunner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Lost Gun

Weapon Attack +/- : +31
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ Silenshot (A-Ability -> Gunner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Peacemaker

Weapon Attack +/- : +33
Weapon Defense +/- : +0
Magic Power +/- : +0

Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ Charmshot (A-Ability -> Gunner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Giot Gun

Weapon Attack +/- : +37
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ Iceshot (A-Ability -> Gunner)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Longbarrel

Weapon Attack +/- : +39
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ Concentrate (S-Ability -> Gunner)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Outsider

Weapon Attack +/- : +41

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ Stopshot (A-Ability -> Gunner)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Mythril Gun

Weapon Attack +/- : +27

Weapon Defense +/- : +0

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +1

Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ Gun Combo (C-Ability -> Gunner)

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Bindsnipe

Weapon Attack +/- : +47
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Calling Gun

Weapon Attack +/- : +59
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Gun.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
15. Shield Listings*****FFTA15*****

Bronze Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +2
Speed +/- : +0
Move +/- : +0

Jump +/- : +0
Evade +/- : +4

Equipment Typing: Shield.

Abilities Taught: ~~ Shieldbearer (S-Ability -> Soldier)
~~ Shieldbearer (S-Ability -> Warrior)
~~ Shieldbearer (S-Ability -> Fencer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Round Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +4
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +5

Equipment Typing: Shield.

Abilities Taught: ~~ Shieldbearer (S-Ability -> Sage)
~~ Shieldbearer (S-Ability -> Fencer)
~~ Shieldbearer (S-Ability -> Mog Knight)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Opal Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +2
Magic Power +/- : +0
Magic Resistance +/-: +6
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +7

Equipment Typing: Shield.

Abilities Taught: ~~ Shieldbearer (S-Ability -> Soldier)

~~ Shieldbearer (S-Ability -> Warrior)
~~ Shieldbearer (S-Ability -> Fencer)

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Ice Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +6
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +9

Equipment Typing: Shield.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: Fire.
Elemental Nullifications: None.
Elemental Absorptions : Blizzard.
Elemental Enhancements : None.

Additional Notes: Become weak against Thunder.

=====
Flame Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +6
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +9

Equipment Typing: Shield.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: Ice.
Elemental Nullifications: None.
Elemental Absorptions : Fire.
Elemental Enhancements : None.

Additional Notes: Become weak to Water.

=====

Aegis Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +9

Equipment Typing: Shield.

Abilities Taught: ~~ None.

Status Nullifications: Petrify.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Genji Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +10
Magic Power +/- : +0
Magic Resistance +/-: +7
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +10

Equipment Typing: Shield.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Sacri Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0

Move +/- : +0
Jump +/- : +0
Evade +/- : +10

Equipment Typing: Shield.

Abilities Taught: ~~ None.

Status Nullifications: Zombie, Silence, Frog, Poison, Slow, Disable, Doom,
Blind, Immobilize.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Shijin Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +7

Equipment Typing: Shield.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Choco Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +10

Equipment Typing: Shield.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
La Seraphica

Weapon Attack +/- : +0
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +15

Equipment Typing: Shield.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Reverie Shield

Weapon Attack +/- : +0
Weapon Defense +/- : +5
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +10

Equipment Typing: Shield.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.
=====

16. Accessory Listings*****FFTA16*****

Battle Boots

Weapon Attack +/- : +0
Weapon Defense +/- : +7
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Shoes.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Spiked Boots

Weapon Attack +/- : +0
Weapon Defense +/- : +4
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +1
Evade +/- : +0

Equipment Typing: Shoes.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Dash Boots

Weapon Attack +/- : +0
Weapon Defense +/- : +2
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +4

Jump +/- : +0
Evade +/- : +0

Equipment Typing: Shoes.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Red Boots

Weapon Attack +/- : +0
Weapon Defense +/- : +3
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +2

Equipment Typing: Shoes.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Feather Boots

Weapon Attack +/- : +0
Weapon Defense +/- : +3
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Shoes.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Weapon Defense +/- : +3
Magic Power +/- : +0
Magic Resistance +/-: +2
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Shoes.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: Teleportation.

=====
Caligula

Weapon Attack +/- : +3
Weapon Defense +/- : +10
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Shoes.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Ninja Tabi

Weapon Attack +/- : +0
Weapon Defense +/- : +3
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +2
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Shoes.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Gauntlets

Weapon Attack +/- : +5

Weapon Defense +/- : +5

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Armlets.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====

Thief Armlets

Weapon Attack +/- : +3

Weapon Defense +/- : +3

Magic Power +/- : +0

Magic Resistance +/-: +0

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Armlets.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: Improved chance of Stealing.

=====

Bracers

Weapon Attack +/- : +5
Weapon Defense +/- : +12
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armlets.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Genji Armlets

Weapon Attack +/- : +5
Weapon Defense +/- : +10
Magic Power +/- : +2
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armlets.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Fire Mitts

Weapon Attack +/- : +0
Weapon Defense +/- : +8
Magic Power +/- : +0
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0

Jump +/- : +0
Evade +/- : +0

Equipment Typing: Armlets.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: Fire.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====
Bone Armlets

Weapon Attack +/- : +3
Weapon Defense +/- : +6
Magic Power +/- : +0
Magic Resistance +/-: +8
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +5

Equipment Typing: Armlets.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements :

Additional Notes: None.

=====
Fortune Ring

Weapon Attack +/- : +0
Weapon Defense +/- : +3
Magic Power +/- : +0
Magic Resistance +/-: +5
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Accessory.

Abilities Taught: ~~ None.

Status Nullifications: Sleep, Doom.

Elemental Damage-Halving: None.

Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Magic Ring

Weapon Attack +/- : +0
Weapon Defense +/- : +0
Magic Power +/- : +3
Magic Resistance +/-: +10
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Accessory.

Abilities Taught: ~~ None.

Status Nullifications: None.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Angel Ring

Weapon Attack +/- : +0
Weapon Defense +/- : +0
Magic Power +/- : +0
Magic Resistance +/-: +0
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Accessory.

Abilities Taught: ~~ None.

Status Nullifications: Zombie, Blind, Silence, Frog, Slow, Doom, Poison,
Immobilize, Disable.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: Wielder gets one Auto-Raise per engagement automatically.

=====

Scarab

Weapon Attack +/- : +0
Weapon Defense +/- : +2
Magic Power +/- : +0
Magic Resistance +/-: +8
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Accessory.

Abilities Taught: ~~ None.

Status Nullifications: Immobilize, Disable, Frog.

Elemental Damage-Halving: None.
Elemental Nullifications: None.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Ruby Earring

Weapon Attack +/- : +0
Weapon Defense +/- : +3
Magic Power +/- : +0
Magic Resistance +/-: +6
Speed +/- : +0
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Accessory.

Abilities Taught: ~~ None.

Status Nullifications: Confuse, Charm.

Elemental Damage-Halving: None.
Elemental Nullifications: Dark.
Elemental Absorptions : None.
Elemental Enhancements : None.

Additional Notes: None.

=====

Star Armlet

Weapon Attack +/- : +0
Weapon Defense +/- : +4
Magic Power +/- : +6
Magic Resistance +/-: +4
Speed +/- : +2
Move +/- : +0
Jump +/- : +0
Evade +/- : +0

Equipment Typing: Accessory.

Abilities Taught: ~~ None.

Status Nullifications: Slow, Stop.

Elemental Damage-Halving: None.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
Mindu Gem

Weapon Attack +/- : +0

Weapon Defense +/- : +3

Magic Power +/- : +0

Magic Resistance +/-: +3

Speed +/- : +0

Move +/- : +0

Jump +/- : +0

Evade +/- : +0

Equipment Typing: Accessory.

Abilities Taught: ~~ None.

Status Nullifications: Petrify, Confuse, Poison, Frog, Blind, Silence.

Elemental Damage-Halving: Thunder.

Elemental Nullifications: None.

Elemental Absorptions : None.

Elemental Enhancements : None.

Additional Notes: None.

=====
17. Secret Characters*****FFTA17*****

Ritz - Proceed through the 300 Missions.

Shara - Proceed through the 300 Missions.

Judgemaster Cid - Proceed through the 300 Missions.

Ezel - Proceed through the 300 Missions.

Babus - Proceed through the 300 Missions.

Quin - Random recruitment in Mission #063.

Littlevili - Random recruitment in Mission #043.

Lini - Send the "The Hero Gaol" item on a Dispatch. Random recruit.

Palanza - Send the "Wurmstone" item on a Dispatch. Random recruitment.

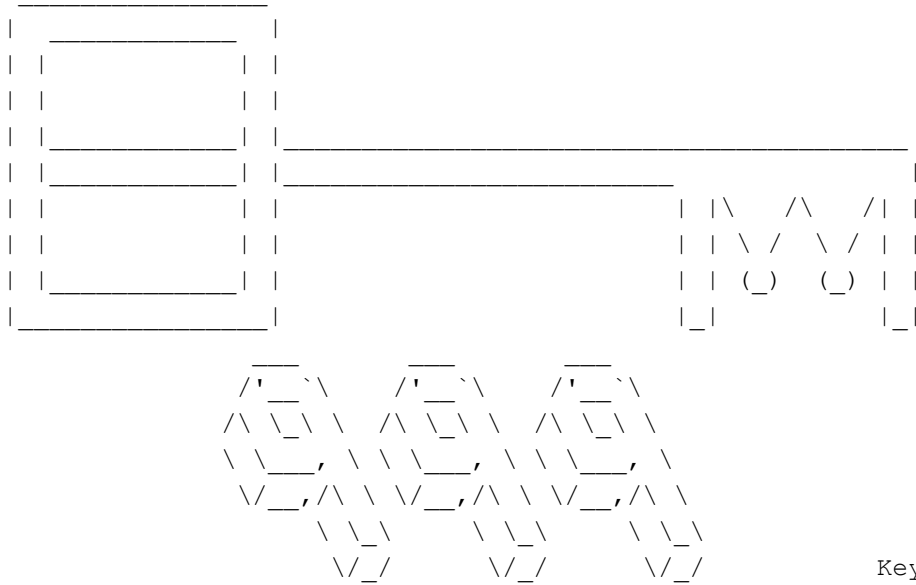
Eldena - Send the "Elda's Cup" item on a Dispatch. Random recruitment.

Cheney - Send the "Snake Shield" item on a Dispatch. Random recruit.

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+++          This is the end of KeyBlade999's          +++
+++          Final Fantasy Tactics Advance FAQ/Walkthrough.      +++
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KeyBlade999

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