

Final Fantasy Tactics Advance Game Script

by GROMABgladius

Updated to v1.25 on Jun 5, 2011

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| FINAL FANTASY TACTICS             | / : \
|     ADVANCE                       | | : |
|   -GAME SCRIPT-                   | { : }
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I. How to Use This Guide      ||E===== _ -(Ihtutg)- _=====
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--Table of Contents Help--

Okay, this is how the Table of Contents works. In order to find sections quickly in this guide, you should use your browser's Find option (CTRL + F). Next to each main section in the Table of Contents, you'll see that I put a little text marking (I don't know what else to call it...) to show what you should put into your Find Bar so that you can find those sections quickly. For example, to find the Rumors section, you would type in "-(Vrumor)-" into the Find Bar. If your computer is working properly, then it should take you immediately to the Rumors section.

Now, you may be wondering, how do I get to a specific section in one of the main sections quickly and efficiently? Well, if I listed all the optional missions under the Optional Mission Script section, the Table of Contents would be 300 something lines long. No one wants to comb through a Table of Contents for information! That would defeat its purpose! However, I do have a method to getting to your information quickly, and yes, it does include using the Find Bar. Let's say you want to get to the Optional Mission Script section, and you want to find the script for the "Resistance" mission. Just open up the Find Bar, and since the OMS section is the 4th section, you'll put a "IV" in the beginning of your Find Bar. Then, you'll type in the name of the mission. In this case it is Resistance. So to find the script for the Resistance mission, all you'd have to do is open the Find Bar and type "IVresistance" into it. Remember, though. In order for you to find a specific mission, it is crucial that you,

1. type it in the Find Bar,

2. type the correct main section number,
3. type in all lower-case (except for the main section number) if you are using the "Match Case" function on the Find Bar, and
4. type the whole text marker without any spaces (I CANNOT stress this enough).

And one last thing. The Wanted! missions are all just called, Wanted!, but to set each wanted mission apart from the other, I will add the character who is wanted at the end of the name. For example, if you want to find the Wanted mission with Dolce in it, you would just say, IVwanted!dolce, and you'll find it.

(However, there is a small discrepancy in this whole thing. Parts like the Intro. and the Snow Ball Fight in the beginning do not have an official name. I had to give them names myself. Please keep in mind that these are not the actual titles of the scenes, and you probably shouldn't refer to those specific scenes using the titles I gave them. Since those scenes aren't officially named, and you probably wouldn't know what I named them, I'll provide a brief list in the beginning of the main section that the scene is in, and I'll give you the text marking next to it. Sound good?)

--Notations Help--

This guide follows a set system of symbols which show when a person is talking or not. For example:

To show a person is talking, it will be shown like this. (Name):

To show what is going on during the game, [] will be used to enclose the info.

To show my own opinion or some additional info., I will enclose my opinion/info in double {}. It'll look like this: {{Opinion}}

To show a dialogue choice, ** will appear beside each choice. Then the outcomes of each choice will be shown below the choices. If there is a chain of choices, I will differentiate the choices with letters and numbers. For example, if you're having a conversation with a person in the game, the first choice will be displayed with a **1. The second will be displayed with a **2, and so on and so forth. If there is a second set of choices after choosing a choice from the first set of choices, then each choice will be displayed with a **A, then a **B, etc. After that, it's **a and then **b. (I hope that didn't sound too complicated! It'll be easier to understand when you actually try it out.)

Also, the missions are split up. The missions that are essential to the story are in the Game Script section. The missions that are optional are in the Optional Mission Script Section. The information of the missions will also be put in each and every mission's section. However, I will not record the dialogue in the Dispatch missions, because there isn't any. The information on the Dispatch missions will be included though. The Rumors and the Area Descriptions will also be listed in sequential order from when they are gotten.

...And that is basically it. Hope you find my FAQ in some way useful! :)

(Remember. This is a Game Script. It will document every piece of dialogue ever said in the game. You know what this means, right? This whole guide is basically one, gigantic spoiler. Be warned; you might accidentally stumble across some dialogue in the game that you didn't want to spoil for yourself. So search carefully, and hope that you don't read the wrong thing. For the people that already completed this game, well, you don't have to worry at all about spoilers.)

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I. Introduction to the Characters      |E===== - (Iittc) - _____
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This section is just here to provide you with some basic background information about the Characters in this game. Some stand out a lot, and others... Not so much. For this reason, I'm going to include the Main Characters and some minor characters that actually are a little important. However, I am not going to include every single character you ever meet. That would be silly.

(Please note that these descriptions of these characters are my own. They may not be the best to describe the characters at hand, but I am doing so to the best of my abilities. If you disagree with some of the info I put on a certain character, e-mail me and tell me your reasons why. Thank you.)

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 --- MARCHE RADIUJU ---  
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Marche is the protagonist in Final Fantasy Tactics Advance. He always tries to do what is right. (Unless of course you make him do the wrong things, but even then, his conscience tells him it's not right.) In the beginning of the game, Marche was a new kid at school in a town called St. Ivalice. He was picked on along with another boy named Mewt Randell. Marche and Mewt bonded together in this way, and soon became close friends. Later on in the game, when the World changes to the World of Final Fantasy, Marche struggles to adjust to the New World. He wants to change the World back to its original state, if only because it would be wrong to live in a dream your entire life. Even though he does enjoy the New World for what it is, he believes that changing the World back to the way it was is the right thing to do. However, deep inside, Marche still loves the New World, and this inner struggle does appear near the end of the story.

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 --- MEWT RANDELL ---  
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Mewt is Marche's friend. During the beginning of the game, Mewt is shown to be picked on a lot by his classmates. However, when Marche and Ritz stand up for him, he becomes their friends. He is shown to have a lot of interest in Final Fantasy. He is the reason that the real world changed to the Final Fantasy world in the first place, due to his desire of having a place to belong with a mother to take care of him. Throughout most of the time spent in Final Fantasy's Ivalice, Mewt is seen to be selfish and snobby, but as the story progresses, he seems to become more mature.

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 --- RITZ MALHEUR ---  
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A friend of both Mewt and Marche. Ritz is an outspoken girl who is actually insecure due to the color of her hair. Her hair is naturally white, and she doesn't enjoy having white hair, so she dyes it red. When the real world changes to the Final Fantasy world, however, her hair becomes naturally red. This makes her want to stay in the Final Fantasy world forever, and as Marche tries to get her to help him change the world back, she openly opposes him multiple times.

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 /~~~~~\  
 --- MONTBLANC ---  
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When Marche enters Final Fantasy's Ivalice, Montblanc is the moogles that helps him get on track. He's a cute, fuzzy white moogles (Well, I guess all moogles are cute...) who lets Marche join and take over his clan just because he's a good moogles. He always backs Marche up even though Marche wants to change the world back to "normal". All in all, Montblanc is just an amazing guy.

/~~~~~\
--- JUDGEMASTER CID ---
\~~~~~/

Cid is Mewt's father. In the real world, Cid has not job and is struggling to keep living life. Due to his wife's death, he stopped caring about working and lost his previous job, which led to Mewt's dissatisfaction with him. Due to Mewt's wishes for a better father, Cid becomes the Judgemaster in the new Ivalice. However, when he meets Marche and sees that Marche is trying to turn the world back to the way it was, he starts to question the reality of the new Ivalice and eventually starts to believe in Marche to turn the world back to the way it was.

/~~~~~\
--- SHARA ---
\~~~~~/

Shara is Ritz's viera companion in the new Ivalice. When Marche first meets her, she is in Ritz's clan. Shara helps Ritz out whenever she needs help, and is almost always by her side. Even though Ritz wants her hair to stay the same color in the new Ivalice, Shara gently urges Ritz to come to terms with her natural hair color. She seems to really care for Ritz, and just wants the best for her.

/~~~~~\
--- EZEL BERBIER ---
\~~~~~/

Ezel is a Nu Mou who rebels against the law system of Ivalice. Due to the disturbances that Marche keeps creating, the laws of Ivalice start to get much more harsh. This allows Ezel to shine, because he specializes in creating objects known as "Anti-Laws". These objects come in the form of Cards, and are capable of rendering certain laws harmless. Marche befriends Ezel along the way, and goes to Ezel for new Anti-Laws.

/~~~~~\
--- BABUS SWAIN ---
\~~~~~/

Mewt's attendant. He comes after Marche and tells him to stop bothering Mewt, but Marche refuses to back down from changing the world back. Babus constantly comes after Marche so that Mewt can have peace in his mind. He always looks after Mewt and attempts to comfort him whenever Mewt is having troubles.

/~~~~~\
--- DONED RADIUJU ---
\~~~~~/

Marche's younger handicapped brother. When Doned enters the new Ivalice, he adamantly refuses to go back to the actual world. This is because in the new Ivalice, he is completely healed, and can walk around like any normal person. This causes some conflict to arise between both Marche and Doned.

/~~~~~\
--- QUEEN REMEDI ---
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Mewt's "mother" in the new Ivalice. She opposes Marche, and tries to get him jailed because of Mewt's wishes.

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III. Game Script ||E===== __ -(IIIgss)- __ =====
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This section is devoted to the script of the story. The whole story of the game is retold in this section. The Optional Mission script section shows the script of the missions that are not mandatory. The list of non-officially

named scenes is located below:

Introduction ---> (IIIintro)
-Just the basic intro, with the opening movie and everything.

Snow Ball Fight ---> (IIIsnowballfight)
-The tutorial in the very beginning where Marche is getting used to school in Ivalice. It shows you how to battle in FFTA.

Friends at Marche's House ---> (IIIfriendsatmarche's)
-When Ritz and Mewt come over to Marche's house. They look at Mewt's book, and then they go home. (In the beginning of this scene, Mewt's dad is also introduced.)

The New World ---> (IIInewworld)
-This is when Marche is teleported in his sleep to a Medieval Ivalice. He meets Montblanc in this scene. Also, the battle with the bangaa is in this scene.

Getting Used to Life ---> (IIIgettingusedtolife)
-Marche tells Montblanc about how he got to the new Ivalice, and joins Montblanc's clan.

Cadoan Meeting ---> (IIIcadoanmeeting)
-Marche walks into Cadoan and learns about Antilaws.

Nono in Baguba Port ---> (IIInonoinbagubaport)
-This is when you first meet Nono. You are sent off to the first Jagd because of the meeting.

Mewt's Distress / Marche & Ezel ---> (IIImewt'sdistress)
-Mewt is distressed and wants Cid to catch Marche immediately. Then he sort of has a mental breakdown and starts tugging at Babus. The scene switches to Marche, and Marche meets Ezel in the Muscadet Pub. They talk about Marche's troubles, and then Ezel leaves.

/-----\
--- 1. Introduction --- (IIIintroduction)
\-----/

It was a day like any other...

[Camera pans down to show a city covered in snow. Some people walk on a snow-covered sidewalk, with a red car passing right by them. A person with an umbrella greets a police man. A boy walk his bicycle down the sidewalk. The camera shows two dogs walking along the sidewalk also; one is bigger than the other, and the other is smaller. A building is shown behind the walking dogs with a kid looking out the window on the highest story up. In the room of the kid who is looking out the window, we see a book lying on his bed. The book opens, and the screen whites out to the title screen.]

/-----\
--- 2. Snow Ball Fight --- (IIIsnowballfight)
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[Camera pans down, showing a school playground with students playing in the snow. The teacher blows a whistle. The kids form teams to play in a snow ball fight.]

Boy in Green Scarf: Aww, man! Why do I get stuck on the weak team? We're just gonna lose. Where's the fun in that?

[A boy named Mewt walks over to the Boy in Green Scarf.]

Boy in Green Scarf: Hey, Mewt. Where's your little bear today?

Mewt:

Boy in Purple Scarf: He didn't want his precious bear to get wet in the snow!

Boy in Blue Hat: Awww... Did your mommy give you that bear?

[A new kid walks over to the Boy in Green Scarf.]

Boy in Green Scarf: What's your problem, new kid?

Boy in Blue Hat: Leave him alone. He's not going to say anything anyway.
He's like a little girl!

Red-Haired Girl: Hey! That's gender discrimination! And I know some "little girls" who can kick your butt!

[Red-Haired Girl walks over to the Boy in Green Scarf.]

Boy in Green Scarf: Whoa, Ritz! What's your problem?

Ritz: You don't want to be on that team, right? How about we switch? Would that be better? Let's start already!

[The Boy in Green Scarf moves to the other team and Ritz joins the other team with Mewt and the new kid on it.]

Ritz: You should speak up. Tell them your name, at least. You can't be the "new kid" forever!

[You have the chance to name the new kid here. The default name is Marche, so I'm just going to stick with that.]

Mewt: Sorry, Marche.

Marche: You don't have to apologize, Mewt. You haven't done anything wrong.

Mewt:

[The teams get in position.]

Ritz: OK, Mr. Leslaie, we're ready to go!

[A man is shown walking onto the playground. He's Mr. Leslaie, the teacher.]

Mr. Leslaie: Then let's get this snowball fight started! Ready?

[Battle starts.]

Mr. Leslaie: Gotten used to the snow in St. Ivalice yet, Marche? It's much warmer where you're from, isn't it?

[Marche nods.]

Marche: Yes, sir. It never snowed. This is practically my first snowball fight...

Mr. Leslaie: Really? Then let me give you some pointers. Ritz, could you help us out?

Ritz: Yes, Mr. Leslaie.

Mr. Leslaie: Kids with the highest "speed" move first.

Ritz: Once your turn comes around, first you have to "move." You can only go a set distance, so think first, then move.

Mr. Leslaie: When the menu isn't up, press the B BUTTON to see your move range.

Ritz: You can redo a move as many times as you want! Ready to move?

[Ritz moves.]

Ritz: Okay, now that you're in position, you can throw a snowball. Choose "Snowball" from the "Action" menu.

Mr. Leslaie: The green colored panels show your throwing range. Now choose where to aim within that range!

Ritz: If no one from the other team is in range, just "wait."

Mr. Leslaie: Waiting makes your next turn come around quicker.

Ritz: OK... Here goes! Hyaah!

[Ritz throws a snowball at the boy with the Green Scarf.]

Mr. Leslaie: Once you've thrown, you have to choose a "facing." Once you've chosen a facing, your turn ends.

Ritz: Understand?

-Repeat Lesson?-

**1. Yes

**2. No

**1. - Lesson repeats

**2. - Story moves on

Marche: Yeah, I think so. Thanks Ritz, Mr. Leslaie.

Mr. Leslaie: Let's get back to the snowball fight, then.

Ritz: Good luck, Marche!

[Ritz and some of the other kids toss some snowballs.]

Mr. Leslaie: Ah, there's a trick to throwing a snowball, too. It's easier to hit someone from the side or behind. Think about which way your opponent's facing when you move.

[Boy in Green Scarf is now known as Lyle. Boy in Purple Scarf is now known as Colin. The Boy in Blue Hat is now known as Guinness.]

Lyle: Hey, no running away, Mewt!

Colin: But that's what Mewt does best! Hah hah!

Mewt:

[Screen fades out and the battle ends. As the camera shows the playground again, Lyle's team can be seen throwing a bunch of snowballs at Mewt and at Mewt only.]

Ritz: Will you two stop it?

Lyle: What? We're not breaking any rules!

Ritz: Sure! You've been aiming at Mewt this whole time!

Marche: Are you OK, Mewt?

Mewt: Yeah... I'm fine.

Guinness: See? He says he's fine, so what's the problem?

Ritz: He knows you'd pick on him worse if he said anything else!

[Colin throws a snowball at Mewt. Marche goes over to help Mewt out.]

Mewt: Ouch!

Marche: Mewt, your forehead is bleeding!

Mewt: Huh...?

Marche: There was a rock in that snowball!

Colin: Hey, I didn't throw any rocks!

Guinness: It's Mewt's fault for being so lame!

Lyle: He's an easy target, and we've gotta get points, right?

Ritz: So the end justifies the means? You guys are horrible!

Lyle: Whatever you say, whitey-locks!

Ritz: What did you call me!?

Guinness: We know you dye your hair 'cause it's really all white!

Colin: Yeah, just like an old grandma! Hah hah! Little prissy grandma!

Ritz: Step over here and say that again!

[Ritz runs over to Colin, but just as she reaches him, Mr. Leslaie walks into the playground.]

Mr. Leslaie: Children! Behave!

[Mr. Leslaie walks over to Mewt.]

Mr. Leslaie: This snowball fight is over! Lyle, Colin, Guinness--I want you to come with me. Mewt, how's your forehead?

Mewt: It's OK... I'm fine, really.

Mr. Leslaie: That's it for class today. The rest of you can go home.

[Screen fades to black as Lyle, Colin, and Guinness stay after school for misbehavior. The screen fades back in to the playground, where only Ritz, Mewt, and Marche are seen.]

Mewt: Uh, um...

[Ritz and Marche turn to Mewt.]

Mewt: Thank you.

Ritz: I can't stand bullies who pick on little kids! Those jerks!

[Ritz and Mewt look at Marche.]

Mewt: So, Marche. What are you doing after this?

Marche: Huh? Why?

Mewt: I was going to go buy this book... and I was wondering if you wanted to come along?

Marche: Sorry, I can't. My little brother's getting out of the hospital today.

Ritz: Hospital? Was he sick?

Marche: No, it's something he was born with. We have to take him to the hospital every now and then.

Ritz: Wow, that's rough.

[Marche looks at Mewt.]

Marche: What kind of book are you going to buy?

Mewt: It's about monsters and magic and stuff like that.

Marche: Why don't you bring it over to my house? I'm sure Doned, my brother, would love to see it.

Mewt: Well, if you're sure it's OK...

Marche: Absolutely! Why don't you come, too, Ritz?

Ritz: Me? Um, gee, I guess I don't have any other plans... OK!

Marche: Great! You two know where my house is?

Ritz: It's the yellow house, right?

Mewt: I'll come over as soon as I buy that book!

Marche: I'll be waiting!

[Screen fades to black as Marche and co. walk out of the playground.]

/-----\
--- 3. Friends at Marche's House --- (IIIIfriendsatmarche's)
\-----/

[The next area is the plaza, and Marche, Ritz, and Mewt see a man getting chewed out by a couple of other men.]

Brown-Haired Man: Gosh, I'm really sorry.

Mewt: Uh-oh...

[Mewt slumps over.]

Brown-Haired Man: I'm really, really sorry. Please accept my apologies...

Green-Hat Man: Mr. Randell. We expect a certain level of performance.
Regardless of circumstances...

[Brown-Haired Man will now be referred to as Mr. Randell.]

Mr. Randell: It won't happen again.

Green-Hat Man: Don't worry, I'll fix things up here.

Mr. Randell: Oh, thanks, thanks!

[Green-Hat Man turns to the other man.]

Green-Hat Man: Thank you for waiting. Shall we?

[The men walk away.]

Ritz: Look at that guy cringing like that! Embarrassing...

[Mr. Randell turns around and notices Mewt. He starts to walk towards Mewt.]

Mr. Randell: Mewt? Mewt, it is you!

Mewt: ...Hi, Dad.

[Mewt and his dad walk off a little away from Marche and Ritz to talk alone.]

Mr. Randell: School's out already?

Mewt: Yeah...

[Mr. Randell turns to Marche and Ritz.]

Mr. Randell: These your friends?

[Mewt nods.]

Mewt: Um, don't you still have work to do, Dad?

Mr. Randell: Ah... yes. You know, busy busy busy!

[Mr. Randell turns to Marche and Ritz again.]

Mr. Randell: You all keep an eye on Mewt for me, eh?

[Mr. Randell walks away, and goes down the flight of stairs to the right of Marche and co.]

Mewt: He used to work at a bigger company before. When Mom died, he stopped

caring. He broke down big time.

Marche: He seems nice. Not many parents talk to their kids like that. I bet you used to go out on vacations and stuff a lot.

[Marche turns away from Mewt and heads for the stairs.]

Marche: Well, we'll be waiting for you at my place!

[Marche exits down the stairs.]

Ritz: Mewt, how much do you know about Marche?

Mewt: Huh?

Ritz: I guess your family has had its problems, too... But I heard that Marche doesn't have a dad...

Mewt:

[The screen fades to black as Mewt and Ritz exit through the north street. The screen fades back in to reveal Marche's house, and Doned.]

Marche: Doned?

Doned: Oh, hiya. Welcome back. You're kinda late, aren't you?

Marche: We had a snowball fight at school. I'm totally soaked!

Doned: A snowball fight, huh... Did they pick on you again?

Marche: I'm just not used to the snow, that's all.

Doned: Yeah, you always were bad at sports!

Marche's Mom: Marche! Your guests are here!

Marche: Tell them to come on up!

Doned: You invited over some friends?

Marche: Yeah, one of them says he found this really cool book. I thought you might want to see it, too. You like books, don't you? You're always reading them.

Doned: Only 'cause there's nothing else to do at the hospital. Nothing except read and play games...

[Ritz knocks on the room door.]

Ritz: Hello! We're here!

[Ritz and Mewt enter.]

Ritz: You must be Doned! I'm Ritz. I'm your brother's classmate. And this is Mewt.

[Mewt nods.]

Doned: Hiya.

Marche: You get that book, Mewt?

Mewt: Yeah, right here. But I don't know what the title is... Even the guy at the used bookshop couldn't read it.

Marche: Wow... It looks really old! Let's see what it says. Can you see, Doned?

[The whole group sits down and surrounds the book so that everyone can see it. They open the book. It shows the book turning pages at first, and then a symbol made up of squares and circles appears. That slowly comes apart. Drawings of humans can be seen. Some strange blurry handwriting can also be seen. A strange creatures comes into sight. It is very lizard-like, and more of the mysterious writing can be seen. Another strange creature comes onto the screen. It looks a little bit like a shrunken hippo of some sort. More old transcript is written next to it. A cat-like being is also seen, except this cat-like being stands on two legs, has long ears, and has long hair on the top of its head. Even more ancient writing. Lastly, a squirrel/mouse-like creature is seen. It's most prominent feature is the ball hanging from its head. The screen changes scenes and goes back to Marche and Doned's room.]

Marche: I can't read these letters at all! Maybe they're some kind of magic spell!

Ritz: You might not be too far off. Look, a magic circle! Maybe this is in Latin or something? And there are some later additions... What does this say?

Mewt: ...Alta oron. Sondus kameela... It sure sounds like magic!

Doned: Wow, a magic book! I wish I could use magic...

Marche: I knew you'd like it, Doned!

Doned: If you could use magic, maybe you'd be better at sports!

Marche: That's not funny!

Doned: Hah hah. It's true!

[Doned and Ritz laugh.]

Mewt: It'd be cool if this really were a magic book... Haven't you ever read a book and thought... "What if the world in this book was the real world?"

Ritz: I dunno. Most books are sooo boring. They're all way too predictable.

Marche: Well, what do you like, Ritz? Comic books?

Ritz: Games! You know, fighting monsters and all that.

Marche: OK, if you could make any game real, which would it be?

Ritz: Hmm, that's a good question!

Mewt: I'd pick "Final Fantasy." That's my favorite.

Ritz: My, my, look at the time. I should get going soon.

[Ritz stands up, Marche closes the book, and Mewt tucks the book under his arm.]

Mewt: Yeah, me too. See you at school, Marche!

Ritz: Thanks for having us over, Marche. Nice meeting you too, Doned!

Doned: See you later, Ritz!

Marche: Wait, I'll see you guys out. Be right back, Doned.

[Marche and co. exit the room.]

Doned: I wish I could use magic...

Marche's Mom: Doned! It's time for your medicine!

Doned: OK, Mom!

[Doned exits the room. The screen fades to black.]

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--- 4. The New World --- (IIIInewworld)  
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[Just like the introduction, a snow-covered city is seen. The same scene from the intro. is played over again, and the camera enters into the kid's room again. The book on the boy's bed opens up, and the screen changes to the view of the school playground. The playground changes into a desert-like area with clumps of bushes here and there. A flying dragon-like creature can be seen flying across the desert. Ivalice's town plaza is turned into a plaza with sand-colored buildings with a couple of palm trees. The people from Ivalice's town plaza are turned into the creatures seen in the ancient book that Mewt owned. The screen changes to Marche and Doned's room, and Doned starts to glow. Doned disappears. Marche starts to float on top of his bed, and is warped to the new dimension in which everything has changed into. Marche wakes up into the strange, new town plaza.]

Marche: Huh? Where am I?

[The camera moves around to show daily life in the plaza. Many different creatures are seen, just like the ones in Mewt's book. Marche walks up into the plaza area using the stairs, and bumps into one of the lizard-like beings.]

Marche: Oh, excuse me!

Lizard: Watch where you're going, sson!

Marche: Y-You're a lizard!

Lizard: What did you ssay!?

Marche: I, um, erp.

Lizard: You ssaaid lizard!

[Marche backs away a step.]

Lizard: It takes a lot of nerve to call a bangaa a lizard!

[The Bangaa steps closer to Marche.]

Voice: Kupo! There you are, kupo!

[The bangaa and Marche turn in the direction of the voice.]

Bangaa: Mooglee... Thiss human brat with you?

Mooglee: Yes, kupo! He's just come in from the countryside you see.

Marche:

Mooglee: Apologize to the bangaa, kupo!

Marche: Um...uh...

[The Bangaa turns to face Marche.]

Marche: Sorry!

Mooglee: Please excuse him. He's not used to seeing bangaa.

[Mooglee nods to Marche and Marche follows where the Mooglee is going.]

Bangaa: Hey, you, wait!

[Mooglee and Marche turn around.]

Mooglee: Kupo?

[Bangaa walks over to Marche.]

Bangaa: Those clothes... You're a soldier aren't you?

Marche: A...soldier?

Bangaa: Yess... Sso you wouldn't mind a little engagement?

[A whistle can be heard being blown. Marche steps back cautiously.]

Marche: Huh? What's going on here?

[A judge appears on a chocobo.]

Mooglee: He's engaging you, kupo!

[Battle begins.]

Marche: Wait a second... I get it! "Engage" means "fight"!

Mooglee: You sure are a keen observer of the obvious, kupo! There's the judge, and the laws for today are all set.

Marche: Judge...? Laws...?

Mooglee: Uh-oh, don't tell me you don't know about those! The laws today forbid the use of all items, kupo! Always be sure to check the laws,

or you'll be sorry!

Marche: Um...uh... Okay, wait, so an "engagement" is a battle... And the "laws" are the rules for the battle... And that guy in the armor is the "judge"?

Moogle: Kupo! It's your turn, kupo! Use your sword and your abilities! I'll back you up!

Marche: Um, OK, here goes!

[If Marche defeats the Bangaa, then he gets a judge point.]

Judge: K.O. verified! One judge point!

Marche: Judge point? What's that?

Moogle: Collect judge points! That way you can use "combos" with other clan members. It makes engagements a snap, kupo!

Marche: So all I have to do is defeat my opponents? Gotcha.

[Moogle nods. A little while later, Marche and the Moogle defeat the Bangaas.]

Marche: Whew... I guess I made it, somehow...

[Screen fades to black. It shows the main Bangaa again.]

Bangaa: Grr...I'm hurt. Where's that potion!

[Bangaa uses Potion on himself. Judge gets pissed.]

Judge: Infraction of Law forbidding items! All violators will be sent to prison!

[Judge rushes over to the Bangaa and holds a red card above his head. The Bangaa is warped over to the prison.]

Moogle: Kupo! The slammer! I hope I never get sent there...

Marche: The slammer...?

Moogle: Yeah, prison--they send people who break the law there. Oh, it's a dark and scary place. Kupo!

Judge: Perpetrator sentenced and imprisoned! Visitors are asked to go to the prison facility in Sprohm.

[Judge disappears.]

Marche: Sprohm? Prison? What have I gotten myself into?

[Screen fades to black, and the Moogle and Marche are seen talking in the plaza.]

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--- 5. Getting Used to Life --- (IIIgettingusedtolife)  
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Marche: Thanks for helping me.

Moogles: Never ever call a bangaa a lizard! Kupo!

Marche: Sorry, I really didn't know.

Moogles: You... have seen a bangaa before, right, kupo?

Marche: Um, yes, well, no. Not a real one, at least.

Moogles: Kupo! Where exactly are you from, kupo? Cadoan? Muscadet?

Marche: I... I don't know. I'm all confused. And to top it off, I'm talking to a stuffed animal!

Moogles: A stuffed animal? I'll have you know I'm a moogles, kupo!

Marche: Fine, so you're a moogles. What's that?

Moogles: Okay, I believe you! You're confused. Let me explain: This is the town of Cyril, in the land of Ivalice.

Marche: Ivalice? That's the name of the town I'm from!

Moogles: Town? But Ivalice is a country!

Marche: Not my Ivalice. And there's no liz--er, bangaa there either.

Moogles: What about moogles? Surely the other towns have them?

Marche: Nope. We just have normal things, like dogs and cats.

Moogles: But you said you'd seen a bangaa, only not a real one! What did you mean, kupo?

Marche: Well, it's just... I've seen a bangaa, but in a computer game, not real life!

Moogles: Kupo?

Marche: It's called "Final Fantasy." It's not real. Not really. It's like a pretend world, with heroes and monsters...

Moogles: So you're saying here is just like your pretend world?

Marche: Yeah, come to think of it, it's just like in the game!

Moogles: OK, now I'M the one that's confused. Kupo...

Marche: Sorry, I know I'm not being very helpful...

Moogles: No, this is by far the most kupo story I've ever heard!

Marche: You're telling me!

Moogles: Of course, I'm not entirely sure I believe you, kupo.

Marche: I can hardly believe it myself. What should I do?

Moogles: I think our meeting like this was no accident, kupo. Stick with me, and I'll help you out, OK, kupo?

Marche: Thanks. By the way, I'm Marche. What's your name?

Moogle: They call me "Montblanc," kupo! Come with me Marche!

[Marche follows Montblanc out of the plaza. They enter a Pub.]

Marche: What's this place?

Montblanc: This is where our clan members hang out. Clans are like... groups of people who work together.

Marche: Wow... Everybody looks so tough!

Montblanc: Well, our clan takes on some pretty rough jobs. Of course, the pay's good, and there's never a dull moment!

Marche: Maybe someone here knows how I can get back home...?

Montblanc: You could ask around, kupo!

Marche: Can I join the clan, too?

Montblanc: Sure thing! I just have to introduce you, and you're in!

[Montblanc gets the attention of his fellow clan members.]

Montblanc: Hey, everyone, I'd like to introduce Marche!

[Marche walks forward.]

Marche: Um, hello!

[Montblanc and Marche turn to face each other. The rest of the clan members turn away.]

Montblanc: Me and the others will help you out! And maybe we can help you find your way home, kupo!

[Montblanc and Marche join the clan members.]

Marche: Say, Montblanc, does this clan have a name?

Montblanc: Well, it's kind of a small clan, so no, not yet... Kupo! Why don't you give it a name, kupo?

Marche: Me!?

Montblanc: To commemorate you joining the clan! Make it a kupo one!

[You now have the choice to rename your clan, or leave it as the default, which is Nutsy. I'll just refer to the Clan name from now on as "the Clan" or just a blank space.]

Marche: How about _____?

[Montblanc nods his head.]

Montblanc: Kupo! Henceforth, we shall be called "Clan _____"! OK, let's get you settled in, shall we, kupo? This is where we are right now, in Ivalice!

Marche: Hmm... Yeah, you're probably right.

[Marche walks closer to Montblanc, and then notices someone.]

Marche: Hey, there's someone there!

[Screen moves up, showing two people talking to each other on the top of the pass.]

Blue-cloaked creature: This isn't what I asked for! I want Coleman's thesis, not Dalilei's!

Thief in purple: Hey, man, we got you a thesis, just like you asked.

Blue-cloaked creature: Well, I can only give you half of your fee, then.

Thief in purple: That's not an option, gramps. Pay up!

[Screen switches back to Marche and Montblanc.]

Montblanc: Looks like you were right, Marche. The bandits just wanted money after all, kupo!

Marche: Don't worry about that! Let's get the thesis back!

[Marche moves to a better position to talk to the two people on the top of the pass.]

Marche: Hey, you! That thesis is stolen property!

Thief in Purple: What's that kid yelping about?

Blue-cloaked creature: That's no ordinary boy! Look--he's with a clan! Coleman must have posted a reward for that thesis!

Thief in Purple: Ah! So this kid is here on business! No need for me to play nice, then, is there?

[Thief whistles and his followers come out. Battle begins. Marche and Clan kick some butt and win the battle.]

Marche: I think I'm getting the hang of these engagement things.

[Screen fades out, and then in, to show a scene at the top of Lutia Pass.]

Marche: Hmm... This looks like the table of contents, so...

Montblanc: Are all the pages there, kupo?

Marche: Yup, they're all in there! All we have to do is bring this back, and we're all done!

Montblanc: You're doing a kupo job, Marche!

Marche: You really think so?

Montblanc: I'd thought it would be best to wait a little longer... But I think we're ready for the clan wars!

Marche: Clan wars?

Montblanc: It's not really a war, kupo! It's when we compete with other clans for turf. The bigger your turf, the cheaper it is to get info. And there's other benefits as well. Kupo!

Marche: Do we actually engage with other clan members?

Montblanc: Sometimes, kupo.

[Marche glances away.]

Marche: I'm... not getting in your way, am I, Montblanc?

Montblanc: Kupo! Not at all!

Marche: Thanks, Montblanc.

Montblanc: It gets busier from here on out, kupo! Hope you're ready!

[Marche and Montblanc leave Lutia Pass.]

Marche: All right! [Thesis Hunt] cleared!

[Clan _____ returns to the Cyril Pub. Returning to Sprohm can also give you this cutscene.]

Pub Owner: Well, if it isn't Marche! How you been?

Marche: Pretty good, I guess... Yourself?

Pub Owner: Can't complain, can't complain! I thought you might be busy with the clan wars and all.

Marche: Huh, no kidding?

Pub Owner: There's a lot of clanners out there looking for fights. Everyone wants to spread their influence, you dig? So, if you don't have business with another clan... I'd keep your distance! If you fought every clan, you'd never get any work done. Not that all the clans are bad... Still, be careful.

Marche: Thanks for the tip! I'll keep an eye out.

[Marche leaves the Pub.]

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--- 8. Mission 3: The Cheetahs --- (IIIthecheetahs)  
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[Marche accepts The Cheetahs mission.]

>>> Mission 3: The Cheetahs <<<

Fee: 1200 Gil Rank 3

"There's a price on the heads of the band of con-men calling themselves the 'Cheetahs.' Word is they were seen in the Nubswood!"

-Bratt, Streetear

To Clear: Win Battle

Rewards: 6000 Gil, Buster Sword, Kaiser Knuckles

Req. Items: ---

Marche: Ritz... Are you OK?

Ritz: It's funny for you to be worried about me, Marche. Thanks, though. You were a big help.

[The "Battle Won" text flashes across the screen, and fades out to reveal another scene with Marche, Ritz, and Shara in it.]

Ritz: Let me introduce my fellow clan member, Shara.

Marche: I'm Marche. Pleased to meet you, Shara.

[Shara acknowledges Marche's introduction with a nod.]

Ritz: Like I said before, he's a friend from the other world.

Marche: Speaking of worlds, do you know what this place is?

Ritz: I thought you of all people would have figured it out! This is "Final Fantasy"--the game! But this is real!

[Ritz walks away a few steps.]

Ritz: At first, I thought I had really fallen into the game... But this is our town, St. Ivalice! It's like our whole town has become part of the game!

Marche: How could it have happened?

Ritz: I'm trying not to think about it.

Marche: Huh?

Ritz: There doesn't seem to be much point.

Marche: Why not?

Shara: Ritz doesn't want to go back, see?

Ritz: It's like Shara says... Why go back?

Marche: What? You mean you'd rather stay here!?

Ritz: Yeah. I like this world. Don't you, Marche?

Marche: Well, I...

Ritz: If you want to turn everything back to normal... Go ahead. But don't expect me to help you.

[Ritz turns her head toward Shara.]

Ritz: Let's go, Shara.

Marche: Ritz!

Ritz: I'm sure we'll meet again, Marche. Bye for now. I... am glad we met. Really.

[Ritz and Shara exit the area.]

Marche: Ritz... Why don't you want to go home?

[Screen fades out to the World Map.]

Marche: All right! [The Cheetahs] cleared!

[Marche & Clan return to the Cyril bar. A short scene is shown where Marche is talking to a couple of his Clan Members. The Clan Members leave and Montblanc confronts Marche and asks him about his troubles.]

Montblanc: Kupo! What's on your mind, Marche?

Marche: Oh, um, I was just thinking about the next mission... ..Wondering what's in store for us.

[Montblanc walks up to Marche.]

Montblanc: Looks like you're enjoying this, kupo!

Marche: Yeah, missions are kind of fun, aren't they? I could never do stuff like this where I come from. I've always wanted to use magic and fight monsters... And now I can!

Montblanc: So you should stay in this world! We could make our clan the strongest clan ever, kupo!

[Marche chuckles.]

Marche: The strongest clan ever? Sounds cool...

[Marche chuckles again, but then stops quickly.]

Marche: ...Montblanc?

[Montblanc shakes his head.]

Montblanc: You've got to be one of the nicest people I know... Were you like this in the other world, too, kupo?

Marche: Huh?

Montblanc: Or... Maybe you don't trust me that much yet, kupo?

Marche: Of course I trust you! You've helped me out so much!

Montblanc: You can be honest around me, kupo! We're friends! And I know you're still getting used to our world.

[Marche turns away.]

Marche: ...When I met Ritz in the Nubswood... All I could think was "Now I can go home!" I was sure that Ritz would help me find a way back. But I was wrong.

Montblanc: Marche is Marche, and Ritz is Ritz! All you can do is what seems right to you, kupo!

Marche: I know that, it's just... it's hard to accept sometimes.

Marche: What is this place? Am I still in Ivalice?

[Marche turns and walks up some steps.]

Marche: ...Some kind of ruins? Wait...

[Marche walks to the end of the room, and sees a giant, glowing stone.]

Marche: Is this... a crystal? A wrinkle in space! So the crystal's magic was making the river bend. The rumors were true! The warping was a way in! I have to find out what this crystal really is... But before that, I should find a way out!

[Marche turns and starts to walk down the stairs, when all of a sudden, the screen darkens, and a voice speaks...]

Voice: Speak your name, you who profane the light!

[Marche turns around.]

Marche: Who's there?

[Marche takes a backward step. The crystal sends forth a strange, blue being.]

Blue Being: I ask again: Speak your name, you who profane the light!

Marche: I... My name is Marche. Who the heck are you!?

Blue Being: I am the totema Famfrit. I am wielder of the power. I am the protector.

Marche: Totema...? Protector...?

[Famfrit starts to move up and down.]

Marche: He thinks I'm after the crystal!

Famfrit: You are an intruder!

Marche: Look, I don't know anything about your crystal!

[Marche steps backwards.]

Famfrit: I am under orders to expel all intruders!

Marche: Wait! I'm telling you, I came in here by accident!

[Famfrit raises its arms and warps monsters into the area.]

Marche: There's the judge--just like a normal engagement. Well, no point worrying whether I can win or not... I just have to try!

[Battle begins. Party defeats Famfrit.]

Marche: I did it! I beat him!

[Screen fades out to a scene in which Marche is talking to Famfrit.]

Marche: What is this crystal? Tell me! Why go to such lengths to protect

it!?

Famfrit: The crystal is the thread that binds our world... The world I was born in to protect! With the white ones, I was born...

Marche: The white ones?

Famfrit: Skilled machinists. They are the source of my power.

Marche: You mean... moogles?

Famfrit: If they wish it, I will lend you my power...

[Orange, red, and yellow beams of light come shooting out of Famfrit. Famfrit turns into a ring of stars, which fly to the crystal. The crystal then shatters. The area seems to warp, and a familiar face is seen. The figure seems to shake its head.]

Marche: Mewt...?

Voice: When the thread dissolves, so will this world... And another world will be revealed.

Marche: !! Who's there? What do you mean, "another world"? You mean the real world!?

[Screen warps back into the crystal room. Screen fades to a castle room. A man can be seen walking in. The man looks around, sees Mewt, and talks to him. The man is Mewt's dad.]

Mr. Randell: What's wrong, Mewt? Why, your room's a mess!

Mewt: Papa...

Mr. Randell: Babus came running into my room. He seemed quite flustered...

Mewt: Babus...

[Mr. Randell walks over to Mewt.]

Mr. Randell: Did something happen?

Mewt: Papa... I just remembered something horrible! All the kids at school were throwing snowballs at me... And one of the snowballs had a rock inside it!

Mr. Randell: School...? What are you talkin about, Mewt?

Mewt: That... That's right. I'm royalty... I'm a prince. Everyone listens to whatever I say. My word is... law. This is my country! Nobody picks on me!

[A door is heard opening. Mewt turns to see who entered.]

Mewt: Mama!

[Mewt and Mr. Randell move to greet Mewt's mom. A nu-mou is seen behind Mewt's mom. The nu-mou is Babus.]

Mr. Randell: Thank you, Babus. You may leave now.

Babus: Certainly, Sire.

[Babus leaves.]

Mewt's mom: It's OK, Mewt, you don't have to be scared anymore. To our people, I am Queen Remedi, but always remember... To you, I am your mother, and I love you very much. And your papa is the highest judge in the land! That means that all the judges will protect you.

[Mewt moves away from his mom.]

Mewt: Then... Mama, I want to make the laws stronger! Please, can I?

Queen Remedi: Of course you can! You know we'd do anything for you.

[Mr. Randell moves closer to Mewt and Queen Remedi.]

Mr. Randell: Your Highness, it might not be wise to so lightly--

[Queen Remedi looks at Mr. Randell.]

Queen Remedi: One of the crystals has been destroyed.

Mr. Randell: What!? Are you certain?

[Mr. Randell bows his head.]

Mr. Randell: ... I see. There will surely be no complaints about stronger laws, then.

Queen Remedi: I leave it in your hands, Judge Cid.

Mr. Randell (aka, Judge Cid): As you wish.

[Queen Remedi and Mewt hug again. Judge Cid exits the room.]

Mewt: Mama...

[Screen fades back to the Ulei River. Marche was just transported from the crystal room to the River.]

Marche: Well, I seem to have made it back in one piece. He said that the crystal was a thread... That if the thread dissolved, a new world would appear. But this world is still here... Destroying one of those crystals must not be enough. If I destroy them all, will I be able to go back home? This could be my only chance. I have to find the other crystals!

[Marche walks out of Ulei River, and the screen shows a short message about Totemas. Then it fades out to the World Map.]

Marche: All right! [Twisted Flow] cleared!

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--- 11. Cadoan Meeting --- (IIICadoanmeeting)  
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[Marche and the rest of the Clan enter Cadoan.]

Person: I can't believe they strengthened the laws again...

[Marche looks in the direction of the voice and sees a congregation of townsfolk. Marche walks closer to them to hear what they are saying.]

Random Nu Mou: What's new? The palace is always doing that.

Human: I swear the queen takes pleasure in watching us squirm!

Random Nu Mou: Hey, hey, watch what you're saying! You never know who might be listening...

[The screen moves back up to where Marche is standing, and Marche is confronted by a Nu Mou dressed in purple.]

Purple Nu Mou: The new laws bothering you, too, eh? Hah! Pretty soon, laws will be nothing but a bad memory!

Marche: How can you be so sure? I thought laws were everything in Ivalice?

Purple Nu Mou: True... but there's a way around everything, my boy.

[Marche turns back to the congregation of people.]

Random Nu Mou: Hey, have you heard that rumor?

Human: You mean about Ezel Berbier and his antilaws?

Other Human: It's hard to believe that anyone could nullify a law!

Human: Yeah, but if you could, just imagine!

Marche: Nullify a law?

Purple Nu Mou: Precisely.

Marche: And Ezel Berbier figured out how to do it?

Purple Nu Mou: He certainly did... But if you want to meet him, forget it. He's a busy man, with many admirers, shall we say.

Marche: You seem to know a lot about him.

Purple Nu Mou: Fame has always fascinated me, you see. Ah, sorry, have to run. I've an appointment to keep.

[The Purple Nu Mou slowly walks down the stairs and off the screen. Marche looks in his direction.]

Marche: Antilaws... I'd sure like to meet that Ezel guy.

[Marche walks off the screen. The screen fades back to the World Map.]

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--- 12. Mission 6: Antilaws --- (IIIantilaws)  
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[Marche tries to enter Cadoan, but when he enters, he sees the purple Nu Mou from before running away from someone or something.]

Marche: Hey, that's the--!

[Purple Nu Mou is quickly surrounded by enemies.]

Person in purple: You can't run forever, Ezel! Why don't you just turn yourself in quietly?

Purple Nu Mou (aka Ezel): No, I've never been good at sitting in one place for long.

[Ezel tries to run away again, but this time even more enemies come.]

Person in purple: You've overestimated your ability to escape this time, "genius"!

Ezel: Well, these things happen. Life wouldn't be any fun if you always won!

Person in purple: Seize him! And feel free to break whatever you want! Just keep his head in one piece!

Ezel: Please, take it easy on me! I'm a sensitive man, you know!

[Screen switches to Marche.]

Marche: That guy's Ezel!? I have to save him!

[Battle begins. After a couple of turns, Marche speaks.]

Marche: So you were Ezel Berbier all along.

Ezel: Ah well, I guess the moogle's out of the bag.

Marche: Who are these guys? Why are they after you?

Ezel: Just a little misunderstanding about a job... I ask for 100,000 gil, and they call me a gouger!

Marche: 100,000 gil!?

Ezel: Yup. That's all it takes to make laws go away... Pretty cheap, really.

Marche:

[Battle resumes. The enemies are all taken care of. Marche turns to Ezel.]

Marche: Are you all right?

Ezel: I seem to be all here. Thanks for your help, eh?

[Screen fades out to show Marche and Ezel having a conversation with one another.]

Ezel: Where are my manners? I've not introduced myself! I am Ezel Berbier, at your service.

Marche: Yes, yes, I know who you are. I'm Marche.

Ezel: Had I more time, I'd love to thank you more properly... But as it is, I must be off!

Marche: Someone else after you?

Ezel: Something like that. It's hard when everyone thinks of you as a genius.

Voice: I heard that the nu mou call you an eccentric loony.

[Ezel and Marche turn in the direction of the voice.]

Ezel: ...They only say that because they are jealous! This, too, is a burden we geniuses must bear.

[The screen moves up, to show none other than... ..okay, I'll stop this. Judgemaster Cid!]

Cid: Ezel Berbier, I presume.

Ezel: The judgemaster himself! I'm honored.

Marche: Hunh? Mewt's dad is the judgemaster?

Cid: Might I ask you to come with me? I'd like to hear more about these antilaws of yours.

[Ezel bows his head.]

Ezel: I must respectfully decline. Sorry, but judges rub me the wrong way!

[Cid holds a book looking thing in his hand, and the book shoots into the air. A blue shell surrounds Ezel.]

Ezel: Ah, an advanced law! Only the judgemaster can use those. If I use any ability at all, it's the slammer for me! I'm practically shaking in my boots!

Cid: Ah, I'm glad you are familiar with advanced laws. Saved me the trouble of explaining them to you. And I do so dislike violence...

Marche: Ezel!

[Ezel turns to Marche.]

Ezel: *sigh* I was hoping to avoid this...

[Ezel promptly holds out a similar looking book/card thing that Cid used.]

Ezel: But I suppose a demonstration wouldn't hurt--Behold, the antilaw!

[Screen turns dark, but then the antilaw puts forward so much light that the screen turns white. The screen fades back to show a confused Cid, with Marche and Ezel nowhere in sight.]

Cid: He can stop even an advanced law? Hmm... Maybe he's smarter than I thought.

[Cid glances at his guards.]

Cid: Back to the palace!

[Screen fades to a Pub where Marche and Ezel were warped to as Judgemaster Cid]

[Earthquake stops. Marche stands up. Another portal can be seen opening.]

Marche: It's warping... There must be a crystal here!

[The portal grows and warps Marche and the Clan to a new dimension again. Marche finds himself in a room with a red crystal in the middle of the room. He looks around and sees butterflies.]

Marche: Butterflies? What are butterflies doing here?

[Marche walks closer to the crystal.]

Marche: This place isn't like the last one at all... Maybe this crystal is different from the other one?

[Marche turns and looks at the crystal.]

Marche: I have to destroy it. That's my only way home!

[Marche walks right up to the crystal and looks around.]

Marche: Funny, there doesn't seem to be a totema here on guard...

[A smaller crystal appears behind Marche.]

Marche: Wh-What!?

[Another crystal appears. Marche walks closer to it.]

Marche: Is this a totema, too?

[Crystals appear all over the map.]

Marche: This place... This whole shrine is a totema!

[All of the Ultima Crystals are destroyed. Marche looks around.]

Marche: The totema's presence... It's gone.

[Screen fades out back to the same Crystal room, showing a scene with Marche.]

Marche: The totema Famfrit said he was born with the moogles... I wonder if this crystal is allied to one of the races? And if it is, which one? Those things around the crystal formed a magic circle... Magic... hmm... The nu mou totema?

[The big crystal starts to glow. It breaks. The room seems to be negatized just like the last time, and it starts to warp out. A voice speaks out.]

Voice: Who's there? Who is that!?

[Marche quickly walks to the center of the room, and sees Mewt appear again, just like last time.]

Mewt: Why are you making me remember those things? Stop it! I said, stop it!

Marche: That voice... Mewt!?

Mewt: Mama's not dead--Mama's alive! She was just here!

Marche: Who are you?

Babus: I am Babus, personal mage to His Highness Prince Mewt. I am here surveying this land on his direct request.

Marche: Mewt's personal mage...

Babus: The prince has informed me that there is someone... who means him ill. Know you anything of this?

[Marche bows his head.]

Babus: If you do, tell me at once!

[Marche shakes his head.]

Marche: Who, me? I... I don't know anything, sir. I had no idea he wanted this world to exist.

Babus: Ahem? What was that you just said?

Marche: I didn't know Mewt wanted the world to change like this!

Babus: Wait a minute... Perhaps it is you of whom His Highness spoke!

Marche: No, I don't mean him any ill at all! I just want the world to go back the way it was!

Babus: Back the way it was? You speak nonsense! Get him!

[Battle starts. When it's Babus's turn...]

Babus: You said you wanted the world to go back the way it was... What did you mean?

Marche: Ivalice isn't a desert; it's a snowy, country town! Everything went crazy! This isn't the real world -- This is Mewt's fantasy world... It's like a game!

Babus: Hah! The only thing that's crazy around here is you, my boy!

Marche: But it's true!

Babus: So this world is a figment of Prince Mewt's imagination? Nonsense! I've served the prince for years!

Marche: I'm telling you, Mewt's not a prince! He's just a boy!

Babus: How dare you call the prince an ordinary commoner!

[Battle resumes. Babus is defeated.]

Babus: Grr. Caught me off my guard, you did. I'll be back!

[Babus stands up.]

Babus: Whatever the reason, the prince wants you dealt with. You cause him pain, and that is real enough for me!

Marche:

Totema: Intruder! No one but my master may approach the world-thread!

Marche: I came to destroy that crystal... ..or world-thread or whatever you call it. And I'm not leaving until I do!

[The Totema warps in 3 dragons. Marche looks surprised.]

Totema: I am the totema Adrammalech! By my strength, I shall defend the world-thread... And destroy all those who seek to harm it!

[Battle starts. Adrammalech is defeated. The screen fades out to another scene in the same room. Adrammalech is seen crouching. beams of light shoot out of Adrammalech. Adrammalech roars, and bursts into 3 ghostly balls of light. Marche walks up the steps closer to the crystal.]

Marche: That ghost must have become part of the crystal's power! I heard that crystals were pure magic... but now I think there must be something more. Some kind of incredible energy... that could create the totema and all the different races.

[The crystal breaks, and Marche is warped back to Nargai Cave. Marche starts to walk out of the cave when a familiar figure encounters him again...]

Babus: You again!

Marche: Uh-oh, Babus!

Babus: The air here has changed... What have you done!? Acting against the the prince's wishes again, are you!?

{{Yeah. That's actually what it says in the game. The "the the" is not my mistake.}}

[The screen darkens and a Voice is heard.]

Voice: ...M-Mama! Where are you, Mama? Where...?

[Marche turns to see who's speaking. A seam opens behind him and Babus notices. As quick as it appeared, the seam disappears.]

Babus: Wha--?

Marche: A seam...! It must have been left over...

[The whole cave seems to warp out, and Mewt appears in the middle of the cave.]

Mewt: Babus!

Babus: Prince Mewt!?

Mewt: Where is everybody? I'm lonely! Where are you, Babus?

Babus: The prince is looking for me...?

[Mewt disappears, and the cave warps back.]

Babus: Let us say that you are right and there are two worlds. How much, then, is this "other world" worth to you? What do you have there that you do not have here? Money? Power? Something worth causing the prince so much pain for?

Marche: Well, I...

Babus: What? Nothing? You would make the prince suffer over... nothing?

[Marche seems to lean forward to protest, but Babus talks before Marche can say anything.]

Babus: I must return--the prince needs me. We'll meet again. And next time, I will not be so forgiving!

[Babus disappears.]

Marche: Mewt... I... *sigh*

[Screen fades out to World Map.]

Marche: All right! [Pale Company] cleared!

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--- 18. Nono in Baguba Port --- (IIInonoinbagubaport)  
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[After placing Baguba Port on the map, and going to it, Marche and Montblanc enter the Pub.]

Moogles: Kupo! It's my big brother, Montblanc!

[Montblanc and Marche walk over to the moogles.]

Montblanc: Nono! Long time no kupo! You look well!

Nono: I don't feel well, not at all, kupo. I'm so lonesome, I could cry, kupo!

Marche: What happened?

Nono: Kupopo? Who's that with you, Montblanc?

Montblanc: Kupokupo! Where are my manners? This is my new friend, Marche!

Marche: Pleased to meet you!

Nono: The pleasure is mine, kupo!

Marche: So, what happened?

Montblanc: Well, see...

Nono: It was a hit-and-run, kupo!

Marche: A hit-and-run?

Montblanc: Nono is an apprentice gadgeteer... And he just finished building the airship of his dreams.

Nono: Kupo! But on her maiden voyage... *kupo*

Marche: Someone ran into you and took off? Gee... that stinks!

Nono: It does more than stink, kupo! Oh, the moments I slaved on that ship...

kupoooooh!

Marche: Do you know who did it?

Nono: I know where they are, kupo! Jagd Dorsa! They're in Jagd Dorsa, kupo!

Marche: Well, then there's no problem. All we have to do is go--

Montblanc: It's not that simple, kupo! This reminds me, I haven't told you about jagds yet.

Marche: No, you haven't. What's a jagd?

[Montblanc walks over to Marche.]

Montblanc: A place where judges can't go! A lawless zone!

Marche: So there's no penalty for breaking the law? That sounds great!

Montblanc: If it were that great, all the clans would go, kupo.

Marche: They don't?

Montblanc: Nope. In fact, they avoid them like the plague!

Marche: Huh? Why?

Montblanc: It's true that there are no laws in the jagds... But lawlessness comes at a steep price, kupo!

Marche: What's that?

Montblanc: Death, kupo!

Marche: I don't get it.

Montblanc: Ever wonder why no one ever dies when they engage? It's because laws and the judges are there to stop death!

Marche: So without the judges... you can die?

Montblanc: That's right, kupo. That's why it's best to stay away.

Marche: But what about Nono's airship? We can't just let whoever did this get away scot-free!

Montblanc: I thought you'd say something like that, kupo.

[Montblanc pauses.]

Montblanc: Look, I'll go to the jagd if you'll go, Marche. Just, we have to be reeeally careful. OK, kupo?

[Nono walks over, and Montblanc and Marche turn to face him.]

Nono: So you'll go to Jagd Dorsa for me? Really, kupo?

Marche: We'll go, but I can't promise we'll succeed.

Montblanc: Sorry for dragging you into this, Marche. I know you've got other

things on your mind, kupo!

Marche: No problem. Don't worry about it. Besides... I've got a little brother, too, so I know how you feel.

Nono: Thank you, kupo!

Marche: Thank me when I get back in one piece...

Nono: Sure thing, kupo! I'll be waiting for you in Baguba Port.

[Screen fades out to World Map.]

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--- 19. Mission 12: Jagd Hunt --- (IIIjagdhunt)  
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[Marche & Clan enters Jagd Dorsa. The Camera pans around the area, showing that Marche is surrounded by enemies. The screen centers on Marche and 3 enemies.]

Enemy Ninja: Hey, kid! You know what this place is? If you want to live, you'll turn around and go home. Now!

Marche: Sorry, no can do. Not after what you did to my friend!

[You get to select your characters.]

Marche: I see what they were saying about the jagds... This place gives me the creeps.

[Battle begins. The enemies are defeated.]

Marche: I hope this is the last time I have to come here. Let's go report to Nono. Off to Baguba Port!

[Screen fades out to the World Map.]

Marche: [Jagd Hunt] went well. Now for the next one!

[Clan goes to Baguba Port. Marche and Montblanc enter the Pub. Nono hurries over to them.]

Nono: Marche! You made it back safely, kupo! And you caught the bad guys, too! Kupo kupo kupo!

Marche: I got a reward for turning those guys in... Here, Nono. I want you to use it to repair your airship.

[Marche tries to hand something to Nono, but Nono quickly backs away.]

Nono: Kupo! I can't take away your reward, kupo!

Marche: No, it's OK. The clan already got its cut. Go ahead.

Montblanc: Take it, kupo. It's going to cost a lot to fix her up...

Nono: Kupo... I know! Actually... In order to fix her, I'd have to borrow money... So I was thinking of making her into a merchant ship!

[Marche turns around. Ritz walks into the same area.]

Ritz: Long time no see. You seem to be doing well...

Marche: Hi, Ritz. You, um, know about the bounty on my head, right?

Ritz: Don't worry--I'm not in a clan for the money. And I certainly wouldn't turn in a friend for some gil.

[Shara walks out from behind Marche, and Marche and Ritz turn to face her as she talks.]

Shara: Us meeting was an accident. We're not after your bounty. We're here on some other business.

Marche:

[Ritz quickly runs over to the center of the area.]

Ritz: Stop hiding, and come on out!

[Some moogles and Nu Mous come out.]

Ritz: We know you're the no-good, swindling clock-forgers!

[Shara walks over to Ritz.]

Shara: They probably think they can trade you in for a pardon.

Enemy Alchemist: Get that bounty! Deal with the others as you see fit!

Shara: He says they're going to "deal" with us, Ritz.

Ritz: We'll see who's fit to "deal" with whom!

[Battle begins. When it gets to Marche's turn in the battle...]

Marche: Ritz... Are you sure you don't want to go home?

Ritz: Ask me a thousand times, and my answer will still be "no."

Marche: Why? I just don't understand.

Ritz: What is there not to understand?

Marche: Why do you want to stay here so much? I can understand why Mewt would want to, I guess, but you?

Ritz: That... That's none of your beeswax, Marche!

[Battle starts up again. All of the enemies are defeated.]

Marche: Ritz, thank you.

Ritz: Don't thank me. I wasn't trying to help you.

[Screen fades out to another scene in the Jeraw Sands.]

Marche: Well, I hope you two don't get in trouble for helping me. I wouldn't

want bounties on your heads, too!

Shara: Well, if they come looking for us, we'll just have to turn you in.

Ritz: ... Yes, I think that's what we'd probably do.

Marche: ... Um, I guess I should be leaving.

Ritz: Good luck, Marche.

[Marche slumps and walks off. Ritz tells him one last thing before he leaves.]

Ritz: I might just join sides with Mewt, you know! Then we'd be enemies, got it?

[Marche just walks off.]

Shara: You know, Ritz, I think Marche's worried about you. Why not help him? You're no friend of the palace.

[Ritz turns around.]

Ritz: Why the sudden concern, Shara?

Shara: If what he says is true, his family is in the other world. And so is yours, Ritz. You don't want to see them or your friends again?

Ritz: I do, but, here I've got something that I don't want to lose. It's... my hair. This normal, non-white, hair.

[Ritz feels her hair, as if making sure it's real.]

Shara: Hair...? Non-white...? What do you mean?

Ritz: In the other world, in reality, my hair is pure white. I was born that way. I had to dye it every morning...

Shara:

Ritz: Before I learned how, my mom would do it for me. And that... I couldn't stand it.

Shara: ?

Ritz: She was always so sad... She looked like she would cry every time she took out the dye.

[Ritz kneels over.]

Shara: Ritz...

Ritz: I'd rather be called "whitey-locks" than see her face... What did she have to cry about? Her hair was normal!

[Ritz stands up.]

Ritz: I was the one that should have been crying, not her! I can find family and friends here. But I'd never be able to change things in that world. I'm sure that's how Mewt feels, too.

[Screen fades out.]

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--- 22. Mewt's Distress/Marche & Ezel --- (IIImewt'sdistress)
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[Screen fades in to the Palace, showing Mewt pacing back and forth.]

Mewt: Why can't you find him? Why!?

Cid: Well, he's probably trying very hard not to be found.

Mewt: I don't care, Papa! Get him now! You're the strongest judge in Ivalice!

Cid: I'm doing all I can. We're going to do a search of every town next.

Mewt: Hurry, or the world will break, and th-then I...

[Babus rushes over to Mewt's side.]

Babus: Your Highness, please, calm down. Master Cid will surely find him.

Mewt: Mama... Where's Mama?

Babus: I shall summon her for you. Just a moment...

[Mewt quickly turns to Babus and falls on his knees, tugging at Babus.]

Mewt: Mama... Where are you? Marche's being mean to me, Mama! Make him stop!
Help!

[Mewt continues to tug at Babus while the screen fades out to the World Map.]

Marche: [Golden Clock] went well. Now for the next one!

[Marche enters Muscadet, and goes to the Pub.]

Marche: I've defeated three totema for three crystals... And if there is one totema for each one of the races... That means there are only two crystals left! Only two left... and I have no idea where to start looking!

[Ezel walks into the Pub, and sees Marche. He walks over to have a conversation with Marche.]

Ezel: Why, hello there, and welcome to the celebrity club!

Marche: Ezel!

Ezel: Quite the fuss they're making over you, no? I hear you've got a bounty on your head, my friend.

Marche: Because I'm on Mewt... er, Prince Mewt's blacklist.

Ezel: Hmm, that's odd. You seem harmless enough!

Marche: How about you, Ezel? How are things?

Ezel: I'm enjoying the recent lapse in my popularity... All the judges and

bounty hunters are after you, now.

Marche:

Ezel: Have you looked outside recently? It's quite the ruckus out there, I tell you!

Marche: Huh? What do you mean?

Ezel: The judges are searching the clans one-by-one.

Marche: Searching the clans? What for?

Ezel: Looking for you, I'd wager. You're a slippery fish, see. They're getting desperate. The palace is rather... eager, shall we say, to get you.

Marche: What about you, Ezel? Why don't you turn me in?

Ezel: And help the palace? Not a chance! Any enemy of the judges is a friend of mine.

Marche: Nice to know there's still somebody on my side...

Ezel: Just don't let them catch you, OK? You watch yourself.

Marche: Thank you, Ezel. I will.

Ezel: See you around... perhaps at my shop?

[Ezel walks away, and Marche slumps over. Screen fades out to World Map.]

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--- 23. Mission 15: Scouring Time --- (IIIscouringtime)  
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[Party returns to Muscadet. Many Clan members are seen being led off into custody or being questioned. A judge can be seen questioning a moogle.]

Moogle Animist: What have I done, kupo!?

Judge: Don't play innocent with me, moogle!

Moogle Animist: But isn't the one with the bounty on his head a human? I'm a moogle! You said it yourself, kupo!

Judge: We have witnesses that saw the human with a moogle.

Moogle Animist: Kupo! That's no reason to send me to prison!

Judge: It's enough reason for me. Now come along quietly!

[Screen moves to Marche and Montblanc.]

Marche: That's horrible! That judge isn't even listening! He's no better than a schoolyard bully!

Montblanc: I guess they're beyond worrying about appearances...

Marche: That's it! I'm not standing for this anymore!

Cid: Oh, but they do--they aided a wanted fugitive!

Marche: That's not fair!

Cid: It's the law. You can choose to cooperate or not. Their fate is in your hands.

[Marche bows his head.]

Cid: You can explain everything at your leisure... in prison!

[Cid walks away with his 2 Templars. The two other Bangaas head Marche off to prison. The screen blacks out to a scene in a prison. Babus enters the prison.]

Marche: Babus!

[Babus turns and looks at Marche, then looks at Cid and nods.]

Babus: There's no mistake, this is the one.

[Cid nods.]

Cid: I see.

Marche: Now, let the others go! Mewt only wants me, right?

Babus: That's "Prince Mewt" to you, commoner scum!

Cid: The one we want is the one destroying the crystals... Is that you?

[Marche nods.]

Marche: I've destroyed three of the crystals, yes. And I defeated Famfrit, Ultima, and Adrammalech.

Cid: He appears to speak the truth. Only a few at the palace know the names of the totema.

Marche: My clan was just helping me so I could get back... To the real world. ... My home!

Cid: The real world?

Babus: Ah yes, he was babbling something about Ivalice. He claims Ivalice is really some countryside town! Furthermore, he says this world is just an illusion... And all who live here, mere dreams!

Marche: It's true! And I wasn't the only one living in the real Ivalice! Mewt was there, and so was his dad--you!

Babus: I warned you before, commoner--mind your manners!

[Cid walks away, and then turns away from Marche.]

Cid: Destroying the crystals will destroy Ivalice! Yet you say this will bring back the "real" world?

[Cid turns around.]

Cid: I ask you, is there no other way for you to go home?

[Marche shakes his head.]

Marche: I... I do not know.

Cid: Then you will have to abandon this mission of yours. The balance of our world depends on the crystals. You cannot be allowed to destroy them. You cannot be allowed to destroy our world.

Marche:

[Cid walks toward Marche.]

Cid: You will have to accept where and who you are now. In time, you will forget this other world you speak of.

Marche: Forget...?

Cid: I hear your clan is doing quite well of late. Power, friends, rank, wealth... This world offers all of these things, and more. What else could you possibly desire?

Marche:

Cid: Think also of Mewt, and the pain you are causing him. If your heart is good, your path should be clear.

Marche: Mewt...

[Marche shakes his head.]

Marche: Wrong! This world might make him happy now... But it's just an illusion, a dream! Mewt needs to go back and live his real life, not this! If he just stays here--

[Marche is interrupted by a seam opening.]

Cid: A seam? Here?

[Babus turns to Marche.]

Babus: You... You called it! Somehow, you summoned it here!

Marche: Me-- summon a seam!?

[The whole place warps out. Cid, Babus, and Marche are warped to another room with another Totema. Cid looks around.]

Cid: The totema is weak. All its power goes to the crystal... A weakened totema cannot defend its crystal...

Marche: They look like trees. They're the totema!? This reminds me of Ultima. I bet if I just crush all of these fruits...!

[Marche steps forward, but is interrupted by Cid.]

Cid: Destroy the fruits to destroy the crystal, is that it?

[Marche turns and faces Cid.]

Cid: You're alone now. None of your friends can help you. You would fight even with the odds stacked against you? Are you so sure of your abilities?

[Marche bows his head.]

Marche: Not at all. I'm always nervous. But... I can't afford to let that stop me. I love this world. There's magic, and the clan is fun... Sometimes, I'm not sure I really want to go home. But I am sure that this place isn't real. It's a game! It's just a dream--an escape from the real world! But you can't just avoid problems forever... I have to go back! I have to destroy the crystals!

Babus: And I suppose you think we're just going to stand here?

[Battle begins.]

Marche: Judgemaster--no, Cid! You're Mewt's dad; don't you remember the real world?

Cid:

Marche: We met you that day in town... You were apologizing, and I think it made Mewt sad to see you.

Cid: How can I remember a place where I have never been? I am Judgemaster Cid, the most powerful judge in...

Marche: How could you forget? Did Mewt do this... Or is this your dream, too?

[Battle starts up again. When it gets to be Babus's turn, he says something.]

Babus: How can a whole world be someone's attempt to escape?

Marche: Mewt's trying to pretend nothing bad ever happens! Here, his mom isn't dead... Here, he isn't picked on...

Babus: All the more reason to protect this world from you!

Marche: It's escapism! Can't you see? It's not healthy!

Babus: Wrong! The prince himself has said, if the world is to go back, he should be the one to do it! These are not the words of a dreamer! No, he looks reality in the face, and it pains him terribly.

Marche: Mewt said that?

Babus: You... You think only of yourself. Selfish child, all you want to do is go home!

Marche: Th-That's not true! That's not why...

[All the tree-like objects are destroyed.]

Babus: All were destroyed? No... I tried but I could not stop him!

[The screen turns to black and another scene is shown. The crystal hiding in the gigantic tree fades away, and the place seems to warp out again. However,

a scene showing two familiar people is shown.]

Cid: What's this?

Babus: It's Master Cid and... His Highness!?

Cid in the Vision: Gosh, I'm really sorry. I'm really, really sorry. Please accept my apologies...

[The Cid in the vision disappears, and the Mewt in the vision turns to Marche, Babus, and the real Cid.]

Mewt in the Vision: When Mom died, he stopped caring. He made some mistakes...

[The Mewt in the vision fades out too, and the place warps back to the totema room. Babus and Marche turn to Cid.]

Cid: That person... You're saying that's who I really am?

[The screen fades out to the prison.]

Cid: Yes... yes, that was me. I remember now. Nothing seemed to go right, ever since she died...

Babus: Her Majesty the queen... dead?

Cid: Mewt didn't want to believe it... To think, his own father... crying in the gutters. That's why he made me judgemaster here in this world.

[Cid pauses.]

Cid: Or... maybe it was I myself who did that.

Babus: Master Cid...

[Cid turns to Babus.]

Cid: Babus! The judges are leaving! From now on, the palace and the judges are separate!

Babus: What? Y-You would leave the palace? Leave the prince!?

Cid: He should not see me here--his false father. I believe this is best for both Mewt and myself. I will go to the palace at once and report my decision.

[Cid turns to Marche.]

Cid: Let the prisoners go free... The boy, too.

Marche: You're letting me go?

Babus: Master Cid!?

[Cid starts to walk away, and then turns to face Babus again.]

Cid: It is not in my power at this time to judge the danger he does or does not present to Mewt and this land.

Babus:

[Cid turns again to Marche.]

Cid: I do not doubt that Mewt will continue his pursuit of you. But this is no longer the concern of the judges. We are, from this day forth, servants of the law only.

Marche: Thank you, Sir Judgemaster.

[Cid shakes his head.]

Cid: No, it is for me to thank you. You've opened my eyes to the truth.

[Cid and Babus walk away, and the screen fades out to the World Map.]

Marche: [Scouring Time] went well. Now for the next one!

[Screen fades out to a Pub when you try to move somewhere.]

Blue Mage: What's up with the judgemaster?

Sage: Separating the palace and the judges, really!

[The screen moves to Marche and the Pub Owner.]

Pub Owner: You seem gloomy... 'Tis good news for the clans, no?

Marche: Well, I guess so...

[Screen moves back to the conversation at the Pub Table.]

Hunter: I'm not sure I get what all this means.

Sage: It means the judges are neutral now. No more palace pulling strings in the shadows.

Blue Mage: It's odd that they'd just let him go like that.

Sage: I hear he walked right out--the palace be damned!

Hunter: Her Majesty must be in a rightful fit!

Blue Mage: More the prince than the queen. I hear he threw a tantrum.

[Screen moves back to Marche.]

Marche: Mewt...

[Screen fades out to a scene in Bervenian Palace Cid is seen talking to Mewt.]

Cid: Mewt, if you need anything, don't hesitate to call. I will always be there for you.

Mewt:

Babus: Master Cid, will you truly leave the palace? Please, stay with us. Stay with the prince! I beg you!

Mewt: Quiet, Babus! Papa said he's going to leave, so let him. He can do

whatever he wants. I don't care.

Cid: Babus, you're a good friend to Mewt.

Babus: Master Cid!

Mewt: I don't need a papa! I don't! Especially not one like him.

[Cid turns to Mewt, and Mewt looks away. Cid nods to Babus and starts going out the door, when the Queen walks in. Cid stops walking and looks at the Queen. Mewt also turns to the Queen; aka, his mom.]

Mewt: Mama!

Remedi: So, you're leaving.

[Cid nods.]

Cid: Yes.

Remedi: This is the boy I spoke of. His power has grown... He's more powerful than you now. He'll be your replacement.

[A boy is standing next to Remedi. Cid walks out the door without a word. Remedi walks over to Mewt.]

Remedi: ... It's not very nice of Papa to leave you like this.

Mewt: I don't care. I still have you, Mama. You won't leave too, will you? Please don't...

Remedi: Do not worry, Mewt. I will always be with you.

Babus: Your Highness, that boy...?

Remedi: His name is Llednar. He shall be Mewt's new attendant.

[Remedi turns to Llednar, the boy in the room other than Mewt.]

Remedi: Llednar, this is Mewt. You must protect him now that the judgemaster is gone.

[Llednar moves forward towards Mewt.]

Llednar: I am Llednar Twem. It is an honor to serve you.

Mewt: You brought him here for me? Thank you, Mama!

[Screen moves to Babus.]

Babus: Master Cid...

[Screen fades out to World Map.]

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--- 24. Mission 16: The Big Find --- (IIIthebigfind)
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[Marche accepts The Big Find mission.]

Cid: Llednar! Use your power here, and the crystal will break!

[Llednar sheathes his sword.]

Llednar: ...Ah, I see. We are too close to the crystal. And I so wanted to use Omega...

Cid: Get out of here, Marche! You cannot hope to win against him!

Marche: But this is the last crystal! This is my only way home!

[Llednar transports monsters into the area. Battle begins.]

Marche: This Llednar guy sends chills up my spine. What did Cid mean, 'You cannot hope to win'?

Llednar: You cannot defeat me.

Marche: Huh?

Llednar: You will lose. It is inevitable.

Marche: Why you--!

[After some time...]

Marche: What's with this guy!? I can't seem to beat him! Maybe it's like Judgemaster Cid said... I'm too weak.

Llednar: I'm glad you've finally accepted the truth.

[Llednar starts casting something.]

Marche: Uh-oh, not again!

Llednar: You are a nuisance and must be removed.

Cid: Have you forgotten the law, Llednar?

[Llednar is given a Red Card, and is transported out of the area.]

Marche: Is... it over?

Cid: It is. You won. What now? If you wish to go back, I'll take you outside the seam.

[Marche shakes his head.]

Marche: I have to find the last crystal.

[Cid leads Marche to the crystal.]

Cid: Go ahead--I won't try to stop you.

[Marche walks up to the crystal, but a being emerges from it.]

Marche: The totema of the humans...

Totema: Why do you seek to destroy this world?

Marche: !?

[The totema changes to Ritz.]

Ritz: Why not leave it like it is?

Marche: Ritz!?

Ritz: I want to stay here. Don't you, too, Marche? Deep down, don't you?

[Marche hangs his head.]

Marche: No... I...

Ritz: You don't sound too sure of yourself. Why not quit? If you went back, you'd just be a normal boy again!

[Ritz changes to Doned.]

Doned: Yeah, this world is much more fun! I can do anything I want here!

Marche: Doned!

Doned: I can be a warrior, fighting monsters... Or a sorceror, casting spells... changing the world! Just like a game! Isn't this what we wanted? There's so much to do in this world; it's so exciting! Just try doing half the stuff you can do here back home!

[Doned changes to Mewt.]

Mewt: What's so great about going back? Why go home at all?

Marche: Mewt...

Mewt: Will your dad come back, Marche?

Marche: Hey!

Mewt: All your parents do is fight! Dad's always at work and Mom's always looking after Doned. You were always alone--at home, at school... We're a lot alike, Marche. I know how it is...

Marche:

Mewt: Why don't we just stay here? Here we can be happy!

Marche: I...I like it here, too! But... I know we can't stay here forever. It's wrong!

[Mewt changes to a clone of Marche.]

Marche Clone: Wow, Marche, you're pretty strong. Strong enough to break out of this place, I'd say.

Marche: Stop it.

Marche Clone: You're so strong, you don't need this world, or magic. That's right! You're even tough enough to take on yourself!

Marche: Shut up! I'm not tough; I'm not strong!

Marche Clone: You shouldn't hold back so much. Always thinking with your head--denying what you want!

Marche: Quiet! Go away! You're not me. You're not anyone... You're a totema!

[The Marche Clone moves to the side and the Totema appears again, along with all the other personas it took to convince Marche.]

Marche: I'm going to bring the world back--the real world!

[The Totema's false personas turn into Vampires. A battle begins. Marche and the Clan defeat Mateus. Mateus disintegrates.]

Marche: That should do it! Everything will go back the way it was.

[The monsters disappear and the crystal shatters. Marche looks around, but nothing changes.]

Marche: Huh? Nothing's happening! There isn't another crystal, is there?

Cid: As far as I know, that was the last.

Marche: Then why are we still here?

[Screen fades to black, and a voice is heard.]

Voice: This world is still wanted...

[The screen warps out. A figure can be seen entering into the dimension.]

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

Marche: Who are you?

Cid: Remedi. Queen Remedi.

Marche: You're Mewt's mother...

Remedi: Mewt wants this world to exist. Mewt still needs me, and so I--and this world--remain.

Marche: What!?

Remedi: It is not only Mewt, either... You, too, are not yet ready to bid this world farewell.

[Remedi fades away and the shrine returns. The screen whites out, and Cid and Marche are transported back to Delia Dunes.]

Cid: You destroyed the crystals, and yet this world stayed. What are you going to do now?

Marche: I'll go see Mewt. I'll talk to him. Then... I don't know.

Cid: How will you go to him? Mewt will not leave the palace.

[Marche shakes his head.]

Cid: I am sorry, but I can offer you no assistance in this.

Marche: It's OK. This is a decision I have to make.

Cid: I see. I wish you good luck, then.

[Marche nods, and then both him and Cid walk out of Delia Dunes. The screen fades to the world map.]

Marche: [Quiet Sands] went well. Now for the next one!

/-----\
--- 27. Audience Day Conversation --- (IIIaudiencedayconversation)
\-----/

[Marche enters a random pub.]

Hunter: Just a few more days now...

Blue Mage: The palace will be packed this year, as always.

Nu Mou: I went once, on a job. The place was so full I could hardly breathe.

[Marche walks to Montblanc.]

Marche: What are they talking about, Montblanc?

Montblanc: Kupo... Probably just Gift Day, kupo.

Marche: Gift Day?

Montblanc: Well, the official name is "Audience Day," kupo. But since everybody tries to bring the fanciest gift, they call it "Gift Day."

Marche: And people can go inside the palace that day? Anyone?

Montblanc: Anyone can ask for an audience, kupo. Anyone with the right connections, that is.

Marche: What about people without connections?

Montblanc: Well, if your gift is good enough, you might have a chance.

Marche: If I went, I might be able to meet Mewt. I have to try.

Montblanc: Then I'll ask Nono to help us, kupo! He's good with his hand--he could make a fine gift for us.

Marche: Really? You think he'll help us? Thanks, Montblanc!

[Marche and Montblanc walk up to the Pub Owner. The screen fades out to the World Map.]

/-----\
--- 28. Mission 19: Materite Now! --- (IIImateritenow!)
\-----/

[Marche accepts the Materite Now! mission.]

Marche: Give the stone back, Doned.

[Doned throws the Materite at Marche.]

Marche: Aah!

[Marche runs at Doned, but Doned backs away.]

Marche: Doned! What has gotten into you!? Selling me to bounty hunters, taking my materite!

Doned: You're trying to make the world the way it was, right? That's why you're going to see Mewt, isn't it?

Marche: What's it to you?

Doned: I don't want you to. I don't want to go back, ever! That's why I'm going to stop you!

Marche: Doned...?

Doned: Of course you want to go back. You have a reason to! You can run around and play with your friends...

Marche:

[Doned backs away.]

Doned: But what's waiting for me? Have you thought of that? You have everything back there, and I have nothing!

[Doned runs away.]

Marche: Doned, wait! You said I have everything... But I don't. There's something you have. Something I've always wanted. You just don't realize it.

[The screen fades out to the World Map.]

Marche: [Materite Now!] went well. Now for the next one!

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--- 29. Mission 20: Present Day --- (IIIpresentday)  
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[Marche and Clan enter the Bervenian Palace. Many people can be seen bustling around.]

Montblanc: Marche, you got to relax--just act natural, kupo!

Marche: It's hard when the palace still has a bounty on my head! Shouldn't I, like, go in disguise or something?

Montblanc: Hardly anyone knows your face, Marche. Just pretend like you belong, and no one will look twice!

[Marche and Montblanc move towards the gate of the palace.]

Marche: I guess you're right. And we have that gift from Nono! I'm amazed he did such a great job... Especially after Doned wrecked most of my

Marche: Huh? Aren't you here to capture me, Babus?

Babus: Come! I'll take you to see His Highness. You came here to meet the prince, didn't you?

Marche: Y-Yes, I did but... Why are you helping me?

Babus: Don't get me wrong, I didn't come here to help you. I want to know what the prince is really thinking, and... I need your help.

Marche: You want me to help you? What for?

Babus: I need to understand this "other world," you see... As much as it pains me, you're the only one I can turn to.

Marche: Babus, I...

Babus: No time to talk now. Let's go.

[Marche nods, and Babus transports both Marche and himself out of the waiting room. The screen changes to a scene at the throne room, where Mewt is seen pacing about in anxiety. Babus shows up, and Mewt confronts him.]

Mewt: Babus! Where were you?

Babus: You have a visitor, Your Highness.

Mewt: Oh, my mama is here to see me?

[Babus turns and Marche shows up.]

Marche: Mewt!

[Mewt steps down one of the stairs.]

Mewt: Marche...! This... This isn't my mama, Babus!

[Babus turns to Mewt.]

Mewt: You betrayed me! Just like Papa, you betrayed me!

Marche: No, Mewt! You're wrong! Babus is on your side! He wants what's best for you!

Mewt: If that were true, he certainly would not bring YOU here! I was the one that wanted you arrested!

Marche: Babus needs to make sure! He needs to know that you're not just escaping...

Mewt: Babus, what is this nonsense!?

Babus: ...I have heard this world is an escape for you, a dream. If this is so, then perhaps, staying here in Ivalice... would not be best for Your Highness. Do you not think so as well? That you should face reality in the other world?

Mewt: Quiet! That's enough!

Babus: Your Highness is a bright lad. You should understand... why it is you

would want to live in a world like this. And... why it is that you cannot.

Mewt: Quiet! Be quiet! It's not that simple! You wouldn't understand!

Babus: ...Yes, you are right, I'm afraid. I do not understand Your Highness's suffering. That is precisely why I have brought him here!

Marche: Mewt...

Mewt: Why don't you just go home, Marche? By yourself? I'm staying here! I don't want to go back, ever!

Marche: Somewhere in my heart, I want to stay here, too... If I didn't, then destroying the last crystal... would have been enough to get me home.

Mewt: If I go back everyone will pick on me! And Papa will go back to the way he was before... No! I won't go back! I need magic to make things better! Mama... why did you leave us? Me and Papa, we needed you... We still need you!

[Marche steps forward, but Remedi materializes behind Mewt.]

Remedi: I'm right here, Mewt. As long as you need me, I'm here.

[Mewt hugs Remedi.]

Mewt: Mama... Mama!

[Marche steps forward again.]

Marche: No, Mewt! That person isn't your mother!

Remedi: Why must you drag Mewt back against his will?

Marche: Because I think that Mewt doesn't want to live in a dream! We're here to help him realize that!

Remedi: You don't want to be sad, do you? You'd rather be happy, right, Mewt?

Marche: Don't listen to her, Mewt! Make your own decision.

Mewt: I... I don't want to leave! I want to stay here with Mama!

Remedi: Very good, Mewt. Come with Mama. I'll never leave your side.

[Mewt and Remedi disappear.]

Babus: Your Highness!

[Llednar appears.]

Babus: Aside, Llednar! If you are truly loyal to the prince, then you won't let him and the queen get away!

Llednar: I am... me. I want to be here!

Babus: What are you talking about!?

Marche: Babus! Go follow those two! Leave this one to me!

Babus: I sent for Cid; he should be here soon. Hold out until he arrives! It won't be long! Until then, fight, and fight well!

Marche: OK! I'll do what I can!

[Babus disappears.]

Llednar: You are interfering in matters that do not concern you!

[An engagement begins, and Llednar casts Omega.]

Llednar: Dying breath, light my blade and sing in shadow... Omega!

Marche: Hmm... that chill running up my spine. Just like before... Who is this guy?

Llednar: No matter how many times you try, you will always lose.

Marche: All I have to do is hold out until the judgemaster arrives!

[After battling for a couple of turns, Cid appears.]

Marche: Judgemaster! You made it!

Llednar: ...Lucky timing. I was just about to finish you off.

[Llednar disappears.]

Cid: Where's Mewt?

[Marche shakes his head.]

Cid: I see...

[The screen fades out to another scene near the entrance of the throne room. Cid is talking to Marche.]

Cid: So Babus chases after them...

[Marche nods.]

Marche: Judgemaster, who is Llednar? I thought he was Mewt's attendant, like Babus... But he acts totally different and... he gives me the creeps.

[Cid turns and walks toward one of the windows in the room.]

Cid: He's Mewt.

Marche: Huh!?

Cid: Or rather, he is the distillation of an aspect of Mewt... The most violent, dangerous aspect.

Marche: Why would he make such a thing?

Cid: Llednar is just like the totema. He was created to protect Mewt and the crystals. That was my role, in the beginning. Now, because of my actions, it has come to this.

Marche:

[Cid walks toward Marche again.]

Cid: I, too, will go in search of Mewt.

Marche: I'll leave that to you and Babus. I wouldn't even know where to start. While you're doing that, I'll go talk to Doned and Ritz. They have to be convinced, too.

Cid: I will let you know when I find them.

Marche: Thank you.

[Cid disappears.]

Marche: There's one other that needs convincing... Me.

[Marche walks out of the throne room, and the screen fades out to the World Map.]

Marche: [Present Day] went well. Now for the next one!

[Marche and Clan walk to the nearest Pub.]

Nu Mou: I hear the queen has left the palace!

Blue Mage: And the prince with her.

Hunter: Together with the judgemaster?

Nu Mou: After he split off from the palace? Not likely.

Blue Mage: Didn't they say where they were going?

Hunter: Since when have they told us anything?

Marche: I'm sure Babus or Judgemaster Cid will find them... I need to focus on doing what I must do now.

[Marche walks out of the Pub.]

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--- 30. Mission 21: Hidden Vein --- (IIIhiddenvein)  
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[Marche accepts the Hidden Vein mission.]

>>> Mission 21: Hidden Vein <<<

Fee: 2720 Gil Rank 3

"Most say the Tubola Cave mines were depleted during the 1st Mythril Rush, but my grandfather's will says otherwise. Please check!"

-Cruu, Mine Foreman

To Clear: Win Battle

Reward: 26200 Gil, Item, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: (Your choice)

Marche: I was just trying to find out if there really was any here!

Nu Mou Sage: Heh! Nice try! We know why you're here, Marche!

Marche: How did you... Doned!

[More enemies appear.]

Mog Knight: Get him, kupo!

[Battle begins. All the enemies are defeated.]

Marche: Looks like I managed to get Doned's attention... He must be around here somewhere.

[The screen fades out to another scene in the Tubola Caves. Marche can be seen searching around for Doned.]

Marche: Come on out, Doned! I know you're there!

[Doned can be seen approaching Marche.]

Doned: So, this was just a trick to get me to come, eh?

[Marche nods.]

Doned: I already know what you're going to say, Marche! "Come back with me, Doned!" "Come back home!" No way! I'm different than you. You have everything, but what do I have?

Marche: Doned, that isn't true!

Doned: How isn't it true? You can run! You're not sick! You have friends, and you can have snowball fights... Well, I can have all those things, too. In this world! I have lots of friends in my clan. And someday soon, I'll be strong enough to engage! I can have fun here, fun! And you want to take it all away!

Marche: I don't think going back home means losing everything.

Doned: That's because you are you! You have everything there!

Marche: Not everything, Doned.

Doned: What then? What don't you have!? Don't tell me you want more!

Marche: I never said I "wanted" anything! I gave all the "I wants" and the "I don't wants" to you! You were always saying "I want this" and "I want that." And I always had to put up with everything!

Doned:

Marche: Yes, you were always sick, and I wasn't. And Mom was so busy looking after you... I couldn't ask for anything for me, could I? I was jealous that Mom gave you all the attention... Especially after we moved away from Dad, into the country. It was like I was living alone.

Doned: Marche...

Marche: I don't have everything. I know, you were happy when you found yourself here. I was, too. I like this world--you can do anything.

Doned: I know this isn't the real world. ...I know. But... But still... It's so much fun. I can run! I don't have to go back to my wheelchair...

Marche: It's like I said. Even if the world turns back... I don't think you have to lose what you've found here.

[Marche moves toward Doned.]

Marche: I'm sure you'll be able to run when we go back! I'll do everything I can to help, too!

[Doned hugs Marche.]

Doned: *sniff* Marche... I'm sorry!

[The screen fades out to the World Map.]

Marche: All right! [Hidden Vein] cleared!

[Marche and Clan walk into a Pub.]

Doned: You don't have any idea where Mewt went?

Marche: None. Judgemaster Cid said he'd never leave the palace... So where could he have gone?

Doned: Maybe Ritz knows? Or maybe someone in her clan?

Marche: Everybody's too busy with the clan wars to care.

Doned: *sigh* I guess we just have to sit and wait.

[A Bangaa Templar can be seen walking toward Marche and Doned.]

Templar: Ah, Marche? I have a message from Lord Cid for you.

[Marche rushes over to the Templar.]

Marche: Judgemaster Cid? He's found Mewt!

Templar: The queen and prince are both to be found in the Ambervale. He asks you to come find him on the Deti Plains.

Marche: The Deti Plains? Judgemaster Cid is there?

Templar: Yes.

Marche: I see. I'll leave right away!

[The Templar nods and then walks away.]

Doned: The Ambervale... I think that's the Royal Valley!

Marche: You've heard of it, Doned?

Doned: It's supposed to be the most beautiful place in Ivalice. The king used to have a summer palace there.

Marche: An antilaw!? You aren't going to use it, are you?

Cid: We may need it in the Ambervale.

Marche: Are you sure it's OK? You being the judgemaster and all?

Cid: I'm prepared to face the consequences.

Marche: All right then. I'll go look for some.

Cid: I'll meet up with you there a little later.

[Marche nods, turns, and walks out of the screen... However, Shara and Ritz can be seen at the bottom of the Field, listening to what Cid and Marche were talking about.]

Shara: Seems like he's heading toward the Siena Gorge. What do you want to do, Ritz? Should we follow him?

Ritz:

[The screen fades out to the world map.]

Marche: [To Ambervale] went well. Now for the next one!

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--- 32. Mission 23: Over the Hill --- (IIIoverthehill)  
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[Marche and Clan enter the Siena Gorge. Ritz and her whole Clan is blocking the way to Ambervale.]

Ritz: Heh. Hah hah!

Shara: What's so funny?

Ritz: Just, Marche always got picked on over there... When I imagined us engaging him head-on... It just seemed kind of funny.

Shara: They don't pick on Marche anymore, though. Not here.

Ritz: True.

[Ritz walks forward as Marche enters the Gorge.]

Marche: Ritz...

Ritz: I hoped we'd never have to meet like this.

Marche: Ritz, I...

Ritz: I have no desire to discuss this with you, Marche. I can't let you go any farther. And even if it means fighting you, I won't back down.

Marche: My feelings exactly, Ritz. I have to see Mewt. And that means I'm going through this valley.

[Battle begins.]

Ritz: He's really going to do it.

Shara: You think so?

Ritz: The old Marche wouldn't have a chance... But he's different now. He's changed. I wonder why I haven't.

Shara: Let's go, Ritz. The world hasn't turned back yet!

[Ritz nods, and they both leave the gorge. The screen fades out to the World Map.]

Marche: All right! [Over The Hill] cleared!

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--- 33. Mission 24: Royal Valley --- (IIIroyalvalley)  
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[Marche and Clan enter Ambervale. Marche and Judgemaster Cid can be seen walking into the area.]

Marche: Wow, it really is beautiful.

Cid: A king in ancient times built it as a prayer for peace. In that sense, it's more of a chapel than a palace.

Marche: And Mewt's here, somewhere...

[Marche and Cid walk forward, and then they notice a figure lying prone on the ground.]

Marche: Babus!

[They move toward Babus.]

Marche: Babus, what happened? Answer me! Babus!

Voice: He's not dead. Merely unconscious.

[Marche and Cid look up, and see...]

Marche: Llednar...

Cid: We are here to see Mewt and the queen. Let us in.

Llednar: Judgemaster or not, you cannot pass.

Cid: Well, it's your call, Marche. What do we do?

Marche: I'm going in. I must see Mewt.

Cid: Then I'll help.

[Cid takes out an Antilaw.]

Marche: Judgemaster Cid, that card...

Cid: I'm glad I thought to bring it. This should even the field a little. I hereby nullify all laws protecting Llednar!

Marche: Mewt's inside, isn't he?

Babus: Yes... with the queen, I believe.

[Babus tries to walk towards Cid.]

Marche: Babus, you can't walk in your condition!

Babus: I... seem to have taken more damage than I thought.

Cid: You stay here, Babus.

Babus: But, Lord Cid!

Cid: Do not make me worry further on your account.

Babus: ...Yes, you're right. I'm sorry.

Cid: No, I am the one who must apologize. You would not have been injured had I gotten here sooner.

Babus: I will be fine, Master Cid. Quickly, you must hurry... The prince is waiting for you.

Cid: Yes, that is why we are here.

[Babus turns to Marche.]

Babus: Please... help him.

Marche: Don't worry. I'm sure he'll listen to us this time. Let's go.

[Cid and Marche enter the doors. Babus stays behind. They walk into a new room, and they see Queen Remedi.]

Remedi: Llednar... is gone.

Marche: Where's Mewt? I have to talk to him!

Remedi: Poor, poor Mewt... Now he's lost another friend.

Marche: He hasn't lost anything--he just thinks he has!

Remedi: This world is illusion. You can hold it in your hand and still be holding nothing. You... have accepted this? No, I think you have not. You still want it, don't you? A happy family, and power... and friends. All this you have here... This is the real you!

Marche: I did want all those things, yes. But that's not me. I felt like I had become someone else when I came here... But I hadn't. I am who I am, I am what I have done. There's no "real" me out there! I'm right here! Mewt understands, I know he does. That's why he's torn... Let me talk to him! I want to go back home, together!

[Remedi turns to the side.]

Remedi: Well, Mewt? I'm on your side, you know. Say what you want to happen, and I will make it so.

[Mewt's voice comes out of nowhere...]

Mewt: Mama... I...

Marche: Mewt! Where are you?

[Mewt appears in the hand of a statue at the end of the room.]

Cid: Mewt!

Remedi: Do you want me to leave, Mewt?

Mewt: No! I don't want you to go! Don't leave me alone!

Marche: Mewt!

Remedi: Please, leave. Mewt wishes it.

[Remedi summons forth monsters, and changes into a new being.]

Cid: Remedi... Are you a part of Mewt, too?

Remedi: I am the fulfiller of wishes. Now, Mewt's dearest wish is to stay here... And, there is another who wishes the same thing.

Marche: Me...? I don't deny what you say, but... This world is just a dream, and I'm done with dreaming!

[A battle begins. Remedi is defeated. The screen fades out to another scene in the same room.]

Remedi: Mewt...

[Mewt appears on the statue's hand again.]

Marche: Mewt, it's me! I'm here to see you!

Cid: Mewt!

Mewt's Voice: But... but they'll pick on me... You're embarrassing me, Dad...
Mama! Don't leave!

Marche: Mewt! I can help you! We can go home together, Mewt!

Mewt's Voice: Part of me understands. Part of me wants to go home. But... I still want things to stay like this...

[Remedi gets up and walks toward Mewt.]

Remedi: I am the wish-gatherer. I am the world-maker. Desire is the thread that binds the worlds together.

[Cid backs away, and Remedi, yet again, turns into another being.]

Marche: Hunh...!?

Cid: This is Remedi no longer. This is... the pure essence of every wish that makes up this world.

Marche: Every wish... So, if we can get rid of this, we can go home!

[The being warps in more beings, and another battle begins. After fighting for a while, Marche calls out to Mewt.]

Marche: Mewt! Wake up Mewt! I can't do this alone! If you don't help me destroy this, nothing will happen!

Mewt's Voice: ...Marche...?

Marche: Mewt! Can you hear me!?

Mewt's Voice: Marche... I... I want to go...

Marche: Mewt...!

[Remedi is defeated, and Mewt wakes up.]

Mewt: Mama...

[The Remedi (Li-grim) shatters, and Mewt disappears also.]

Marche: Mewt!

[The screen fades out to a scene in another area. Ritz and Shara are seen walking around. All of a sudden, it starts snowing.]

Shara: Snow! What's it doing snowing here?

Ritz: I... think the world is trying to go back the way it was. It was snowing the day it changed... I guess Marche did what he said he was going to do.

Shara: And... that's OK?

Ritz: What's OK?

Shara: I mean, going back. I thought you still weren't sure.

Ritz: I'm not sure. Maybe I never will be. I certainly don't want to lose this hair...

Shara: Is white hair really so bad?

Ritz: Of course it is!

Shara: But my hair's white. Did you think worse of me because of it?

Ritz: Shara, no... I think all vieras have beautiful hair. But it's different for me. I'm a human.

Shara: Then you are well-loved by the spirits of the viera! White hair is the most beautiful gift of the spirits.

Ritz: White hair is... beautiful?

Shara: No mere human could receive this gift, Ritz. Only you. You were chosen. You are special.

Ritz: Well, it's tough being special.

Shara: You'll be fine, Ritz. You're tough. I should know. And if you laugh,

your mother will not be sad. I think it was you being sad that made her sad.

Ritz: Shara...

Shara: I would like to see your true hair. I would! I think it must be as beautiful as new-fallen snow.

Ritz: ... Thank you, Shara. I think I can go home now.

[Shara nods, and both her and Ritz walk out of the area. The screen changes to a scene of Babus in Ambervale.]

Babus: Master Cid!

[Cid walks out of the doors with Montblanc and Marche.]

Babus: The prince... Is he not with you?

[Marche shakes his head.]

Marche: No. He's disappeared.

Babus: What!? What is the meaning of this!?

Cid: Be calm, Babus. It was none of Marche's doing. Remedi... no, his wishes disappeared, and so did he. Marche wanted to search for him, but I wouldn't allow it.

Babus: ...Prince Mewt... But this world--it still exists! So the prince must still be here!

Mewt's Voice: Babus... Dad, Marche... I'll be right there.

[Mewt materializes in the air, and everyone crowds around him once he floats back to the ground.]

Babus: Your Highness!

Mewt: Sorry to make you worry, Babus. I'm fine, really.

Babus: Your Highness...

Mewt: I... had to say goodbye to Mom. I'm going home. She told me to look after you, Dad.

Cid: Hmm... yes, I suppose I need it.

Mewt: Marche, I...

Marche: Let's go home.

Mewt: Marche...

Marche: Even after we leave, your mom will still be in your heart. That will never change. Even if we do... But let's take it easy and see what happens.

Mewt: OK.

Marche: I wonder if going back... will be as sudden as coming here was?

Mewt: Probably...

Marche: There won't be time to say good-bye or thanks to everyone.

Montblanc: Kupo! Just leave that to me, kupo! I'll spread the word for you, Marche. Kupo!

Marche: Thanks, Montblanc. You've been a great friend. I never would have made it this far without you.

[Mewt's book starts to shine.]

Mewt: Babus... I might forget you, in the other world. And you did so much for me here...

Babus: Even if you do forget me, Prince Mewt... I will remember and remain your faithful servant, always.

Mewt: Babus... Thank you. I wonder if this Ivalice will just disappear...

Marche:

Cid: A good question. If we wish it, the world will change. Likewise... perhaps if those here wish it enough, they will remain. Though we from the other world may never come back.

Mewt: I'm sure you're right, Dad.

Marche: Good bye, Ivalice. Good bye, everyone!

[The screen fades out to a scene in the pub.]

Nono: What's wrong, kupo?

Doned: I have to go home! Bye, everyone! It was fun!

[Doned walks towards the entrance of the Pub, and sees Ezel. They glance at each other, and Doned exits the Pub. Everyone disappears. The screen changes to a scene in the Battlefield. Everyone there disappears also. Ivalice, the snowy town that we left in the beginning of the game, returns.]

Human Shara: Wow, your hair really is as white as snow! You aren't going to dye it anymore?

Ritz: I might, if I change my mind. Hmm... green might be nice!

Human Shara: Ewww! Gross! Still, it would be kind of cool...

[Ritz and Shara walk by Cid.]

Man: Mr. Randell! Remember me? I... I used to work for you!

Mr. Randell (Cid): Yes! Biggs! You look well. So, you started your own company?

Man: That's right, and, actually... a big project's coming up. I thought you'd be the best man for the job! How about it?

[The screen fades out to a scene of Doned.]

Boy: Hey, Doned! You finished "Final Fantasy" yet? Can you tell me how to defeat Adrammalech?

Doned: Easy! Double Sword and Mindbreak are pretty good... Show me your save data... I'll get you set up.

Boy: Thanks! I have lots of abilities, see...

[The boy pushes Doned's wheelchair out of the screen. The screen fades out to a scene in the snowy schoolyard of Mewt and Marche.]

Marche: Are you OK, Mewt?

Mewt: Yeah, I'm fine.

Guinness: Oh, you're real kind, new kid.

Colin: Kind of dumb! Hah hah!

Marche: My name's not "new kid." It's Marche. Don't forget it.

Guinness: Huh?

Colin: H...Hey!

Mewt: Um, Marche?

[Marche and Mewt both throw snow balls at the crowd of boys.]

Lyle: Ungh!

Guinness: H-Hey! Lyle! Colin!

Mewt: See you guys at school tomorrow.

Marche: Mewt, let's go home.

[Marche and Mewt leave the playground. The camera pans upward, and the credits start rolling.]

CREDITS - (III.2c) -

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FIN

=====\|\|\|
IV. Optional Mission Script ||E===== - (IVomis)- _____
=====//

This is the section with the script of Optional missions. These missions are not required for you to beat; they're just for fun and good items/equipment. In order to get some of the secret characters, you must do the Optional missions, though. And just a reminder; since Dispatch missions do not have any Dialogue whatsoever (except for the "Mission Complete" once the mission is successfully done or the "Mission Failed" if the Dispatch failed the mission), there will be no Script under the Dispatch missions. However, I will include the Generic Unit's "Mission Complete" Script if they completed the mission, and I will also include the Generic Unit's "Mission Failed" Script if they failed the mission. If the mission is an Engagement or a Clan Encounter or a Capture mission, if there is any dialogue, I'll be sure to include it.

/-----\
--- 34. Mission 25: Wanted! Dolce --- (IVwanted!dolce)
\-----/

[Marche accepts the Wanted! Dolce mission.]

[Marche accepts the Secret Books mission.]

>>> Mission 146: Secret Books <<<

Fee: 1280 Gil Rank 6

"We got the secret books proving Selbaden Church's shady deals, but I'm scared they'll find it! How can I relax!?"

-Anonymous

To Clear: Wait 10 Days

Reward: 11400 Gil, Secret Books, Item, 2 Cards

Req. Items: Stilpool Scroll

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: Stilpool Scroll, ---

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>^<<<<<<<<<<<<<<<<<<<<<<<<

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/-----\
--- 156. Mission 147: Words Of Love --- (IVwordsoflove)
\-----/
```

[Marche accepts the Words Of Love mission.]

>>> Mission 147: Words Of Love <<<

Fee: 1190 Gil Rank 6

"Ah, Locuna! I am but a servant, and you a noble's daughter. Our love cannot be, but I must tell you how I feel! Poem, anyone?"

-Cristo, Lovestruck Youth

To Clear: Wait 10 Days

Reward: 10000 Gil, Rat Tail, Item

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>

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/-----\
--- 157. Mission 148: You, Immortal --- (IVyou,immortal)
\-----/
```

[Marche accepts the You, Immortal mission.]

>>> Mission 148: You, Immortal <<<

Fee: 570 Gil Rank 3

"Looking for someone to model for a statue to be put in the Royal Library's new wing. Youth, beauty, and physique are a plus."

-Cesare, Artist

To Clear: Wait 30 Days

Reward: 4600 Gil, Stradivari, Item, 2 Cards

Req. Items: Tonberry Lamp

Req. Skills: Craft/Lvl.10

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: Tonberry Lamp, ---

Available for: ---

Cancellations Accepted

network?"

-Pewl, Neighbor Network

To Clear: Wait 5 Days

Reward: 5200 Gil, Neighbor Pin, Item, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>>><<<<<<<<<<<<<<

/-----\
--- 164. Mission 155: Honor Lost --- (IVhonorlost)
\-----/

[Marche accepts the Honor Lost mission.]

>>> Mission 155: Honor Lost <<<

Fee: 760 Gil Rank 3

"Some shady characters are after our leader, Kerry! Can you help? Please don't let anyone know we hired you."

-Ed, Assistant Leader

To Clear: Fight 1 Battle

Reward: 5400 Gil, 2 Items, 2 Cards

Req. Items: Bomb Shell

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: Bomb Shell, ---

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>^<<<<<<<<<<<<<<

/-----\
--- 165. Mission 156: Inspiration --- (IVinspiration)
\-----/

[Marche accepts the Inspiration mission.]

>>> Mission 156: Inspiration <<<

Fee: 1330 Gil Rank 5

"I can't think of a single plot hook! Not a word of dialogue! Somebody please bring me an action-packed adventure novel."

-Ruel, Novelist Apprentice

To Clear: Fight 1 Battle

Reward: 10000 Gil, Broken Sword, Item, 2 Cards

Req. Items: Runba's Tale

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: Runba's Tale, ---

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>>><<<<<<<<<<<<<<

/-----\
--- 166. Mission 157: Coo's Break --- (IVcoo'sbreak)
\-----/

--- 176. Mission 168: Caravan Guard --- (IVcaravanguard)

\-----/

[Marche accepts the Caravan Guard mission.]

>>> Mission 168: Caravan Guard <<<

Fee: 900 Gil Rank 2

"Wanted: caravan guards. We are traveling merchants who sell our goods from town to town. We expect bandits in the pass ahead."

-Sirocco, Caravan Leader

To Clear: Wait 20 Days

Reward: 4600 Gil, Caravan Musk, Item, 2 Cards

Req. Items: Elda's Cup

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: Elda's Cup, ---

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<

/-----\

--- 178. Mission 169: Lifework --- (IVlifework)

\-----/

[Marche accepts the Lifework mission.]

>>> Mission 169: Lifework <<<

Fee: 720 Gil Rank 4

"Needed: potion advice. Making the ultimate love potion is my lifework. I'll be rich and famous for all time!"

-Dandarc, Palace Alchemist

To Clear: Wait 15 Days

Reward: 6000 Gil, Love Potion, Item, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: Alchemist

Dispatch: (Whichever Alchemist you want to send)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>>>>>>>^<<<<<<<<<<<<<<<<<<<<<<<<<<

/-----\

--- 179. Mission 170: Cheap Laughs --- (IVcheaplaughs)

\-----/

[Marche accepts the Cheap Laughs mission.]

>>> Mission 170: Cheap Laughs <<<

Fee: 570 Gil Rank 2

"Our husband-and-wife comedy routine needs some pizzazz. Flashy magic and headdresses should do the trick. Can you help?"

-Will and Tita

To Clear: Wait 5 Days

Reward: 4600 Gil, Tonberry Lamp, Item

Req. Items: Bomb Shell

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)


```
 /-----\  
--- 188. Mission 179: Scarface --- (IVscarface)  
 \-----/
```

[Marche accepts the Scarface mission.]

```
>>> Mission 179: Scarface <<<  
Fee: 1080 Gil      Rank 5  
"My face was cut in a duel that I recklessly started. I wish to keep the scar  
  as penance, but how do I keep it from healing?"  
  -Tingel, Knight  
To Clear: Win 3 Battles  
Reward: 9000 Gil, Blood Apple, Item, 2 Cards  
Req. Items: ---  
Req. Skills: ---  
Req. Jobs: ---  
Dispatch: (Whoever you want to go)  
Items: (Your choice)  
Available for: ---  
Cancellations Accepted  
>>>>>>>>>>^<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
```

```
 /-----\  
--- 189. Mission 180: Mirage Town --- (IVmiragetown)  
 \-----/
```

[Marche accepts the Mirage Town mission.]

```
>>> Mission 180: Mirage Town <<<  
Fee: 1120 Gil      Rank 7  
"Adventurer Phis seeks for the sign to the sky mirage city of Punevam. Get  
  this: he says it's some kind of mushroom! Ridiculous!"  
  -Hoysun, Pub Customer  
To Clear: Wait 10 Days  
Reward: 11400 Gil, Magic Fruit, Item, 2 Cards  
Req. Items: Goldcap  
Req. Skills: ---  
Req. Jobs: ---  
Dispatch: (Whoever you want to go)  
Items: Goldcap, ---  
Available for: ---  
Cancellations Accepted  
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
```

```
 /-----\  
--- 190. Mission 181: Soldier's Wish --- (IVsoldier'swish)  
 \-----/
```

[Marche accepts the Soldier's Wish mission.]

```
>>> Mission 181: Soldier's Wish <<<  
Fee: 1260 Gil      Rank 6  
"I'm not long for this world, but I would like to see the town clock move again  
  before I go... Grandma always loved it."  
  -Barus, Old Soldier  
To Clear: Win a Battle  
Reward: 10600 Gil, Power Fruit, Item, 2 Cards  
Req. Items: Clock Gear, Clock Post  
Req. Skills: ---
```


[Marche accepts the Lucky Night mission.]

>>> Mission 187: Lucky Night <<<

Fee: 1680 Gil Rank 7

"Announcing: Casino Party Test your luck at our one-night-only casino party!
All welcome."

 -Matim, Steward

To Clear: Wait 15 Days

Reward: 18000 Gil, Rat Tail, Item, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<

```
      /-----\  
--- 197. Mission 188: Tutor Search --- (IVtutorsearch)  
      \-----/
```

[Marche accepts the Tutor Search mission.]

>>> Mission 188: Tutor Search <<<

Fee: 1120 Gil Rank 7

"I seek my childhood tutor, Yoel. I have a promise to keep to him. It means
very much to me."

 -Count Anet

To Clear: Defeat 15 Enemies

Reward: 11400 Gil, Rusty Sword, Item, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>>>>>>>>>>>>^<<<<<<<<<<<<<<<<<<<<<<<<<

```
      /-----\  
--- 198. Mission 189: Why Am I Wet? --- (IVwhyamiwet?)  
      \-----/
```

[Marche accepts the Why Am I Wet? mission.]

>>> Mission 189: Why Am I Wet? <<<

Fee: 1260 Gil Rank 7

"I don't want to have to move, but it has started raining far too much around
my house. Please find out why."

 -Ivan, Gold Sculptor

To Clear: Defeat 15 Enemies

Reward: 13600 Gil, Broken Sword, Item, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: Red Mage

Dispatch: (Whichever Red Mage you want to send)

Items: (Your choice)

Available for: ---

Reward: 11800 Gil, Runba's Tale, Item, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>^<<<<<<<<<<<<<<<<<<<<<<<

-----\
--- 243. Mission 234: Bread Woes --- (IVbreadwoes)
\-----/

[Marche accepts the Bread Woes mission.]

>>> Mission 234: Bread Woes <<<

Fee: 1190 Gil Rank 6

"I've been trying to make a bread that kids will love, but it's tough going.

What I need now is a good bread to sooth MY taste buds."

-Noluado, Baker

To Clear: Wait 20 Days

Reward: 10800 Gil, Kiddy Bread, Item, 2 Cards

Req. Items: Choco Bread

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: Choco Bread, ---

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>^<<<<<<<<<<<<<<<<<<<<<<<

-----\
--- 244. Mission 235: Book Mess --- (IVbookmess)
\-----/

[Marche accepts the Book Mess mission.]

>>> Mission 235: Book Mess <<<

Fee: 1120 Gil Rank 6

"Needed: able clanners to help clean my room. All you have to do is put a few
thousand books back on their shelves!"

-Mimin, Scholar

To Clear: Wait 10 Days

Reward: 12400 Gil, Encyclopedia, Card

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>

-----\
--- 245. Mission 236: One More Tail --- (IVonemoretail)
\-----/

[Marche accepts the One More Tail mission.]

\-----/

[Marche accepts the Siena Gorge mission.]

>>> Mission 258: Siena Gorge <<<

Fee: 320 Gil Rank 6

"I want you to confirm the old rumor that there is poison on the winds that blow through Siena Gorge. I'll pay you!"

-Cal, Lover of Gossip

To Clear: Defeat 10 Enemies

Reward: 2400 Gil, Item, Card

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

/-----\

--- 268. Mission 259: Jagd Ahli --- (IVjagdahli)

\-----/

[Marche accepts the Jagd Ahli mission.]

>>> Mission 259: Jagd Ahli <<<

Fee: 280 Gil Rank 7

"I'm thinking of building a gladitorial area in Jagd Ahli. A lawless sport for a lawless zone! Help me find a good spot."

-Pakanon, Architect

To Clear: Defeat 15 Enemies

Reward: 2400 Gil, Item, Card

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

/-----\

--- 269. Mission 260: Jagd Helje --- (IVjagdhelje)

\-----/

[Marche accepts the Jagd Helje mission.]

>>> Mission 260: Jagd Helje <<<

Fee: 280 Gil Rank 7

"I dropped something very very important to me in a ruin in Jagd Helje. Please find it!"

-Ekal, Astrologer

To Clear: Defeat 15 Enemies

Reward: 2400 Gil, Item, Card

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

[Clan enters Nubswood and defeats all the Rockbeasts. Screen fades out to World Map.]

Marche: [Help Nubs!] went well. Now for the next one!

```
 /-----\  
--- 313. Help Eluut! --- (IVhelpeluut!)  
 \-----/
```

[Marche and Clan go to Eluut Sands.]

```
>>> Help Eluut! <<<  
Fee: --- Rank 3  
"Malboross are sshowing up more and more at the oassiss... hope they sstay out  
of Eluut!"  
    -Town Rumor  
To Clear: Win Battle  
Reward: 4000 Gil  
Req. Items: ---  
Req. Skills: ---  
Req. Jobs: ---  
Dispatch: ---  
Items: ---  
Available for: 40 Days  
No Cancellations  
>>>>>>>^<<<<<<<<<<
```

[Clan enters Eluut Sands. All of the monsters are defeated. Screen fades out to World Map.]

Marche: All right! [Help Eluut!] cleared!

```
 /-----\  
--- 314. Help Ulei! --- (IVhelpulei!)  
 \-----/
```

[Marche and Clan go to Ulei River.]

```
>>> Help Ulei! <<<  
Fee: --- Rank 3  
"Clan Shalo has taken over the upper river, and they aren't just fishing! It's  
dangerous to even go near the water these days."  
    -Town Rumor  
To Clear: Win Battle  
Reward: 4000 Gil  
Req. Items: ---  
Req. Skills: ---  
Req. Jobs: ---  
Dispatch: ---  
Items: ---  
Available for: 40 Days  
No Cancellations  
>>>>>>>^<<<<<<<<<<
```

[Marche and Clan enter the Ulei River. Clan Shalo is soon defeated. Screen fades out to World Map.]

Marche: [Help Ulei!] went well. Now for the next one!

/-----\
--- 315. Help Aisen! --- (IVhelpaisen!)
\-----/

[Clan goes to Aisenfield.]

>>> Help Aisen! <<<

Fee: --- Rank 3

"Everyone knows Clan Maple, right? They're causing trouble in Aisenfield,
giving bad directions fo travelers and the like."

-Town Rumor

To Clear: Win Battle

Reward: 4000 Gil

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: ---

Available for: 40 Days

No Cancellations

>>>>>>>>^<<<<<<<<<

[The Clan enters Aisenfield. Clan Maple is defeated. Screen fades out to
World Map.]

Marche: All right! [Help Aisen!] cleared!

/-----\
--- 316. Help Roda! --- (IVhelproda!)
\-----/

[Clan goes to Roda Volcano.]

>>> Help Roda! <<<

Fee: --- Rank 3

"The Roda Dragon's awoken! I've never seen so much lava, and the bombs are
everywhere! Things look pretty grim."

-Town Rumor

To Clear: Win Battle

Reward: 4000 Gil

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: ---

Available for: 40 Days

No Cancellations

>>>>>>>><<<<<<<<

[Marche and Clan enter Roda Volcano. The monsters are defeated. Screen fades
out to World Map.]

Marche: [Help Roda!] went well. Now for the next one!

/-----\
--- 317. Help Salika! --- (IVhelpsalika!)
\-----/

[Marche and Clan goes to Salikawood.]

>>> Help Salika! <<<

Fee: --- Rank 3

"These trickster spirits lured me into the woods, and it took me a day to find my way out! Somebody do something about them!"

-Town Rumor

To Clear: Win Battle

Reward: 4000 Gil

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: ---

Available for: 40 Days

No Cancellations

>>>>>>>>><<<<<<<<<<

[Marche and Clan enter Salikawood. The monsters are defeated. Screen fades out to World Map.]

Marche: All right! [Help Salika!] cleared!

```
 /-----\  
--- 318. Help Nargai! --- (IVhelpnargai!)  
 \-----/
```

[Marche and Clan enter Nargai Cave.]

>>> Help Nargai! <<<

Fee: --- Rank 3

"Ever heard of a tribite? That's what locals call the monster that's been raiding from Nargai Cave. Darn Nuisance, it is."

-Town Rumor

To Clear: Win Battle

Reward: 4000 Gil

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: ---

Available for: 40 Days

No Cancellations

>>>>>>>>><<<<<<<<<<

[Marche and Clan enter Nargai Cave. The monsters are defeated. Screen fades out to World Map.]

Marche: [Help Nargai!] went well. Now for the next one!

```
 /-----\  
--- 319. Help Koring! --- (IVhelpkoring!)  
 \-----/
```

[Marche and Clan enter the Koringwood.]

>>> Help Koring! <<<

Fee: --- Rank 3

"The Koringwood Band is securing their turf, putting out lights and setting traps. It's scary to go through there now!"

-Town Rumor

To Clear: Win Battle

Reward: 4000 Gil
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: ---
Available for: 40 Days
No Cancellations
>>>>>>>>>><<<<<<<<<<<<<<

[Marche and Clan enter Koringwood. The enemy clan members are defeated. The screen fades out to the World Map.]

Marche: All right! [Help Koring!] cleared!

```
  /-----\  
--- 320. Help Uladon! --- (IVhelpuladon!)  
  \-----/
```

[Marche and Clan enter Uladon Bog.]

>>> Help Uladon! <<<
Fee: --- Rank 3
"The naiads are trying to destroy the bridge over the swamp, and if they
succeed, no one will be able to get across!"
-Town Rumor
To Clear: Win Battle
Reward: 4000 Gil
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: ---
Available for: 40 Days
No Cancellations
>>>>>>>>>><<<<<<<<<<<<<<

[Marche and Clan enter Uladon Bog. Many monsters can be seen. {{Apparently they're trying to break the bridge...}} Battle begins. All the monsters are defeated. The screen fades out to the World Map.]

Marche: [Help Uladon!] went well. Now for the next one!

```
  /-----\  
--- 321. Help Kudik! --- (IVhelpkudik!)  
  \-----/
```

[Marche and Clan enter Kudik Peaks.]

>>> Help Kudik! <<<
Fee: --- Rank 3
"The monsters are acting up in the Kudik Peaks again, and they're attacking
just about everyone. We need all the help we can get."
-Town Rumor
To Clear: Win Battle
Reward: 4000 Gil
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---

[Marche and Clan enter Jeraw Sands. A bunch of clan members from Clan Clatz are seen mulling around. Marche and the Clan destroy them, and then the screen fades out to the World Map.]

Marche: [Help Jeraw!] went well. Now for the next one!

```
 /-----\  
--- 324. Help Gotor! --- (IVhelpgotor!)  
 \-----/
```

[The Clan enters the Gotor Sands.]

```
>>> Help Gotor! <<<  
Fee: --- Rank 3  
"These bandits who live at the oasis are hogging all the water, then selling it  
at inflated prices to poor travelers, the scum!"  
-Town Rumor  
To Clear: Win Battle  
Reward: 4000 Gil  
Req. Items: ---  
Req. Skills: ---  
Req. Jobs: ---  
Dispatch: ---  
Items: ---  
Available for: 40 Days  
No Cancellations  
>>>>>>>>^<<<<<<<<<<
```

[Marche and Clan enter Gotor Sands. They defeat the Clan in an engagement, and then the screen fades out to the World Map.]

Marche: All right! [Help Gotor!] cleared!

```
 /-----\  
--- 325. Help Delia! --- (IVhelpdelia!)  
 \-----/
```

[Marche and Clan walk into the Delia Dunes.]

```
>>> Help Delia! <<<  
Fee: --- Rank 3  
"Clan Toriar's trying to build a base in the dunes, putting up a tent and  
pushing out residents. Go get 'em, Clan _____!"  
-Town Rumor  
To Clear: Win Battle  
Reward: 4000 Gil  
Req. Items: ---  
Req. Skills: ---  
Req. Jobs: ---  
Dispatch: ---  
Items: ---  
Available for: 40 Days  
No Cancellations  
>>>>>>>>^<<<<<<<<<<
```

[Marche and Clan walk into the Delia Dunes. They defeat the Toriar Clan. The screen fades out to the World Map.]

Marche: [Help Delia!] went well. Now for the next one!

/-----\
--- 326. Help Tubola! --- (IVhelptubola!)
\-----/

[Marche and Clan enter Tubola Cave.]

>>> Help Tubola! <<<
Fee: --- Rank 3
"I heard that these bandits in Tubola found some treasure in the cave, and now they're trying to keep it all for themselves!"
-Town Rumor
To Clear: Win Battle
Reward: 4000 Gil
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: ---
Available for: 40 Days
No Cancellations
>>>>>>>><<<<<<<<<<

[Marche and Clan enter Tubola Cave. A bunch of bandits can be seen. The battle begins. All the bandits are defeated. The screen fades out to the world map.]

Marche: [Help Tubola!] went well. Now for the next one!

/-----\
--- 327. Help Siena! --- (IVhelpsiena!)
\-----/

[Marche and Clan walk into Siena Gorge.]

>>> Help Siena! <<<
Fee: --- Rank 3
"Many strange people are gathering every night in Siena Gorge, chanting and casting spells. I'm scared. Please go and see."
-Town Rumor
To Clear: Win Battle
Reward: 4000 Gil
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: ---
Available for: 40 Days
No Cancellations
>>>>>>>>^<<<<<<<<<<

[Marche and Clan encounter enemy clanners. All the enemies are defeated. The screen fades out to the World Map.]

Marche: [Help Siena!] went well. Now for the next one!

/-----\
--- 328. Help Dorsa! --- (IVhelpdorsa!)
\-----/

[Marche accepts the Help Dorsa! mission.]

>>> Help Dorsa! <<<

Fee: --- Rank 3

"Word is that Clan Hounds summoned these freakish creatures and now they're using them to drive other Clans out of the jagd..."

-Town Rumor

To Clear: Win Battle

Reward: 4000 Gil

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: ---

Available for: 40 Days

No Cancellations

>>>>>>>>^<<<<<<<<<<

[Marche and Clan enter Jagd Dorsa. They confront the Clan Hounds. The Clan Hounds are defeated. The screen fades out to the World Map.]

Marche: [Help Dorsa!] went well. Now for the next one!

```
 /-----\  
--- 329. Help Ahli! --- (IVhelpahli!)  
 \-----/
```

[Marche accepts the Help Ahli! mission.]

>>> Help Ahli! <<<

Fee: --- Rank 3

"Undead creatures walk in the night here in this jag... A lot of people got scared and left. You should leave too..."

-Town Rumor

To Clear: Win Battle

Reward: 4000 Gil

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: ---

Available for: 40 Days

No Cancellations

>>>>>>>><<<<<<<<<<

[Marche and Clan enter Jagd Ahli. A bunch of monsters can be seen. A battle begins. All the monsters are defeated. The screen fades out to the World Map.]

Marche: All right! [Help Ahli!] cleared!

```
 /-----\  
--- 330. Shining Lake --- (IVshininglake)  
 \-----/
```

[Marche accepts the Shining Lake mission.]

>>> [Reserve Mission] Shining Lake <<<

Fee: 2000 Gil Rank 3

"A container of some sort was found shining at the bottom of Lake Rajik. I'll bet it's valuable!"

[Marche accepts the Yellow Powerz mission.]

>>> Yellow Powerz <<<

Fee: 320 Gil Rank 2

"-Clan League Match 1- vs. the Yellow Powerz

A mainly bangaa clan, strong on the offense. 'Think you can beat uss?'"

To Clear: Win Battle

Reward: 2400 Gil, 2 Mystery Items

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: (Your choice)

Available for: 25 Days

Cancellations Accepted

>>>>>>>>>^<<<<<<<<<<<

[Marche and Clan encounter Yellow Powerz.]

Bangaa Gladiator: Now's your chance to give up!

**1. Surrender

**2. Engage

**1. - Bangaa Gladiator: What, you're really running? These guys are wimps...

Marche: [Yellow Powerz] was a failure. We'll do better next time.

**2. - [Battle begins. A lot of bangaa can be seen.]

Bangaa Gladiator: You'll be ssorry!

Marche: No, we won't!

[The Bangaa Gladiator is defeated.]

Bangaa Gladiator: I can still... fight... *collapse*

[The rest of the enemies are defeated.]

Marche: We won! That's one win for us!

[The screen fades out to the World Map.]

Marche: All right! [Yellow Powerz] cleared!

/-----\
--- 334. Blue Geniuses --- (IVbluegeniuses)
\-----/

[Marche accepts the Blue Geniuses mission.]

>>> Blue Geniuses <<<

Fee: 320 Gil Rank 2

"-Clan League Match 2- vs. the Blue Geniuses

A mainly nu mou clan, strong with magic. 'Our victory is certain.'"

To Clear: Win Battle

Reward: 2 Mystery Items
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available Days: 25 Days
Cancellations Accepted
>>>>>>>>>^<<<<<<<<<<

[Marche and Clan encounter the Blue Geniuses.]

Time Mage Nu Mou: It takes courage to admit defeat.

**1. Surrender

**2. Enage

**1. - Time Mage Nu Mou: A wise decision. Feel free to cheer us on to victory.

Marche: [Blue Geniuses] was a failure. We'll do better next time.

**2. - [Battle begins.]

Time Mage Nu Mou: Our magic force will have you laying on the ground!

Marche: So they use magic... Let's nullify their magical powers!

[The Time Mage Nu Mou is defeated.]

Time Mage Nu Mou: Wh-What went... wrong...?

[The rest of the enemies are defeated.]

Marche: We won! I wonder if we can beat our next opponent, too?

[Screen fades out to the World Map.]

Marche: All right! [Blue Geniuses] cleared!

```
  /-----\  
--- 335. Brown Rabbits --- (IVbrownrabbits)  
  \-----/
```

[Marche accepts the Brown Rabbits mission.]

>>> Brown Rabbits <<<

Fee: 280 Gil Rank 3

"-Clan League Match 3- vs. the Brown Rabbits

A mainly viera clan, the reigning champions. 'Hare today, hare tomorrow!'"

To Clear: Win Battle

Reward: 2400 Gil, 2 Mystery Items

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: (Your choice)

Available for: 25 Days

Cancellations Accepted

**1. - Moogle Gunner: Phew, kupo! I was sure you were going to beat us, kupo.

Marche: [White Kupos] was a failure. We'll do better next time.

**2. - [Battle begins. A lot of moogles can be seen.]

Moogle Gunner: K-Kupo.... We won't , uh, l-lose, kupo!

Marche: This is the last match. We will win this one!

[The Main Moogle Gunner is defeated.]

Moogle Gunner: Ouch! Ow! You've overdone it, kupo!

Marche: Finally! Does this mean we're going for the finals?

[The screen fades out to the World Map.]

Marche: [White Kupos] went well. Now for the next one!

```
=====\\|\\|
IV.2. Extra Missions |E===== - (IV.2em) - =====
=====///|
```

```
/-----\
--- 337. Mortal Snow --- (IV.2mortalsnow)
\-----/
```

[Marche accepts the Mortal Snow mission.]

>>> Mortal Snow <<<

Fee: 2800 Gil Rank 3

"Did you hear about those people that died in the snowstorms on Lutia Pass?
They're back, and they're freezing travelers!"

-Basso, Streetear

To Clear: Win Battle

Reward: 8000 Gil, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>^<<<<<<<<<

[The Screen fades out to another scene in the Pub.]

Pub Owner: Thanks! It's hard to find people for these snowy missions.

Marche: Oh right, nobody here would be used to the snow, would they? I
remember how hard it was after I moved...

Pub Owner: Good news for you though--there's hazard pay!

[Marche nods, and Ritz comes rushing through the Pub entrance.]

Ritz: Hey Pubmaster! That snow mission still available?

Marche: Ritz? What about the snow mission?

Ritz: Marche... Oh, so you were the one who took it. That works out perfectly, then! Wanna take me along with you? I don't need any pay or anything!

Marche: Well, sure, but... Mind telling me why you want to go so much?

Ritz: Dead people in the snow intrigue me, what can I say? That's all, really. Pretty please? I promise I won't get in your way!

Marche: OK, let's go together, then.

Ritz: Thanks, Marche.

Pub Owner: You kids watch yourselves out there!

[Marche and Ritz exit the Pub. Marche and the Clan (& Ritz, of course) enter Lutia Pass.]

Marche: Ritz! Look!

[3 Vampires materialize. If you pay attention, you'll notice that the names of the Vampires are also the names of the 3 schoolyard Boys in the beginning of the game... :P The Battle begins. The Vampires are defeated.]

Ritz: We won! This snowball fight's over, OK?

Marche: Snowball fight...?

[The screen fades out to another scene in Lutia Pass.]

Marche: Say, Ritz. Just now, you said "snowball fight"... What did you mean?

Ritz: They were throwing snowballs and hurting people... Didn't it remind you of anything?

Marche: Oh... Mewt!

Ritz: Right. I'm not saying those monsters were Lyle's bunch, mind you. Just, when I saw that mission listed back at the pub... I knew, for some reason, I had to take it.

Marche: I... I wish I could do the same back there.

Ritz: Huh?

Marche: I mean, in the real world. Throw snowballs back at the bullies.

Ritz: Of course you can! That's easy!

Marche: ...It never seemed that easy. I guess you're right, though.

Ritz: So, Marche, you want me to help out?

Marche: Help out? With what?

Ritz: With your clan. I'm saying I'll join if you like.

Marche: Uh, um... Why all of a sudden?

Ritz: Why not? C'mon! I just thought it might be fun. Hey, if you've got a problem with it, just let me know.

**1. Accept

**2. Decline

**1. - Ritz: With me on your team, you can't lose!

Marche: Ah ha ha. You're right. Welcome aboard, Ritz.

[Marche and Ritz leave Lutia Pass together.]

**2. - Ritz: Well, if you say so. Too bad. See you later!

[Marche and Ritz leave Lutia Pass.]

[The Screen fades out to the World Map.]

Marche: All right! [Mortal Snow] cleared!

```
 /-----\  
--- 338: Left Behind --- (IV.2leftbehind)  
 \-----/
```

[Marche accepts the Left Behind mission.]

>>> Left Behind <<<

Fee: 2800 Gil Rank 3

"The prince left something in this Ivalice when he left... but I've no idea where to find it! Please help look for clues!"

-Babus

To Clear: Wait 10 Days

Reward: 8000 Gil, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>^<<<<<<<<<

[After beating this mission, and going back to a city, a scene will appear in the Pub about Babus.]

Babus: I am unused to these sorts of places...

[Babus walks forward, and meets Doned.]

Doned: Babus...? Babus Swain?

Babus: I am. Who are you?

[Doned's friends walk away, and Doned walks up to Babus.]

Doned: I'm Doned Radijiu. Marche's little brother.

Babus: Marche's... brother?

Doned: You're waiting here for him, right? He'll be here soon.

[Coincidentally, Marche walks right into the Pub.]

Doned: Hey! Marche! Over here.

Marche: Babus? You came all the way here?

Babus: I had some time on my hands.

[Babus, Marche, and Doned walk over to the main Pub room.]

Doned: How did it go, Marche?

Marche: I found out where it's likely to be... Ambervale.

Babus: Ambervale?

Marche: I hope you find whatever it is Mewt lost.

Babus: You want to come along?

Marche: Who, me? Um, you sure that'd be OK?

Babus: Certainly. It might even be better for you to go than me.

Marche: What? Why?

[Babus shakes his head.]

Babus: Well... no, forget I said anything.

[Babus starts to walk out of the Pub.]

Babus: Drop by if you feel like going with me. Thank you for finding the location.

[Babus walks out of the Pub.]

Doned: What are you going to do, Marche? I'm sure curious to find out what it is that Mewt forgot...

Marche: Yeah, me too. What could he have possibly forgotten?

[The screen fades out to the World Map.]

```
 /-----\  
--- 339. With Babus --- (IV.2withbabus)  
 \-----/
```

[Marche accepts the With Babus mission.]

>>> With Babus <<<

Fee: 2800 Gil Rank 3

"Thank you for the report! I think you're right: it must be in the Ambervale. I'm heading out there now. You come, too, Marche."

-Babus

To Clear: Win Battle

Reward: 8000 Gil, Stuffed Bear, 2 Cards

Req. Items: ---

Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>>>>><<<<<<<<<<<<

[Marche, Babus, and the Clan enter Ambervale.]

Marche: Say, Babus, what is it that Mewt forgot, anyway?

Babus: Well... What?

Marche: Is something wrong?

Babus: I feel a strong force... magical... and violent!

[Remedi appears.]

Marche: !!

Babus: Your Majesty!

Remedi: What are you doing here, Babus?

Babus: Looking for something the prince lost...

Remedi: Poor child... Devoting yourself to a dream. Mewt has long forgotten that you ever existed.

Babus: But... I still follow Prince Mewt. I will always be loyal! Please, do not stop me from doing my sworn duty.

Remedi: And if I stop you?

Babus: Do not.

Remedi: You would raise a sword against me, your queen?

Babus: I have no qualms about fighting you. You are a ghost. The real queen left with the prince!

[Remedi summons monsters, and a battle begins. Remedi is defeated. The screen fades out to another scene in the Ambervale. Remedi turns into a Teddy Bear.]

Marche: A stuffed bear? This is what Mewt forgot?

[Babus nods.]

Marche: This bear... this is proof that Mewt was in this world. It's all you have to remember him by, isn't it?

Babus:

Marche: Are you going to bring that back to his palace room?

Babus: Of course. This belongs to the prince.

Marche: You know, Babus. I've been thinking. Maybe we could, y'know, be

friends?

Babus: Friends...? You, friends with me?

Marche: Yeah. I mean, we had our troubles in the past. But, why not?

Babus: ...Yes. I see no reason to object.

**1. Accept

**2. Decline

**1. - Marche: Then that settles it! Friends!

Babus: Friends. But... not close friends. Farewell.

[Marche and Babus leave Ambervale.]

**2. - Babus: I... do not think that would be possible.

Marche: Oh. I see.

Babus: I still have much to think about.

Marche: OK, I understand. At least, there's hope, right? Now let's go bring this back to Mewt.

[Marche and Babus leave Ambervale.]

[The screen fades out to the World Map.]

Marche: All right! [With Babus] cleared!

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 /-----\  
--- 340. A Maiden's Cry --- (IV.2amaiden'scry)  
 \-----/
```

[Marche accepts A Maiden's Cry mission.]

>>> A Maiden's Cry <<<

Fee: 2100 Gil Rank 2

"I was walking in Tubola just now, when I heard a woman scream 'aah, bugs!'
I'm a little worried... Please check it out!"

-Darelka, Traveler

To Clear: Wait 10 Days

Reward: 6000 Gil, Card

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: (Whoever you want to go)

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>>>^<<<<<<<<<<

[After finishing this mission and returning to a Pub, there will be a scene with Shara and Marche in a Pub.]

Shara: Phew... Thanks!

Marche: I had no idea you were here!

Shara: I had no idea you would come here either, Marche! I can't believe someone put a notice up at the pub.

Doned: You must really have been screaming!

Marche: Doned! Sorry... This is my brother.

[Shara shakes her head.]

Shara: Heh. I think he's probably right. I thought I was going to lose my mind!

Marche: Can I ask what was in the cave?

Shara:

Marche: I understand if you don't want to talk about it.

Shara: ...It fell on me.

Marche: Huh?

[Shara turns away, as if ashamed.]

Shara: An antlion larva. Right on my head.

Doned: Oh, one of those big white grubs as big as your arm...

Shara: Aaah! Stop talking about it. Don't make me remember!

Marche: Wow, that must have been pretty rough. But, you're safe now, and that's what matters!

Shara: Yes. Thank you. Thank you so much! Well, I should be getting back.

[Marche nods, and Shara starts to walk away.]

Doned: Hey, wait up! I was wondering if you could help us?

Marche: Doned?

Doned: See, it's about my brother and Ritz...

Shara: Marche and Ritz?

Doned: They're both pretty bad at talking, see. I was wondering if you could, kind of help them out.

Shara: Well, sure. I wouldn't mind doing that.

Doned: Can Shara join the clan, Marche? Please?

**1. Accept

**2. Decline

**1. - Shara: Just let me know what you want me to do. I'll help where I'm able!

Doned: Great!

Marche: OK, thanks, Shara.

[Shara nods, and the screen fades out to the World Map.]

**2. - Doned: Why not? I thought it would be a good chance for you and Ritz...

Marche: Ritz and I can handle our own problems.

Doned: Fine. Just trying to help. Geez.

[Doned runs out of the Pub.]

Marche: Doned!

Shara: OK, Marche. See you later. Thanks for helping me out!

Marche: Any time. See ya.

[Shara exits the Pub.]

[Screen fades out to the World Map. After completing a mission and returning to a Pub, another scene appears. Of course, you also have to complete the "Mortal Snow" mission in order to see this scene. Shara and Ritz are seen entering a Pub.]

Ritz: Whew, I'm bushed!

Shara: You were going all out in that engagement! How many of them did you KO?

Ritz: They weren't much of a challenge.

Shara: You're too good, that's the problem!

[Ritz walks a little, and then hangs her head.]

Shara: ? Ritz? What's wrong?

Ritz: Shara... Be honest with me.

Shara: What?

Ritz: I'm... I'm not very cute, am I?

[Shara rushes over to Ritz.]

Shara: What?

Ritz: I mean, I say what I think all the time. And I love swinging my sword around in engagements...

Shara:

Ritz:

Shara: ...tee hee!

Ritz: What's so funny? Hey, I'm being serious, here! I just don't think I

fit the "cute" model, that's all.

Shara: Why don't you ask Marche what he thinks?

Ritz: No way! Why should I care what he says?

[Marche enters the Pub.]

Marche: Ritz! Shara! What's up?

Shara: You're here at just the right time!

Ritz: Shara!

Marche: ??

Ritz: Nothing! Nothing! So, Marche, um, what's up?

Marche: Ah, um, nothing much I guess?

[Marche starts to back away.]

Shara: Ritz, now you can't just leave him hanging like this...

Ritz: Yes, I can! Uh... I... I mean, sorry. It's really nothing. Nothing at all! Let's talk about the next mission, shall we?

[Marche nods, and Shara shakes her head... The screen fades out to the World Map.]

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 /-----\  
--- 341. Cleanup Time --- (IV.2cleanup)   
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```

[After completing all 300 missions (excluding the Extra Missions), a scene will appear when you go to Bervenian Palace. Cid is seen in his library. Cid turns around as a Ninja enters his library, and the Ninja answers him.]

Ninja: Reporting, Judgemaster Cid!

Cid: Well? Did you find any proof of corruption?

[The Ninja shakes his head.]

Ninja: Nothing. Whoever is responsible is very good at covering up. It's hard to catch a judge who doesn't want to be found...

Cid: Our split from the palace is a two-edged sword, it seems. This is my responsibility.

Ninja: Judgemaster Cid...

Cid: If our resources are at their limits, then...

Ninja: The clans?

Cid: They're the ones most affected by corrupt judges' actions. They should be willing to help.

Ninja: Can we trust them? What if the judges bribe them?

Cid: That's your answer?

Marche: Judgemaster!?

Cid: I'll be joining you this time.

Judge: Ha... hah hah! This is rich! I hope you intend to follow the law, Sir Judgemaster!

Cid: Of course. And I expect to be judged fairly.

[The battle begins. All the enemies are defeated. The screen fades out to another scene in Cadoan.]

Cid: Judges have absolute power, and that power must not be abused! You understand the consequences of your actions?

Judge:

[Cid lifts a hand, and the Judge is sent to prison.]

Cid: Thank you for your help, Marche.

Marche: I'm glad we could catch the rotten judge.

Cid: Yes... But I fear this is only the tip of the iceberg. The society of judges is in upheaval since the split...

Marche: Without the ordering force of the palace, they have more power.

Cid: We can monitor the cities, but not the outlying areas... If only I could patrol them myself!

Marche: Is there anything I can do to help?

Cid: Hmm... Would you mind me imposing myself on your clan a while?

Marche: What!?

Cid: Joining a clan would be a perfect way to monitor the country. I could devote myself to the task, going incognito.

Marche: Hmm... I guess it sounds doable.

Cid: Perhaps just until I've completed my survey?

**1. Accept

**2. Decline

**1. - Marche: A-Absolutely! Welcome!

Cid: I am in your hands, then. Treat me as you would any other new recruit, please.

Marche: Hmm... it'd be hard for me to give orders to the judgemaster!

Cid: Hah! I'll do my best so you won't have to give too many, then!

Marche: Y-Yes, sir!

[Cid and Marche leave Cadoan.]

**2. - Marche: I... No, I'm sorry. I don't think it would be a good idea.

Cid: I expected you to say something of the sort. Me being there would hamper your clan's freedom, no doubt.

Marche: I'm sorry.

Cid: Not at all. This problem is one for us judges to work out. You don't mind if I ask you to do other tasks now and then?

Marche: Not at all! We're here to help whenever you need it!

[Cid nods, and they leave Cadoan.]

[The screen fades out to the World Map.]

Marche: All right! [Cleanup Time] cleared!

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 /-----\  
--- 342. Reconciliation --- (IV.2reconciliation)  
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[Marche and Clan enter Cadoan. A scene is shown with Marche talking to Ezel.]

Marche: Howdy.

Ezel: Oh ho! Nice timing! I've been waiting for you, Marche.

Marche: Huh? For me?

Ezel: That's right! For you!

Marche: Let's see... you need my help?

Ezel: Bingo! You always were a sharp one, my boy!

Marche: You want me to gather ingredients for your antilaw cards?

Ezel: No, no, nothing like that. I want you to be a mediator with me!

Marche: Excuse me? A... mediator?

Ezel: See, the resistance and the palace have agreed to hold talks.

Marche: Wow! I can't imagine either of them in the same room! Let alone talking!

Ezel: Amazing, though it may sound, they are willing to talk. And they need a mediator. I tried to weasel out of it, but they insisted.

Marche: So they talked you into it, then? Um... so where do I come into the picture? Aren't you enough of a mediator by yourself?

Ezel: Oh, just the usual: some people are against the talks... So they need a guard to make sure no one interferes, see?

Marche: Oh, I see. That doesn't sound too... oh. Uh oh.

Cid: Blessings unto you? That sort of thing? I wonder if Mewt knows what those words mean?

Babus: I wonder?

Cid: Regardless, it's strange he'd know such a thing at all.

Babus: Prince...

Cid: By the way, Babus, what were you doing here?

Babus: Oh... I was just whiling away the day here.

Cid: That's good. You always worked too hard for your age.

Babus: Thank you.

Cid: It wasn't a compliment, Babus.

Babus: Sir?

Cid: You worked so hard, none of us could slack off!

Babus: My apologies!

Cid: Hah ha ha! I'm joking, Babus! You are quite a character.

Babus: I've never been good with jokes.

Cid: Yes, you are Babus Swain, personal mage to the prince.

Babus:

Cid: And that's good enough for anyone, I should think.

Babus: Yes.

[The screen fades out to the World Map. Marche and Clan enter the Koringwood. A scene appears where The Reconciliation is starting.]

Marche: Things seem to be going pretty well.

Ezel: I sure hope so!

[The scene switches to the two people in the Reconciliation.]

Bishop: So, you'll sign the non-action treaty?

Resistance Man: And you'll allow limited use of selected antilaws... And promise not to persecute ex-members of the resistance?

Bishop: Bervenian Palace agrees to both of those demands.

[All of a sudden, a voice is heard in the distance.]

Voice: Yaaaah!

[A bunch of enemy clanners appear on the far edge of the wood.]

Ezel: Here they come.

Fighter: Don't listen to them, they're playing you for fools! The palace has only lied to us in the past! Why trust them?

[The Reconciliation members flee the area.]

Ezel: Trust or no trust, we're here to get this treaty signed. And I'll stand witness to its signing.

Fighter: Then we'll bury you along with that stupid treaty!

Marche: Ezel, they're engaging us!

[A battle begins. All of the enemies are defeated.]

Ezel: Any more of them hiding out there? One engagement a day is enough for me, thanks!

Marche: Looks like the coast is clear.

Ezel: Then let's get on with the talks. I want to get this done with and go home!

[The screen fades out to another scene in the Koringwood. The Reconciliation members are back in the area.]

Judge: May the words spoken here be honored for all time.

[The Reconciliation members exit the area with the Judge.]

Ezel: It's over! Finally! Man, my shoulders are stiff...

Marche: I'm glad they managed to make peace with the palace.

Ezel: Yeah, well, it's going to mean more free time for me.

Marche: Why's that?

Ezel: Antilaws are legal now! So no more hiding and running around.

Marche: Hey, that's great!

Ezel: And I've you to thank for it, kiddo.

Marche: Aw, gee, don't mention it. Eh heh... eh heh. Now I'm all embarrassed...

Ezel: So, how should I pay you for helping me?

Marche: Pay me? Oh, I'm fine, really. You don't have to pay me. I already got paid for the mission, anyway.

Ezel: Yeah, but I feel like I should give you something, after all.

Marche: Um, well...

Ezel: I know! I'll give you the greatest gift of all... Me! I'll join your clan!

Marche: Wha--!? Are you serious!?

Ezel: Of course, I'll be busy with my shop most days... Maybe I can be a kind of honorary member?

**1. Accept

**2. Decline

**1. - Ezel: So, Ezel reporting, sir!

Marche: Well, welcome to the clan, Ezel!

[They both start to exit the area, but Ezel turns around and says something.]

Ezel: Just... one thing.

Marche: What's that?

Ezel: Don't expect any favors at the shop! Business is business, after all.

Marche: Roger!

[Marche and Ezel exit the area.]

**2. - Marche: I think I'll have to decline your offer. I mean, you're so busy and all...

Ezel: Well, I don't want to be a burden... Hmm. OK, I'll think of something else to give you. How about dinner, for starters?

Marche: Hah ha! Sounds great!

[Ezel and Marche exit the area.]

[The screen fades out to the World Map.]

Marche: All right! [Reconciliation] cleared!

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 /-----\  
--- 343. No Arms Rule --- (IV.2noarmsrule)  
 \-----/
```

[Marche accepts the No Arms Rule mission.]

>>> No Arms Rule <<<

Fee: 2000 Gil Rank 4

"Some official came to my barracks in Giza Plains and took away my weapon saying something about a 'no arms rule'! What!?"

-Zelbeth, New Recruit

To Clear: Win Battle

Reward: 6000 Gil, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: (Your choice)

Available for: ---

Cancellations Accepted

Marche: [Kissing Rule] went well. Now for the next one!

[After completing this mission, a scene will be shown in another area. A Nu Mou Sage is talking to a Judge.]

Sage: Our income has gone up ten percent from last month. Of course, the "blank card" laws are to thank... But I think the "seals of immunity" are helping, too.

Judge: I like those numbers. What about the other regions?

Sage: They've spread to all but a few certain areas...

Judge: A few certain areas? What's the deal with that?

Sage: It is only a rumor... But they say that the judgemaster is on a crackdown of sorts.

Judge: The judgemaster?

Sage: Yes. He's using the clans to help him, it seems. They're seizing immunity seals and blank cards... Shall we reduce production of the seals?

Judge: No, I see no reason to change our current operations. As long as their secrecy remains uncompromised...

Sage: I understand.

[The Nu Mou nods, and heads out of the area.]

Judge: So... Judgemaster Cid is finally making his move...

[The screen fades out to the World Map.]

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 /-----\  
--- 345. Immunity Pass --- (IV.2immunitypass)  
 \-----/
```

[Marche accepts the Immunity Pass mission.]

>>> Immunity Pass <<<

Fee: 2000 Gil Rank 4

"I hear that you can buy red card immunity on the street in Cyril! How about buying one? They're only 100,000 gil a pop!"

-Untrustworthy Gent

To Clear: Win Battle

Reward: 6000 Gil, 2 Items, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>>^<<<<<<<<<<

[Marche and Clan enter Cyril. The same room we saw in a previous scene is shown. The same Sage we saw earlier runs into the room to warn the Judge of a possible threat to their organization.]

Sage: Terrible news! Our "seal of immunity" deal was discovered! Leave this area at once! We'll handle the...

[Cid and Marche enter before the Sage can finish.]

Cid: Ah, the local official. Just who I was looking for. Were you on your way somewhere? Just as I was arriving?

Judge: I... I had no idea you'd be gracing us with your presence! I'll stay, of course!

Cid: Actually, my search for a wanted criminal led me here. I'll have to make a brief investigation. If you don't mind?

Judge:

Cid: Marche?

[Marche nods, and starts to head out of the room or something, when the Judge calls out to Cid.]

Judge: Judgemaster Cid!

Cid: Excuse me? Is there a problem? Not hiding any "seals of immunity" now, are you?

[The Judge backs up against his throne/chair thing... At least it looks like a Throne...]

Judge: So, you already know, do you!? Then, Judgemaster Cid, I'm afraid you must... die!

{{... So corny... It seems like he was hesitating before saying the word, "die", as if that would put more emphasis on it or something...}}

[The battle begins. The Judge is defeated.]

Judge: Gah... Th-This... is bigger than just me!

Cid: Oh, I'm under no delusions that this is the end.

[The screen fades out to the World Map.]

Marche: [Immunity Pass] went well. Now for the next one!

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 /-----\  
--- 346. No Full HP --- (IV.2nofullhp)  
 \-----/
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[Marche accepts the No Full HP mission.]

>>> No Full HP <<<

Fee: 2000 Gil Rank 4

"I was walking along the plains the other day, and this guy came up and hit me! He said 'No Full HP allowed!' Is that a law?"

-Alran, Merchant

To Clear: Win Battle

Reward: 6000 Gil, 2 Items, 2 Cards

Req. Items: ---

Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>>>>><<<<<<<<<<

[Marche and Clan enter Aisenfield. There are a lot of Enemies to be seen.]

Blue Mage: Yah hah hah! Isn't it fun to see everyone hitting each other?

Marche: Promoting violence is no laughing matter!

[The battle begins. The Official (Blue Mage) is defeated.]

Blue Mage: Ow ow ow! Please, stop! Owwwwch!

[All the rest of the enemies are defeated.]

Marche: Now you know how everyone in your region feels!

[The screen fades out to the World Map.]

Marche: [No Full HP] went well. Now for the next one!

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 /-----\  
--- 347. No Literacy --- (IV.2noliteracy)  
 \-----/
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[Marche accepts the No Literacy mission.]

```
>>> No Literacy <<<  
Fee: 2000 Gil      Rank 4  
"Help! Some official in Uladon made a new law: no reading or writing allowed!  
How am I supposed to keep my ship's log?"  
      -Ienda, Captain  
To Clear: Win Battle  
Reward: 6000 Gil, 2 Items, 2 Cards  
Req. Items: ---  
Req. Skills: ---  
Req. Jobs: ---  
Dispatch: ---  
Items: (Your choice)  
Available for: ---  
Cancellations Accepted  
>>>>>>>>>>>>^<<<<<<<<<<
```

[Marche and Clan enter Uladon Bog. A lot of enemies can be seen.]

Thief: Reading and writing should be banned! Paperwork sickens me!

Marche: If it's that annoying, why don't you just quit your job?

[Battle begins. The Thief Official is defeated.]

Thief: S-Sorry. I'll do my paperwork, I promise!

Marche: Well, that wraps that one up.

[The screen fades out to the World Map.]

Marche: [No Literacy] went well. Now for the next one!

[After finishing this mission, another scene appears in another room this time, much like the other Corrup Judge's room. Except this one has a Blue Throne. A Bangaa Gladiator can be seen approaching the Judge in the center of the room.]

Gladiator: Reporting.

Judge: What is it?

Gladiator: We're expecting a visit from the judgemaster soon.

Judge: I see.

Gladiator: Cyril's judge was sent to prison you know... What do you intend to do?

Judge: Unlike my peer in Cyril, I don't sell seals of immunity. All I do is engagements--my job.

[A Viera Assassin walks into the room.]

Assassin: Excuse me, your honor. The donations for the month are in. The usual seven clans gave generously. And two new ones as well.

Judge: Very well, Give me the names of the new clans... And add them onto the law benefits list.

[The screen fades out to the World Map.]

```
 /-----\  
--- 348. Favoritism --- (IV.2favoritism)  
 \-----/
```

[Marche accepts the Favoritism mission.]

>>> Favoritism <<<

Fee: 2000 Gil Rank 4

"I was 'gaging with the son of a Baguba official, and the judge was totally playing favorites! I'm off to the jagds, man."

-Blik, Clan Marble

To Clear: Win Battle

Reward: 6000 Gil, 2 Items, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>><<<<<<<<<

[Marche and Clan enter Baguba Port. The same Judge that we saw in an earlier scene can be seen standing right in front of his Throne. Cid walks right up to the Judge.]

Judge: Well, if it isn't Judgemaster Cid! Welcome, welcome.

Cid: You know why I am here today. We've received word that your judging is unfairly biased.

Judge: Indeed! Me? Play favorites? What ever could I hope to gain from fixing an engagement?

Cid: Indeed... what ever?

[Marche enters the room.]

Marche: Judgemaster! I found it! It's the list of clan "donations."

Cid: Ah, yes. Thank you.

Judge: !!

Cid: What were you asking just now? Oh yes... what could you gain?

Judge: Grr... That does it!

[The Judge summons other Clanners. The battle begins. The Judge is defeated.]

Cid: First "seals of immunity." Now "blank cards" and donations!

[The screen fades out to the World Map.]

Marche: [Favoritism] went well. Now for the next one!

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 /-----\  
--- 349. No Answers --- (IV.2noanswers)  
 \-----/
```

[Marche accepts the No Answers mission.]

>>> No Answers <<<

Fee: 2000 Gil Rank 4

"I went to Elen's place and she didn't say anything! Now I hear there's a 'no answering' law? What's that about?"

-Mel, Clan Ritz Member

To Clear: Win Battle

Reward: 6000 Gil, 2 Items, 2 Cards

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>><<<<<<<<<<

[Marche and Clan enter Muscadet. A lot of enemy clanners can be seen.]

Ninja: Wh-Who are you? What are you doing here?

Marche: (Hey, the laws says "no-answers"!)

[The battle begins. The enemies are all defeated.]

Ninja: Grr... Why did it have to be me that got caught?

Judge: I, too, believed the judges should be separate. But, perhaps the timing was too soon?

Ninja: Timing has nothing to do with it. It is a problem with the moral fiber of judges themselves!

Illusionist: What!? You claim that our judges are morally lacking? Th-This is sacrilege!

Cid: So, you think our morals are in top shape, then?

[The Illusionist backs away.]

Judge: Such words I did not expect from our judgemaster! Or are you admitting a personal failing?

Cid: I feel responsible for what is going on, yes. I am prepared to resign once I finish my current survey.

Judge: ...!

Cid: However, there is something I have already learned. Both of the judges we have captured so far... were following orders from higher up.

Ninja: Someone who knows the judges, the laws, and the prison.

Cid: If come across any information, please let me know.

[Everyone starts to exit.]

Judge: Willing to resign, you say? Hmm...

[The screen fades out to the World Map.]

```
 /-----\  
--- 351. Decision Time --- (IV.2decisiontime)  
 \-----/
```

[Marche accepts the Decision Time mission.]

>>> Decision Time <<<

Fee: 2000 Gil Rank 5

"The judge you caught has given us important evidence. Apparently, the person behind all this is in Sprohm! Come quickly!"

-Mau, JudgeWatch

To Clear: Win Battle

Reward: 0 Gil

Req. Items: ---

Req. Skills: ---

Req. Jobs: ---

Dispatch: ---

Items: (Your choice)

Available for: ---

Cancellations Accepted

>>>>>>>>^<<<<<<<<<<

[Marche and Clan enter Sprohm. A scene is shown in the Prison, where Marche and Cid are confronting a Prison Guard.]

Cid: Tell me--who's the source of all this corruption? You know, do you not?

Prison Guard: Why... it's the judge right here in Sprohm.

Marche: The judge in charge of the prison!?

Cid: What does he want?

[A voice can be heard from a person who is not shown on the screen.]

Voice: The rank of judgemaster.

[The same Judge that we saw in Cid's library is seen, being accompanied by a bunch of other Judges. The Prison Guard runs away.]

Marche: Judgemaster?

Cid: I see what you're trying to do. If judges everywhere are cheating, the blame falls on me.

Marche: You're trying to force Judgemaster Cid to resign!

Judge: I had no idea you were contemplating resignation... No matter. The end result is the same.

Cid: I would never pass my judge sword on to the likes of you!

Judge: I don't need you to pass me anything. I'll just take it!

[The battle begins. All the Judges are defeated.]

Cid: Judges trying to gain ranks by breaking the law...

[The screen fades out to a scene in Cid's library again. Marche and Cid are seen entering the room together.]

Marche: It's over.

[Cid nods.]

Cid: Thank you, Marche. You went above and beyond the call of duty.

Marche: Not at all! I'm glad I was able to help!

Cid: You know...

Marche: What?

Cid: I would give you my judge sword.

Marche: What!?

[Cid laughs.]

Cid: Ah ha ha. That surprised, are you?

Marche: I just, I... me!?

[Cid turns around and looks at one of the walls in the room.]

Cid: All I said is I would give it to you. Not that I will give it. But, if

you are as just when you grow older as you are now, then you will be deserving of it.

[Cid turns around to face marche again.]

Marche: ... Thank you. I'll do my best.

[The screen fades out to the Credits.]

Check section "-(III.2c)-" to see the Credits.

```
=====\\
IV.3.  Dead Unit Script          ||E===== __ -(IV.3du)- __ =====
=====///
```

During the game, you'll notice that there are certain places called "Jagds". Now, why are these places special...? Because if one of your party members dies here... They're dead. Kind of like the original FFTactics. So below is a compilation of what each unit says when they die! :)

(Oh, and just a sidenote. If the unit that gets KO'd in a Jagd is a generic unit, then they won't say anything when the battle ends. The words "____ has fallen" will appear at the top of the screen, but that is all.)

----- List -----

- 1.) Marche
- 2.) Montblanc
- 3.) Ezel
- 4.) Ritz
- 5.) Shara
- 6.) Babus
- 7.) Cid

1. Marche -

[Marche gets KO'd at a Jagd.]

Marche: I forgot we were in a jagd...

[Game Over screen. Seriously. Don't kill Marche in a jagd.]

2. Montblanc -

[Montblanc gets KO'd at a Jagd.]

Montblanc: Kupopo... I'm sorry to leave, but... it was a good life.

Marche: ...? Montblanc? Montblanc!

[The words "Montblanc has fallen..." appear at the top of the screen. Marche closes his eyes and slumps his head. Screen fades out to world map.]

3. Ezel -

[Ezel gets KO'd at a Jagd.]

Ezel: I don't know about you, but I'm not ready to die! See you back at

the shop!

[Screen fades out to world map.]

4. Ritz -

[Ritz gets KO'd at a Jagd.]

Ritz: I'm not dying here! I think I'll head back to my old clan!

[Screen fades out to world map.]

5. Shara -

[Shara gets KO'd at a Jagd.]

Shara: This is my chance to get out of here in one piece! Later!

[Screen fades out to world map.]

6. Babus -

[Babus gets KO'd at a Jagd.]

Babus: I'm sorry, but I'm too wounded to be of much use. I'll return to the palace. Farewell.

[Screen fades out to world map.]

7. Cid -

[Cid gets KO'd at a Jagd.]

Cid: I do not think I'm cut out for this clan business. I shall leave before I burden you further. We'll meet again!

[Screen fades out to world map.]

```
=====\\|\\|\\|
IV.4. Leave Clan Unit Script      ||E===== - (IV.41c) - ____=====
=====//|//|//|
```

Whenever you are dismissing a unit from your clan, they say certain phrases. Depending on the unit you are dismissing, you'll get a different phrase. Here is a compilation of the phrases that each dismissable unit says when dismissed. Keep in mind that the only two characters that cannot be dismissed from your party are Marche and Montblanc.

----- List -----

- 1.) Ezel
- 2.) Ritz
- 3.) Shara
- 4.) Babus
- 5.) Cid
- 6.) Generic Moogle
- 7.) Generic Bangaa
- 8.) Generic Nu Mou

- 9.) Generic Viera
- 10.) Generic Human

1. Ezel -

[Ezel is dismissed.]

Ezel: It's about time I got back to my work. Later!

2. Ritz -

[Ritz is dismissed.]

Ritz: Are you sure you'll be OK without me? Call any time!

3. Shara -

[Shara is dismissed.]

Shara: You know, your clan's pretty fun. See ya!

4. Babus -

[Babus is dismissed.]

Babus: This may be goodbye, but we will always be friends.

5. Cid -

[Cid is dismissed.]

Cid: May your way be paved with good fortune! So long!

6. Generic Moogle -

[A generic moogle is dismissed. One of the following phrases will be said.]

- a. Generic Moogle: This clan was the pits, kupo. I'm glad to leave, kupo!
- b. Generic Moogle: Thank you sooo sooo much, kupo! I had lots of fun!
- c. Generic Moogle: Too bad, but I guess there's no helping it, kupo. So long!

7. Generic Bangaa -

[A generic bangaa is dismissed. One of the following phrases will be said.]

- a. Generic Bangaa: It was an honor to be part of Clan _____.
- b. Generic Bangaa: I sslave and sslave and thiss is what I get? I quit!
- c. Generic Bangaa: Figuress. I'll jusst go look for another clan. Later!

8. Generic Nu Mou -

[A generic nu mou is dismissed. One of the following phrases will be said.]

- a. Generic Nu Mou: I see no need to remain where I am not wanted.
- b. Generic Nu Mou: I was just thinking I needed some quiet reflection time.
- c. Generic Nu Mou: Thank you for having me. I feel that I have learned much here.

9. Generic Viera -

[A generic viera is dismissed. One of the following phrases will be said.]

- a. Generic Viera: ...Oh. Fine. Bye.
- b. Generic Viera: OK, good luck! I'll be cheering on Clan _____!
- c. Generic Viera: OK, I understand. Hope I can join up again later on.

10. Generic Human -

[A generic human is dismissed. One of the following phrases will be said.]

- a. Generic Human: To tell the truth, I never liked you much anyway.
- b. Generic Human: It was nice meeting you, Marche. See you around!
- c. Generic Human: Right-o. Hope to hang out with you again sometime.

=====\|\|\|
 V. Rumors | |E===== - (Vrumor)- =====
 =====//|

These are all the rumors that appear at pubs after doing a particular mission or moving on in the story.

1. Laws: A History -

"Laws have been a part of life in Ivalice for hundreds of years. The king in those days used powerful magic to create the first laws. The king then established the judicial system to enforce his laws. Knowledge of the means to control the laws has been passed down the royal line ever since."

2. Unfair Laws! -

"Resentment towards Queen Remedi has been building these last few years. The reason? Frequent and seemingly arbitrary changes in the laws. It's gone so far that some pundits wryly say she's '...doing it to please that brat, the prince.'"

3. Clan Borzoi -

"I hear Clan Borzoi's on the war path these days, challenging other clans, fighting for turf. Ach, things just aren't the way they used to be."

4. Dirty Secret -

"Word on the street's that Clan Borzoi's got the backing of a foreign criminal ring! Maybe one with eyes on Ivalice itself..."

5. !Abilities -

"If you want to win when you engage, master some abilities! Your weapons and armor determine which abilities you can use, so choose carefully. You'll also need some Ability Points (AP) to learn abilities; you can get those by equipping armor and weapons, or by clearing missions. Everybody who goes on a mission has a chance of getting AP, so be sure to take along your friends! That's all, good luck to you!"

6. !Ability Types -

Action Abilities: Standard actions, like Black Magic or Monk Tech.
Reaction Abilities: Dodging or striking back when attacked.
Support Abilities: Enhancement abilities such as Double Sword.
Combo Abilities: Abilities triggered when an ally uses a 'combo.'"

7. !Job Change -

"Job changing can come in handy. Any soldier can cast spells by changing jobs to mage. Choose the right job to maximize your engagement potential. One thing though, your race determines what jobs you can be. Only vieras can become quick-footed fencers, and bangaas are tailor-made warriors... so make lots of friends!"

8. !Expert Jobs -

"The better you are at one job, the more job options that become available. Expert jobs give access to powerful abilities, like Double Sword and Jump."

9. !Conditions -

"Thought engaging was all about defeating your enemy? Think again-- there are many kinds of win condition depending on the engagement. You can check the win condition during an engagement by selecting "Mission" from the main command menu. But, there's a lose condition as well, so be careful! If Marche leaves an engagement, whether he's sent to prison or even zombified and then snuffed, you lose!"

10. !Combos -

"Ever notice the judge gives you a Judge Point (JP) when you defeat an enemy? You can use those points to cooperate on "combo" attacks. Stock up those Judge Points and do some real damage! Just make sure your allies have combo abilities so they can pitch in!"

11. !Laws -

"Laws, set by the palace, reign in Ivalice. Judges enforce those laws, and those who break them are penalized--even sent to prison in the worst cases. There are two kinds of cards you can get for breaking a law. A minor infraction gets you a yellow card. A major infraction will earn you a red card. Whichever penalty card you get, it'll go down on your record--and the more cards on your record, the steeper your penalty becomes, so watch out!"

12. !Treasure Hunt -

"Sometimes treasure appears when you place a symbol on the world map. When you see a symbol shaking, that's where the treasure is, so go get it!"

13. !Law Rankings -

"The judges use a ranking system to classify laws. The stricter the law, the higher its rank. [R1] laws are easy, but an [R5] law is nothing but trouble."

14. Snowy Pass -
"Snow was reported falling in large amounts in Lutia. While the parents worry about the cause of this strange weather, the kids are out enjoying the snow."
15. !Mission Items -
"So, you got yourself a mission item, eh? You can't equip those, but you can bring them along on your missions. Mission items are good for boosting an ally's capabilities--and some missions require certain items, so get as many as you can."
16. Clashing Clans -
"Turf wars between the clans have never been fiercer. This latest round was set off by the rise of the Borzoi clan, but has since spread. Because a greater sphere of influence means cheap items and special deals at pubs, every clan wants a piece of the action. The wars are expected to continue for the foreseeable future."
17. The Tourneys -
"Swordsmen and sorcerers alike are competing in monthly tourneys across Ivalice. There's even a few "tourney pros" who live off their winnings!"
18. !Exemption -
"You know there's people out there that never get a red card when they engage? There's a special law that turns all their red cards yellow! You can tell one by the ribbon they wear... the lucky bums."
19. !Clan Level -
"Take a look at your clan level to see how well your clanwork's going. You also have a skill level that goes up when you complete a mission. You need skill level to take on new missions. The higher your skill and clan levels go, the better your clan title gets, and that means more items and cheaper prices!"
20. !Clan Turf -
"The area of a clan's influence is called its "turf"--and some clans think that means they can exploit whoever lives on land under their control. If you look at the map, you'll see that only your turf is colored in. Take care if you're going to try to liberate any areas under the control of another clan--if you see a free area go red, it means that another clan's trying to take it! If you don't engage them quick and drive them off, it's all theirs."
21. !Skill Levels -
"There are eight kinds of skill levels:
Combat Magic
Smithing Craft
Appraise Gather
Negotiate Track
22. Thief Exposed -
"The thief they caught was identified as a member of Clan Borzoi. I dare say they won't be sitting around quietly with one of their own in prison..."
23. !Requests -
"You can advance your clan by accepting mission requests at the pub. You can use the gil and items you earn on missions to equip your clan!"

24. !Linking -
"Attach a Game Boy (Registered) Advance Game Link (Registered) cable to link with others. You can fight together, trade items, and even trade clan members!"
25. Crazy Monsters -
"Reports of crazy monsters have been increasing all over Ivalice. While the cause is unknown, experts believe it has something to do with the crystals. The crystals--pure magic in a solid form--are supposed to be somewhere in this kingdom. Rumors say the palace made the crystals--rumors the palace firmly denies."
26. !Negotiations -
"Clan competition is fierce and engaging is the order of the day, but try negotiating with the friendlier clans to avoid needless engagements!"
27. The Crystals -
"Bervenian Palace, silent on the matter up until now, has radically reversed its policy concerning the crystals. According to information just released, crystals exist in special folds in space, called 'seams'. The report goes on to state that 'as the crystal's magic is beneficial to all Ivalice, special means are being employed to protect them.'"
28. Strong Laws -
"By the order of Queen Remedi, laws are getting tougher once again. Protest movements have already started in some clans. The reason given for this latest strengthening of the laws is 'to maintain public order.' This is likely a reaction to the recent surge in clan warring."
29. Area Freed! -
"The merchants are back in town now that Clan Borzoi is gone. Prices be coming down, and us pubmasters can offer info at a discount, too!"
30. !The Totema -
"The totema's appearance in Ivalice was sudden, and their origin unknown. Unfathomable, too, is their incredible power. One thing we can say is, they seem willing to lend that power to us. It is possible to summon the totema using Judge Points (JP) obtained by defeating an enemy in an engagement. Only members of the race that a totema represents may summon that totema. In other words, you'd get further talking to a rock than trying to summon another race's totema."
31. Our Heroes! -
"The members of Clan _____ are our heroes! Go show those Borzoi clanners who's boss!"
32. Secret Shop -
"The famed Ezel Berbier has apparently opened a secret shop in the town of Cadoan. The new shop reportedly caters to law card traders."
33. !Law Cards -
"Thanks to Ezel, there's these cards out on the market now that can change laws. Select 'Law Cards' after engaging to see what you have. If there's a particular card you want, try trading with Ezel. White cards add new laws. Black cards, or 'antilaw cards' nullify laws, and the judges can't do a darn thing about it!"

34. Borzoi's Plan -
"Why is Clan Borzoi restricting merchants from coming and going? You'd think they'd be the ones to suffer with the shop shelves bare!"
35. Borzoi's End -
"Clan Borzoi is no more! That should put a stop to those Borzoi clanners' shenanigans, no matter where they be. 'Tis a proud day for Ivalice!"
36. Gukko Gone -
"It seems that Gukko, the Clan Borzoi Boss, has escaped. A man fitting his description was seen on a small ship leaving for barbarous lands."
37. Foreign Ship -
"Someone said they saw a big old ship from foreign lands off the eastern coast. I hear the word 'Redwings' was painted on her bow!
38. Crime Ring -
"Word on the street's that the ship 'Redwings' is the property of a foreign band of criminals! They better keep their paws off of Ivalice!"
39. The Redwings -
"The Redwings are active and up to no good in Ivalice--and they're using Clan Borzoi to do their dirty work for them!"
40. Monopoly! -
"The Redwings are making a move to control all the markets in Ivalice. I guess Clan Borzoi was just laying the groundwork for them!"
41. Falgabird -
"I hear the special 'Falgabird' squad of Redwings is out looking for Clan _____, after what they did to Clan Borzoi..."
42. The Spiritstone -
"A minstrel I'd not seen before was in here the other day, and according to him the Redwings boss has got access to powerful magic. Apparently, the only thing that can get past his defenses is something called the 'Spiritstone'--a magical stone made by alchemy from a sigil."
43. !Morphing -
"Been to the Monster Bank yet? Did you know that Morphers can use their Morph ability to borrow the abilities of any monster in the bank? For example, you can borrow a bomb's abilities to deal fire damage to your enemies. Use 'Capture' to put monsters into the bank, then equip the 'soul' they drop to gain their Morph ability. Yep, monsters can sometimes be your best friend."
44. !Imprisoned -
"One of your friends in jail? That means they can't fight, and that's bad. But, if you got the gil, you can get them out, and that's good! A 'release' gets them out of prison, but their penalty record stays. A 'pardon' erases one person's past record, but you have to go into prison in their place!"
45. Ruins Found -
"Ancient ruins have been discovered deep within Nargai Cave. Clan _____ claims credit for the find. The entrance to the ruins appears to be a statue found within the cave. Perhaps other such statues can

be found elsewhere?"

46. Jagds -
"The law is absolute in Ivalice, but there are some areas it cannot reach: the jagds, lawless slums where no judge will ever go. While this may sound appealing to some, even hardened class-A criminals avoid the jagds, for without judges and laws, there is nothing to prevent true death."
47. Trade Goods -
"One-man trade merchants using small airships to do their business are on the rise. Many of the merchants sell rare items, and the number of shops selling traded goods is growing daily."
48. !Trade Goods -
"You can buy trade items just like regular items, and some are great deals! The more you link, the more items Nono can offer, so link often, kupo--!"
49. Poaching -
"Recently, the poaching of endangered animals by some clans is becoming a problem. With the decrease in dragoons, both rockbeasts and kudik tigers have dropped in numbers, and even the rabite (commonly known as the 'lucky rabbit') is endangered."
50. The Sages -
"The three sages of Ivalice have joined forces to make the Spiritstone! To work this feat of alchemy they need the sigils, and quick!"
51. Peace at Last -
"The Redwings have been driven from Ivalice at last!
Thank you, Clan _____!"
52. Grissom's End -
"The Dark Knight Grissom is said to have turned into a cloud and floated up into the heavens upon his death. Afterwards, heavy rains fell for days."
53. Weird Minstrel -
"That minstrel that was giving me information about the Redwings disappeared when things quieted down. Haven't seen him since."
54. Wanted Poster -
"Bervenian Palace has put a fat bounty on someone's head--but who? All the palace can say is the fugitive is 'a human member of some clan.'"
55. New Clock -
"Belta Co., renown for their exacting professional work, has announced a new product: the 'Golden Sandclock.' Belta timepieces are widely praised by judges for their accuracy."
56. Serious Search -
"A search of all the clans has begun by orders of Her Majesty the queen, led by none other than Judgemaster Cid himself. It appears the palace is finally getting serious about finding that wanted boy."
57. Judges Alone -
"Yesterday, Judgemaster Cid announced that the judicial system would hereafter operate independently of the palace. This establishes the judicial system as a truly neutral entity, free from palace politics."

The decision was made with the queen's approval."

58. Foreign Fiends -

"Emergency! The Redwings smuggled strange fiends from foreign lands into the country, and now they're on the loose!"

59. Heroes -

"The Redwings are gone from Ivalice for good this time! We owe you our lives, Clan _____!"

60. Audience Day -

"The day of the yearly audience ceremony for Queen Remedi and Prince Mewt is fast approaching. Also called 'Gift Day,' this day is an opportunity for people to bring gifts to the royal mother and son. Will somebody find that special something to satisfy them this year?"

61. Prices Soar -

"With Audience Day near, prices for materite, a prized manufacturing material, are rising sharply. The price hike is thought to be due to a rise in demand as craftsmen and machinists work around the clock to make the ultimate gift for the royal mother and son."

62. Royal Vacation -

"Her majesty Queen Remedi, along with Prince Mewt have decided to take a break from the hectic administration of Ivalice and go on vacation. There has been no announcement of where they are headed, nor any indication yet of when they will return."

63. Tourney -

"The Bervenia Tourney is scheduled to be held again this year in the palace courtyard, and everyone's excited to see the best in the land compete!"

64. Clan League -

"The Clan League will be running again this year. While the favorites are last year's winner, the Brown Rabbits, they'll have a lot of competition.

--About the Clan League--

The Clan League is a tiered competition to determine the best clan in the land. Winners are chosen by popular vote and engagement standings. League Committee Chair Cid expects a good turnout this year. The winners last year were the Brown Rabbits, led by the Viera, Vili.

65. New Adventure -

"The Pubkeepers Association recently announced the introduction of 'expert' missinos, kept secret up until now. Clans across Ivalice have high expectations for the new missions."

66. Gukko's Return -

"You heard!? Word is that the Borzoi Clan Boss, Gukko's come back to Ivalice! He's holed up in Cyril with his monstrous retinue!"

67. Hooray! -

"[The Clan Of The Century] Our heroes have once again saved the day by defeating the monstrous Gukko! Peace, at last! Long live Clan _____! Clan _____!"

68. The Liberators -

"All areas have been freed, and the clan wars have finally quieted down.

Everyone's taken to calling you folks the 'liberators'!"

69. Unfair Judges? -

"Judges are supposed to be the justice of the land, but rumors have surfaced that immunity from the law is for sale. The judges deny the claims, but we hear that the JudgeWatch board has agents looking into the matter!"

70. Blank Cards -

"Apparently, the new laws springing up all over the place are the result of experimental 'blank cards' hitting the market. The source of the leak is unknown, but it's clear that corrupt officials are using the cards to make laws as they please. Are the judges involved? Are they to blame!?"

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VI. Area Descriptions ||E===== - (VIadsp) - ____=
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BERVENIA PALACE: "Capital of Ivalice. The palace lies at its center."

CYRIL: "Busy town. The monster bank is on its outskirts."

Pub - "The Prancing Chocobo: Popular clan watering hole. Townspeople post their requests here."

Shop - "Ramsen Armory: Just starting out? Shop here! Good prices on gear for humans!"

Monster Bank - "Ivalice's only monster holding facility. Operates free, and is always kept pristine."

SPROHM: "Bangaa mountain town. Home to the prison."

Pub - "The Long Ear Tavern: There's never a quiet night at this hotbed of brawls and rumors."

Shop - "Bangaa Emporium: Shop in Sprohm, famous for its ornery owner. Cheap bangaa items."

Prison - "Tightest-run place in Ivalice, run by the queen's guard. Best avoided if possible."

MUSCADET: "Mainly viera town hidden deep in the woods."

Pub - "Spina Lodge: Small mainstreet inn. Guests come at night to hear the trichord."

Shop - "Ellen's Place: Run by the viera, Ellen. Occasional good deals on great swords."

CADOAN: "Nu mou town. The seat of knowledge and alchemy."

Pub - "The Sleeping Frog: Only pug in Cadoan. Come hear the frogs croaking in the oasis."

Shop - "Oasis Armory: Weapons and such next to Cadoan Academy. Staves and rods cheap."

Card Keeper - "Card shop run by Ezel, self-styled genius. 'Victory over the law is just a trade away!'"

BAGUBA PORT: "Moogles town with a large mercantile airship port."

Pub - "The Golden Gil: Sports a sign cut like an ancient royal coin. Airship crew hangout."

Shop - "Warehouse Alley Armor: The Mog Brothers sell arms directly from the warehouses in Baguba."

NUBSWOOD: "Deep, dark forest. Popular hideout for thieves."

GIZA PLAINS: "Rolling grassy plains. Muscmaloi grows here."

KUDIK PEAKS: "Towering peaks. Home to an endangered tiger."

ULADON BOG: "Deep and dangerous bogland dotted with islands."

JERAW SANDS: "Hot sands blow in this largest desert in Ivalice."

LUTIA PASS: "Much-traveled pass, with the occasional roadshop."

KORINGWOOD: "Refreshing wood filled with ambient pure magic."

ULEI RIVER: "Largest river in Ivalice. Winds through swamplands."

AISENFIELD: "Plains where the thirteen knights of legend fought."

RODA VOLCANO: "Volcano asleep for 300 years. Recently active."

ELUUT SANDS: "Dangerous desert; home to many fiends and treasures."

NARGAI CAVE: "A cool wind blows from inside this cave. An ancient city is said to sleep in its depths."

SALIKAWOOD: "The chirping of birds can always be heard here. An abandoned keep stands in the middle of the wood."

DELIA DUNES: "Desert area famous for its barking sands. Said to be formed from a celestial beast's bones."

GOTOR SANDS: "Desert famous for its mirages and red chocobos."

OZMONFIELD: "Gently rolling plains with occasional insect plagues."

DETI PLAINS: "Flatlands of yellow sand and red earth. Amber can often be found here among the rocks."

SIENA GORGE: "Deep valley. A source of amber, like Deti Plains."

MATERIWOOD: "Lush green forest famous for its materite ore."

TUBOLA CAVE: "These caves were once mined for their mythril."

JAGD DORSA: "Lawless 'jagd.' A deserted town."

JAGD HELJE: "Lawless 'jagd' where ghostly voices are heard."

JAGD AHLI: "Lawless 'jagd' destroyed by its own wild magic."

AMBERVALE: "Beautiful valley where the rocks glow amber. The kings of Ivalice had a summer palace here."

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VII. Clan / Monster Descriptions | |E===== - (VIIcmd) - =====

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This is just a section documenting the descriptions of each clan and each monster. The clans and monsters are put in alphabetical order; not the order that you encounter them in. (The clan information is gotten by pressing "R" on the Clan on the World Map. The monster information is gotten by pressing "Select" on them in the Monster Bank.) If I missed any clans or monsters, please tell me.

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--- 1. Clan Descriptions ---  
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Aisen Ghosts - "Ghost of a soldier killed in a past war. Still searches for its enemy..."

Antlions - "Much feared, antlions often leave their sandy nests to hunt for food."

Bloodthirsters - "Dark beings from the lawless jagds, come to drag the living down into darkness."

Brass Dragons - "Proud dragoon band. Revels in challenging worthy opponents. 'Fight with honor!'"

Clan Banisa - "Members are hardy desert dwellers. Often act as couriers across the desert."

Clan Belmia - "This clan prefers to work indoors. Easily angered when outside. Best to avoid."

Clan Clatz - "Tricks opponents into defeating themselves. Avoid this clan's base at all costs!"

Clan Dip - "Good with bows. Watch out for attacks from behind."

Clan Hounds - "Only in the jagds can you find a clan with both monsters and people. Dangerous."

Clan Marble - "'Engage first, then ask questions!' is their motto. They like a good clean fight."

Clan Shalo - "Base located in the shallows. Avoid water engagements. Attack them on land!"

Cyril Band - "Main turf: Cyril. Targets travelers, never townspeople."

Gaja Band - "Bandit clan. Rides the high-speed airship, the 'Accelerator.' Get them on the ground."

Gertai Band - "Shady group that once controlled half of Ivalice. Rivals with the Bardo Band."

Guard Patrol - "Patrols the Bervenia palace to protect the queen. Hard-headed and taciturn."

Jagd Emissaries - "Appers from the jagds to spread ill will and chaos. Detests the law in all its forms."

Koring Band - "Mountain bandit band based in Koringwood. Self-sufficient due to hunting and gathering."

Kudik Beasts - "Wild monster living in the Kudik Peaks. Sometimes comes down

and attacks people."

Lost Monsters - "Monster usually found in the woods. Ornerly. Use caution."

Ramble Band - "Mountain bandits. Famous for staging a jail-break to free their leader, Berk."

Rangers - "Preservationists. Radical clan that doesn't like others coming into the woods."

Redwings - "Foreign criminal clan, in control of Clan Borzoi."

Roaming Naiads - "Feared as a water-spirit by locals. Attacks those who come too close to the lake."

Roda Dragons - "Firewyrms sleeping in the Roda Volcano. Leaves the cone for occasional raids."

Sprohmknights - "Defectors from the town watch. They aim to bring every clan under their control."

Tribites - "Cave monster. Stay clear of its teeth that can dish out multiple attacks."

Tricky Spirits - "Woodland fairy. Likes to play pranks on people, driving some to madness."

Tubola Bandits - "Usually in their cave hideout, counting gil. Attacks any traveler carrying cash."

Wild Monsters - "Desert fiend. Usually harmless, except when hungry."

Zoara Sect - "Radical worshippers of Zoara. Want to destroy the world to restore the 'Beginning Time.'"

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--- 2. Monster Descriptions ---  
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- Ahriman - Powerful floateye. Its evil gaze deals damage.
- Antlion - Giant bug with needle-like legs and a powerful jaw.
- Big Malboro - Powerful malboro that smells even worse.
- Blade Biter - Tougher toughskin. Chews weapons with sharp teeth.
- Bomb - Fiery, explosive creature. Deals fire damage.
- Coeurl - King of the red panthers. Turns prey to stone.
- Cream - Yellowish jelly monster. Absorbs lightning damage.
- Firewyrms - Giant scaly monster. Breathes blistering fire.
- Floateye - Eyeball with wings and a nasty gaze attack.
- Icedrake - Giant scaly monster. Breathes clouds of ice.
- Jawbreaker - Toughest antlion. Bites on and doesn't let go.
- Jelly - Red, jelly-like entity. Absorbs fire damage.
- Lamia - Lamias lure prey with sweet songs... watch out!
- Malboro - Disturbing creature that gives off quite an odor.
- Red Cap - Powerful goblins. More crafty, more dangerous.
- Red Panther - Hunts its prey with swift leaps and poison claws.
- Thundrake - Scaly beast that shoots lightning breath.
- Toughskin - Monster with skin so tough it doesn't feel swords.

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VIII. Ability / Move Descriptions | |E===== - (VIIIad) - =====

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There are a ton of abilities/moves in this game, to say the least. This section is dedicated to the descriptions of each and every ability/move there is. This section is split up into smaller sections. Every class has its own abilities and moves, so each section will be dedicated to its own class. For example, the Fencer section will only contain abilities and moves acquired by Fencers. Please understand that I might make typos and miss some abilities/moves. When this happens, I would greatly appreciate it if you brought it to my attention by e-mailing me. (As is with any section in this guide.) Oh, and just a sidenote. If the ability/move has an * next to it, that means only the special units have that move. Also, I'll include the race's Totema in the beginning of each race's section, and I'll include each class's Combo with the Totema.

Oh! I almost forgot. I am also including the descriptions of abilities of monsters and Totemas. These will be in their own sections. Plus, I'll also put down the special units (such as "Dark Knight" Glasm and "Rune Knight" Bangaas) under their own Race's category. To distinguish them, though, I'll have *** put on the left and right of their titles. The same goes for the special monsters (such as Lich, Maliris, and... you get the idea.)

Note that I included Babus as a Nu Mou. This is mainly because of the way he looks (long ears and such) and also because he has a Nu Mou-like moveset. If you disagree with me, that's fine. E-mail me with the appropriate reasons, and if I feel that your reasons are legitimate, then I might change Babus' race.

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A L L - R A C E E S S E N T I A L S =====

Okay. Maybe I should have included this in the introduction to this section, but it would have made the wall of text bigger, and I don't want anyone getting eyestrain. But this mini-section is just a section to cover the abilities that every class, every race, can do. (Only some of this includes Monsters. Sheez, when I meant All-Race, I meant All-Race, not All-Creatures.)

Move - Move unit. Attacks from the rear hit more often.

Action - Determine what action a unit will take.

Fight - Fight with bare hands or a weapon, if equipped.

Wait - Stay put. Unit's next turn will come more quickly.

ITEM

"Use items like 'potion' and 'antidote.'

Potion - Use item: "potion" Heals 25 HP. Deals damage to zombies.

Hi-Potion - Use item: "hi-potion" Heals 50 HP. Deals damage to zombies.

X-Potion - Use item: "X-potion" Heals 150 HP. Deals damage to zombies.

Ether - Use item: "ether" Restores 80 MP.

Phoenix Down - Use item: "phoenix down" Revives KO'd unit. Deals damage to zombies.

Echo Screen - Use item: "echo screen" Cures silence.

Maiden Kiss - Use item: "maiden kiss" Cures frogshape.

Soft - Use item: "soft" Cures petrification.

Bandage - Use item: "bandage" Cures immobilize and disable.

Holy Water - Use item: "holy water" Cures zombification.

Antidote - Use item: "antidote" Cures poisoning.

Cureall - Use item: "cureall" Remedies status ailments.

Eye Drops - Use item: "eye drops" Cures darkness

Draw Weapon - Equips stocked weapon if a slot is available.

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H U M A N =====

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--- Soldier ---
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Combo: Combat Combo - Failproof combo ability for soldiers & warriors.

BATTLE TECH

"Soldier and warrior command. Soften up enemy defense."

"Masters techs to slow and damage opponents."

First Aid - Disinfects wounds to heal HP and remedy status.

Powerbreak - Weakens target's weapon attacks.

Mindbreak - Reduces target's magic power.

Magicbreak - Deals damage to MP.

Speedbreak - Reduces target's speed.

Mug - Damages target and steals carried gil.

Provoke - Provokes enemy until they fly into a berserker rage.

Sensor - Detects hidden equipment held by enemy.

Monkey Grip - Enables two-handed weapon in one hand.

Shieldbearer - Enables shield-wielding, regardless of job.

/-----\
--- Paladin ---
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Combo: Knight Combo - Failproof combo ability for paladins.

CHIVALRY

"Paladin command. Defend allies with your sword."

"Wards off attacks and aids allies."

Nurse - Tender care. Heals HP and remedies status ailments.

Defense - Raises weapon def. and magic res. for one turn.

Cover - Unit takes damage for target until next action.

Subdue - Hold back on an attack to deal only light damage.

Drop Weapon - Quickly toss weapon out of hand back into stock.

Parley - Convinces target to leave the field of battle.

Saint Cross - Blessed aura. Deals area holy damage.

Holy Blade - Attack with a pure heart. Deals holy damage.

Reflex - Predict and avoid a regular attack.

Weapon Def+ - Reduces damage from weapon attacks.

/-----\
--- Fighter ---
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Combo: Fight Combo - Easily chained combo ability for fighters.

FIGHTER TECH

"Fighter command. Use many different sword techs."

"Masters the use of many swords for offense."

Rush - Full-on bull rush. Pushes target back.

Wild Swing - Swinging weapon attack. Hits to front, back, side.

Beatdown - Aggressive attack. Low hit rate, but very damaging.

Blitz - Uses aggression to sense and attack target. High hit rate, low damage.

Air Render - Releases aggression. Can damage at a distance.

Far Fist - Unleashed aggression deals area damage at a distance.

Air Blast - Creates damaging whirlwind in front of you.

Backdraft - Releases aggression. Self-damaging fire attack.

Bonecrusher - Powerful counterattack (1.5 x normal atk.) after taking weapon damage.

Strikeback - Block enemy attack and counterattack.

Doublehand - Hold one-handed weapon in two hands. Improves weapon attack.

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--- Thief ---
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Combo: Thief Combo - Failproof combo ability for thieves.

STEAL

"Thief command. Steal with nimble hands."

"Takes enemy's items away and evade attacks."

Steal: Armor - Steals armor worn by enemy.
Steal: Shield - Steals shield held by enemy.
Steal: Access. - Steals accessory worn by enemy.
Steal: Helm - Steals helmet or headwear worn by enemy.
Steal: Weapon - Steals weapon held by enemy.
Steal: Gil - Steals gil from enemy.
Steal: EXP - Steals experience points from enemy.
Steal: JP - Steals judge points from enemy.
Steal: Ability - Steals enemy's A-ability for your use.
Counter - Follows up enemy attack with a counterattack.
Maintenance - Ensures equipped items are not stolen or destroyed.

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--- Ninja ---  
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Combo: Ninja Combo - Failproof combo ability for ninjas.
NINJA SKILL
"Ninja command. Fight with techs from a foreign land."
"Uses ninja skills and double swords."
Throw - Throw stocked item to deal damage.
Wood Veil - Wood jutsu. Damage and immobilize target.
Fire Veil - Fire jutsu. Damages and confuses target.
Earth Veil - Earth jutsu. Damages and slows target.
Metal Veil - Metal jutsu. Damages and inflicts darkness.
Water Veil - Water jutsu. Damages and silences target.
Unspell - Neutralizes status enhancements.
Oblivion - Attacks to the head. Addles target.
Last Haste - Become hasted if severely wounded.
Double Sword - Enables two attacks with weapons in both hands.

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--- White Mage ---  
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Combo: White Combo - Ranged combo ability for white mages.
WHITE MAGIC
"White mage command. Help allies with healing magic."
"Uses white magic to heal and aid allies."
Cure - Eases pain and heald HP. Deals damage to zombies.
Cura - Heals a lot of HP. Deals damage to zombies.
Curaga - Heals a great deal of HP. Deals damage to zombies.
Esuna - Purifying light. Remedies status ailments.
Life - Revives KO'd unit. Deals damage to zombies.
Full-Life - Revives KO'd unit, and heals HP to max. Deals damage to zombies.
Auto-Life - Auto-raises KO'd unit.
Shell - Envelops target in holy veil. Raises magic res.
Protect - Enveloping white cloud. Raises weapon defense.
Turbo MP - Doubles MP use for better damage and hit rate.

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--- Black Mage ---  
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Combo: Black Combo - Ranges combo ability for black mages.
BLACK MAGIC
"Black magic command. Use elemental magic."
"Wields fire, ice, and lightning magic."
Fire - Generates damaging ball of flame.
Fira - Powerful fire spell. Deals great damage.
Firaga - Most powerful fire spell. Deals incredible damage.
Thunder - Calls down lightning to deal damage.
Thundara - Powerful lightning spell. Shoots a giant bolt.

Thundaga - Most powerful lightning spell. Shoots many bolts.
Blizzard - Creates chunk of ice to deal damage.
Blizzara - Powerful blizzard spell. Fires larger chunk of ice.
Blizzaga - Most powerful blizzard spell.
Return Magic - Counters magic attack with the same spell.
Geomancy - Reduces resistance to elements by one level.

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--- Illusionist ---
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Combo: Spell Combo - Ranged combo ability for illusionists.

PHANTASM SKILL

"Illusionist command. Deal damage to all foes."

"Uses phantasm magic to attack all enemies!"

Prominence - Sun's power. Deals fire damage to all enemies.

Tempest - Storm. Deals lightning damage to all enemies.

Freezeblink - Makes blizzard to deal cold damage to all enemies.

Star Cross - Uses the power of stars to damage all enemies.

Stardust - Calls down rain of meteors to damage all enemies.

Deluge - Waterfall deals water damage to all enemies.

Soil Evidence - Earthquake. Deals earth damage to all enemies.

Wild Tornado - Giant twister. Deals wind damage to all enemies.

Absorb MP - Absorbs MP used to cast a spell against you.

Half MP - Cuts the amount of MP used for abilities by half.

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--- Blue Mage ---
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Combo: Blue Combo - Ranged combo ability for blue mages.

BLUE MAGIC

"Blue mage command. Use learned enemy ability."

"Unique among mages. Can 'learn' monster techs."

Goblin Punch - All-out punch. Damage varies.

Magic Hammer - Mystical hammer. Deals damage to MP.

Acid - Corrosive liquid. Inflicts random status ailment.

Blowup - Self-KO. Deals massive damage to nearby enemies.

Mighty Guard - Raises weapon def. and magic res. for one battle.

Guard-Off - Fire breath. Lowers weapon def. and magic res.

Dragon Force - Releases the dragon soul within. All stats improve.

Night - Calls to the darkness. Puts all enemies to sleep.

Twister - Whipping whirlwind. Reduces HP by half in an area.

LV3 Def-less - Lowers magic res. and weapon def. in units with levels divisible
by 3.

Matra Magic - Switches target's HP and MP.

Poison Claw - Poison claw attack damages and poisons target.

Hastebreak - Slows target. Stops hasted targets.

Bad Breath - Incredibly foul breath causes status ailments.

Stare - Fearsome gaze. Confuses target.

Roulette - The roulette decides who is KO'd... friend or foe?

Drain Touch - Evil touch. Drains and absorbs HP from target.

LV? S-Flare - Shadowflares units with same one's digit in level.

White Wind - Fluttering fairy wings. Heals HP equal to own HP.

Angel Whisper - Angelic sigh. Heals HP and bestows auto-raise. Deals damage
to zombies.

Damage > MP - Converts HP damage to MP. (Doesn't work if MP is 0)

Immunity - Confers to resistance to some status ailments.

Learning - Study attacks against you. Learn some as blue magic.

/-----\
--- Archer ---

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Combo: Bow Combo - Long-range combo ability for archers.

AIM

"Archer command. Shoot a well-aimed arrow."

"Archers are essential for long-range combat."

Boost - Focuses energy to increase damage on next weapon atk.

Aim: Legs - Shot aimed at legs to immobilize target.

Aim: Arm - Shot aimed at arms to disable target.

Cupid - Shot through the heart. Charms enemy.

Burial - Buries zombified units immediately.

Take Aim - Carefully aimed shot. Good hit rate, low damage.

Faster - Blurringly fast attack. Nullifies R-abilities.

Blackout - Closes target's eyes, inflicting darkness.

Block Arrows - Dodge bow and longbow attacks.

Concentrate - Focuses mind to increase attack hit rate.

/-----\

--- Hunter ---

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Combo:

HUNT

"Hunter command. Use your hunting skills to fight."

"Human warrior that hunts monsters by bow."

Sonic Boom - Uses weapon to create area-damage shockwave.

Oust - Sweeps monsters from the field of battle.

Advice - Offer advice on tactics. Raises critical hit rate.

Aim: Vitals - Shot aimed at vital organs to cause status ailments.

Hunting - Felling bow delivered with style. Earns more JP.

Addle - Addles monster. (Temporary loss of A and R-abilities)

Ultima Shot - Hunting attack born from ultima magic.

Sidewinder - Lashing attack. Deals heavy damage to monsters.

Capture - Puts live monsters into the monster bank.

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--- Dark Knight ---

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No Combo

CHIVALRY

"Paladin command. Defend allies with your sword."

"Knight that uses the dark. Powerful, and corrupt."

Nurse - Tender care. Heals HP and remedies status ailments.

Saint Cross - Blessed aura. Deals area holy damage.

Holy Blade - Attack with a pure heart. Deals holy damage.

BLUE MAGIC

"Blue mage command. Use learned enemy ability."

Goblin Punch - All-out punch. Damage varies.

Acid - Corrosive liquid. Inflicts random status ailment.

Guard-Off - Fire breath. Lowers weapon def. and magic res.

Poison Claw - Poison claw attack damages and poisons target.

Hastebreak - Slows target. Stops hasted targets.

BATTLE TECH

"Soldier and warrior command. Soften up enemy defense."

Monkey Grip - Enables holding a two-handed weapon in one hand.

HUNT

"Hunter command. Use your hunting skills to fight."

Auto-Regen - Automatically regenerates HP when you take damage.

/-----\
--- Swordmaster ---
\-----/

No Combo

FIGHTER TECH

"Fighter command. Use many different sword techs."

"Master of the sword that seek worth opponents."

Air Blast - Creates damaging whirl-wind in front of you.

Backdraft - Releases aggression. Self-damaging fire attack.

Strikeback - Block enemy attack and counterattack. Ineffective vs. A-abil.

AIM

"Archer command. Shoot a well-aimed arrow."

Aim: Legs - Shot aimed at legs to immbolize target.

Aim: Arm - Shot aimed at arms to disable target.

Take Aim - Carefully aimed shot. Good hit rate, low damage.

Faster - Blurringly fast attack. Nullifies R-abilities.

Weapon Atk+ - Improves weapon attacks to deal more damage.

/-----\
--- Official --- (Note that this class appears many times in different
\-----/ missions, and sometimes the Official is a Hunter or
an Illusionist, so it will have more than 2 Primary
Commands.)

No Combo

PHANTASM SKILL

"Illusionist command. Deal damage to all foes."

"Officials responsible for administrating Ivalice on behalf of the palace."

Stardust - Calls down rain of meteors to damage all enemies."

Deluge - Waterfall deals water damage to all enemies.

Soil Evidence - Earthquake. Deals earth damage to all enemies.

Wild Tornado - Giant twister. Deals wind damage to all enemies.

Absorb MP - Absorbs MP used to cast a spell against you.

Half MP - Cuts the amount of MP used for abilities by half.

HUNT

"Hunter command. Use your hunting skills to fight."

Sonic Boom - Uses weapon to create area-damage shockwave.

Aim: Vitals - Shot aimed at vital organs to cause status ailments.

Ultima Shot - Hunting attack born from ultima magic.

Weapon Atk+ - Improves weapon attacks to deal more damage.

BLUE MAGIC

"Blue mage command. Use learned enemy ability."

Magic Hammer - Mystical hammer. Deals damage to MP.

Mighty Guard - Raises weapon def. and magic res. for one battle.

Matra Magic - Switches target's HP and MP.

Bad Breath - Incredibly foul breath causes status ailments.

NINJA SKILL

"Ninja command. Fight with techs from a foreign land."

Throw - Throw stocked item to deal damage.

Fire Veil - Fire jutsu. Damages and confuses target.

Metal Veil - Metal jutsu. Damages and inflicts darkness.

Water Veil - Water jutsu. Damages and silences target.

Oblivion - Attack to the head. Addles target.

Last Haste - Become hasted if severely wounded.

Double Sword - Enables two attacks with weapons in both hands.

BLACK MAGIC

"Black mage command. Use elemental magic."

Firaga - Most powerful fire spell. Deals incredible damage.
Thundaga - Most powerful lightning spell. Shoots many bolts.
Blizzaga - Most powerful blizzard spell.
Geomancy - Reduces resistance to elements by one level.

AIM

"Archer command. Shoot a well-aimed arrow."
Concentrate - Focuses mind to increase attack hit rate.

STEAL

"Thief command. Steal with nimble hands."
Steal: Armor - Steals armor worn by enemy.
Steal: Weapon - Steals weapon held by enemy.
Steal: JP - Steals judge points from enemy.
Maintenance - Ensures equipped items are not stolen or destroyed.

CHIVALRY

"Paladin command. Defend allies with your sword."
Reflex - Predict and avoid a regular attack.

BLANK CARD

"Blank law card. Allows law making."
Blank Card - Blank law card. Change law at will.

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    /-----\  
***--- Judge ---***  
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No Combo

JUDGEMENT

"Judge command. Sentence given to criminals."
"Knights that uphold the laws of Ivalice."
Judge Sword - Slash to damage and steal JP.
Yellow Card - Gives target a yellow card.
Palaistra - Deadly whirl to deal damage around.

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***--- Biskmatar ---***  
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No Combo

DARK MAGIC

"Biskmatar command. Use negative powered magic."
"Powerful mageknight that serves the prince."
Abyss - Calls forth decay to damage and poison target.

FLAIR

"Biskmatar command. Use ancient sword techs."
Life Render - Life-stealing attack. Damages and dooms target.
Heart Render - Breaks heart with fear. Deals damage to MP.
Ripcircle - Faster than light. Damages surrounding units.
Furycircle - Damages and knocks back surrounding units.

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***--- Battle Queen ---***  
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No Combo

NO ABILITIES

"Remedi in battle gear. Wields a white sickle."

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***--- Fencer (aka Ritz) ---***
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LUNGE TECH

"Fencer command. Use quick, lunging sword attacks."

"Uses a rapier for accurate, elegant combat."

Swarmstrike - Deals damage and poisons like stinging bees.

Shadowstick - Attack to hinder movement, reducing target's speed.

Featherblow - Flurry of attacks. Good hit rate, light damage.

Manastrike - Strikes target's will directly, damaging MP.

Piercethrough - Armor-penetrating attack. Also hits unit behind.

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--- Judgemaster (aka Cid) ---

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No Combo

ADVANCED LAW

"Judgemaster command. Laws reserved for Judgemaster."

"Head judge in Ivalice, and a strong fighter."

Abate - Skips judge's turn once to allow law violation.

Judge Sword - Slash to damage and steal JP.

Bind - Immobilizes and disables target for arrest."

JP Gift - Give own JP to a deserving friend.

Yellow Clip - Nullifies a yellow card from record.

ITEM

"Use items like 'potion' and 'antidote.'

(The Items are listed in the All-Race Essentials Section.)

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--- Warrior ---

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Combo: Combat Combo - Failproof combo ability for soldiers & warriors.

BATTLE TECH

"Soldier & warrior command. Soften up enemy defense."

"Bangaa fighter that uses 1 & 2-handed weapons."

First Aid - Disinfects wounds to heal HP and remedy status.

Powerbreak - Weakens target's weapon attacks.

Mindbreak - Reduces target's magic power.

Magicbreak - Deals damage to MP.

Speedbreak - Reduces target's speed.

Bodyslam - Powerful slam. Damages attacking unit as well.

Greased Bolt - Attack so fast that target cannot react. (no R-abil.)

Downsize - Steals life to reduce target's HP by 1/2.

Monkey Grip - Enables holding a two-handed weapon in one hand.

Shieldbearer - Enables shield-wielding, regardless of job.

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--- Dragoon ---

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Combo: Dragon Combo - Failproof combo ability for dragoons.

DRAGON TECH

"Dragoon command. Use techs learned from the dragons."

"Experts with the spear. Able to jump high."

Jump - Jump high into the sky to deliver a spear attack.

Lancet - Absorbs HP from target.

Wyrmtamer - Persuades dragon to leave the field of battle.

Fire Breath - Incendiary breath. Deals damage.

Bolt Breath - Electrically charged cloud. Deals damage.

Ice Breath - Icy cold breath. Deals damage.
Wyrmslayer - Ancient dragoon dragon-killing technique.
Bangaa Cry - Bangaa warrior battle cry. Deals damage.
Dragonheart - Auto-raises unit damaged by weapons.

/-----\
--- Defender ---
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Combo: Defend Combo - Easily chained combo ability for defenders.
DEFEND

"Defender command. Protect yourself and your allies."

"Bangaa elites. Trained for defense."

Tremor - Slam weapon on ground to knock back nearby units.

Meltdown - Self-KO. Deals area damage equal to own HP.

Defense - Raises weapon def. and magic res. for one turn.

Drop Weapon - Quickly toss weapon out of hand and back into stock.

Hibernate - Hibernate to remedy status ailments. Vulnerable while asleep.

Mow Down - Damages surrounding units, at the cost of speed and evasion for a turn.

Aura - Enhances aura to bestow auto-life and auto-regen.

Expert Guard - Prevents all MP and HP damage for one turn.

Last Berserk - Go berserk if severely wounded.

Weapon Def+ - Reduces damage from weapon attacks.

/-----\
--- Gladiator ---
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Combo: Sword Combo - Failproof combo ability for gladiators.
SPELLBLADE TECH

"Gladiator command. Combine magic with swordplay."

"Wielders of the magical 'spellswords.'"

Rush - Full-on bull rush. Pushes target back.

Wild Swing - Swinging weapon attack. Hits to front, back, side.

Beatdown - Aggressive attack. Low hit rate, but very damaging.

Blitz - Uses aggression to sense and attack target. High hit rate, low damage.

Fire Sword - Fiery blade. Deals damage.

Bolt Sword - Electrically charged blade. Deals damage.

Ice Sword - Icy blade. Deals damage.

Ultima Sword - Mageblade attack born from ultima magic.

Strikeback - Block enemy attack and counterattack.

Doublehand - Hold one-handed weapon in two hands. Improves weapon attack.

/-----\
--- White Monk ---
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Combo: Monk Combo - Very easily chained combo ability for white monks.

"White monk command. Use own body as a weapon."

"Bangaa that use their fists as weapons."

Whirlwind - Quick spin attack. Hits to the front, back, and side.

Air Render - Releases aggression. Can damage at a distance.

Earth Render - Attack so powerful it can rend the very earth.

Far Fist - Unleashed aggression deals area damage at a distance.

Chakra - Sends energy into chakra points to heal HP.

Revive - Sends energy through body to revive KO'd unit.

Exorcise - Evil-banishing life chakra. Destroys zombies.

Holy Sign - Holy symbol. Neutralizes status enhancements.

Reflex - Predict and avoid a regular attack.

Counter - Follows up enemy attack with a counterattack.

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--- Bishop ---

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Combo: Pray Combo - Ranged combo ability for bishops.

PRAYER

"Bishop command. Sway the battle with prayers."

"Uses healing, aiding, and offensive magic."

Cura - Heals a lot of HP. Deals damage to zombies.

Dispel - Weakens foe, neutralizing status enhancements.

Holy - Emits a holy light to deal damage.

Barrier - Raises weapon defense and magic resistance.

Judge - Calls forth judge sword to steal judgement points.

Water - Envelops target in a damaging sphere of water.

Aero - Creates damaging whorl of wind.

Break - Halts metabolization, petrifying target.

Return Magic - Counters magic attack with the same spell.

Half MP - Cuts the amount of MP used for abilities by half.

/-----\

--- Templar ---

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Combo: Sacred Combo - Failproof combo ability for templars.

SACRED TECH

"Templar command. Use aid magic and your sword."

"Strong with weapons and enhancement magic."

Astra - Confers one-time status affliction protection.

Warcry - Reduces the speed of nearby units.

Rasp - Deals damage to MP.

Cheer - Focuses power to increase damage on next weapon atk.

Silence - Steals voice, silencing target.

Soul Sphere - Soul-stealing aura. Deals damage to MP.

Haste - Meddle with time's flow to increase speed.

Lifebreak - Deals damage equal to amount of HP lost.

Bonecrusher - Powerful counterattack (1.5 x normal atk.) after taking weapon damage.

Weapon Atk+ - Improves weapon attacks to deal more damage.

/-----\

--- Ark Knight ---

\-----/

No Combo

SACRED TECH

"Templar command. Use aid magic and your sword."

"Knight sword to Clan Borzoi. Often act alone."

Warcry - Reduces the speed of nearby units.

Rasp - Deals damage to MP.

Cheer - Focuses power to increase damage on next weapon atk.

Silence - Steals voice, silencing target.

Soul Sphere - Soul-stealing aura. Deals damage to MP.

Haste - Meddle with time's flow to increase speed.

Bonecrusher - Powerful counterattack (1.5 x normal atk.) after taking weapon damage.

Weapon Atk+ - Improves weapon attacks to deal more damage.

/-----\

--- Rune Knight ---

\-----/

No Combo

DEFEND/SPELLBLADE TECH/DRAGON TECH

"Defender command. Protect yourself and your allies."

"Gladiator command. Combine magic with swordplay."

"Knight with special magic gear; good with the sword."
Tremor - Slam weapon on ground to knock back nearby units.
Mow Down - Damages surrounding units, at the cost of speed and evasion for a turn.
Last Berserk - Go berserk if severely wounded.
Fire Sword - Fiery blade. Deals damage.
Bolt Sword - Electrically charged blade. Deals damage.
Ice Sword - Icy blade. Deals damage.
Fire Breath - Incendiary breath. Deals damage.
Bolt Breath - Electrically charged cloud. Deals damage.
Ice Breath - Icy cold breath. Deals damage.

/-----\
--- Bladesmith ---
\-----/

No Combo
SPELLBLADE TECH
"Gladiator command. Combine magic with swordplay."
"Swordsmiths that travel throughout Ivalice."
Fire Sword - Fiery blade. Deals damage.
Bolt Sword - Electrically charged blade. Deals damage.
Ice Sword - Icy blade. Deals damage.
Doublehand - Hold one-handed weapon in two hands. Improves weapon attack.

DRAGON TECH
"Dragoon command. Use techs learned from the dragons."
Lancet - Absorbs HP from target

MONK TECH
Counter - Follows up enemy attack with a counterattack.

/-----\
--- Blacksmith ---
\-----/

No Combo
SACRED TECH
"Templar command. Use aid magic and your sword."
"One of the greatest smiths in Ivalice."
Warcry - Reduces the speed of nearby units.
Cheer - Focuses power to increase damage on next weapon atk.
Soul Sphere - Soul-stealing aura. Deals damage to MP.
Haste - Meddle with time's flow to increase speed.
Bonecrusher - Powerful counterattack (1.5 x normal atk.) after taking weapon damage.
Weapon Atk+ - Improves weapon attacks to deal more damage.

DRAGON TECH
"Dragoon command. Use techs learned from the dragons."
Jump - Jump high into the sky to deliver a spear attack.
Bangaa Cry - Bangaa warrior battle cry. Deals damage.

==== N U M O U =====
TOTEMA - Ultima - Use all JP to summon the nu mou totema, Ultima. Deals a massive amount of MP damage to all enemies.

/-----\
--- White Mage ---
\-----/

Combo: White Combo - Ranged combo ability for white mages.
WHITE MAGIC

"White mage command. Help allies with healing magic."
"Uses white magic to heal and aid allies."
Cure - Eases pain and heals HP. Deals damage to zombies.
Cura - Heals a lot of HP. Deals damage to zombies.
Curaga - Heals a great deal of HP. Deals damage to zombies.
Esuna - Purifying light. Remedies status ailments.
Life - Revives KO'd unit. Deals damage to zombies.
Full-Life - Revives KO'd unit, and heals HP to max. Deals damage to zombies.
Auto-Life - Auto-raises KO'd unit.
Shell - Envelops target in holy veil. Raises magic res.
Protect - Enveloping white cloud. Raises weapon defense.
Turbo MP - Doubles MP use for better damage and hit rate.

/-----\
--- Black Mage ---
\-----/

Combo: Black Combo - Ranged combo ability for black mages.

BLACK MAGIC

"Black mage command. Use elemental magic."
"Wields fire, ice, and lightning magic."
Fire - Generates damaging ball of flame.
Fira - Powerful fire spell. Deals great damage.
Firaga - Most powerful fire spell. Deals incredible damage.
Thunder - Calls down lightning to deal damage.
Thundara - Powerful lightning spell. Shoots a giant bolt.
Thundaga - Most powerful lightning spell. Shoots many bolts.
Blizzard - Creates chunk of ice to deal damage.
Blizzara - Powerful blizzard spell. Fires larger chunk of ice.
Blizzaga - Most powerful blizzard spell.
Return Magic - Counters magic attack with the same spell.
Geomancy - Reduces resistance to elements by one level.

/-----\
--- Time Mage ---
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Combo: Time Combo - Ranged combo ability for time mages.

TIME MAGIC

"Time mage command. Warp the fabric of time itself."
"Mage masters of time and space."
Haste - Meddle with time's flow to increase speed.
Quicken - Slides time, allowing target to take turn early.
Slow - Meddles with time's flow, reducing target's speed.
Reflect - Reflects white, red, time, and black magic.
Stop - Stops the flow of time. Target is unable to act.
Silence - Steals voice, silencing target.
Quarter - Small gravity field. Saps 1/4 of target's HP.
Demi - Gravity field. Saps 1/2 of target's HP.
Last Quicken - Take turn immediately if severely wounded.

/-----\
--- Illusionist ---
\-----/

Combo: Spell Combo - Ranged combo ability for illusionists.

PHANTASM SKILL

"Illusionist command. Deal damage to all foes."
"Uses phantasm magic to attack all enemies!"
Prominence - Sun's power. Deals fire damage to all enemies.
Tempest - Storm. Deals lightning damage to all enemies.
Freezeblink - Makes blizzard to deal cold damage to all enemies.
Star Cross - Uses the power of stars to damage all enemies.

Stardust - Calls down rain of meteors to damage all enemies.
Deluge - Waterfall deals water damage to all enemies.
Soil Evidence - Earthquake. Deals earth damage to all enemies.
Wild Tornado - Giant twister. Deals wind damage to all enemies.
Absorb MP - Absorbs MP used to cast a spell against you.
Half MP - Cuts the amount of MP used for abilities by half.

/-----\
--- Alchemist ---
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Combo: Gold Combo - Well-balanced combo ability for alchemists.

ALCHEMY SKILL

"Alchemist command. Charge the form of matter."

"Mage that uses the secrets of alchemy."

Astra - Confers one-time status affliction protection.

Death - Cuts the very threads of life. Instant KO.

Meteor - Drops giant meteors from space. Deals damage.

Rasp - Deals damage to MP.

Flare - Sudden temperature spike. Deals damage.

Poison - Spews out poison gas, poisoning target.

Toad - Turns target into a frog.

Magic Pow+ - Increases damage dealt by magic.

Maintenance - Ensures equipped items are not stolen or destroyed.

/-----\
--- Beastmaster ---
\-----/

Combo: Beast Combo - Failproof combo ability for beastmasters.

CONTROL

"Beastmaster command. Control various monsters."

"These nu mou can control creatures at will."

Goblin - Controls goblins and red caps!

Flan - Controls ice flans, jellies, and creams.

Bomb - Controls bombs and grenades.

Dragon - Controls firewyrms, icedrakes, and thundrakes.

Lamias - Controls lamias and liliths.

Panther - Control red panthers and coeurls.

Floateye - Controls floateyes and ahrimans.

Undead - Controls zombies and vampires.

Rockbeast - Controls blade biters and toughskins.

Last Haste - Become hasted if severely wounded.

Immunity - Confers resistance to some status ailments.

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--- Morpher ---
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Combo: Morph Combo - Failproof combo ability for morphers.

MORPH

"Morpher command. Assume captured monster's form."

"Nu mou who can take a captured monster's form."

Goblin - Morph into goblins and red caps.

Flan - Morph into ice flans, jellies, and creams.

Bomb - Morph into bombs and grenades.

Dragon - Morph into thundrakes, firewyrms, and icedrakes.

Lamia - Morph into lamias and liliths.

Bug - Morph into antlions and jawbreakers.

Panther - Morph into red panthers and coeurls.

Malboro - Morph into malboros and big malboros.

Floateye - Morph into floateyes and ahrimans.

Damage > MP - Converts HP damage to MP. (Doesn't work if MP is 0)

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--- Sage ---  
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Combo: Wise Combo - Well-balanced combo ability for sages.

SAGACITY SKILL

"Sage command. Use new and different magic."

"Learned users of sagacious magic."

Drain - Steals target's strength, adding to your HP.

Blind - Sprays inky gas. Inflicts darkness.

Water - Envelops target in a damaging sphere of water.

Aero - Creates damaging whorl of wind.

Raise - Great healing magic. Heals HP and revives KO'd units. Deals damage to zombies.

Giga Flare - More powerful version of "flare." Area affect.

Bio - Creates viscous waves to damage and poison target.

*Ultima Blow - Powerful sage attack borm from ultima magic.

Reflex - Predict and avoid a regular attack.

Weapon Def+ - Reduces damage from weapon attacks.

Shieldbearer - Enables shield-wielding, regardless of job.

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***--- Runeseeker (aka Babus) ---***  
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No Combo

RUNE

"Runeseeker command. Use all forms of magic."

"Royal mages, trained in all forms of magic."

Explode - Explosive magical power. Deals enormous damage.

Stillness - Freezes time and space to stop units in an area.

Quarter - Small gravity field. Saps 1/4 of target's HP.

Demi - Gravity field. Saps 1/2 of target's HP.

Counter - Follows up enemy attack with a counterattack.

Weapon Def+ - Reduces damage from weapon attacks.

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***--- Hermetic (aka Ezel) ---***  
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No Combo

HERMETICS

"Hermetic command. Use extremely potent alchemy."

"Alchemist elites that can manipulate even laws."

Azoth - Secret alchemy. Puts all enemies to sleep.

Astra - Confers one-time status affliction protection.

Block Arrows - Dodge bow and longbow attacks.

Weapon Atk+ - Improves weapon attacks to deal more damage.

ITEM

"Use items like 'potion' and 'antidote.'"

(The Items are listed in the All-Race Essentials Section.)

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--- Fencer ---  
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Combo: Lunge Combo - Failproof combo ability for fencers.

LUNGE TECH

"Fencer command. Use quick, lunging sword attacks."

"Uses a rapier for accurate, elegant combat."

Swarmstrike - Deals damage and poisons like stinging bees.
Shadowstick - Attack to hinder movement, reducing target's speed.
Checkmate - Attack capable of ending all life. Dooms target.
Featherblow - Flurry of attacks. Good hit rate, light damage.
Swallowtail - Weave like a butterfly, damaging nearby enemies.
Manastrike - Strikes target's will directly, damaging MP.
Piercethrough - Armor-penetrating attack. Also hits unit behind.
Nighthawk - Attack as swift as the hunting hawk. Can hit at a range.
Reflex - Predict and avoid a regular attack.
Shieldbearer - Enables shield-wielding, regardless of job.

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--- Elementalist ---  
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Combo: Spirit Combo - Well-balanced combo ability for elementalists.

SPIRIT MAGIC

"Elementalist command. Draw on spirit power to attack."

"Turns the power of nature spirits into magic."

Fire Whip - Ring of flame. Damages and disables target.

Earth Heal - Focuses power from the earth to heal HP.

White Flame - Soothing fairy fire. Heals HP.

Shining Air - Rush of air. Damages and inflicts darkness.

Evil Gaze - Fiendish presence. Deals damage and confuses.

Heavy Dust - Lobs a chunk of earth to damage and immobilize.

Sliprain - Drops damaging water ball to slow target.

Elementalshift - Randomly shifts resistance to elements in target.

Absorb MP - Absorbs MP used to cast a spell against you.

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--- Red Mage ---  
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Combo: Red Combo - Easily chained combo ability for red mages.

RED MAGIC

"Red mage command. Use offensive magic."

"Uses black, white, and red magic."

Barrier - Raises weapon defense and magic resistance.

Fire - Generates damaging ball of flame.

Thunder - Calls down lightning to deal damage.

Blizzard - Creates chunk of ice to deal damage.

Cure - Eases pain and heals HP. Deals damage to zombies.

Sleep - Releases sleeping gas to put target to sleep.

Poison - Spews out poison gas, poisoning target.

Doublecast - Cast two spells in quick succession.

Catch - Catches thrown item and places it in stock.

Magic Pow+ - Increases damage dealt by magic.

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--- White Mage ---  
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Combo: White Combo - Ranged combo ability for white mages.

WHITE MAGIC

"White magic command. Help allies with healing magic."

"Use white magic to heal and aid allies."

Cure - Eases pain and heals HP. Deals damage to zombies.

Cura - Heals a lot of HP. Deals damage to zombies.

Curaga - Heals a great deal of HP. Deals damage to zombies.

Esuna - Purifying light. Remedies status ailments.

Life - Revives KO'd unit. Deals damage to zombies.

Full-Life - Revives KO'd unit, and heals HP to max. Deals damage to zombies.

Auto-Life - Auto-raises KO'd unit.

Shell - Envelops target in holy veil. Raises magic res.
Protect - Enveloping white cloud. Raises weapon defense.
Turbo MP - Doubles MP use for better damage and hit rate.

/-----\
--- Summoner ---
\-----/

Combo: Summon Combo - Ranged combo ability for summoners.

SUMMON MAGIC

"Summoner command. Summon creatures from the ether."

"Calls forth wondrous creatures from the ether."

Unicorn - Summons Unicorn to heal HP and status ailments. Deals damage to
zombies.

Ifrit - Summons Ifrit to deal fire damage.

Ramuh - Summons Ramuh to deal lightning damage.

Shiva - Summons Shiva to deal cold damage.

Kirin - Summons Kirin to gradually heal HP.

Carbuncle - Summons fairy Carbuncle to cast "reflect."

Phoenix - Summons phoenix to revive KO'd ally. Deals damage to zombies.

Madeen - Summons Madeen to deal holy damage.

Half MP - Cuts the amount of MP used for abilities by half.

/-----\
--- Archer ---
\-----/

Combo: Bow Combo - Long-range combo ability for archers.

AIM

"Archer command. Shoot a well-aimed arrow."

"Archers are essential for long-range combat."

Boost - Focuses energy to increase damage on next weapon atk.

Aim: Legs - Shot aimed at legs to immobilize target.

Aim: Arm - Shot aimed at arms to disable target.

Cupid - Shot through the heart. Charms enemy.

Burial - Buries zombified units immediately.

Take Aim - Carefully aimed shot. Good hit rate, low damage.

Faster - Blurringly fast attack. Nullifies R-abilities.

Blackout - Closes target's eyes, inflicting darkness.

Blow Arrows - Dodge bow and longbow attacks.

Concentrate - Focuses mind to increase attack hit rate.

/-----\
--- Assassin ---
\-----/

Combo: Killer Combo - Faiproof combo ability for assassins.

CORNER

"Assassin command. Corner foe in a tight spot."

"Corners and dispatches foes with ease."

Shadowbind - Stops target by pinning shadow to the ground.

Last Breath - Deals a swift shock, knocking out target.

Aphonia - Attacked aimed at throat to silence target.

Nightmare - Puts target to sleep, and sometimes dooms them.

Ague - Causes feverish chills to slow target.

Rockseal - Seals target in stone. Causes petrification.

Oblivion - Attack to the head. Addles target.

*Ultima Masher - Assassin attack born from ultima magic.

Return Fire - Catch arrow shot at you and shoot it back.

/-----\
--- Sniper ---
\-----/

Combo: Sniper Combo - Ranged combo ability for snipers.

SHARPSHOOT

"Sniper command. Strike at foe's gear, gil, and life.

"Hunts with the powerful greatbow."

Doubleshot - Attack twice in quick succession.

Beso Toxic - Touch as gentle as a kiss. Poisons target.

Death Sick - Sweeps out to afflict doom with horrid speed.

Conceal - Turn transparent until you next take action.

*Doom Archer - Deals archer's lost HP worth of damage to HP & MP.

Aim: Armor - Shot aimed to destroy armor worn by target.

Aim: Weapon - Shot aimed to destroy weapon held by target.

Aim: Wallet - Shot aimed at wallet. Big payoff if it hits.

Auto-Regen - Automatically regenerates HP when you take damage.

==+==+==+==+==+==+ M O O G L E +==+==+==+==+==+

TOTEMA - Famfrit - Use all JP to summon the moogle totema, Famfrit. Deals a massive amount of HP damage to all enemies.

/-----\
--- Animist ---
\-----/

Combo: Animal Combo - Failproof combo ability for animists.

CALL

"Animist command. Borrow strength from animals."

"Moogle that borrows strength from animals."

Sheep Count - Summons forth sheep to put target to sleep.

100% Wool - Soft wool. Improves weapon def. and magic res.

Cuisine - Cook animal and serve it to completely heal HP.

Tail Wag - Wagging tail. Charms target.

Chocobo Rush - Chocobo stampede! Deals damage.

Frogsong - Liltng refrain. Turns target into a frog.

Friend - Summons random creature from the spirit world.

Catnip - Catnip! Drives target berserk.

Block Arrows - Dodge bow and longbow attacks.

/-----\
--- Mog Knight ---
\-----/

Combo: Charge Combo - Easily chained combo ability for mog knights.

CHARGE

"Mog knight command. Use momentum to deal damage."

"Small moogle warriors with brave hearts."

Mog Attack - Damges and knocks back target.

Mog Guard - Focuses power to improve weapon def. and magic res.

Mog Lance - Special mog knight lunge. Can hit faraway enemies.

Mog Rush - Full-force attack. Damaging, but inaccurate.

Mog Shield - Mog knight's protection prevents 1 status ailment.

Mog Peek - Detects rare items held by enemy unit.

Mog Aid - Moon power. Heals unit's own HP and cures status.

Ultima Charge - Charge attack born from ultima magic.

Last Haste - Become hasted if severely wounded.

Shieldbearer - Enables shield-wielding, regardless of job.

/-----\
--- Gunner ---
\-----/

Combo: Gun Combo - Long-range combo ability for gunners.

GUNMANSHIP

"Gunner command. Use special bullets to fight.

"Uses guns made by moogle machinists."

Fireshot - Shoots bullet of crystallized fire.
Boltshot - Shoots bullet of crystallized lightning.
Iceshot - Shoots bullet of crystallized ice.
Confusshot - Damages and confuses target.
Charmshot - Damages and charms target.
Blindshot - Damages and inflicts darkness.
Silenshot - Damages and silences target.
Stopshot - Damages and stops target.
Concentrate - Focuses mind to increase attack hit rate.

/-----\
--- Thief ---
\-----/

Combo: Thief Combo - Failproof combo ability for thieves.

STEAL

"Thief command. Steal with nimble hands."

"Takes enemy's items away and evade attacks."

Steal: Armor - Steals armor worn by enemy.

Steal: Shield - Steals shield held by enemy.

Steal: Access. - Steals accessory worn by enemy.

Steal: Helm - Steals helmet or headwear worn by enemy.

Steal: Weapon - Steals weapon held by enemy.

Steal: Gil - Steals gil from enemy.

Steal: EXP - Steals experience points from enemy.

Steal: JP - Steals judge points from enemy.

Steal: Ability - Steals enemy's A-ability for your use.

Counter - Follows up enemy attack with a counterattack.

Maintenance - Ensures equipped items are not stolen or destroyed.

/-----\
--- Juggler ---
\-----/

Combo: Juggle Combo - Easily chained combo ability for jugglers.

STUNT

"Juggler command. Attack with hoops and balls."

"Festive moogle job. Attacks and entertains."

Hurl - Throw stocked item to deal damage.

Ring - Throws hoop to stop target.

Firebomb - Damaging molotov cocktail. Induces berserker rage.

Ball - Smacks head with ball to confuse target.

Dagger - Thrown dagger deals damage and disables the target.

Smile - Spreads the joy to allow ally to act immediately.

Gil Toss - Throws gil to deal damage. Gil thrown is lost.

Catch - Catches thrown item and places it in stock.

Return Fire - Catch arrow shot at you and shoot it back.

/-----\
--- Gadgeteer ---
\-----/

Combo: Gadget Combo - Long-range combo ability for gadgeteers.

PANDORA

"Gadgeteer command. Pull something from your box."

"Gadgeteers who carry tricks in Pandora boxes."

Red Spring - Works like "haste"... but who will it hit?

Blue Screw - Works like "dispel"... but who will it hit?

Green Gear - Inflicts poison... but who will it hit?

Silver Disc - Inflicts darkness... but who will it hit?

Gold Battery - Heals HP... but whose?

Black Ingot - Inflicts doom... but who will it hit?

Chroma Gem - Induces sleep... but who will it hit?

Yellow Spring - Works like "barrier"... but who will it hit?
Auto-Regen - Automatically regenerates HP when you take damage.
Damage > MP - Converts HP damage to MP. (Doesn't work if MP is 0)

```
 /-----\  
--- Black Mage ---  
 \-----/
```

Combo: Black Combo - Ranged combo ability for black mages.

BLACK MAGIC

"Black mage command. Use elemental magic."

"Wields fire, ice, and lightning magic."

Fire - Generates damaging ball of flame.

Fira - Powerful fire spell. Deals great damage.

Firaga - Most powerful fire spell. Deals incredible damage.

Thunder - Calls down lightning to deal damage.

Thundara - Powerful lightning spell. Shoots a giant bolt.

Thundaga - Most powerful lightning spell. Shoots many bolts.

Blizzard - Creates chunk of ice to deal damage.

Blizzara - Powerful blizzard spell. Fires larger chunk of ice.

Blizzaga - Most powerful blizzard spell.

Return Magic - Counters magic attack with the same spell.

Geomancy - Reduces resistance to elements by one level.

```
 /-----\  
--- Time Mage ---  
 \-----/
```

Combo: Time Combo - Ranged combo ability for time mages.

TIME MAGIC

"Time mage command. Warp the fabric of time itself."

"Mage masters of time and space."

Haste - Meddle with time's flow to increase speed.

Quicken - Slides time, allowing target to take turn early.

Slow - Meddles with time's flow, reducing target's speed.

Reflect - Reflects white, red, time, and black magic.

Stop - Stops the flow of time. Target is unable to act.

Silence - Steals voice, silencing target.

Quarter - Small gravity field. Saps 1/4 of target's HP.

Demi - Gravity field. Saps 1/2 of target's HP.

Last Quicken - Take turn immediately if severely wounded.

==== M O N S T E R =====

No Totema

```
 /-----\  
--- Goblin ---  
 \-----/
```

No Combo

"Cretins with big ears and fangs. Strong and stupid."

```
 /-----\  
--- Red Cap ---  
 \-----/
```

No Combo

HIT

"Red cap command. Deliver an all-out punch."

"Powerful goblins. More crafty, more dangerous."

Magic Hammer - Mystical hammer. Deals damage to MP.
Mutilate - Absorbs HP from target.
Weapon Atk+ - Improves weapon attacks to deal more damage.

/-----\
--- Ice Flan ---
\-----/

No Combo

CHILL

"Ice flan command. Attack with frozen body."

"Blue, jelly-like monster. Absorbs ice damage."

Acid - Corrosive liquid. Inflicts random status ailment.

Blizzard - Creates chunk of ice to deal damage.

Blizzara - Powerful blizzard spell. Fires larger chunk of ice.

/-----\
--- Firewyrn ---
\-----/

No Combo

DRAGONBLAZE

"Firewyrn command. Unleash the dragonblaze."

Fire Breath - Incendiary breath. Deals damage.

/-----\
--- Icedrake ---
\-----/

No Combo

ICEWYRM

"Ice drake command. Unleash icy death."

"Giant scaly monster. Breathes clouds of ice."

Ice Breath - Icy cold breath. Deals damage.

/-----\
--- Thundrake ---
\-----/

No Combo

DRAGONBOLT

"Thundrake command. Fire a dragonbolt at foes."

Bolt Breath - Electrically charged cloud. Deals damage.

/-----\
--- Lamia ---
\-----/

No Combo

SONG

"Lamia command. Confuse enemy with beautiful song."

"Lamias lure prey with sweet songs... watch out!"

Hand Slap - Flat handed slap. Delays target's turn.

Poison Frog - Turns target into a frog and poisons them.

Counter - Follows up enemy attack with a counterattack.

/-----\
--- Lilith ---
\-----/

No Combo

POISON FANG

"Lilith command. Attack with poison and magic."

"Powerful lamias that delight in taking life."

Twister - Whipping whirlwind. Reduces HP by half in an area.

Kiss - Sweet kiss. Charms, and dooms target.

Weapon Atk+ - Improves weapon attacks to deal more damage.

```
 /-----\  
--- Antlion ---  
 \-----/
```

No Combo

SANDSTORM

"Antlion command. Attack with swirling sand."

Sandstorm - Dark tornado. Damages and inflicts darkness.

```
 /-----\  
--- Red Panther ---  
 \-----/
```

No Combo

RAKE

"Red panther command. Rake with poison claws."

Rend - Bite target's weak spot to deal damage.

Reveal - Finds and reveals any concealed units.

```
 /-----\  
--- Coeurl ---  
 \-----/
```

No Combo

SCRATCH

"Coeurl command. Lunge with sharp poison claws."

Hastebreak - Slows target. Stops hasted targets.

Blaster - Releases shining energy, petrifying target.

Reveal - Finds and reveals any concealed units.

```
 /-----\  
--- Tonberry ---  
 \-----/
```

No Combo

GRUDGE

"Tonberry command. Attack with a vengeance."

"Green hooded monster. Carries a wicked knife."

Knife - Tonberry knife stab. Reduces HP to 1/10.

Karma - Deals damage for each unit target has KO'd.

```
 /-----\  
--- Bladebiter ---  
 \-----/
```

No Combo

CRUSH

"Blade biter command. Crush weapons in powerful jaws."

Limit Glove - Deals heavy damage when own life is threatened.

Munch - Crushes weapons with sharp teeth and powerful jaws. Monster takes damage.

Resonate - Back sword quivers to create resonance. Disables target.

```
 /-----\  
--- Toughskin ---  
 \-----/
```

No Combo

DEBILITATE

"Toughskin command. Weaken enemy in self-defense."

Resonate - Back sword quivers to create resonance.

```
 /-----\  
--- Sprite ---
```

```
\-----/
No Combo
TRICK
"Sprite command. Play nasty prank."
"Not the sprite of tales. A dangerous beastie."
White Wind - Fluttering fairy wings. Heals HP equal to own HP.
Meteorite - Shoots small meteor to deal damage.
```

```
/-----\
--- Titania ---
\-----/
No Combo
FLUORESCENCE
"Titania command. Destroy foes with searing light."
"Powerful sprite. Wields holy magic."
Angel Whisper - Angelic sigh. Heals HP and bestows auto-raise. Deals damage
to zombies.
LV?D Holy - Holy damage to units with same one's digit in level and days.
Block Arrows - Dodge bow and longbow attacks.
Weapon Atk+ - Improves weapon attacks to deal more damage.
```

```
/-----\
--- Vampire ---
\-----/
No Combo
ILLUDE
"Vampire command. Use dark power to take lives."
"Blood-feeding monster. Turns prey into undead."
Miasma - Calls forth ill humors to damage and poison target.
Zombify - Zombifies target. Holy power cannot heal zombies.
Weapon Atk+ - Improves weapon attacks to deal more damage.
```

```
/-----\
***--- Queen Lamia ---***
\-----/
No Combo
SONG
"Lamia command. Confuse enemy with beautiful song."
"Thankfully, these powerful lamia are few in Ivalice."
Night - Call to the darkness. Puts all enemies to sleep.
Hand Slap - Flat handed slap. Delays target's turn.
Poison Frog - Turns target into a frog and poisons them.
Counter - Follows up enemy attack with a counterattack.
Weapon Def+ - Reduces damage from weapon attacks.
```

```
/-----\
***--- Masterberry ---***
\-----/
No Combo
MALICE
"Masterberry command. Attack with utter malice."
"Purple, hooded monster. Carries a lantern."
Knife - Tonberry knife stab. Reduces HP to 1/10.
Voodoo - This attack carries a powerful, deadly curse.
```

```
/----\
***--- Lich ---***
\----/
No Combo
ROT
```


"Zombie command. Drain life from an enemy."
"Redwings' elite troops. Their leaders are feared."
Drain Touch - Evil touch. Drains and absorbs HP from target.
Miasma - Calls forth ill humors to damage and poison target.

/-----\
--- Tiamat ---
\-----/

No Combo

DRAGONBOLT

"Thundrake command. Fire a dragonbolt at foes."
"Redwings' elite troops. Their leaders are feared."
Dragon Force - Releases the dragon soul within. All stats improve.
Bolt Breath - Electrically charged cloud. Deals damage.

/-----\
--- Adamantoise ---
\-----/

No Combo

CRUSH

"Blade biter command. Crush weapons in powerful jaws."
"Lost race that feeds on adamantite"
Limit Glove - Deals heavy damage when own life is threatened.
Munch - Crushes weapon with sharp teeth and powerful jaws. Monster takes damage.
Resonate - Back sword quivers to create resonance. Disables target.
Block Arrows - Dodge bow and longbow attacks.
Weapon Atk+ - Improves weapon attacks to deal more damage.

/----\
--- Ochu ---
\----/

No Combo

STENCH

"Malboro command. Poison with slime and breath."
"Offshoot of the malboros. Not found in Ivalice."
Bad Breath - Incredibly foul breath causes status ailments.
Goo - Sticky ooze. Immobilizes target.
Counter - Follows up enemy attack with a counterattack.
Weapon Def+ - Reduces damage from weapon attacks.

/-----\
--- Neochu ---
\-----/

No Combo

REEK

"Big malboro command. Spew poison and eerie sounds."
"Powerful ochu. Smells even worse."
Bad Breath - Incredibly foul breath causes status ailments.
Soundwave - Grating noise. Neutralizes status enhancements.
Block Arrows - Dodge bow and longbow attacks.
Weapon Atk+ - Improves weapon attacks to deal more damage.

/-----\
--- Dread Lord ---
\-----/

No Combo

ILLUDE

"Vampire command. Use dark power to take lives."
"Kith of the dark. Heartless beings."

LV? S-Flare - Shadowflares units with same one's digit in level.
Miasma - Calls forth ill humors to damage and poison target.
Zombify - Zombifies target. Holy power cannot heal zombies.
Block Arrows - Dodge bow and longbow attacks.
Weapon Atk+ - Improves weapon attacks to deal more damage.

/-----\
--- World Wyrm ----
 \-----/

No Combo

DRAGONBOLT

"Thundrake command. Fire a dragonbolt at foes."

"Powerful dragon that rules over the four shijin gods."

Dragon Force - Releases the dragon soul within. All stats improve.

Bolt Breath - Electrically charged cloud. Deals damage.

Geomancy - Reduces resistance to elements by one level.

/-----\
--- Top Coeurl ----
 \-----/

No Combo

SCRATCH

"Coeurl command. Lunge with sharp poison claws."

"Powerful coeurl. One blow from its claws kills."

Hastebreak - Slows target. Stops hasted targets.

Blaster - Releases shining energy, petrifying target.

Reveal - Finds and reveals any concealed units.

Block Arrows - Dodge bow and longbow attacks.

/-----\
--- Kin (Apanda) ----
 \-----/

No Combo

GLARE

"Ahriman command. Weaken foes with evil gaze."

"Demons serving the rucavi since the dawn of time."

Roulette - The roulette decides who is KO'd... friend or foe?

Circle - Mystical circle. Lowers weapon atk. and magic pow.

/-----\
--- Kin (Archaedemon) ----
 \-----/

No Combo

ICEWYRM

"Ice drake command. Unleash icy death."

"Demons serving the rucavi since the dawn of time."

Mighty Guard - Raises weapon def. and magic res. for one battle.

Ice Breath - Icy cold breath. Deals damage.

Counter - Follows up enemy attack with a counterattack.

/-----\
--- Rukavi ----
 \-----/

No Combo

ILLUDE

"Vampire command. Use dark power to take lives."

"Demon that wields mighty dark powers."

LV? S-Flare - Shadowflares units with same one's digit in level.

Miasma - Calls forth ill humors to damage and poison target.

Zombify - Zombifies target. Holy power cannot heal zombies.

Block Arrows - Dodge bow and longbow attacks.

Weapon Atk+ - Improves weapon attacks to deal more damage.

==== T O T E M A =====

No Totema. Totemas cannot summon other Totemas. That would just be cheap.

/-----\
--- Adrammelech ---
\-----/

Class: Totema - Powerful guardians of the crystals. It is unknown which master they serve, if any.

No Combo

EXPULSE

"Totema command. Drive off all intruders."

Lightspeed - Lightning-fast attack. Nullifies R-abilities.

Firestream - Scorching flame. Deals damage in a straight line.

Howl of Rage - Reduces the speed of surrounding units.

MAGESTORM

"Totema command. Use all the world's magic."

Soul Sphere - Soul-stealing aura. Deals damage to MP.

/-----\
--- Mateus ---
\-----/

Class: Totema - Powerful guardians of the crystals. It is unknown which master they serve, if any.

No Combo

EXPULSE

"Totema command. Drive off all intruders."

Spellbind - Dark arm attacks soul. Damages and slows target.

Breath of God - Envelops surrounding units and deals damage.

MAGESTORM

"Totema command. Use all the world's magic."

Star Cross - Uses the power of stars to damage all enemies.

Thundaga - Most powerful lightning spell. Shoots many bolts.

Weapon Atk+ - Improves weapon attacks to deal more damage.

/-----\
--- Dephs ---
\-----/

No Combo

EXPULSE

"Totema command. Drive off all intruders."

"Loyal golems made with magic like the crystals."

Soul Sphere - Soul-stealing aura. Deals damage to MP.

Demi - Gravity field. Saps 1/2 of target's HP.

Slow - Meddles with time's flow, reducing target's speed.

Star Cross - Uses the power of stars to damage all enemies.

Thundaga - Most powerful lightning spell. Shoots many bolts.

MAGESTORM

"Totema command. Use all the world's magic."

Spellbind - Dark arm attacks soul. Damages and slows target.

Breath of God - Envelops surrounding units and deals damage.

Lightspeed - Lightning-fast attack. Nullifies R-abilities.

Firestream - Scorching flame. Deals damage in a straight line.

Presence - Fear of God. Damages and knocks back target.

Howl of Rage - Reduces the speed of surrounding units.
Counter - Follows up enemy attack with a counterattack.

```
 /-----\  
***--- Li-grim ----**  
 \-----/
```

No Combo
GENESIS

"Li-grim command. Wield the primal world-power."
"Pure will, given form by magic. Shines beautifully."
Omega - As powerful as ultima. Deals massive damage.
Alpha - The fatherspell of Omega and Ultima. Deals incredible damage.
Descent - Summons random totema.
Magi - Primal chaos deals massive damage to all enemies.

WICCA

"Li-grim command. Magic shaped from desires."
Lawshift - Primal power. Randomly changes current laws.
Amber Gleam - Neutralizes all enemies' status enhancements.

```
=====\\  
IX. Equipment Descriptions |E===== - (IXeq/i)- =====  
=====///
```

In this game, every single piece of equipment (and Item) has its own description. I'll try my best to list them all down. I have this section split up into littler sections; Headgear, Armor, Weapons, Shields, Accessories, and Items. The equipment/item is also listed in alphabetical order, so as long as you know the name of the piece of equipment or Item you're looking for, you'll be able to find it.

```
 /-----\  
--- 1. Headgear --- - (EHED) -  
 \-----/
```

Acacia Hat - Odd, light yellow hat that grows with its wearer.
Bangaa Helm - Strong and sturdy helmet used by bangaa.
Barette - Women's hairpin adorned with good luck stones.
Black Hat - Black pointy hat made of magical thread.
Bronze Helm - Helm made of copper and leather.
Cachusha - Words of blessing adorn this red women's ornament.
Circlet - Ornament meant to protect wearer from harmful magic.
Cross Helm - This helmet is made to cover the whole face.
Diamond Helm - This helmet is pricey but very reliable.
Feather Cap - Sturdy cap with a long feather.
Genji Helm - Foreign helm made with exquisite craftsmanship.
Gold Hairpin - Hairpin with fine goldwork. Made by a sorceress.
Green Beret - This hat is given to those with a special mission.
Hanya Helm - Frightful helm in the shape of a demon.
Headband - This headband serves to focus the spirit.
Iron Helm - Heavy, but very sturdy iron helmet.
Opal Helm - Formal helm worn in ceremonies.
Parade Helm - Helm with a large crimson plume. Used in ceremonies.
Ribbon - This women's ribbon wards off all ailment.
Thief Hat - Hat said to have belonged to a notorious thief.
Tiara - Gilt tiara given to the most beautiful of women.
White Hat - White hat with furry ears. Made of magical thread.
Wizard Hat - This pointed cap is a classic wizard's hat.

```
 /-----\  
--- 2. Armor --- - (EARM) -
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Adaman Armor - Armor of beautifully tempered green adamantite.
Adaman Vest - Shirt woven of adamantite alloy.
Black Robe - Lacquer-hued robe that strengthens black magic.
Blaze Robe - This robe would not burn in the middle of a fire.
Bone Plate - Clothing made of connected monster bones.
Brigandine - Clothes made so the metal strips won't rub together.
Brint Set - The latest from famed designer "Brint."
Bronze Armor - Armor made of intertwined copper plates.
Carabini Mail - Light armor made of iron fused with mythril.
Chain Plate - Shirt of linked iron rings.
Cuirass - Chestplate made of tightly woven fibers.
Dark Gear - Black clothes used for night operations.
Diamond Armor - This armor is set with sparkling diamonds.
Dragon Mail - Armor made of metal fused with dragon scales.
Flurry Robe - Robe woven with a snow flurry.
Gaia Gear - These blue clothes have been blessed by the earth.
Galmia Set - Galmia's latest creation. Uses lavish chocobo hides.
Genji Armor - One-of-a-kind armor from a foreign land.
Gold Armor - Expensive armor plated in gold.
Hempen Robe - Simple, hempen robe.
Iron Armor - Heavy armor with steel on the chest.
Judge Coat - Every kid in Ivalice wants one of these judge coats.
Judo Uniform - Fighting clothes preferred by monks.
Leather Garb - Sturdy clothing made of layered leather.
Light Robe - This beautiful robe prevents exhaustion.
Lordly Robe - Robe worn by all the leaders of old.
Magic Robe - Sky-colored robe only worn by the honest and humble.
Magus Robe - Hooded robe favored by mages.
Materia Armor - Extremely hard armor made of materite.
Maximillian - This armor bears the crest of "The Last Knight."
Minerva Plate - Women's clothes worn by the goddess of victory.
Mirage Vest - These clothes shimmer mystically in the light.
Mirror Mail - Lighter armor imbued with a magical reflection aura.
Mistle Robe - Good-luck robe dyed with mistletoe juice.
Ninja Gear - Ninja clothes made using special secret techniques.
Onlyone - Sturdy tunic. The only clothes you'll ever need.
Opal Armor - Beautiful opal armor with exquisite curves.
Peytral - Heavy, but sturdy armor. Made for war chocobo use.
Platemail - Full-body armor made of metal plates on chainmail.
Power Sash - Twisted rope for tying back loose clothing.
Reaper Cloak - Robe stained black with blood.
Red Robe - Stylish robe made for red mages.
Rubber Suit - Women's insulated clothing.
Sage Robe - Soft cloth robe given to accomplished sages.
Silken Robe - Smooth robe made of the finest silk.
Silver Coat - This coat has a mystical silvery shimmer.
Survival Vest - Light cotton wear for absorbing shocks.
Temple Cloth - Uniform of a long-gone order of knights.
Thunder Robe - This robe turns lightning into power for its wearer.
White Robe - Pure white robe that protects from black magic.
Wygar - Clothes worn by an ancient hero king.

/-----\

--- 3. Weapons --- -(EWEP)-

\-----/

Adaman Blade - Blade made of adamantite with a deep green luster.
Aerial Hole - Called the windsword for its sweeping strike.

Aiot Gun - This simple firearm is easy to use and clean.

Air Blade - Blade said to be made in the shape of a gale.

Ancient Sword - Ancient techniques were used to make this sword.

Aona Flute - Many masters have played this very flute.

Apocalypse - Black blade that embodies the devastation of war.

Aqua Saber - Ultramarine saber infused with the power of the sea.

Arbalest - Great, destructive bow that shakes the ground.

Arch Sword - Sword made as a testament to a leader's power.

Artemis Bow - Bow said to belong to the goddess of the hunt.

Ashura - Fiery sword that leads its wielder to battle.

Atmos Blade - Lightning blade that makes the air around it tremble.

Ayvuir Blue - The hero Gaol's beloved left-hand blade.

Ayvuir Red - The hero Gaol's beloved right-hand blade.

Bangaa Spike - Treasured spear of the bangaa tribes.

Barong - Heavy, but well-balanced greatsword.

Battle Mace - Rod with a heavy metal head for striking.

Beastspear - Spear stuck in the back of a rockbeast.

Beastsword - Broadsword found in a rockbeast's back.

Bindsnipe - Heavy, but powerful rifle. Accurate and easy to aim.

Black Quena - Black flute. Its music can put spritis to rest.

Bless Staff - Staff said to spread the blessings of the gods.

Blood Strings - This harp can drain men's strength with its song.

Blood Sword - Sword stained by the blood of many.

Blue Saber - Saber wielded by blue mage acolytes.

Bomb Soul - Wavering fiery soul. Dropped by bombkind.

Bug Soul - Soul like the bark of a tree. Dropped by bugkind.

Burgler Sword - Weighty sword favored by rough types.

Buster Sword - Sword made for felling monsters.

Cactus Stick - Mace bristling with sharp cactus thorns.

Calling Gun - Lost gun of old, once used to summon fabulous beasts.

Cat Claws - Small knuckles with sharp, raking claws.

Chaos Rifle - This rifle can drop a target in seconds.

Char Bow - Bow stained with charcoal for use in ambushes.

Charfire - Blade of unknown origin with a fiery shadow.

Cheer Staff - Strange colored staff said to energize its bearer.

Chill Rod - Rod made of hardened snow.

Chirijiraden - This sword was buried for fear of its power.

Cinquedea - Broad knife, designed in the shape of a hand.

Claymore - Well-sharpened sword held only by a chosen few.

Colichemarde - Sword made to preserve reason in battle.

Conch Shell - Flute made by boring holes in a twisted conch shell.

Cranequin - Great strength is needed to use this bow.

Crescent Bow - Bow adorned with star and moon symbols.

Cure Staff - Healing staff.

Dark Fiddle - Once-famous instrument, now long forgotten.

Death Claws - Knuckles with eerie red claws.

Defender - Unadorned, practical sword.

Demon Bell - Red bell rung at night to ward off demons.

Diabolique - Blood-red rapier said to hold a demon in its blade.

Diamond Sword - Diamond shards make this blade exceptionally sharp.

Djinn Flyssa - Sword made to recall a twisting whirling wind.

Dragon Whisker - Spear made of fused metal and dragon scales.

Dragon Soul - Soul like a dragon's eye. Dropped by dragonkind.

Dread Soul - A warm aura surrounds this benevolent soul.

Dream Claws - Few awaken from the sleep these knuckles can cause.

Dream Watcher - This staff protects the sleep of the good.

Druid Mace - Golden mace once used as a ceremonial object.

Earth Bell - Clayware bell made of earth from many lands.

Ebon Blade - Blade made of dark power. Fearsome to behold.

Eclipse - Double-edged sword made during a solar eclipse.

El Cid Sword - Sword wielded by the protector of the land.
Energy Mace - Mace that can feel the flow of energy.
Epeprism - Sword that shifts colors when it is swung.
Estoc - Though slender, this sword can cut through metal.
Estreledge - Faintly luminescent sword made of a fallen star.
Excalibur - Only the truest of knights may wield this sword.
Excalibur2 - Improved version of Excalibur. Very sharp.
Eye Soul - Ahrimankind soul. So deep, it seems bottomless.
Fairy Harp - Fairies while away the hours playing these harps.
Falchion - Heavy broadsword, made for hewing limbs.
Fell Castanets - These castanets sound like the footfalls of death.
Femme Fatale - Blood-red rapier able to cut the hand of fate.
Fey Bow - Light bow made by forest fairies.
Firewheel Rod - Rod that flames when waved through the air.
Flamberge - Thrusting sword with a wavy blade.
Flame Rod - Rod made of crystalized flame.
Flametongue - Blade said to lick the air like a fiery tongue.
Flan Soul - Soft, rubbery soul. Dropped by flankind.
Fleuret - Thrusting sword with a hand guard above the hilt.
Force Rod - Rod that draws out its bearer's inner strength.
Gae Bolg - Spear like one born by a half-beast hero of old.
Gale Sword - Sword so keen it could cut the wind itself.
Garnet Staff - Staff set with a powerful garnet jewel.
Gastra Bow - This giant bow is strong but difficult to fire.
Giot Gun - High caliber gun with tremendous power.
Glass Bell - Glass bell with a beautiful timbre.
Goblin Soul - Brown, coloured soul. Dropped by goblkind.
Godhand - Knuckles known as the "Hands of the Creator."
Greaseburst - Storms can start with one blow from these knuckles.
Guard Staff - Staff magicked to protect its wielder.
Gupti Aga - Sword with a Y-shaped pommel.
Hades Bow - Dark bow. Its arrows are invitations to hell.
Hard Knuckles - Metal knuckles made for combat.
Hardedge - This sword is as straight and heavy as an iron bar.
Harpe - Saber used by a legendary hero to slay a beast.
Heal Chime - The clear ringing of this bell heals the soul.
Heaven's Cloud - Divine blade taken from an evil dragon's tail.
Heretic Rod - Lethal looking rod covered with inverse runes.
Hunt Bow - Hunter's bow. Made for striking critical blows.
Ice Lance - The breath of Shiva keeps this ice spear sharp.
Icebrand - Blade made of ice that will never melt.
Iceprism - This sword was a gift from a snow fairy.
Jack Knife - Folded knife small enough to fit in one's palm.
Jambiya - Knife curved like an animal horn.
Javelin - Spear with a small but sharp tip.
Joyeuse - Sword named after the joy of victory.
Judge Staff - This staff was struck by Ramuh's lightning.
Kain's Lance - Black spear that belonged to a legendary dragoon.
Kaiser Knuckles - Knuckles lethal as a spear or sword.
Kard - Thin-bladed knife with a sharp point.
Khukuri - Knife with a curved blade for maximum lethality.
Kikuichimonji - Sword so beautiful it seems a shame to use it.
Kotetsu - Crudely forged, but deadly sharp blade.
Kris Knife - Knife with a beautifully adorned blade and hilt.
Kwigon Blade - Blade that aids the flow of power through the body.
Laglace Sword - Sword made of the coldest ice. Chilly in the hand.
Lamia Soul - Beautiful, watery soul. Dropped by lamiakind.
Last Letter - Shining rapier. Swordsmith Pemier's 26th piece.
Lava Sword - Fiery spear with a tip that glows like magma.
Life Crosier - Mace of giving... and taking life.

Lionheart - Sword wielded by knights of a legendary king.

Lohengrin - Sword worthy of a noble knight.

Longbarrel - This famous gun is said to always hit its mark.

Longbow - Unornamented, commonly found longbow.

Lost Gun - Gun made with ancient machinist techniques.

Lotus Mace - Mace made of Ifrit's fire.

Lurebreaker - Sharp sword tempered under a full moon.

Madu - Sword with an extra blade on its pommel.

Mage Masher - This sword was once used to hunt down rogue mages.

Magic Hands - Knuckles so lightweight you forget they're on.

Malboro Soul - Sticky green soul. Dropped by malborokind.

Malbow - Fetid bow made of malboro tentacles.

Mandragora - Mace fashioned out of poisonous mandragora.

Manganese - Saber painted with a rare bluish hue.

Marduk Bow - This bow is said to choose the ones who wield it.

Masamune - Famous sword known for the wave design on its blade.

Masamune 100 - Masamune that will not dull even after 100 years.

Master Bow - Amateurs find this bow too hard to even pull back.

Master Sword - Only master swordsmen may wield this weapon.

Materia Blade - Blade inlaid with materite.

Max's Oathbow - Black lacquer bow used as a sign of a demonic pact.

Morning Star - Mace ending in a metal-spiked ball.

Murasame - Dew rises on this sword's blade to wash it of blood.

Mythril Bell - The mythril in this bell gives it its soft ring.

Mythril Blade - Mythril blade forged and tempered with utmost care.

Mythril Bow - Bow made of mythril with a mythril string.

Mythril Brand - Mythril knightsword made with painstaking care.

Mythril Claws - Knuckles with sharp mythril claws.

Mythril Epee - Tempered blade made of highly polished mythril.

Mythril Gun - Gun with a mythril barrel.

Mythril Knife - Knife with a lustrous mythril blade.

Mythril Mace - Mace with a mythril-plated head.

Mythril Rapier - Sword with a slender, tempered mythril blade.

Mythril Rod - Rod with outstanding mythril engraving work.

Mythril Saber - Saber made of processed mythril ore.

Mythril Shot - This is a stronger version of a common mythril bow.

Mythril Soul - Mythril magically formed into a soul.

Mythril Spear - Spear that takes advantage of mythril's light weight.

Mythril Staff - Staff made of mythril.

Mythril Sword - Sword made from rare and coveted mythril ore.

Nagnarok - Knightsword made like Ragnarok, but better.

Nail Bow - Bow that shoots nail-like projectiles.

Nike Bow - Bow blessed by the goddess of battle.

Ninja Knife - This ninja sword can be used for many purposes.

Nirvana Staff - Staff held by those who have cast off base desire.

Nosada - War blade made in a foreign land.

Oblige - Sword of nobles. Symbol of courage and benevolence.

Odin Lance - Strange symbols cover this spear of the gods.

Ogun Blade - Deep crimson blade made to ensure victory in battle.

Onion Sword - Order-made sword of the legendary "Onion Knight."

Orichalcum - Knife made of the rare alloy, orichalcum.

Osafune - Masterful sword that can cut through an iron helm.

Outsider - This gun was used in an assassination.

Panther Soul - Vivid red soul. Dropped by pantherkind.

Paraiba Blade - Valuable blade set with many beautiful gemstones.

Partisan - Spear with a head splitlike arrow feathers.

Peacemaker - Beautifully wrought gun. A deadly work of art.

Pearl Blade - Blade as smooth as the skin of a pearl.

Perseus Bow - Crimson longbow made for defeating monsters.

Petalchaser - Sword said to ring when sheathed after battle.

Power Staff - Large, vivifying staff made from a desert tree.
Predator - Sword of the berserker, dangerous to all around.
Princess Rod - Rod held by the female guards of the queen.
Pure Staff - Staff of cleansing. Purifies its wielder.
Ragnarok - Sword made to end battles.
Ranger Bow - Supple bow favored by expert archers.
Restorer - Mysterious sword. Said to "restore lost power."
Rhomphaia - Sword of the giants. Too heavy to hold in one hand.
Riot Gun - This gun has a long barrel for added accuracy.
Rising Sun - The sun's heat infuses these fiery knuckles.
Rod - Rod used as a focus for magical power.
Rondell Dagger - Knife with a textured, easy-to-hold grip.
Rukavi Soul - This soul howls and growls as though it were alive.
Sage Crosier - Mace to be wielded by one of wisdom and skill.
Samson Sword - Broadsword named after the strongest of heroes.
Sapere Aude - Rod proving mastery of the magic arts.
Satyr Flute - Flute in the shape of a half-beast lover of music.
Save the Queen - Sacred sword. Prayers are inscribed upon the blade.
Scarlette - Sword with a brilliant, fiery crimson blade.
Scorpion Tail - Mace with a head like a scorpion tail.
Scramasax - Impressively large dagger.
Sequence - This legendary sword slept for years. Now it lives...
Seventh Heaven - Divine bow used to adorn the throne of the gods.
Shadow Blade - Blade painted black for use at night.
Shamshir - Wider saber with a clear curve to the blade.
Shortsword - One-handed sword in common use.
Sick Knuckles - Poison claws jut from these knuckles.
Silkmoon - Exquisitely sharp sword fashioned after a flower.
Silver Bow - Bow made with silver for increased power and range.
Silver Cannon - This gun uses special, rounded bullets.
Silver Rapier - Thrusting sword with a beautiful lace-like guard.
Silver Sword - This sword is beautifully inlaid with silver.
Sleet Rod - Rod that freezes the very air, calling a blizzard.
Snake Staff - Staff carved with snake designs.
Soulsaber - Divine blade that suffers no neophyte to wield it.
Spring Staff - Staff adorned with sacred water symbols.
Stardust Rod - Rod engraved with the symbols of the zodiac.
Stinger - Slender sword made for thrusting, not slashing.
Striborg - Sword said to change the tides of battle.
Sun Blade - Blade said to hold the power of the sun itself.
Survivor - These powerful knuckles are light and sturdy.
Sweep Blade - Blade for cutting down enemies as they close in.
Sword Breaker - Knife set with a prong to entangle swords.
Tabarise - This sword is popular for its light weight.
Target Bow - Some machinist designed this high-powered bow.
Terre Rod - Rod made of an unearthed dragon bone.
Thor Rod - Rod made of stilled lightning.
Thorn Bow - Bow adorned with long, cruel thorns.
Thunder Rod - Rod that calls lightning with a great roar.
Tiger Fangs - Knuckles made to resemble the claws of a beast.
Tiptaptwo - Knife made for multiple, swift attacks.
Tonberrian - Knife made for driving off tonberries and their ilk.
Trident - Seagod spear that instils courage in combat.
Tulwar - Saber with hand guard. Used by the palace guards.
Twin Bow - Bow modified to fire multiple arrows quickly.
Vajra - Sword once wielded by the god of another land.
Venus Blade - Faintly warm blade made of stone.
Vesper - Mace of kings. Shines even the deepest darkness.
Victor Sword - Sword given to the tourney champion. Symbol of honor.
Vigilante - Sword made in honor of brave warriors.

Vitanova - Sacred sword. Called the "Life Guardian."
War Trumpet - Trumpet for playing the march into battle.
White Fangs - These knuckles' "white fangs" bring good luck.
White Staff - Pure white staff, blessed by a white archmage.
Windslash Bow - Arrows shot from this bow fly true in any wind.
Yoichi Bow - Songs have been sung about this bow from afar.
Zankplus - Powerful sword with a blade shaped like a cross.
Zanmato - Giant sword engraved with words of destruction.
Zeus Mace - Holy mace made to drive out evil.
Zorlin Shape - Knife tempered by a famous bladesmith.

/-----\
--- 4. Shields --- -(ESHI)-
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Aegis Shield - Holy shield once used against a horrible foe.
Bronze Shield - Simple shield of worked copper.
Choco Shield - Feathered shield made of tanned chocobo hide.
Flame Shield - Magical symbols of fire cover this shield.
Genji Shield - Shield from a foreign land. Part of a set.
Ice Shield - This magic shield gives off a thin, cold aura.
La Seraphica - This shield of good luck was a gift from the gods.
Opal Shield - Opal shield with a brilliant white luster.
Reverie Shield - Shield that changes color depending on its angle.
Round Shield - Attacks seem to slide off this rounded shield.
Sacri Shield - Shield borne by the knights of heaven.
Shijin Shield - Mythril shield dedicated to the four shijin gods.

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--- 5. Accessories --- -(EACC)-
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Angel Ring - Ring of blessing said to have been made by angels.
Battle Boots - Hard leather boots.
Bone Armlets - Armlets made of animal bone to ward off attacks.
Bracers - Leather bracers made so as not to hinder the hands.
Caligula - Boots worn by royal guards in the age of kings.
Dash Boots - Speedy shoes for faster movement.
Fairy Shoes - Feathered boots that can fly anywhere.
Feather Boots - Feather boots. Their wearer can walk on water.
Fire Mitts - Specially fire-proofed gloves. Good pot holders.
Fortune Ring - Ring set with a stone of power.
Gauntlets - Gloves that stretch from elbow to finger.
Genji Armlets - These colorful armlets are beautifully adorned.
Germinas - Sturdy boots for climbing. Greatly improves jumps.
Magic Ring - Ring engraved with magic-enhancing symbols.
Ninja Tabi - Boots allowing fast movement worn by spies.
Red Boots - Red shoes dyed with medicinal herbs.
Ruby Earring - Earrings with tear-shaped rubies.
Scarab - Scarab brooch that glitters like a rainbow.
Spiked Boots - Spiked shoes for better jumping.
Star Armlet - Armband worn by a great diviner of old.
Thief Armlets - Armlets made to allow maximum finger movement.

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--- 6. Items --- -(EITE)-
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Antidote - This potion is an antidote to most forms of poison.
Bandage - Bandage wounded limbs to regain full movement.

Cureall - Fabulous draught that cures status ailments.
Echo Screen - Drink this potion to break the silence.
Elixir - This fabulous draught both heals and restores magic.
Ether - This draught restores lost magical power.
Eye Drops - Drink this potion to see through the darkness.
Hi-Potion - Potion made in a higher concentration.
Holy Water - Holy water restores true life to zombies.
Maiden Kiss - Drink this potion to restore true form.
Phoenix Down - Magical tail feather revives fallen allies.
Potion - Magical brew that heals wounded flesh.
Soft - Drink this potion to soften stony skin.
X-Potion - The most potent potion available.

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--- 7. Mission Items ---  -(EMIT)-  
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Adaman Alloy - Adaman ore alloy. Used for armor and weapons.
Adamantine - Emerald green ore found in metamorphic adamantoise.
Ahriman Eye - Alchemist's jewel that gives an ahriman's sight.
Ahriman Wing - Ahriman wing. Prized alchemical ingredient.
Ally Finder - These glasses make it easy to find allies.
Ally Finder2 - These glasses make it easy to find stronger allies.
Amber - Special amber. Called the "Sun of Ivalice."
Ancient Bills - This money from the Age of Kings has artistic value.
Ancient Coins - Gold coins from the Age of Kings. Adorned a pub sign.
Ancient Medal - Worn medal recovered from an ancient ruin.
Ancient Text - Untranslated writings in an ancient script.
Animal Bone - Bone from an unknown animal. Used for magic.
Badge - Participation badge. Makes a nice keepsake.
Bent Sword - Sword with a bent blade. Useless as is.
Black Thread - Thread imbued with black magic to enhance power.
Blood Apple - Bright red fruit. Said to have grown in Paradise.
Blood Shawl - Only the dead may wear this demonblood-dye shawl.
Blue Rose - Desert bloom with a calming scent.
Body Ceffyl - This power crystal grants all of its owner's wishes.
Bomb Shell - Shell from an exploded bomb. Hot to the touch.
Broken Sword - This sword has been beaten beyond recognition.
Caravan Musk - Light fragrance made in a land to the southwest.
Cat's Tears - Tear wept by a black cat. Shines at night.
Choco Bread - Sweet treat in the shape of a chocobo.
Choco Gratin - Yummy smelling gratin that even chocobos can't resist.
Chocobo Egg - Huge egg. High in protein and cholesterol.
Chocobo Skin - Procuring chocobo hide is no simple task.
Clock Gear - Essential part of a large scale clock.
Clock Post - This clocktower pillar was struck by lightning.
Coast Medal - Medal given by townspeople to the coast guard.
Crusite Alloy - Fairies make this alloy for the pure of heart.
Crystal - Crystal belonging to the psychic, Talkof.
Cyril Ice - Honey-flavored ice cream. A famous treat in Cyril.
Dame's Blush - Red jewel. Called "The War Goddess Rouge."
Danbukwood - Danbukwood lumber. Used to make weapons and armor.
Delta Fang - Jewel in the shape of 3 snakes. Wards off evil.
Dictionary - Heavy dictionary. Used as a weapon by scholars.
Dragon Bone - Bone from a dragon. Too heavy to easily carry.
Earplugs - Favorite earplugs of the grocer, Mulchin.
Earth Sigil - A magically crystallized earth spirit.
Edaroya Tome - Only 4 copies exist of these Edaroyan scriptures.
Elda's Cup - Rune-inscribed cup given to the god Elda.
Eldagusto - Spicy sauce that really clears the head.

Encyclopedia - 500 volumes recording all knowledge of the world.

Esteroth - Only three of these gems are known to exist.

Fairy Wing - Fairy wing. Melts in water.

Feather Badge - White chocobo feather badge.

Fight Trophy - Honorable combat tourney trophy. Mark of strength.

Fire Sigil - A magically crystallized fire spirit.

Flower Vase - Essential item for making nice flower arrangements.

Fountain Pen - Supposedly high-quality fountain pen.

Friend Badge - Badge of friendship. All clan leaders wear one.

Friend Pin - This pin's luster will not fade. Mark of friendship.

Galmia Set - Galmia's latest creation. Uses lavish chocobo hides.

Gedegg Soup - Hot soup from the Isle of Ged made of bomb and eggs.

Gold Vessel - Beautiful vessel made of pure gold. Very valuable.

Goldcap - Fungus with gold spores. Grows once every 10 years.

Grownup Bread - Chewy bread eaten throughout Ivalice.

Guard Medal - Town watch medal of honor. Mark of truth and bravery.

Gun Gear - Gun part that absorbs kickback.

Gysahl Greens - Vegetable well-known as a chocobo's favorite food.

Helje Key - This key made of bone is strangely warm.

Homework - Homework notes. More precious than life itself.

Insignia - Crest in the shape of a white plume.

Jerky - Smoked mutton. Makes good rations for a journey.

Justice Badge - Badge of justice. All judges wear one.

Kiddy Bread - Small, bite-sized bread. Hard to eat just one.

Leestone - Alchemists' ore. Changes hardness over time.

Life Water - Purified water for rituals and weapon tempering.

Loaded Dice - Loaded dice. Remember: it's not nice to cheat.

Lodestone - Stone used in alchemy. Made from a living soul.

Love Potion - Fragrance popular with women in Cyril.

Magic Cloth - Cloth made from magic cotton to raise power.

Magic Cotton - Magic cotton harvested from the valda plant.

Magic Fruit - Magic-enhancing fruit. Too bitter to eat a lot.

Magic Medal - Medal that changes color when magic is used.

Magic Trophy - Traditional mage tourney trophy. Mark of power.

Magic Vellum - Mystical vellum. Use your finger to write.

Malboro Wine - Wine flavored with malboro clippings. Very potent.

Master Brave - Only those of just heart receive this hero's medal.

Materite - Ore from the Materiwood. Good for making tools.

Mind Ceffyl - The world is revealed in this crystal's depths.

Monster Guide - Handy reference guide to monsters, with pictures.

Moon Bloom - Frail flower used to make cureall. Wilts easily.

Moonwood - Soft moonwood lumber is easily carved.

Mysidia Alloy - Few know how to work this magical Mysidia-age alloy.

Mythril Pick - Beautifully wrought mythril pick.

Neighbor Pin - Pin showing membership in the Neighbor Network.

Ogma's Seal - Proof of the World Wyrms Ogma's defeat.

Old Statue - Crumbling statue of the Meden Mines guardian god.

Panther Hide - Panther skin. Stiff and tough.

Power Fruit - Strength-enhancing fruit. Too sweet to eat a lot.

Rabbit Tail - Tail of the long eared rabbit. A lucky item.

Rainbowite - Seven-hued jewel found at the rainbow's end.

Rat Tail - Lucky tail of a desert rat.

Runba's Tale - Rough draft of Runba the Adventurer's new novel.

Rusty Spear - Rusted spear. Useless unless repaired.

Rusty Sword - Rusty, useless sword.

Secret Books - Secret ledger book, unread until now.

Silk Bloom - White flower used to make cureall. Blooms briefly.

Silvril - Magical ore. Poisonous if improperly processed.

Sketchbook - Drawings in this book come alive and fight!

Skull - Whose skull is this that chatters in the night?

Snake Shield - Shield worn for rituals. Shaped like a snake eye.
 Spiritstone - Sacred stone in the shape of a soul.
 Sport Trophy - Sporting trophy. Mark of good teamwork.
 Sprinkler - Device for dampening flames.
 Stasis Rope - Magic thread. Can stop time for its bearer.
 Stilpool Scroll - Reading these scriptures focuses mind and spirit.
 Stolen Gil - Stolen gil. Found hidden in the sluice gate.
 Storm Stone - Swirling winds can be seen inside this gem.
 Stradivari - Variwood and stradiwood make fine instruments.
 Stuffed Bear - Fragment of the memories Mewt left behind. Found in a teddy bear from Mewt's mother.
 Telaar Flower - Beautiful flower that blooms in a dark cave.
 The Hero Gaol - Story of the hero Gaol and brave Lini in 4 chapters.
 Thunderstone - Lightning can be seen flashing inside this gem.
 Tiger Hide - Kudik tiger hide. Popular for its soft texture.
 Tonberry Lamp - Tonberry lamp. Shines eerily in the darkness.
 Topaz Armring - Shara's armring. Mark of Clan Ritz.
 Tranquil Box - Those who gaze into this box are forever silenced.
 Trichord - Leenan's harp. Could put a fierce monster to sleep.
 Vermillion - Sharply spicy fruit. Really wakes you up.
 Water Sigil - A magically crystallized water spirit.
 White Flowers - Flowers planted to ease a sister's sorrow.
 White Thread - Thread imbued with white magic to raise resistance.
 Wind Sigil - A magically crystallized wind spirit.
 Wyrmsstone - Ruby said to be the eye of the dragonking.
 Zodiac Ore - Orestone said to represent the 12 zodiacal signs.

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=====\\
X. NPC Shopkeepers          ||E===== - (Xnpcsh) - _____
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This section just shows what each shopkeeper in each city/village says.

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--- 1. Shopkeepers ---
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CYRIL -

Shopkeeper: Greetings! How may I help you today?

If you enter Cyril's Shop after freeing Cyril, the following conversation will be said once.

Shopkeeper: Clan ____! Special prices for you!

**1. Buy

**2. Sell

**3. Leave

**1. - Buy a piece of equipment or an item

**A. Buy a piece of equipment/item that is too expensive

**B. Buy a piece of equipment/item

**C. Buy a piece of equipment/item that you already have 99 of

**D. Buy a trade item.

**A. - Shopkeeper: You don't seem to have enough gil.

**B. - That will be ____ gil.

**a. OK

**b. Cancel

**a. - Shopkeeper: Thank you for your patronage!

**b. - Shopkeeper: Right. Too bad.

**C. - Shopkeeper: You cannot carry any more of those, sir.

**D. - More choices

**a. Shopkeeper: That will be ___ gil.

**1a. OK

**2a. Cancel

**1a. - Shopkeeper: Thank you for your patronage!

**2a. - Shopkeeper: Right. Too bad.

**b. Buy all of the trade items

Shopkeeper: Sorry, no trade goods right now.

**2. Sell - Sell a piece of equipment or an item

Shopkeeper: That will be ___ gil.

**A. OK

**B. Cancel

**A. - Shopkeeper: Thank you for your patronage!

**B. - Cancels out

**3. - Self-explanatory

After leaving - Shopkeeper: Come again soon!

Pub Owner: Greetings!

**1. Rumors

**2. Missions

**3. Quit Mission

**4. Leave

**1. - Pub Owner: Heard the latest rumors? [You'll be given a chance to read a rumor.]

When Cancelled out of - Shopkeeper: Sit down, take a load off.

**2. - Pub Owner: What mission will you take? [You'll be given a chance to accept a mission.]

**A. Accept a mission that requires an Item that you don't have

**B. Accept a mission that requires more gil than you have

**C. Accept a mission that you meet the requirements for

**A. - Pub Owner: The mission requires the following: _____.
Better come back later.

**B. - Pub Owner: This mission will run you ___ Gil. Come back later.

**C. - Gives you more choices

**a. Get a normal mission

**b. Get a dispatch mission

**a. - Pub Owner: Make sure you're cool with the mission before signing up.

**b. - Pub Owner: This is a "dispatch" mission. Choose one clan member to send out.

**1a. Exit out

**2a. Pick a Clan Member to do the mission

**1a. - Self-explanatory

**2a. - Pub Owner: Choose what to bring on _____.

**1b. Exit out

**2b. Choose your items

**1b. - Self-explanatory

**2b. - Pub Owner: Make sure you're cool with the mission before signing up.

Accept these conditions?

**1c. No

**2c. Yes

**1c. - Pub Owner: Window shoppin', eh?

**2c. - Pub Owner: That'll be ____ Gil for the
info. Thanks.

[Starts whole process over again. If you decide to
exit out once you've accepted a mission, the pub
owner will say]:

Pub Owner: Good luck on your mission!

**3. - Pub Owner: These are the missions you've accepted.

[Shows a list of missions that you've accepted.]

Cancel this Mission?

**A. Yes

**B. No

**A. - Pub Owner: I canceled that mission for you.

[Process starts all over again.]

**B. - Nothing happens.

**4. Leave - Self-explanatory

After Leaving - Pub Owner: Come back soon!

Monster Bank Owner: Welcome to the monster bank. How may I help you?

*If you recently Captured a monster, then the following conversation is
said.*

Monster Bank Owner: Welcome to monster bank. Your monster awaits!

**1. List

**2. Back

**1. - More Choices

**A. If you didn't catch any monsters

**B. If you did catch a monster or monsters

**A. - Monster Bank Owner: You have to "Capture" a monster before
you can raise it!

**B. - Monster Bank Owner: Raise your monster to be a good little
monster!

**a. Select a Monster

**b. Select a Monster that doesn't exist

**c. Exit out

**a. - Monster talks.

Monster: Grrurr... (What are you looking at?)

(Gimme food.)

(Thanks for dropping by.)

(I love you, Marche. No, really, I love you!)

**1a. Play

**2a. Release

**1a. - Give the monster an Item

**1a. Marche: Would ____ x Item be good?

**1d. Yes

**2d. No

**1d. - Marche: It seems to be enjoying it!

**2d. - Marche: Right, no food for now.

**2a. - Monster Bank Owner: Are you sure? It won't ever
come back!

**1b. Yes

**2b. No

**1b. - Monster Bank Owner: OK, I'll let it go then.
So long!

**2b. - Monster Bank Owner: Understood. I'll keep it
here for now.

**b. - Monster Bank Owner: There's no monster in there right
now.

**c. - Goes back to the menu.

**2. - Self-explanatory

After Leaving - Monster Bank Owner: Come back to visit any time!

SPROHM -

Shopkeeper: Oh, a customer. What do you want?

The following conversation is held once you Free Sprohm.

Shopkeeper: Clan ___! Special pricess for you!

**1. Buy

**2. Sell

**3. Leave

**1. - Buy a piece of equipment or an item

**A. Buy a piece of equipment/item that is too expensive

**B. Buy a piece of equipment/item

**C. Buy a piece of equipment/item that you already have 99 of

**D. Buy a trade item.

**A. - Shopkeeper: You've not enough gil for that!

**B. - Shopkeeper: That'll be ___ gil.

**a. OK

**b. Cancel

**a. - Shopkeeper: Thankss!

**b. - Shopkeeper: I ssee.

**C. - Shopkeeper: You can't carry any more, sson!

**D. - More choices

**a. Shopkeeper: That'll be ___ gil.

**1a. OK

**2a. Cancel

**1a. - Shopkeeper: Thankss!

**2a. - Shopkeeper: I ssee.

**b. Buy all of the trade items

Shopkeeper: All out today, come back later.

**2. - Sell a piece of equipment or an item

Shopkeeper: That'll be ___ gil.

**A. OK

**B. Cancel

**A. - Thankss!

**B. - Cancels out

**3. - Self-explanatory

After Leaving - Shopkeeper: Come again!

Pub Owner: (See Cyril)

Prison Guard: Welcome to prison, where "law is master & justice is
served."

*The following conversation is one that the Prison Guard uses only when

one of your clan members has finished their sentence.*

Prison Guard: Ah, Marche. One of your clanners is cleared to leave.

**1. Release

**2. Pardon

**3. Leave

**1. - Release someone sent to prison

**A. Try to release someone that you don't know

**B. Release someone you know

**A. - Prison Guard: Hmph. Doesn't look like anyone you know is in here.

**B. - Prison Guard: Who is it you'd like to see?

**a. Visit someone

**b. Exit out

**a. - Gives more options

**1a. Prison Guard: Sorry, can't release that one. They're in here for a pardon.

**2a. Prison Guard: Bail will run you ___ gil. Sure you want to pay?

**1b. Yes

**2b. No

**1b. Prison Guard: The release papers are signed. Prisoner freed.

**2b. Prison Guard: Not proceeding? Very well.

**b. - Goes back to menu

**2. - Pardon someone at prison

**A. Try to pardon when there is no one who needs a pardon

**B. Pardon someone

**C. Release someone after their pardon has been fulfilled

**A. - Prison Guard: No one seems to need a pardon. Keep up the good work.

**B. - Prison Guard: Who would you like to pardon?

**a. Pardon someone

**b. Pardon the Clan Boss

**c. Exit out

**a. - Prison Guard: You're willing to imprison this person to get a pardon?

Bail: ___ Gil

Sentence: ___ Battle(s)

**1a. Yes

**2a. No

**1a. - Prison Guard: We'll hold on to this one for you, then. Stay out of trouble.

**2a. - Goes back to menu

**b. - Prison Guard: While the clan boss is securing a pardon, all clan work stops. Are you sure you want to go in, Marche?

**1b. Yes

**2b. No

**1b. - Prison Guard: Come on in, Marche. Sit, and repent.

[7 Days go by.]

Prison Guard: The pardon was granted. You're free to

go.

**2b. - Returns to the pardon page

**c. - Goes back to menu

**C. - Prison Guard: Ah, Marche. One of your clanners is cleared to leave.

**3. - Self-explanatory

After Leaving - Prison Guard: Farewell. May the light of righteousness be your guide.

CADOAN -

Shopkeeper: Welcome to our establishment.

If you enter Cadoan after the Antilaws mission, then the Shopkeeper will say the following once:

Shopkeeper: Ah, Clan _____. It is our honor to lower prices for you.

If the shopkeeper has new items...

Shopkeeper: Welcome. We have some new items in stock.

**1. Buy

**2. Sell

**3. Leave

**1. - Buy a piece of equipment or an item

**A. Buy a piece of equipment/item that is too expensive

**B. Buy a piece of equipment/item

**C. Buy a piece of equipment/item that you already have 99 of

**D. Buy a trade item

**A. - Shopkeeper: A thousand pardons, but you haven't enough gil for that.

**B. - Shopkeeper: That will be ___ gil.

**a. OK

**b. Cancel

**a. - Shopkeeper: I thank you.

**b. - Cancels out

**C. - Shopkeeper: You cannot carry any more of those.

**D. - More choices

**a. Shopkeeper:

**1a. OK

**2a. Cancel

**1a. - Shopkeeper:

**2a. -

**b. Buy all of the trade items

Shopkeeper: I am truly sorry, but we are out of trade items for the day.

**2. - Sell a piece of equipment or an item

Shopkeeper: That will be ___ gil.

**A. OK

**B. Cancel

**A. - Shopkeeper: I thank you.

**B. - Cancels out

**3. - Self-explanatory

After Leaving - Shopkeeper: Thank you for your patronage. Please favor us again.

Pub Owner: (See Cyril)

The following conversation happens only the first time you go to the Card Keeper.

Ezel the Card Keeper: So, you decided to drop by, Marche! Let's trade cards! Put up cards until their combined rank matches the price. Prices change daily, so come often! Take a look at what I got.

After the first time, that conversation will not appear again. The next conversation, however, that I'm about to put down, is the one that Ezel will use everytime you visit his shop from then on.

Ezel: Ah, Marche. Looks like you're in need of my help!

**1. Trade

**2. Gossip

**3. Leave

**1. - Ezel: These are all the cards I have right now. Any you want?

**A. Trade a Card

**B. Cancel out to original menu

**A. - Ezel: That looks like a trade to me. How about it?

**a. Yes

**b. No

**a. Ezel: All right! Hope you get the most out of your cards.

**b. Ezel: No trade then? OK, no problem.

**B. - Ezel: Laws are no fun at all. Get all the cards you can!

**2. - (Ezel and Marche talk about marketing. It changes from time to time.)

(1.) Ezel: I'll let you in on some insider market info.

Hush-hush! With the magic judge on vacation, magic cards are cheap! Status cards are up. Someone "slowed" the prince's horse.

(2.) Ezel: Say, Marche. I've got a favor to ask of you.

Marche: Sure, what is it?

Ezel: One of my friends is starting a resistance movement. Fighting against the laws, and all that. I want you to help. I'll put a request up at the pub.

(3.) Ezel: I'll let you in on some insider market info.

Hush-hush! A weapon collector just sold his stock. Weapon cards cheap! With finals coming up at Cadoan Academy, magic cards are hot.

(4.) Ezel: I'll let you in on some insider market info.

Hush-hush! The palace is pushing for racial equality. Cheap Dmg2 cards! Judge crackdown! Rare cards'll be going up in price.

(5.) Ezel: I'll let you in on some insider market info.

Hush-hush! Combo cards cheap while the combo laws are being revised! Status cards are up. Someone "slowed" the prince's horse.

(6.) Ezel: I'll let you in on some insider market info.

Hush-hush! I've perfected my technique! Discounts on rare cards! Status cards are up. Someone "slowed" the prince's horse.

(7.) Ezel: I'll let you in on some insider market info.

Hush-hush! Status cards cheap now that malboro season's ending. Love and peace are rampant. Now dmg2 card prices are up.

(8.) Ezel: I'll let you in on some insider market info.

Hush-hush! The palace is pushing for racial equality.

- Cheap Dmg2 cards! Stricter weapon laws mean higher prices on weapon cards.
- (9.) Ezel: I'll let you in on some insider market info.
Hush-hush! Combo cards cheap while the combo laws are being revised! The combat guild is driving up prices on combat cards, sorry.
- (10.)Ezel: I'll let you in on some insider market info.
Hush-hush! A weapon collector just sold his stock. Weapon cards cheap! Judge crackdown! Rare cards'll be going up in price.
- (11.)Ezel: I'll let you in on some insider market info.
Hush-hush! Combo cards cheap while the combo laws are being revised! Stricter weapon laws mean higher prices on weapon cards.
- (12.)Ezel: I'll let you in on some insider market info.
Hush-hush! With so few fighters around, combat cards are going cheap! Love and peace are rampant. Now dmg2 card prices are up.
- (13.)Ezel: I'll let you in on some insider market info.
Hush-hush! Status cards cheap now that malboro season's ending. With finals coming up at the Cadoan Academy magic cards are hot.
- (14.)Ezel: I'll let you in on some insider market info.
Hush-hush! I've perfected my technique! Discounts on rare cards! Stricter weapon laws mean higher prices on weapon cards.
- (15.)Ezel: I'll let you in on some insider market info.
Hush-hush! I've perfected my technique! Discounts on rare cards! The combat guild is driving up prices on combat cards, sorry.
- (16.)Ezel: I'll let you in on some insider market info.
Hush-hush! With the magic judge on vacation, magic cards are cheap! Stricter weapon laws mean higher prices on weapon cards.
- (17.)Ezel: I'll let you in on some insider market info.
Hush-hush! I've perfected my technique! Discounts on rare cards! With finals coming up at Cadoan Academy, magic cards are hot.
- (18.)Ezel: I'll let you in on some insider market info.
Hush-hush! Combo cards cheap while the combo laws are being revised! With finals coming up at Cadoan Academy, magic cards are hot.
- (19.)Ezel: I'll let you in on some insider market info.
Hush-hush! With so few fighters around, combat cards are going cheap! With finals coming up at Cadoan Academy, magic cards are hot.
- (20.)Ezel: I'll let you in on some insider market info.
Hush-hush! A weapon collector just sold his stock. Weapon cards cheap! The combat guild is driving up prices on combat cards, sorry.
- (21.)Ezel: I'll let you in on some insider market info.
Hush-hush! With the magic judge on vacation, magic cards are cheap! The "Neighbors" are driving up target area card prices.
- (22.)Ezel: I'll let you in on some insider market info.
Hush-hush! I've perfected my technique! Discounts on rare cards! The "Neighbors" are driving up target area card prices.
- (23.)Ezel: I'll let you in on some insider market info.
Hush-hush! The palace is pushing for racial equality.

Cheap Dmg2 cards! The combat guild is driving up prices on combat cards, sorry.

(24.)Ezel: I'll let you in on some insider market info.
Hush-hush! A weapon collector just sold his stock.
Weapon cards cheap! The "Neighbors" are driving up target area card prices.

Important!-->(25.)Ezel: I had a great idea yesterday for a super powerful antilaw! I was wondering if you could gather the necessary materials?

Marche: No problem! Just put a mission request up at the pub.

Ezel: OK, that I'll do. Thanks a lot, kiddo.

**3. - Self-explanatory

After Leaving - Ezel: You come back anytime if you need help, Marche.

BAGUBA PORT -

Shopkeeper:

If the shop just got new items, the following statement will be said.

Shopkeeper: Welcome, kupo! We've just got some new items, kupo!

If the shop just got new trade items, the following statement will be said.

Nono: I just got some new trade items in, Marche! Kupo!

Trading's hard, kupo. I have to go to other lands to get stuff.

**1. Buy

**2. Sell

**3. Leave

**1. - Buy a piece of equipment or item.

**A. Buy a piece of equipment/item that is too expensive

**B. Buy a piece of equipment/item

**C. Buy a piece of equipment/item that you already have 99 of

**D. Buy a trade item

**A. -

**B. - Shopkeeper: That'll be ___ gil, kupo!

**a. OK

**b. Cancel

**a. - Shopkeeper: Thank you, kupo!

**b. - Shopkeeper: Kupopo... Too bad.

**C. - Shopkeeper: You can't carry any more of those, kupo! Too heavy, kupo!

**D. - More choices

**a. Shopkeeper: That'll be ___ gil, kupo!

**1a. OK

**2a. Cancel

**1a. - Shopkeeper: Thank you, kupo!

**2a. - Shopkeeper: Kupopo... Too bad.

**b. Buy all of the trade items

Shopkeeper: Sorry, we're all out, kupo. Come back again...

**2. - Sell a piece of equipment or item.

Shopkeeper: That'll be ___ gil, kupo!

**A. OK

**B. Cancel

- **A. - Shopkeeper: Thank you, kupo!
- **B. - Shopkeeper: Kupopo... Too bad.

**3. - Self-explanatory

After Leaving - Shopkeeper: Come again, kupo!

Pub Owner: (See Cyril)

MUSCADET -

Shopkeeper: Welcome!

If the shopkeeper has new items for you to purchase...

Shopkeeper: You're timing is perfect! Take a look at our new items.

(And yes, it really does say "You're"... :P)

**1. Buy

**2. Sell

**3. Leave

**1. - Buy a piece of equipment or item.

**A. Buy a piece of equipment/item that is too expensive

**B. Buy a piece of equipment/item

**C. Buy a piece of equipment/item that you already have 99 of

**D. Buy a trade item

**A. -

**B. - Shopkeeper: That comes out to ____, alright?

**a. OK

**b. Cancel

**a. - Shopkeeper: Thank you!

**b. - Shopkeeper: I see. Oh well.

**C. - Shopkeeper: You can't carry any more of those.

**D. - More choices

**a. Shopkeeper:

**1a. OK

**2a. Cancel

**1a. - Shopkeeper:

**2a. - Shopkeeper:

**b. Buy all of the trade items

Shopkeeper: I'm sorry, but we're out right now. Come
back another time!

**2. - Sell a piece of equipment or item.

Shopkeeper: That comes out to ____, alright?

**A. OK

**B. Cancel

**A. - Shopkeeper: I see. Oh well.

**B. - Shopkeeper: Thank you!

**3. - Self-explanatory

After Leaving - Shopkeeper: Thank you for stopping in! Come
again soon!

Pub Owner: (See Cyril)

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--- 2. Menu Script ---
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LINKING -

The following Conversation is the one that the Pub Owner uses the first time you open up the "Link" option in the menu. The 2nd conversation is the one that the Pub Owner uses every time after the first time.

Pub Owner: Hello, Marche! Have you tried Linking yet? If you link, you can team up and trade with other clans! Every clan you team up with becomes a "support clan." Team up with as many clans as you can! I have to save your game when you link. You might want to go ahead and save now.

Pub Owner: Welcome back, Marche. Here to do some linking? I have to save your game when you link. You might want to go ahead and save now.

- **1. Team Up
- **2. Trade Items
- **3. Trade Units
- **4. Leave

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XI. Updates and Versions ||E===== __ -(XIup&v)- __=====
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Version 1:

10/05/09 - Started guide
07/20/10 - Finished guide

Version 1.1

07/21/10 - Finished all "Extra Missions"
- Added all Mission Item descriptions
- Updated the Help section
- Updated the Ability/Move Description section
- Fixed CTRL F function for the Getting Used To Life part of the Game Script

Version 1.25

07/23/10 - Updated Equipment Description Section
07/24/10 - Added the Character Introductions Section
- Tidied up some of the guide and did some editing with the Game Script section
- Updated the Table of Contents and the How to Use this Guide section
- Updated the CTRL + F function Find Texts
06/04/11 - Added "Dead Unit Script" section
- Added "Leave Clan Unit Script" section

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XII. Help Me Out, Please! ||E===== __ -(XIIhop)- __=====
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As you can see by the title of this section, I need help with this guide. Whether it is a grammar and/or spelling error, or the guide is user-unfriendly, please e-mail me about it at gladiusix@gmail.com. I will be sure to give you credit, and add you into my Credits section if you help me out.

Here are some specific things I need help with:

- Ability Description of Goblin Punch
- Ezel Card Keeper Gossip
- Fiend Run mission (Forgot to record what the Monster Bank Owner said when putting up the mission at the pub.)
- Baguba Port script (Captured Mindy on my playthrough, so never got the chance to hear what she said at the end of the battle. :P)
- Magus Sisters Ability Descriptions
- Falgabird Ability Descriptions
- Pub Owner Linking Script (None of my friends own this game, so I have no one to link with.)
- Any Equipment descriptions that I may have forgotten
- Any Special Units' Ability Descriptions that I may have forgotten

Again, my e-mail is gladiusix@gmail.com.

(Oh, and just a sidenote. Sometimes, the game messes up on its translations. If you see an error in the script that you might think I made, confirm it yourself before checking it with me, because I'm writing the script exactly as it is put into the game. Thanks in advance!)

However, note that hate mail will not be answered. If you have something useful to say, then say it, be it constructive criticism or pointing out an error in the guide. But if you say something like, "This guide is a ***** piece of ****!", you can expect no response from me. Thank you.

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XIII. Credits      ||E===== - (XIIIcr) - =====
=====////
GameFAQs ----- For Hosting this Guide
Neoseeker ----- For Hosting this Guide
Square Enix ----- For making FFTactics Advance
Asch the Hated ----- For giving me an idea about how to put together a
                        Game Script
Dagger_Kirby ----- For providing information on things to include in
                        the guide
most_games_r_ok ----- For providing me with ideas on how to improve the
                        guide
Shotgunnova ----- Same as Asch the Hated
six ball ----- For the Capture guide (Hope you don't mind me
                        taking some of your monster info.)
```

And last but not least... I thank you, the reader! It means a lot to me that you decided to check out this Game Script, and I hope that you have enjoyed reading. Take care, and don't get lost in Ivalice! :)

/ END FILE \