Final Fantasy Tactics Advance Game Script

by GROMABgladius

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FINAL FANTASY TACTICS
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       -GAME SCRIPT-
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 | E-mail: gladiusix@gmail.com |
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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 discrepency 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.)

=======\\\\							
I.	Introduction	to	the	Characters	E======	-(IIittc)	_======
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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.)

/~~~~~\
--- MARCHE RADIUJU --\~~~~~~/

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.

/~~~~~~\
--- MEWT RANDELL --\~~~~~~/

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.

/~~~~~~~\
--- RITZ MALHEUR ---

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.

/~~~~~\
--- MONTBLANC --\~~~~~/

When Marche enters Final Fantasy's Ivalice, Montblanc is the moogle that helps him get on track. He's a cute, fuzzy white moogle (Well, I guess all moogles are cute...) who lets Marche join and take over his clan just because he's a good moogle. 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.

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

Mewt's "mother" in the new Ivalice. She opposes Marche, and tries to get him jailed because of Mewt's wishes.

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) \----/ [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.]

Mewt:

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

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

Ritz: Yes, Mr. Leslaie.

help us out?

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?

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

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

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[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 --- (IIIfriendsatmarche's)
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[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!
[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
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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 --- (IIInewworld)
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[Just like the introducion, 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 ssaid lizard!

[Marche backs away a step.]

```
Lizard: It takess 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: Moogle... Thiss human brat with you?
Moogle: Yes, kupo! He's just come in from the countryside you see.
Marche: ....
Moogle: Apologize to the bangaa, kupo!
Marche: Um...uh...
[The Bangaa turns to face Marche.]
Marche: Sorry!
Moogle: Please excuse him. He's not used to seeing bangaa.
[Moogle nods to Marche and Marche follows where the Moogle is going.]
Bangaa: Hey, you, wait!
[Mooogle and Marche turn around.]
Moogle: Kupo?
[Bangaa walks over to Marche.]
Bangaa: Those clothess... You're a ssoldier 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.]
Moogle: He's engaging you, kupo!
[Battle begins.]
Marche: Wait a second... I get it! "Engage" means "fight"!
Moogle: 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...?
Moogle: 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,
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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.]
   /----\
--- 5. Getting Used to Life --- (IIIgettingusedtolife)
   \----/
```

Marche: Thanks for helping me.

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

Marche: Sorry, I really didn't know.

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

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

Moogle: 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!

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

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

Moogle: 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!

Moogle: Town? But Ivalice is a country!

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

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

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

Moogle: 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!

Moogle: Kupo?

Marche: It's called "Final Fantasy." It's not real. Not really. It's like

a pretend world, with heroes and monsters...

Moogle: 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!

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

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

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

Marche: You're telling me!

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

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

Moogle: 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! [Montlbanc 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 eachother. 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 nods, and the screen fades to black. The screen switches to the world map. The game will give an explanation about the world map, and then Marche and Montblanc will go to Cyril's Pub to check out some missions.]

/----\ --- 6. First Mission: Herb Picking --- (IIIherbpicking) \----/ Pub Owner: Greetings! What mission will you take? [Marche and Montblanc choose "Herb Picking".] >>> Mission 1: Herb Picking <<< Fee: 300 Gil Rank 3 "Looking for people to gather the fever-reducing herb muscmaloi on the Giza Plains. No experience necessary." -Ivalice Pharmacists Guild To Clear: Win Battle Reward: 600 Gil Req. Items: ---Req. Skills: ---Req. Jobs: ---Dispatch: ---Items: ---Available for: ---No Cancellations >>>>>>>> Pub Owner: OK, Marche. You got any mission items? Those are items you need for certain missions. You can get them by completing missions. Looks like you don't have any yet, so just hit "OK." Make sure you're cool with the mission before signing up. That'll be 300 Gil for the info. Thanks. [Screen moves to show Montblanc walking towards Marche.] Montblanc: Kupo? You find any good missions, kupo? Marche: Yeah, there was one that seemed easy enough. Montblanc: When can you start, kupo?

Marche: Right away!

Montblanc: Let's get ready, then. I want to make your first mission a success, kupo!

[Marche nods, and they both exit the pub. Marche and the Clan go to the Giza Plains to complete their mission. Once they enter Giza Plains, Marche and Montblanc encounter some monsters.]

Marche: We'll have to deal with these monsters first... Then we can gather those herbs!

Montblanc: I told you our clan does rough work! Kupo!

[Battle begins. Marche and the Clan defeat the monsters.]

```
Marche: Whew, that's all of them, I think.
[Marche and Montblanc start to start to pick the herbs.]
Montblanc: What were we looking for, kupo?
Marche: Some kind of medicinal herb... Muscma... something?
Montblanc: Muscmaloi! That grows all over the place, kupo!
Marche: Huh? Really?
Montblanc: Yeah--there's some right there. And over there, too! I used to
           pick it all the time when I was little, kupo! The info for this
           mission was cheap, wasn't it?
Marche: Hmm... Well, it was pretty cheap, I guess.
Montblanc: That figures. Still, it's probably good to start slow. Let's pick
           us some herbs and get back to town, kupo!
[Marche nods, and they start to pick the herbs. The screen fades away back to
the world map. ]
Marche: [Herb Picking] went well. Now for the next one!
   /----\
--- 7. Mission 2: Thesis Hunt --- (IIIthesishunt)
   \----/
[Marche accepts the Thesis Hunt mission.]
>>> Mission 2: Thesis Hunt <<<
Fee: 900 Gil
"I search for my master the late Dr. Dalilei's thesis. It was taken from me by
bandits as I crossed the Lutia Pass."
         -Dr. Coleman, Geologist
To Clear: Win Battle
Reward: 4000 Gil, Wizard Hat
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice if you have any items)
Available for: ---
No Cancellations
>>>>>>
[Montblanc and Marche walk onto Lutia Pass.]
Marche: Hey, Montblanc.
Montblanc: Kupo?
Marche: Why would bandits be interested in a thesis, anyway?
Montblanc: Kupopo? Maybe they're nerdy bandits? Some thieves are interested
           in more than money, kupo!
[Marche nods.]
```

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 eachother 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: Kupopo! 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.]
   /----\
--- 8. Mission 3: The Cheetahs --- (IIIthecheetahs)
   \----/
[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: ---
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Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>>
[Before Marche & Clan comes in, a short scene is shown. A scene where we see a
familiar face! Yes, Ritz has finally come back. Ritz and her viera companion
confront a group of people, most likely "The Cheetahs" themselves. Marche and
 the Clan soon join the battle against the Cheetahs.]
Ritz: We've got you now, you bunch of two-bit swindlers!
Enemy Archer: Grr... Don't you ever give up?
Ritz: If we did, we wouldn't be much of a clan, would we?
[Ritz's viera companion approaches Ritz.]
Ritz: Shara? What is it?
Shara: Someone's here, Ritz.
Someone: Ritz!?
[Ritz and Shara turn in the direction of the voice and see Marche running up.]
Ritz: Marche!
Shara: You know him?
Ritz: He's from the other world...
[Marche glances at the Cheetahs, then back at Ritz.]
Marche: They're not your friends, are they?
Ritz: Nah, just a bunch of bandits living around here. Don't worry, Marche.
       We'll take care of them.
Marche: I'll help! I came here to get them, too.
[Battle begins. Some fighting insues.]
Marche: Boy, I sure didn't expect to find you here, Ritz!
Ritz: Likewise! I'd never have expected you to be in a clan...
Marche: Really? Why not?
Ritz: It's just, you were so... timid in the other world.
Marche: ....
Ritz: You've changed here, too, haven't you? I know I have!
[Fighting starts up again. The Cheetahs are destroyed.]
```

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 looks up.]
Marche: Will I ever be able to find my way back home? What'll I do if the
        world stays like this forever?
[Marche slumps, and Montblanc walks over to comfort him.]
Montblanc: My advice is, take it easy, kupo!
[Screen fades out to World Map.]
   /----\
--- 9. Mission 4: Desert Peril --- (IIIdesertperil)
   \----/
[Marche accepts the Desert Peril mission.]
>>> Mission 4: Desert Peril <<<
Fee: 1500 Gil
                   Rank 3
"There's been a rash of attacks by crazed monsters in the Eluut Sands area
recently. Will pay for research & removal."
         -Eluut Civilian Militia
To Clear: Win Battle
Reward: 7000 Gil, Flametongue
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>>
[Marche & Clan enters Eluut Sands. Some monsters are seen, and evidently, they
are going crazy.]
Coeurl: Gwarrh! Gurrgak gak!
Marche: Listen to that thing howl! Maybe the monsters around here really have
        gone mad...
[Battle begins. Monsters are eventually all defeated.]
Marche: What could make a monster go crazy?
[Screen fades out to a scene in the Eluut Sands with Marche and Montblanc
talking to eachother.]
Marche: Do monsters go made like this often?
Montblanc: Kupo... We get jobs like this every once in a while.
[Marche turns to Montblanc.]
Marche: Really? I wonder what causes it?
Montblanc: There are a number of theories, kupo. I, for one, believe the
           crystal theory.
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Marche: Crystal?

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Montblanc: They say the palace made those magical crystals, kupo! Their magic
           is so strong that it affects the animals.
Marche: So you think a crystal is nearby?
Montblanc: I don't know, kupo! It might just be a rumor, after all. How
           could you make anything in a wrinkle in space?
[Marche and Montblanc start to walk off the screen, when Marche turns back.]
Marche: A wrinkle in space, huh? Interesting...
[Screen fades to World Map.]
Marche: All right! [Desert Peril] cleared!
  /----\
--- 10. Mission 5: Twisted Flow --- (IIItwistedflow)
   \----/
[Marche accepts the Twisted Flow mission.]
>>> Mission 5: Twisted Flow <<<
Fee: 1500 Gil
                   Rank 3
"I've seen the Ulei River bending and warping most strangely, but no one else
can see anything! Please find out the truth."
         -Jura, Time Mage Adept
To Clear: Win Battle
Reward: 8000 Gil, Thorn Bow, Buster Sword
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>>
[Screen shows Marche walking to the Ulei River. Marche looks around.]
Marche: Looks like a normal river to me. I don't see any warping or bending
        at all... ? What...? Funny, I had a strange feeling there...
[Screen moves to the center of the river, and the place starts to warp. Just
as quickly as it appears, the portal disappears.]
Marche: Whoa! What was that!?
[The portal appears again. Marche steps backwards.]
Marche: The river... What's going on?
[The portal appears for a final time, and warps Marche into another area.
The screen fades in to a temple-looking area.]
Marche: .... What was that!? That black thing in the river swallowed me,
        and...
```

[Marche stands up, and looks at his surroundings.]

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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
```

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!
   /----\
--- 11. Cadoan Meeting --- (IIIcadoanmeeting)
   \----/
[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.]

```
/----\
--- 12. Mission 6: Antilaws --- (IIIantilaws)
```

[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.1 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
```

```
and his guards leave the area.]
Marche: Ezel... was that an antilaw?
Ezel: Sure was! It nullified the judgemaster's law, allowing me to use
      whatever ability I wished!
Marche: Wow... that's really something.
[Ezel bows his head.]
Ezel: Yes, you might say that I'm really something. But to receive a visit
      from the judgemaster!
Marche: Ezel, are you sure you're not getting in over your head?
Ezel: No, no, no! It is THEY who have crossed the line! Making all their
      laws without asking us what we think. Besides, annoying the judges with
      antilaws is fun!
[Ezel nods his head.]
Ezel: That reminds me, I should tell you about my store.
Marche: Your store? You run a store?
Ezel: For trading law cards, yes! It's still hush-hush. If there's a card
      you're looking for, drop on by!
[Marche nods his head.]
Marche: Sure thing! Thanks, Ezel.
[Screen fades out to the World Map.]
Marche: [Antilaws] went well. Now for the next one!
  /----\
--- 13. Mission 7: Diamond Rain --- (IIIdiamondrain)
  \----/
[Marche accepted the Diamond Rain mission.]
>>> Mission 7: Diamond Rain <<<
Fee: 2100 Gil Rank 3
"Word is, diamonds are fallin in the rain in Aisenfield. If it's true, we'll
be rich!"
         -Geyna, Streetear
To Clear: Win Battle
Reward: 10600 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>
[The Clan enters Aisenfield. Marche can be seen just standing in the rain.]
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Marche: The rain's getting worse. Better watch my footing.
[Marche walks up the map and sees a bunch of monsters. Battle begins. All the
monsters are defeated.]
Marche: Geez... It sure can rain here.
[The screen fades to another scene in Aisenfield. Marche is seen slowly
walking.]
Marche: I was kind of hoping the "diamonds" would be crystals... But I guess--
[Something sparkles in the grass.]
Marche: ...? What was that?
[Marche walks toward the sparkling area, and catches a sparkle in his hand.]
Marche: It disappeared...
[Marche looks up to the sky.]
Marche: What could it have been? It wasn't snow... Maybe this rain does have
        something to do with the crystals...
[Screen fades out to World Map.]
Marche: [Diamond Rain] went well. Now for the next one!
  /----\
--- 14. Mission 8: Hot Awakening --- (IIIhotawakening)
  \----/
[Marche accepts the Hot Awakening mission.]
>>> Mission 8: Hot Awakening <<<
Fee: 1400 Gil
                   Rank 3
"The Roda Volcano has been active lately. The Royal Mage Academy wants to hire
researchers. No experience needed, must like heat."
         -Ramda, Geology Labs
To Clear: Win Battle
Reward: 11400 Gil, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>>
[Marche & Clan enters Roda Volcano. It shows Marche walking on the stone path.
He looks down for a second.]
Marche: Ugh... it's so hot! How can I get anything done here?
[Ground starts to shake. Marche looks around.]
Marche: Earthquake! This thing's not going to erupt, is it?
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[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!

```
[Mewt leans forward, as if sensing Marche's presence.]
Mewt: Who's trying to wreck my world? Get out! Get out of my world!
[Mewt fades away, and the room warps back to the normal crystal room. The
screen whites out, and Marche is transported back to Roda Volcano.]
Marche: Mewt...? Prince Mewt? "My world"?
[Marche looks around, as if examining Ivalice all over again.]
Marche: This world must be a reflection of Mewt's desires! His mom's still
        alive, everyone does what he says... I'm living inside Mewt's dream!
        So if I change the world back to the way it was... I'm destroying his
        dream world! No wonder he doesn't want me here.
[Marche slumps over and the screen fades out to a notice, talking about the
 nu mou totema. Then it fades out to the World Map.]
Marche: [Hot Awakening] went well. Now for the next one!
  /----\
--- 15. Mission 9: Magic Wood --- (IIImagicwood)
  \----/
[Marche accepts the Magic Wood mission.]
>>> Mission 9: Magic Wood <<<
Fee: 1600 Gil
                   Rank 3
"Trespassers have been cutting down trees in the Koringwood for their magical
properties. They must be stopped!"
         -Guillaume, Ranger Captain
To Clear: Win Battle
Reward: 12600 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>
[Some moogles and viera are seen examining a tree.]
Moogle Thief: This tree looks good, kupo!
Viera Summoner: Yes, yes. Just the right size. Let's get it!
Moogle Thief: I could get used to this tree-cutting business, kupo! So much
              easier than cutting things that fight back, kupo!
Viera Summoner: Indeed! And they sell for a pretty gil. What a bargain!
[Marche walks into Koringwood and sees what the Viera and Moogles are doing.
Marche: Oh no! They're trying to cut down that tree!
Moogle Thief: Oh dear, we've been discovered, kupo!
```

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Viera Summoner: Not a problem, as long as we keep them from reporting!
[Battle begins. When all the enemies are defeated...]
Marche: Now to turn these trespassers in!
[Changes to another scene in the Koringwood.]
Judge: Move along. No talking!
[The moogles and vieras are led away by the Judge, with a Hunter following
closely behind.]
Hunter: Thank you so much for you help!
[The Hunter walks away.]
Marche: A magic forest... Maybe this has something to do with the crystals,
        too.
[Screen fades to World Map.]
Marche: [Magic Wood] went well. Now for the next one!
  /----\
--- 16. Mission 10: Emerald Keep --- (IIIemeraldkeep)
  \----/
[Marche accepts the Emerald Keep mission.]
>>> Mission 10: Emerald Keep <<<
Fee: 1800 Gil
"The Royal Mage Academy has given up their search for the giant emerald crystal
of Salika Keep. Treasure hunters, now's your chance!"
         -Levey, Search Team Member
To Clear: Win Battle
Reward: 13600 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>
[Marche and Clan walk into Salikawood. Marche looks around.]
Marche: A giant emerald crystal, huh? I wonder if it's one of those crystals?
[Marche starts to walk up the steps.]
Voice: You here looking for the emerald, too?
[Marche looks up toward the voice. It's coming from Babus.]
Babus: The Academy pulls out, and before the echoes even fade... Wham! In
       come the clans like a pack of hyenas!
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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:

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Babus: Now I know what you look like, there'll be no escape!
[Babus escapes.]
Marche: Mewt... I'm sorry, but I have to do something!
[Screen fades out to World Map.]
Marche: All right! [Emerald Keep] cleared!
   /----\
--- 17. Mission 11: Pale Company --- (IIIpalecompany)
   \----/
[Marche accepts the Pale Company mission.]
>>> Mission 11: Pale Company <<<
Fee: 1900 Gil
                    Rank 3
"A spirit or ghost was seen going into Nargai Cave, and is making low moaning
noises. We can't sleep. Please investigate."
         -Nargai Area Residents
To Clear: Win Battle
Reward: 15000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>
[Clan enters Nargai Cave. Marche can be seen walking up some steps. A ghost
appears in front of him. It looks like just a clearish-white floating ball.]
Marche: Funny... Here I am, looking at a ghost. But I don't feel scared at
        all.
[The ghost leads Marche further into the Cave.]
Marche: It's going further inside...
[The ghost disappears again, only to reappear again in another, deeper part of
the cave. Marche follows it. After Marche follows the ghost very deep into
the cave, a seam starts to form. Marche gets startled.]
Marche: !!
[Marche is warped to another Totema temple place. Marche looks around.]
Marche: Where'd the ghost go?
[The ghost appears in front of Marche again, and leads Marche further down the
hallway of the Totema room. Marche follows it, and notices the crystal
in the room. A Totema emerges from the crystal. The ghost merges with the
Totema.]
```

Marche: A totema!? It... It absorbed the ghost!?

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!
  /----\
--- 18. Nono in Baguba Port --- (IIInonoinbagubaport)
  \----/
[After placing Baguba Port on the map, and going to it, Marche and Montblanc
enter the Pub.]
Moogle: Kupo! It's my big brother, Montblanc!
[Montblanc and Marche walk over to the moogle.]
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!

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!

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[Montblanc looks surprised.]
Montblanc: Kupo...!? A merchant ship?
Marche: Is your airship even big enough?
Nono: Oh, I couldn't carry any large cargoes of course, kupo. I could supply
      small merchants, though. Kupo!
Montblanc: Kupo! That sounds like a pretty good idea!
Nono: You really think so, kupo?
[Montblanc nods. Marche walks forward.]
Marche: Good luck, Nono!
[Nono nods.]
Marche: A merchant trade ship... They must carry lots of rare items.
Nono: I'll be handling everything from source to store! I'll let you know if
      something good comes in, kupo!
Marche: Thanks, Nono! I'll be looking forward to it!
[Screen fades out to World Map.]
   /----\
--- 20. Mission 13: The Bounty --- (IIIthebounty)
  \----/
[Marche accepts The Bounty mission.]
>>> Mission 13: The Bounty <<<
Fee: 3300 Gil
                   Rank 3
"Looking for information about that bounty the palace is offering. Give us a
shout if you see us. We're around."
         -Clan Ox
To Clear: Win Battle
Reward: 17200 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>>
[Marche and Clan encounter Clan Ox.]
Marche: Are you with Clan Ox?
Enemy Paladin: Hmm? You know something about the wanted kid?
Marche: Actually, I was hoping you could tell me about it...
Enemy Black Mage: Hey, Boss, remember the description the palace sent out?
                 Don't you think this guy here fits it pretty close?
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Enemy Paladin: Hmm, now that you mention it... Better get his name.
[Paladin pauses.]
Enemy Paladin: Say, what's your name, kid?
Marche: Huh? My name's Marche... Why?
Enemy Black Mage: What clan? Not , I hope!
[Marche nods.]
Enemy Black Mage: Boss, it's him! He's the one the palace is after!
Marche: What? You mean they put out a bounty on me!?
Enemy Paladin: Too bad for you your clan's famous, eh? Mr. Marche of
               (Whatever Rank your Clan is) Clan ____! Get the fugitive!
               The bounty's as good as in our pockets!
[Battle begins. Clan Ox is defeated.]
Marche: I can't believe the palace would put a bounty on my head! I have to
        find the rest of those crystals, and fast!
[Screen fades out to World Map.]
Marche: All right! [The Bounty] cleared!
  /----\
--- 21. Mission 14: Golden Clock --- (IIIgoldenclock)
  \----/
[Marche accepts the Golden Clock mission.]
>>> Mission 14: Golden Clock <<<
Fee: 2280 Gil
                  Rank 3
"Someone has been selling phoney copies of our 'Golden Sandclock(tm)' in the
Jeraw Sands area. Please investigate."
         -Belta Clockworks Co.
To Clear: Win Battle
Reward: 18000 Gil, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>>
[Clan enters Jeraw Sands. The wind can be heard whistling. Marche slowly
walks into the area, and Shara the viera can also be seen walking into the
same area. Marche and Shara look at eachother, and Marche slowly approahces
her.]
Marche: Wait, I know you, you're Shara. Where's Ritz?
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Shara: Right behind you.

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[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
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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 [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" then 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.

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[Screen fades out.]
  /----\
--- 22. Mewt's Distress/Marche & Ezel --- (IIImewt'sdistress)
   \----/
[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
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bounty hunters are after you, now.
Marche: ....
       tell you!
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Ezel: Have you looked outside recently? It's quite the ruckus out there, I

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!

[Marche turns to Montblanc, and then runs toward the Judge and the Moogle Animist.] Montblanc: Marche! Marche: Here I am! It's me, Marche! I'm the one Prince Mewt is looking for! [The Moogle Animist runs away and the Judge turns and walks toward Marche.] Judge: Eh? Is it really you? You're turning yourself in? Marche: Yes! And I want you to release all the innocents! Judge: Not going to happen. Not until we know you're really him! [Many more units are seen coming into battle for the Judge. The battle begins.] >>> Mission 15: Scouring Time <<< Rank 3 "By order of Her Majesty Queen Remedi we will be searching each town for the boy wanted by the palace." -Bervenia Palace & Judges To Clear: Win Battle Reward: 19600 Gil, 2 Items, 2 Cards Req. Items: ---Req. Skills: ---Req. Jobs: ---Dispatch: ---Items: ---Available for: ---No Cancellations >>>>>>>> [Screen moves back to Judge.] Judge: Grab that boy! Marche: The judgemaster knows me! Call him here, he'll tell you! [The enemies are defeated. The screen moves over to Marche.] Marche: I want you to call Judgemaster Cid now! He knows who I am! He can identify me! [Screen darks out to another scene in Muscadet. Marche is seen surrounded by 2 Bangaas and the Judge. Judgemaster Cid can be seen coming in being guarded by 2 Templars.] Judge: This is the boy. Cid: Hmm... yes, I've seen him before. He was with Ezel Berbier. Judge: Is he the one? Cid: I cannot say for sure... I didn't ask his name. Right, bring him and his friends in for questioning!

Marche: Wait! The others have nothing to do with this!

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 [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.]

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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.]
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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.

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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 Bervenia 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
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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.] /----\ --- 24. Mission 16: The Big Find --- (IIIthebigfind) \----/

[Marche accepts The Big Find mission.]

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>>> Mission 16: The Big Find <<<
Fee: 2520 Gil
"Even after the historical finds in the Uladon Bog, the Royal Mage Academy says
there might be more lying hidden out there..."
         -Azare, Streetear
To Clear: Win Battle
Reward: 20400 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. Soldiers and thieves are congregating
there.]
Fighter: ...He's late. You sure that kid was telling the truth?
Bishop: Hiss information wass very detailed. I trusst him.
Thief: Here comes our pot of gold now!
[Marche and the Clan walk into the scene.]
Fighter: We've been waiting for you, fugitive!
Marche: Huh? Waiting?
Bishop: Yess! We were told you would be coming here!
Fighter: You may have been let go, but there's still that bounty!
[Battle starts. All the enemies are defeated. The screen fades out to
another scene in Uladon Bog. Marche is shown talking to Montblanc.]
Marche: How did they know I would be here? Who could have told them?
[Marche turns around.]
Montblanc: Marche? Are you OK, kupo?
Marche: Was someone watching me just now? Grr. This is giving me the
        creeps...
[Screen fades out to the world map.]
Marche: All right! [The Big Find] cleared!
   /----\
--- 25. Mission 17: Desert Patrol --- (IIIdesertpatrol)
   \----/
[Marche accepts the Desert Patrol mission.]
>>> Mission 17: Desert Patrol <<<
Fee: 2520 Gil
                   Rank 3
"The famed Mirage of Gotor is drawing big crowds, and big crowds draw thieves
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and pickpockets. Please help us patrol!"
         -Ivalice Tourism Board
To Clear: Win Battle
Reward: 21400 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>>
[Marche and Clan enter Gotor Sands. And a surprising figure is met.]
Marche: Doned...? Doned! It's you!
Doned: ....
[Doned runs up to some bangaas, and Marche tries to follow.]
Doned: That's Marche! He's the one they're looking for!
Marche: What!?
Defender: The prince will thank uss highly for thiss one! Let'ss get him!
[The Defender makes a hand signal, and a whole lot more enemies come out to
battle The Clan. The battle begins. All the enemies are defeated.]
Marche: That was Doned, I know it!
[The screen fades out to another scene in the Gotor Sands. Marche is seen
talking to the defeated Defender.]
Marche: Tell me about the boy that was here before we engaged! Everything you
        know! Tell me!
Defender: Ssorry, but I don't know much... He ssaid he'd ssell uss info about
          the fugitive--you.
Marche: Info about me?
Defender: Yess. He wass very well-informed! Funny he didn't charge uss more!
Marche: He tell you anything else? His name? Where to find him?
Defender: Nope. Ssorry, kid.
Marche: ...Fine. Thanks. You can go now.
[The Defender backs off and walks away.]
Marche: Doned... here... What could this mean?
[Screen fades out to the World Map.]
Marche: [Desert Patrol] went well. Now for the next one!
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--- 26. Mission 18: Quiet Sands --- (IIIquietsands)
  \----/
[Marche accepts the Quiet Sands mission.]
>>> Mission 18: Quiet Sands <<<
Fee: 2550 Gil
                   Rank 3
"The famed 'Barking Sands' in the Delia Dunes have stopped barking, and tour
cancellations are rising. Please investigate."
         -Acamel Tours Office
To Clear: Win Battle
Reward: 22600 Gil, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>>>
[Marche and Clan enter Delia Dunes.]
Marche: It's so quiet, my ears are starting to hurt.
[Another figure walks onto the screen. Marche goes to meet the new figure.]
Marche: Who are you?
Llednar: I cannot allow you to interfere any further!
Marche: You're no bounty hunter, are you? The palace!
Llednar: Your time here is up.
[Marche backs up.]
Llednar: It opened. Unfortunate...
[A rift appears and transports Marche to a new place.]
Marche: The fifth... and final! I have to find that crystal. Who was that
        guy, anyway? Wonder if he's still around.
[Marche walks up and sees Llednar.]
Llednar: You shall go no farther! Begone.
[Llednar starts to swing his sword, but a voice out of nowhere calls to him.]
Unknown Voice: Sheath your sword, Llednar!
[Judgemaster Cid appears.]
Marche: Judgemaster!
Cid: It appears I have made it in time!
[Cid holds up a law card. The law card gives Llednar power.]
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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.]
```

>>> Mission 19: Materite Now! <<< Fee: 2720 Gil Rank 3 "Materite is getting hard to find with Audience Day near. I need some for my experiments! Search the Materiwood--ore will do." -Pallas, Alchemist To Clear: Win Battle Reward: 23400 Gil, 2 Items, 2 Cards Req. Items: ---Req. Skills: ---Req. Jobs: ---Dispatch: ---Items: (Your choice) Available for: ---No Cancellations >>>>>>>> [Marche and Clan enter the Materiwood.] Marche: I'll need some for work and some to give to Nono. I guess this is enough materite. Nono's going to make something great, I know it! [Many viera can be seen gathering at the edge of the forest.] Viera Elementalist: Hey, that streetear kid's info was good! Look at how much he's carrying! Viera Assassin: That'll fetch a pretty gil. Materite is scarce of late. [Marche turns around.] Marche: They're after my materite! And the streetear... Doned! Viera Elementalist: We'll be taking that load off your hands. [All the viera are defeated. After the battle, Marche wanders around the Materiwood, looking for Doned.] Marche: Doned? Where are you! [Doned comes up behind Marche and rams Marche in the back.] Marche: Doned! It is you! [Doned takes out Marche's Materite.] Marche: Hey, that's... Doned: Wow, you sure found yourself a big chunk, didn't you? Marche: Doned. Give that back. Doned: I know all about your plans. You're going to use this to make a gift for Mewt, right? Marche:

Doned: What is he going to make for you? A magic salad shooter? Or maybe a

Murasumthin'? Hah hah! I want one, too!

```
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!
   /----\
--- 29. Mission 20: Present Day --- (IIIpresentday)
   \----/
[Marche and Clan enter the Bervenia Palace. Many people can be seen bustling
around.1
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
```

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materite.
Montblanc: Kupopo! My little brother's good in a pinch!
Marche: Nono's "lugaborg" will get us in the door for sure!
[Marche and Montblanc enter the palace, and wait in a room with blue sofas and
a green rug.]
Marche: ... Why is it taking so long? Everyone else's already gone.
Montblanc: Kupo... Maybe something's wrong...?
Marche: Like what?
Montblanc: Some kind of trouble during an audience, or...
[A bunch of soldiers walk into the room.]
Montblanc: They might have figured out who you are, kupo...
Bangaa Templar: That's the kid! Seize him!
Montblanc: I can't believe it! Not after we came this far, kupo!
Bangaa Templar: We received a tip from a concerned citizen!
Marche: Grr... It must have been Doned!
Bangaa Templar: Get the boy!
[Battle begins.]
>>> Mission 20: Present Day <<<
Fee: ---
               Rank 3
"Security at the palace is tight as ever with the public audiences today. Come
pay your respects to the prince and queen."
         -Bervenia Spokesman
To Clear: Win Battle
Reward: 25000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: ---
Available for: ---
No Cancellations
>>>>>>>
[All the enemies are defeated.]
Marche: I have to keep going until I find Mewt.... I've got to talk to him!
[Marche returns to the same waiting room mentioned before. More guards come
Marche: Oh no! I can't let them capture me!
```

[Babus appears and stops the guards.]

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!

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.]
  /----\
--- 30. Mission 21: Hidden Vein --- (IIIhiddenvein)
  \----/
[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)
```

Available for: --No Cancellations

>>>>>>>>

[Right after accepting this mission, a scene happens in the Pub.]

Montblanc: Kupo! So, what's our next job, Marche?

Marche: We need to find some mythril ore.

 $\hbox{Montblanc: Kupokupo... Mythril hunting?} \quad \hbox{Why do you always have to pick the}$

tough jobs, kupo?

Marche: Just trying to make a name for us, you know.

Montblanc: That's true. If we find some, our clan will be famous!

Marche: Actually, I lied. I'm just trying to get Doned's attention.

Montblanc: Kupo...?

Marche: I didn't think he'd come if I just asked him normally.

Montblanc: So you're going to lure him in, kupo?

[Marche nods.]

Marche: When he hears I'm out looking for mythril... There's no way he'll be

able to resist interfering!

Montblanc: That's right! He was the one that wrecked your materite!

Kupopo... Now I get it. You know, you've changed, Marche. You

seem much... older than when we first met, kupo.

Marche: Older?

Montblanc: Kupo! I mean that as a compliment, kupo.

Marche: I really had no idea what was going on at first... All I could do was

worry about getting back home. To tell the truth, I still don't know what's going on. But I do know that as long as I truly want to go

home... I'll be able to. No matter how long it takes.

[Montblanc nods.]

Montblanc: But you should try to make up with your brother, kupo!

Marche: You're right, of course. Let's get going!

[The Clan enters Tubola Caves, and Marche can be seen looking around for

Mythril, when all of a sudden, a voice calls out to him.]

Voice: Stop! Thief!

[A bunch of soldiers come out.]

Marche: Thief? What!?

Mog Knight: We know you're trying to steal our mythril ore!

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: The Royal Valley, huh?
Doned: If you're going at all, go quickly! The judgemaster's waiting for you.
[Marche and Doned start to walk out of the Pub.]
Doned: Be careful.
[Marche nods, and leaves the Pub. The screen fades out to the World Map.]
   /----\
--- 31. Mission 22: To Ambervale --- (IIItoambervale)
   \----/
[Marche and Clan enter the Deti Plains.]
>>> Mission 22: To Ambervale <<<
               Rank 3
"Mewt and Remedi have gone to the Ambervale. Before you follow, come to the
Deti Plains, I have a request to ask of you."
         -Judgemaster Cid
To Clear: Win Battle
Reward: 27000 Gil, 2 items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: ---
Available for: ---
No Cancellations
>>>>>>>
[A lot of monsters can be seen.]
Marche: Out of my way!
[The battle begins. All the monsters are defeated.]
Marche: Where could Judgemaster Cid be?
[The screen fades out to another scene in the Deti Plains. The Judgemaster
walks onto the screen.1
Cid: You sure got here fast.
Marche: Well, it's not like I've got anything better to do. Have you met
        them already?
Cid: No, not yet. There's something I need first. That's why I've come here.
     Marche, can I ask you to do something for me?
Marche: Certainly. What?
Cid: I want you to go to the Siena Gorge and find some amber.
Marche: Amber?
Cid: It's a request from your friend Ezel, the genius. He needs it to make a
     powerful antilaw.
```

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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!
   /----\
--- 32. Mission 23: Over the Hill --- (IIIoverthehill)
   \----/
[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.]

```
>>> Mission 23: Over The Hill <<<
               Rank 3
"I want you to find me some amber in the Siena Gorge. Amber contains the power
of the sun, essential in making the antilaw I need."
         -Judgemaster Cid
To Clear: Win Battle
Reward: 28600 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: ---
Available for: ---
No Cancellations
>>>>>>>>
Ritz: Let's go, Shara!
Shara: Ritz, you don't have to do this, you know. We can stop him without
       you.
Ritz: No. I know what I'm doing. I'll see this through.
Shara: OK, as long as you're cool. Sorry I asked, Ritz.
Marche: You said from the beginning you didn't want our world back. But you
        knew it would have to come back, didn't you?
Ritz: Maybe I did. I guess... games always have an ending, after all. That's
       part of the fun, really. Getting to the end. Of course, sometimes you
       don't want them to end just yet...
Marche: I know Ritz, I understand.
Ritz: That's why I decided I'd at least do everything I could. Even if the
       world is going to turn back no matter what. I don't have to take it
       lying down!
[Ritz is defeated.]
Marche: Ritz...
[The screen fades out to another scene in the Gorge. Shara is next to Ritz,
and Marche is standing near the bridge.]
Marche: I don't suppose you'd come with me if I asked?
Ritz: We'll let you pass... But I'll have you know my mind is still made up.
Marche: OK. I understand. See you later. Judgemaster Cid is waiting for me.
[Marche walks across the bridge, and then turns around.]
Marche: Hey, Ritz! Will you hate me if I bring the real world back?
Ritz: No, I won't. I don't think what you're doing is wrong, either. I just
       want to stay here, that's all.
```

[Marche nods, and exits the Gorge.]

```
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!
   /----\
--- 33. Mission 24: Royal Valley --- (IIIroyalvalley)
   \----/
[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!
```

```
[The card activates, and Llednar's protections disappear.]
Llednar: What? What is this card!?
Cid: I've nullifed the "fortune" law the queen put on you. You are no longer
     invincible, Llednar.
Llednar: ... This reeks of foul play. If you weren't a judge...
[Many units materialize next to Llednar. The battle begins.]
>>> Mission 24: Royal Valley <<<
Fee: ---
               Rank 3
"Thank you for waiting, Marche, I can leave for the Ambervale any time. Let's
go as soon as you are ready."
         -Judgemaster Cid
To Clear: Win Battle
Reward: 0 Gil
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: ---
Available for: ---
No Cancellations
>>>>>>
Llednar: You... get out of here, weakling! You disgust me!
Marche: This is Mewt?
Cid: Only his aggression and violence, not all of Mewt.
Llednar: This time, I will not fail to carry out my orders!
Marche: Who's giving you orders? The queen? Mewt?
Llednar: You'll be gone soon. What does it matter?
[Llednar is defeated.]
Llednar: unnngh... My body... I feel so strange... I must win... I cannot
         lose... not... lose... Uwaaah!
[Llednar turns to stone and crumbles to pieces.]
Marche: Babus!
[The Screen fades out to another scene in the Ambervale.]
Babus: Unnh... ungh.
Marche: You're awake! Are you OK?
Cid: Babus.
Babus: Lord Cid... And... you. The prince! Where is His Highness!?
Cid: He's not here. It's only us.
```

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

Marche: Every wish... So, if we can get rid of this, we can go home!

makes up this world.

[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 eachother, 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.]
                                  _____
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  Design Work Directed by: Hideo Minaba
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                                FIN
========\\\\
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IV. Optional Mission Script ||E======= - (IVomis) - __======
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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.

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/-----\
--- 34. Mission 25: Wanted! Dolce --- (IVwanted!dolce)
\-----/

[Marche accepts the Wanted! Dolce mission.]
```

```
>>> Mission 25: Wanted! Dolce <<<
Fee: 900 Gil
                 Rank 3
"Black Mage Dolce: 4600 gil
  *Dangerous magic use
  *Eating and running
  *Assorted misdemeanors
  *Last spotted in forest"
         -This Month's Wanted!
To Clear: Win Battle
Reward: 4600 Gil, Flower Vase, Firewheel Rod
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations accepted
>>>>>>>>>
[Marche and Clan enter Nubswood.]
Dolce: Who are you guys? Hey! I paid for that food, really!
Marche: Dolce! We're Clan and we're bringing you in.
[Battle begins. Clan defeats Dolce.]
Dolce: No! I don't want to go in!
[Dolce slumps over. Screen fades to the World Map.]
Marche: [Wanted!] went well. Now for the next one!
  /----\
--- 35. Mission 26: Wanted! Gabbana --- (IVwanted!gabbana)
  \----/
[Marche accepts the Wanted! Gabbana mission.]
>>> Mission 26: Wanted! Gabbana <<<
Fee: 1710 Gil
                  Rank 3
"Gabbana Brothers: 13600 gil
  *Theft (4 counts)
  *Rosiotti slaying
  *Always together
  *Target desert travelers"
         -This Month's Wanted!
To Clear: Win Battle
Reward: 13600 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Clan enters Jeraw Sands.]
```

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Enemy Mog Knight: Bounty hunters, kupo! Let's scram!
Marche: You won't get away, Gabbana Brothers!
[Battle begins. When Big Gabbana is defeated...]
Big Gabbana: This was definitely not our lucky day, kupo.
[Screen fades out to World Map.]
Marche: [Wanted!] went well. Now for the next one!
  /----\
--- 36. Mission 27: Wanted! Godeye --- (IVwanted!godeye)
  \----/
[Marche accepts the Wanted! Godeye mission.]
>>> Mission 27: Wanted! Godeye <<<
Fee: 600 Gil
                 Rank 2
"This Month's Wanted! Diaghilev Godeye: 2800 gil"
  *Using alchemy to make counterfeit gil
  *Rumored to have a third eye
To Clear: Win Battle
Reward: 2800 Gil, Thunder Rod
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Giza Plains.]
Godeye: Bounty hunters? I saw you coming... with my third eye!
Marche: We're Clan , and you're coming with us, Diaghilev!
[Battle begins. Diaghilev is defeated.]
Godeye: Unh... heh heh. It seems it was fated that I be captured...
[Screen fades out to World Map.]
Marche: [Wanted!] went well. Now for the next one!
  /----\
--- 37. Mission 28: Wanted! S. King --- (IVwanted!s.king)
  \----/
[Marche accepts the Wanted! S. King mission.]
>>> Mission 28: Wanted! S. King <<<
Fee: 2160 Gil
"Swampking Kanan: 18000 gil
 *Ex-palace guard (AWOL)
 *Raiding local towns from a camp in the Uladon Bog"
```

```
To Clear: Win Battle
Reward: 18000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Clan enters Uladon Bog.]
Swampking: Bounty hunters, eh? You've come a long way... for naught!
Marche: We know what you've been up to, "Swampking" Kanan!
[Battle begins. Swampking Kanan is defeated.]
Swampking: I've made some bad choices... haven't I? I am finished.
[Screen fades out to the World Map.]
Marche: All right! [Wanted!] cleared!
  /----\
--- 38. Mission 29: Wanted! Rayne --- (IVwanted!rayne)
  \----/
[Marche accepts the Wanted! Rayne mission.]
>>> Mission 29: Wanted! Rayne <<<
Fee: 4200 Gil
"Killer Rayne: 45000 gil
*Fearsome female assassin
*Said to know all the skills of her trade
*Hiding in Jagd Helje"
         -This Month's Wanted!
To Clear: Win Battle
Reward: 45000 Gil, Mystery Item, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Jagd Helje. A bunch of enemies can be seen.]
Rayne: Didn't think anyone would follow me here! Eat Ultima Masher!
Marche: I didn't really want to come here, but we gotta do this. *gulp*
[The battle begins. Rayne is defeated.]
Rayne: Unggh... eh heh. At least I went out fighting...
```

-This Month's Wanted!

```
[The screen fades out to the world map.]
Marche: All right! [Wanted!] cleared!
  /----\
--- 39. Mission 30: Wanted! Lodion --- (IVwanted!lodion)
  \----/
[Marche accepts the Wanted! Lodion mission.]
>>> Mission 30: Wanted! Lodion <<<
Fee: 2550 Gil
              Rank 4
"Dark Duke Lodion: 22600 gil"
 [Warning: Very Dangerous!]
*Powerful magic
*Numerous followers
*Active in Jagd Ahli"
        -This Month's Wanted!
To Clear: Win Battle
Reward: 22600 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Jagd Ahli.]
Lodion: Come to find out why they call me "Dark Duke Lodion"?
Marche: Dark Duke or not, we're taking you in!
[Lodion is defeated.]
Lodion: How could I fail!? Darkness, take me into your fold...
[Screen fades out to World Map.]
Marche: [Wanted!] went well. Now for the next one!
  /----\
--- 40. Mission 31: Ruby Red --- (IVrubyred)
  \----/
[Marche accepts the Ruby Red mission.]
>>> Mission 31: Ruby Red <<<
Fee: 1870 Gil
"Our family heirloom, the fiery ruby known as the 'Dragon's Eye,' has been
stolen. Please retrieve."
         -Viscount Rashie
To Clear: Win Battle
Reward: 16000 Gil, Wyrmstone, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
```

```
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Clan enters Baguba Port.]
Beastmaster: Eh? What? We haven't stolen no ruby!
Marche: The game's up! We know you're guilty, so give it back!
[The beastmaster is defeated.]
Beastmaster: Grr... You guys are tough.
[All the enemies are defeated.]
Marche: We'll be taking that ruby back now!
[Screen fades out to the World Map.]
Marche: All right! [Ruby Red] cleared!
  /----\
--- 41. Mission 32: Tower Ruins --- (IVtowerruins)
  \----/
[Marche accepts the Tower Ruins mission.]
>>> Mission 32: Tower Ruins <<<
Fee: 2000 Gil
                  Rank 3
"Gaol, the knight of the amber eyes, was out with the moogle Lini when they
heard tales of a red-armed fiend in the Koringwood."
         -'The Hero Gaol,' Chapter 1
To Clear: Win Battle
Reward: 0 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Clan enters Koringswood. Many monsters are seen.]
Marche: The red-armed fiend may be gone from these woods now, but there's
        plenty of monsters to take its place!
[Battle begins. All of the monsters are destroyed.]
Marche: A hero... I wonder if I'll ever be a hero like that?
[Screen fades out to World Map.]
Marche: [Tower Ruins] went well. Now for the next one!
   /----\
--- 42. Mission 33: Battle in Aisen --- (IVbattleinaisen)
```

```
\----/
[Marche accepts the Battle in Aisen mission.]
>>> Mission 33: Battle in Aisen <<<
Fee: 2000 Gil
                  Rank 3
"Gaol, himself one of the Aise 13, was adventuring with Lini the moogle when
they heard that Aisen Keep had been attacked!"
         -'The Hero Gaol,' Chapter 2
To Clear: Win Battle
Reward: 0 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Item: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>>
[Marche and Clan enter Aisenfield.]
Marche: The battlefield of Aisen... This is where the 13 knights fought.
[Battle begins. All of the enemies are defeated.]
Marche: The knights gathered in this place... Wish I could've seen it.
[Screen fades out to World Map.]
Marche: [Battle in Aisen] went well. Now for the next one!
  /----\
--- 43. Mission 34: Magewyrm --- (IVmagewyrm)
  \----/
[Marche accepts the Magewyrm mission.]
>>> Mission 34: Magewyrm <<<
Fee: 1700 Gil Rank 3
"Gaol, wielder of the twin sword 'Ayvuir,' was out with Lini the moogle when
they were asked to drive a magewyrm out of Delia."
         -'The Hero Gaol,' Chapter 3
To Clear: Win Battle
Reward: 0 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[The Clan enters the Delia Dunes. A boatload of monsters can be seen.]
Magewyrm: *hisss* I'll never forgive you! Pain-bringer!
Marche: Magewrym Gerland! I thought Gaol defeated you!
```

```
{{Another typo within the game... I'm pretty sure it should have been
  "MageWYRM" instead of "MageWRYM"...}}}
[Battle begins. Gerland is defeated.]
Magewyrm: *hissss* Gaaaaaoaoorr!
[The rest of the enemies are defeated.]
Marche: Gaol... we have defeated your foe.
[Screen fades out to World Map.]
Marche: All right! [Magewyrm] cleared!
  /----\
--- 44. Mission 35: Salika Keep --- (IVsalikakeep)
  \----/
[Marche accepts the Salika Keep mission.]
>>> Mission 35: Salika Keep <<<
Fee: 1700 Gil
"Gaol, lover of the moon maiden Evelyn, was out with Lini the moogle when the
keeplord of Salika invited them... to die!"
         -'The Hero Gaol,' Chapter 4
To Clear: Win Battle
Reward: 0 Gil, Ayvuir Red, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Clan enters Salika Keep]
Vampire: Gaol... You must die! Evelyn is mine, all mine!
Marche: The keeplord's ghost!? He thinks I'm Gaol! The hero Gaol is no more,
        but I will fight you in his stead!
[The Vampire (Lordghost) is defeated.]
Vampire: Yes... Now I remember. He came at me, with swords raised... Then,
         those twin swords, they... guh... gwaaaaarrgh!
[The rest of the enemies are defeated.]
Marche: This is one of the twin swords. The Red Ayvuir!
[Screen fades out to World Map.]
Marche: Alright! [Salika Keep] cleared!
  /----\
--- 45. Mission 36: Twin Swords --- (IVtwinswords)
  \----/
```

```
[Marche accepts the Twin Swords mission.]
>>> Mission 36: Twin Swords <<<
Fee: 2000 Gil
                   Rank 4
"Seeing Gaol die horribly before his very eyes, Lini took his sword into the
Eluut Sands to await the one worthy to wield it."
         -'The Hero Gaol,' Epilogue
To Clear: Win Battle
Reward: 0 Gil, Ayvuir Blue, Item
Req. Items: ---
Req. Skills: Combat/Lvl.10
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Clan enters Eluut Sands.]
Enemy Moogle: Who are you, kupo! How dare you profane Lini's grave, kupo!
Marche: The grave of the brave Lini... I feel like something has called me to
        this place.
[Battle begins. The moogle that first confronted the party is defeated.]
Enemy Moogle: You have proven your worthiness to visit the grave, kupo.
[The rest of the enemies are also defeated.]
Marche: Have Lini's soul and the Ayvuir Blue chosen me?
[Screen fades out to World Map.]
Marche: [Twin Swords] went well. Now for the next one!
   /----\
--- 46. Mission 37: Village Hunt --- (IVvillagehunt)
   \----/
[Marche accepts the Village Hunt mission.]
>>> Mission 37: Village Hunt <<<
Fee: 600 Gil
                  Rank: 3
"Participants wanted for a survey of the Eluut Sands. We will cross antlion
nests to find a legendary moogle's hidden village."
         -Barba, Junior Researcher
To Clear: Win Battle
Reward: 4200 Gil, Khukuri
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
```

```
[Marche and Clan enter Eluut Sands. Many antlions are seen.]
Marche: Look at all the antlions! This must be their nest!
[Battle begins. All monsters are killed off.]
Marche: I wonder if the moogle village lies beyond?
[Screen fades out to World Map.]
Marche: All right! [Village Hunt] cleared!
  /----\
--- 47. Mission 38: Fire! Fire! --- (IVfire!fire!)
  \----/
[Marche accepts the Fire! Fire! mission.]
>>> Mission 38: Fire! Fire! <<<
Fee: 600 Gil Rank 1
"Fire on Grasgreen Street! Need help to quench the spreading blaze."
         -Cyril Fire Chief
To Clear: Win Battle
Reward: 3600 Gil, Sprinkler, Barong
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 10 days
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Cyril.]
Marche: Look at all the bombs! They'll burn down the whole town!
[Battle begins. Marche and the Clan defeat the group of Bombs.]
Marche: Whew. Glad we stopped them before it spread to other streets...
[Screen fades to the world map.]
Marche: All right! [Fire! Fire!] cleared!
  /----\
--- 48. Mission 39: The Wanderer --- (IVthewanderer)
  \----/
[Marche accepts The Wanderer mission.]
>>> Mission 39: The Wanderer <<<
Fee: 2400 Gil
                  Rank 2
"The body of a viera was found last night with several knife wounds. Anyone
with information should contact us."
         -Meiral, Palace Guard
To Clear: Win Battle
Reward: 11400 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
```

```
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Clan enters Muscadet. Three Tonberries can be seen, with a Masterberry
leading them all.]
Masterberry: ....
Marche: Look at that walk... Wait, you're the killer!
[Battle begins. All the Tonberries are defeated.]
Masterberry: ....
[The Masterberry falls down.]
Marche: We'll leave the rest to the judges.
[Screen fades out to World Map.]
Marche: All right! [The Wanderer] cleared!
  /----\
--- 49. Mission 40: Battle Tourney --- (IVbattletourney)
  \----/
[Marche accepts the Battle Tourney mission.]
>>> Mission 40: Battle Tourney <<<
Fee: 800 Gil
                  Rank 3
"Battle tourney to be held at Bervenia Palace! Who will gain the honor of
victory? [Note] Special laws will be in effect."
         -Bervenia Events Office
To Clear: Win Battle
Reward: 7000 Gil, 2 Items, Mystery Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 15 Days
Cancellations Accepted
>>>>>>>
[Marche and Clan enter Bervenia Palace.]
Marche: Let's win this one!
[The Battle begins. All the enemies are defeated.]
Marche: We did it! The crowd loves us!
[The screen fades out to the world map.]
Marche: All right! [Battle Tourney] cleared!
```

Req. Jobs: ---

```
/----\
--- 50. Mission 41: Mage Tourney --- (IVmagetourney)
  \----/
[Marche accepts the Mage Tourney mission.]
>>> Mission 41: Mage Tourney <<<
Fee: 850 Gil
                 Rank 3
"Mage tourney to be held at Bervenia Palace! Join in the battle for magical
supremacy! [Note] Special laws will be in effect."
        -Bervenia Events Office
To Clear: Win Battle
Reward: 7000 Gil, 2 Items, Mystery Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Bervenia Palace.]
Marche: A mage tourney could be the ideal place to put our magic to the test!
[The battle begins. The enemies are defeated.]
Marche: We did it! Our magic rocks!
[The screen fades out to the world map.]
Marche: [Mage Tourney] went well. Now for the next one!
  /----\
--- 51. Mission 42: Swimming Meet --- (IVswimmingmeet)
  \----/
[Marche accepts the Swimming Meet mission.]
>>> Mission 42: Swimming Meet <<<
Fee: 800 Gil
                 Rank 3
"Swimming tourney to be held at Bervenia Palace! Who will be the speediest in
Ivalice? [Note] Special laws will be in effect."
        -Bervenia Events Office
To Clear: Win Battle
Reward: 7000 gil, 2 Items, Mystery Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 15 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Bervenia Palace.]
Marche: Urm... I'd take a fight on dry land over water any day...
```

```
[Battle begins. All the enemies are defeated.]
Marche: We did it! We won!
[The screen fades out to the world map.]
Marche: All right! [Swimming Meet] cleared!
  /----\
--- 52. Mission 43: Clan League --- (IVclanleague)
  \----/
[Marche accepts the Clan League mission.]
>>> Mission 43: Clan League <<<
Fee: 2100 Gil
                  Rank 4
"Clan League finals to be held in the Bervenia Palace courtyard! See the
favorites, the Brown Rabbits, go against Clan . [Special laws in
effect.]"
To Clear: Win Battle
Reward: 22600 Gil, 2 Items, Mystery Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Bervenia Palace. The Viera can be seen in the center of
the field.
Vili: It's the finals at last! We're ready to take you on.
Marche: Sorry, but we're not going to lose this one!
[The Battle begins. Vili is defeated.]
Vili: W-We lost... I guess this makes you the champions!
[The screen fades out to the World Map.]
Marche: [Clan League] went well. Now for the next one!
  /----\
--- 53. Mission 44: Snow in Lutia --- (IVsnowinlutia)
  \----/
[Marche accepts the Snow in Lutia mission.]
>>> Mission 44: Snow in Lutia <<<
Fee: 600 Gil
                 Rank 1
"Would you please take my children to play in the snow on Lutia Pass? I'll
make you lunch! Please watch out for monsters."
         -Auntie Larsu
To Clear: Win Battle
Reward: 3600 Gil, Kaiser Knuckles
Req. Items: ---
Req. Skills: ---
```

```
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Lutia Pass. Some monsters can be seen.]
Marche: We have to clear these monsters out of here...
[Battle begins. The monsters are soon killed by the Clan.]
Marche: Things should be safe now. It's about time we brought these kids back
        home.
[Screen fades out to the World Map.]
Marche: [Snow in Lutia] went well. Now for the next one!
  /----\
--- 54. Mission 45: Frosty Mage --- (IVfrostymage)
  \----/
[Marche accepts the Frosty Mage mission.]
>>> Mission 45: Frosty Mage <<<
Fee: 600 Gil
                 Rank 3
"I saw a bad wizard doing something up in the snow mountains. He's up to no
good, I know it! He was making all this ice!"
         -Laudy, Shopkeeper's Son
To Clear: Win Battle
Reward: 4000 Gil, Laglace Sword, Ice Shield
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Lutia Pass. Various monsters can be seen, along with
Gelato, a Nu Mou Black Mage.]
Gelato: Hrm... no more ice. This experiment is finished. Who are you!? I do
        not take intereference lightly!
Marche: Stop your experiments at once! Nobody can get through with you
        blocking the pass!
[Battle begins. If you kill Gelato, then Gelato will say the following.]
Gelato: Nnnn, ngah! My experiment! Nooo...
[Once the Clan destroys the Magical Devices, the battle is won.
Marche: If you had just gotten permission, it might have been fine!
[Screen fades out to the World Map.]
```

```
Marche: All right! [Frosty Mage] cleared!
  /----\
--- 55. Mission 46: Prof in Trouble --- (IVprofintrouble)
  \----/
[Marche accepts the Prof in Trouble mission.]
>>> Mission 46: Prof in Trouble <<<
Fee: 900
             Rank 4
"Please find Professor Auggie. He's been gone to the Lutia Pass for three
days now. Maybe he's lost, or buried in an avalanche!"
         -Dag, Research Assistant
To Clear: Win Battle
Reward: 4000 Gil, Gedegg Soup
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 days
Cancellations Accepted
>>>>>>>>>
[Marche and Clan enter Lutia Pass. Some zombies can be seen cornering a Nu
Mou, and some flans can also be seen. Apparently, the Nu Mou is Professor
Auggie.]
Marche: Professor Auggie, are you OK? We'll help you!
[Battle begins. Zombies and Flans are quickly taken care of.]
Marche: Everyone's worried about you. Let's get back right away.
[Screen fades to World Map.]
Marche: All right! [Prof in Trouble] cleared!
  /----\
--- 56. Mission 47: Hot Recipe --- (IVhotrecipe)
  \----/
[Marche accepts the Hot Recipe mission.]
>>> Mission 47: Hot Recipe <<<
Fee: 1500 Gil
                  Rank 2
"I need to make a super hot dish to compete with the restaurant across the
street! Please get the "stuff" at Roda Volcano."
         -Rolana, Chocobo's Kweh
To Clear: Win Battle
Reward: 7000 Gil, Gedegg Soup, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 days
Cancellations Accepted
>>>>>>
```

```
[Marche and Clan enter Roda Volcano.]
Marche: I'm pretty sure she wants some bomb claws for her recipe.
[Battle begins. All the monsters are defeated.]
Marche: This is all the stuff we need. Let's take it back to Rolana.
[Screen fades out to World Map.]
Marche: All right! [Hot Recipe] cleared!
  /----\
--- 57. Mission 48: S.O.S. --- (IVs.o.s.)
  \----/
[Marche accepts the S.O.S. mission.]
>>> Mission 48: S.O.S. <<<
Fee: 1000 Gil
                  Rank 4
"Emergency flares in the pattern green-red-green were spotted over the
Koringwood. Clan Ritz is in trouble! Please assist."
         -Clan Center
To Clear: Win Battle
Reward: 7800 Gil, Mystery Item, Item, 2 Cards
Req. Items: ---
Req. Skills: Track/Lvl.7
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 15 Days
Cancellations Accepted
>>>>>>>
[Marche and Clan enter Koringswood and sees Ritz/Shara being attacked by some
monsters.]
Ritz: Reinforcements! And just in time! Shara, time to strike back!
Marche: Ritz! Glad we made it in time!
[All of the monsters are defeated.]
Ritz: That was a close one. I owe you again, Marche.
Marche: That's what friends are for, Ritz!
[Screen fades out to World Map.]
Marche: [S.O.S.] went well. Now for the next one!
  /----\
--- 58. Mission 49: A Lost Ring --- (IValostring)
  \----/
[Marche accepts the Lost Ring mission.]
>>> Mission 49: A Lost Ring <<<
Fee: 600 Gil
                Rank 3
```

```
"I dropped my ring in the Ulei River! It was a gift from my beau... Please
find it before he finds out I lost it!"
         -Clea, the Ice Cream Man's Girl
To Clear: Win Battle
Reward: 5200 Gil, Black Quena, Terre Rod
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 15 days
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter the Ulei River, and some monsters can be seen.]
Marche: We've got monsters! Better find that ring, and fast!
[Battle begins. All monsters are subdued.]
Marche: Now where could that ring be...? .... Ah hah! Here it is!
[Screen fades out to World Map.]
Marche: [A Lost Ring] went well. Now for the next one!
   /----\
--- 59. Mission 50: Staring Eyes --- (IVstaringeyes)
   \----/
[Marche accepts the Staring Eyes mission.]
>>> Mission 50: Staring Eyes <<<
Fee: 900 Gil
                  Rank 4
"I found out who's got the ahriman eye, and he's a real bad egg. Seems he's
making the ahriman chase after girls in Cyril."
         -Bran, Streetear
To Clear: Win Battle
Reward: 4600 Gil, Vesper, Diamond Armor
Req. Items: Ahriman Eye
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: Ahriman Eye, ---
Available for: 25 days
Cancellations Accepted
>>>>>>>
[Marche and Clan enters Cyril. The only non-animal enemy unit on the field is
a purplish Nu Mou.]
Purple Nu Mou: I've been watching you! You dare interfere with my plans!?
Marche: So you're the criminal! You won't get away now!
[Battle begins. All the enemies are defeated.]
Purple Nu Mou: You... better be careful... I will always be watching!
Marche: Watch all you want. We have nothing to hide!
```

```
[Screen fades to World Map.]
Marche: All right! [Staring Eyes] cleared!
  /----\
--- 60. Mission 51: Desert Rose --- (IVdesertrose)
  \----/
[Marche accepts the Desert Rose mission.]
>>> Mission 51: Desert Rose <<<
Fee: 1700 Gil
                 Rank 3
"Three days' walk into the Gotor Sands I found a beautiful rose by an oasis.
Yet it soon wilted... If only I'd had a vase."
         -Delman, Pub Customer
To Clear: Win Battle
Reward: 0 Gil, Blue Rose, Item, 2 Cards
Req. Items: Flower Vase
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: Flower Vase, ---
Available for: 15 Days
Cancellations Accepted
>>>>>>>
[Marche and Clan enter Gotor Sands. Some monsters are seen blocking the way.]
Marche: The oasis is up ahead. Just got to get through here first.
[Battle begins. All the monsters are defeated.]
Marche: ...! There's a spring! The oasis!
[The screen fades out to the World map.]
Marche: All right! [Desert Rose] cleared!
  /----\
--- 61. Mission 52: Friend Trouble --- (IVfriendtrouble)
  \----/
[Marche accepts the Friend Trouble mission.]
>>> Mission 52: Friend Trouble <<<
Fee: 1800 Gil
                  Rank 3
"Arr, them mountain beasts have been coming down to the lowlands of late, and
one took a bite out of me! Find me a good hunter!"
        -Cheney, Hunter
To Clear: Win Battle
Reward: 9000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>
```

```
[The Clan walks into the Kudik Peaks.]
Marche: I wonder what's gotten these monsters all riled up...?
[Battle begins. All the monsters are defeated.]
Marche: Something's wrong with the mountain. I wonder what?
[Screen fades out to World Map.]
Marche: [Friend Trouble] went welll. Now for the next one!
  /----\
--- 62. Mission 53: Flesh & Bones --- (IVflesh&bones)
  \----/
[Marche accepts the Flesh & Bones mission.]
>>> Mission 53: Flesh & Bones <<<
Fee: 2160 Gil
                  Rank 4
"There's a shop called the 'Flesh & Bones' that buys poachers' catches at good
prices. Just say you're on stree patrol and drop in."
         -Gayle, Baguba Streetear
To Clear: Win Battle
Reward: 18000 Gil, Tiger Hide, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Baguba Port.]
Hunter: That judge--ack! We've been engaged! Let's beat it!
Marche: We're Clan , and you're not leaving!
[Battle begins. The main Hunter is defeated.]
Hunter: Dang it! And we were making good gil, there...
[The rest of the enemies are defeated.]
Marche: Poaching is a crime!
[The screen fades out to the world map.]
Marche: All right! [Flesh & Bones] cleared!
   /----\
--- 63. Mission 54: For A Song --- (IVforasong)
  \----/
[Marche accepts the For A Song mission.]
>>> Mission 54: For A Song <<<
```

```
Fee: 1870 Gil
                   Rank 2
"There's a song I wish to sing to an old friend. Can you come find her with
me? She lives in the Materiwood."
         -Leanan, Inn Songstress
To Clear: Win Battle
Reward: 16000 Gil, Trichord, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>
[Clan enters the Materiwood. A lot of Monsters can be seen. A lone summoner
can be seen facing the monsters alone; that is, until Marche and the Clan step
up to help...]
Marche: Monsters! Get back, Leanan.
[All the monsters are defeated.]
Marche: Leanan, it's OK now. Let's go, your friend is waiting for you.
[The screen fades out to the World Map.]
Marche: [For A Song] went well. Now for the next one!
   /----\
--- 64. Mission 55: White Flowers --- (IVwhiteflowers)
  \----/
[Marche accepts the White Flowers mission.]
>>> Mission 55: White Flowers <<<
Fee: 200 Gil
                  Rank 3
"Please bring me some of the flowers I planted on the Giza Plains. They're the
only way to cheer my sister up since mom died."
         -Temil, Town Youth
To Clear: Win Battle
Reward: 1600 Gil, White Flowers, 1 Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 days
Cancellations Accepted
>>>>>>>>
[The Clan enters Giza Plains.]
Marche: I wonder where Temil planted those flowers?
[Battle begins. Antlions and Goblins are killed off.]
Marche: Here they are! Let's get these back home!
[Screen fades out to World Map.]
```

```
Marche: All right! [White Flowers] cleared!
  /----\
--- 65. Mission 56: New Antilaw --- (IVnewantilaw)
  \----/
[Marche accepts the New Antilaw mission.]
>>> Mission 56: New Antilaw <<<
Fee: 2300 Gil
                  Rank 3
"Inspiration has struck! Fetch me some amber from the Siena Gorge--I'll need
it to make my new, super-powerful antilaw!"
To Clear: Win Battle
Reward: 34000 Gil, Amber, Item, Allmighty Antilaw, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Siena Gorge. A bunch of enemies can be seen.]
Ninja: This is our turf. If you're here for amber, you're out of luck.
Marche: We need that amber for a good reason! We're not leaving!
[The Ninja is defeated.]
Ninja: Grr... And we had all that amber to ourselves!
[The rest of the enemies are defeated.]
Marche: Well, we got the amber we needed. I wonder what kind of antilaw
        Ezel's going to make?
[The screen fades out to the World Map.]
Marche: [New Antilaw] went well. Now for the next one!
  /----\
--- 66. Mission 57: Prison Break --- (IVprisonbreak)
  \----/
[Marche accepts the Prison Break mission.]
>>> Mission 57: Prison Break <<<
Fee: 800 Gil
                  Rank 3
"Help me break out of prison, just for one day, please! All I have to do is
deliver a birthday present to my wife!"
         -Julian, Troubled Inmate
To Clear: Win Battle
Reward: 7000 Gil, Mystery Item, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
```

```
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>
[Marche and Clan enter Sprohm, and a lot of Bangaa Guards can be seen.]
Templar: Emergency! That Julian's running again!
Marche: We've been found! Guess we'll have to fight...
[The Templar in the back is defeated.]
Templar: You... think you can just... get away with this!?
[The rest of the enemies are defeated.]
Marche: (As long as Julian really comes back...)
[Screen fades out to the World Map.]
Marche: All right! [Prison Break] cleared!
  /----\
--- 67. Mission 58: Royal Ruins --- (IVroyalruins)
  \----/
[Marche accepts the Royal Ruins mission.]
>>> Mission 58: Royal Ruins <<<
Fee: 950 Gil
                  Rank 2
"There are some ruins in Nargai Cave that date from when golden gil was still
in currency! Just think, what if some is left?"
         -Meena, Streetear Courier
To Clear: Win Battle
Reward: 7000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>>>
[Marche and Clan enter Naragi Cave.]
Marche: So this is where the ancient coins were found...
[Battle begins. If the two strange statues are destroyed...]
Marche: A switch... The door is opening!
[The screen fades out to the World Map.]
Marche: [Royal Ruins] went well. Now for the next one!
  /----\
--- 68. Mission 59: Sketchy Thief --- (IVsketchythief)
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\----/
[Marche accepts the Sketchy Thief mission.]
>>> Mission 59: Sketchy Thief <<<
Fee: 1920 Gil
                  Rank 3
"We were playing on the Deti Plains, and some weirdo took Laudy's favorite
sketchbook! Please get it back!"
         -Estia, Friend of Laudy
To Clear: Win Battle
Reward: 18000 Gil, Sketchbook, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter the Deti Plains. A mixture of monsters and other
enemies can be seen.]
Thief: Came for this sketchbook, did you? Well, you can play with the flan
       that I created!
Marche: A... monster out of a sketchbook!?
[The battle begins. The Thief is defeated.]
Thief: Grr... If only I were a better artist...
[The rest of the enemies are defeated.]
Marche: We got back the sketchbook. Let's head home.
[The screen fades out to the World Map.]
Marche: All right! [Sketchy Thief] cleared!
  /----\
--- 69. Mission 60: Showdown! --- (IVshowdown!)
  \----/
[Marche accepts the Showdown! mission.]
>>> Mission 60: Showdown! <<<
Fee: 4080 Gil
                  Rank 3
"The showdown with the Gertai Band is upon us! Date: 10 days from now. Place:
Ozmon. Looking for a few good soldiers!"
         -Roodog, Bardo Band Head
To Clear: Win Battle
Reward: 36000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 10 Days
Cancellations Accepted
```

```
>>>>>>>
[Marche and Clan enter Ozmonfield.]
Mog Knight: The Bardo Band is nothing but a bunch of weaklings, kupo
Marche: You can say that after you beat us!
[Mog Knight is defeated.]
Mog Knight: Kupopo... you got me. Boss, I'll leave them to you...kupo.
[All the enemies are defeated.]
Marche: All right! Bardo Band won!
[The screen fades out to the World Map.]
Marche: [Showdown!] went well. Now for the next one!
  /----\
--- 70. Mission 61: Hit Again --- (IVhitagain)
  \----/
[Marche accepts the Hit Again mission.]
>>> Mission 61: Hit Again <<<
Fee: 950 Gil
                 Rank 3
"They got me again, kupo... And they went running off to Jagd Dorsa again, too,
kupo... I give up, kupo..."
         -Nono, Once Again
To Clear: Win Battle
Reward: 7000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Clan enters Jagd Dorsa.]
Enemy Ninja: A hit-and-run? Nope, don't know anything about it.
Marche: I know you do! You won't go unpunished for this!
[Battle begins. The enemy ninja is defeated.]
Enemy Ninja: I-I'm sorry... I didn't mean to run after the accident...
[All the enemies are defeated.]
Marche: Apologize to Nono. And don't ever do it again.
[Screen fades out to World Map.]
Marche: [Hit Again] went well. Now for the next one!
```

```
/----\
--- 71. Mission 62: Oasis Frogs --- (IVoasisfrogs)
  \----/
[Marche accepts the Oasis Frogs mission.]
>>> Mission 62: Oasis Frogs <<<
Fee: 900 Gil
"I haven't been hearing the frogs from the town oasis lately. Hope nobody is
eating them! Would you stand watch till night?"
         -Donya, Pub Customer
To Clear: Win Battle
Reward: 4600 Gil, Mystery Item, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Cadoan. Many Lamias can be seen.]
Marche: Lamias! Are they the ones eating the frogs?
[Battle starts. All the lamias are defeated.]
Marche: Hm? The lamias left something behind...
[The screen fades out to the world map.]
Marche: All right! [Oasis Frogs] cleared!
  /----\
--- 72. Mission 63: Missing Prof --- (IVmissingprof)
  \----/
[Marche accepts the Missing Prof mission.]
>>> Mission 63: Missing Prof <<<
Fee: 2040 Gil
                  Rank 3
"Help! Professor Auggie has gone missing during his investigation of the cave
at Tubola! He was last seen near a statue."
         -Quin, Search Party Member
To Clear: Win Battle
Reward: 18000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Tubola Cave. A lot of monsters are seen.]
Marche: Professor Auggie, where are you?
```

```
[The battle begins, and the Odd Statues are destroyed.]
Voice: Helloooo! I'm here! Please help!
Marche: !! It's coming from behind the statue!
[The screen fades out to the world map.]
Marche: All right! [Missing Prof] cleared!
  /----\
--- 73. Mission 64: Den of Evil --- (IVdenofevil)
  \----/
[Marche accepts the Den of Evil mission.]
>>> Mission 64: Den of Evil <<<
Fee: 2400 Gil
                  Rank 3
"There's a place free of laws beyond Tubola Cave, but you need a pass to get
in. Paradise or Purgatory? You find out!"
         -Da'aye, Streetear
To Clear: Win Battle
Reward: 22600 Gil, Item, 2 Cards
Req. Items: Helje Key
Req. Skills: Combat/Lvl.25
Req. Jobs: ---
Dispatch: ---
Items: Helje Key, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Tubola Cave. A bunch of clan members can be seen.]
Black Mage: Heh, so someone had what it takes to get this far.
Marche: I see... We'll need to win to enter this jagd!
[The battle begins. The Black Mage is defeated.]
Black Mage: You've done it, strangers. Welcome to Jagd Helje.
[The rest of the enemies are defeated.]
Marche: Another jagd... Another place where no laws can reach.
[The screen fades out to the world map.]
Marche: [Den of Evil] went well. Now for the next one!
  /----\
--- 74. Mission 65: Exploration --- (IVexploration)
  \----/
[Marche accepts the Exploration mission.]
>>> Mission 65: Exploration <<<
Fee: 1000 Gil
                  Rank 3
"*Exploration Tour
 Want to travel to unspoilt wilderness where not even desert dwellers fare?
```

```
Just 1,000 gil at the pub!"
         -Ivalice Tourism Board
To Clear: Win Battle
Reward: 0 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Gotor Sands. Battle begins.]
Marche: Our destination must be right ahead! Or... so I hope!
[All the monsters are defeated.]
Marche: Yes! Now we'll enter the uncharted lands!
[Screen fades out to the World Map.]
Marche: All right! [Exploration] cleared!
  /----\
--- 75. Mission 66: A Dragon's Aid --- (IVadragon'said)
  \----/
[Marche accepts the A Dragon's Aid mission.]
>>> Mission 66: A Dragon's Aid <<<
Fee: 3570 Gil
"A dragon is attacking Baguba, and only the Delia Wyrms can stop it! They'll
talk to me if I bring them the Wyrmstone!"
         -Kiti, Baguba Watch Chief
To Clear: Win Battle
Reward: 31600 Gil, 2 Items, 2 Cards
Req. Items: Wyrmstone
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: Wyrmstone, ---
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Clan enters Delia Dunes. Many Wyrms can be seen.]
Dragoon: This is the sanctuary of the Delia Wyrms. Away with you!
Marche: I've come for your help! Only you can save Baguba!
[Battle begins. The leading Dragoon is defeated.]
Dragoon: I see you have the wyrmstone and strength. We shall offer our help
         in driving away the Roda Dragon.
Marche: [A Dragon's Aid] went well. Now for the next one!
```

```
/----\
--- 76. Mission 67: Missing Meow --- (IVmissingmeow)
  \----/
[Marche accepts the Missing Meow mission.]
>>> Mission 67: Missing Meow <<<
Fee: 2520 Gil
                  Rank 5
"Please find my pet. His name is 'meow' because he goes 'meow meow.' He likes
rabbit tails. Thank you!"
         -Amelie, Owner of Meow
To Clear: Win Battle
Reward: 27000 Gil, Ally Finder2, Item, 2 Cards
Req. Items: Rabbit Tail
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter the Deti Plains. A lone Couerl can be seen.]
Couerl: Meow... Meow?
Marche: It's saying "meow"! That must be... Meow! We found it!
[The battle begins. Meow is defeated.]
Meow: Meoooooow!
[The screen fades out to the World Map.]
Marche: [Missing Meow] went well. Now for the next one!
   /----\
--- 77. Mission 68: Fowl Thief --- (IVfowlthief)
   \----/
[Marche accepts the Fowl Thief mission.]
>>> Mission 68: Fowl Thief <<<
Fee: 600 Gil
                  Rank 2
"A thief has been coming in the night and stealing our chickens! Please, catch
him for us!"
         -Kariena, Little Girl
To Clear: Win Battle
Reward: 3600 Gil, Ninja Knife, Javelin
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Clan enters Cyril and confronts the thief.]
```

```
Thief Dabarosa: I've been found! Nothing to do but fight my way out!
Marche: Thief! Give back those chickens!
[Battle begins. Party kicks thief's butt.]
Thief Dabarosa: Whaaaa! Bossss!
[Screen fades to World Map.]
Marche: All right! [Fowl Thief] cleared!
  /----\
--- 78. Mission 69: Free Sprohm! --- (IVfreesprohm!)
  \----/
[Marche accepts the Free Sprohm! mission.]
>>> Mission 69: Free Sprohm! <<<
Fee: 600 Gil
                 Rank 3
"One of the Borzoi Capos is in the mountain town of Sprohm! Keep an eye on him
until we and the Sprohm Watch are ready!"
         -Cyril Town Watch
To Clear: Win Battle
Reward: 2400 Gil, 2 Items
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Sprohm. Some enemies can be seen.]
Borzoi Thief: Who do you think you are!? Get 'em!
Marche: Clan Borzoi! We're taking you down!
[Battle starts. Borzoi Thief is defeated.]
Borzoi Thief: How... How could this happen?
[Borzoi Thief falls down, and battle resumes. The rest of the Borzoi Clan
members are defeated.]
Marche: Finally, we'll have peace in Sprohm once more.
[Screen fades out to world map.]
Marche: All right! [Free Sprohm!] cleared!
   /----\
--- 79. Mission 70: Raven's Oath --- (IVraven'soath)
  \----/
[Marche accepts the Raven's Oath mission.]
>>> Mission 70: Raven's Oath <<<
```

```
Fee: 800 Gil
                 Rank 4
"Think you can push Clan Borzoi and its allies around? Next time, you face me:
Dread Raven!"
         -Raven, Borzoi Capo
To Clear: Win Battle
Reward: 6400 Gil, 2 Items
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[The Clan enters Giza Plains.]
Raven: I'll get you back for what you did to my comrades!
Marche: If you're Raven then you should know Clan Borzoi never wins!
[Battle starts. Raven is defeated.]
Raven: No! Nooo! Dread Raven never loses!!!
[Battle continues until all enemies are defeated.]
Marche: Whew, we won! That's a relief.
[Screen fades out to World Map.]
Marche: All right! [Raven's Oath] cleared!
  /----\
--- 80. Mission 71: Nubswood Base --- (IVnubswoodbase)
  \----/
[Marche accepts the Nubswood Base mission.]
>>> Mission 71: Nubswood Base <<<
Fee: 1000 Gil
                  Rank 3
"We've discovered a Borzoi Base in the Nubswood. Help us root this evil out of
our lands forever!"
         -Sprohm Town Watch
To Clear: Win Battle
Reward: 7000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Nubswood.]
Borzoi Viera: You're not a Borzoi! What are you doing here?
[Battle begins. All Borzoi clan members are defeated.]
```

```
Borzoi Viera: Mommieeeee!
Other Borzoi Viera: N-No... it can't be.
Borzoi Moogle: Sorry, Boss...
[Screen fades out to World Map.]
Marche: [Nubswood Base] went well. Now for the next one!
  /----\
--- 81. Mission 72: Lutia Mop-Up --- (IVlutiamop-up)
  \----/
[Marche accepts the Lutia Mop-Up mission.]
>>> Mission 72: Lutia Mop-Up <<<
Fee: 800 Gil
                  Rank 3
"We found another nest of those Borzoi worms in Lutia Pass! We've got four of
their capos already, only three to go!"
         -Sprohm Town Watch
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 Lutia Pass.]
Borzoi Sniper: How'd they find us here!?
[Battle begins. All enemies are defeated.]
Borzoi Sniper: Boss...!
Borzoi Time Mage: Didn't think it would end like this... Boss...
[Screen fades out to World Map.]
Marche: All right! [Lutia Mop-Up] cleared!
  /----\
--- 82. Mission 73: Borzoi Falling --- (IVborzoifalling)
  \----/
[Marche accepts the Borzoi Falling mission.]
>>> Mission 73: Borzoi Falling <<<
Fee: 1000 Gil
             Rank 4
"The Clan Borzoi boss, Gukko, has turned up in Cyril, and he plans on escaping
overseas. Now's our chance to get him!"
        -Cyril Town Watch
To Clear: Win Battle
Reward: 7200 Gil, Mystery Item, 2 Cards
```

```
Req. Skills: Combat/Lvl.12
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[The Clan enters Cyril.]
Gukko: I won't go down without a fight!
Marche: We're on to you, Gukko! We're taking you in!
[Battle begins. Gukko is defeated.]
Gukko: My... My plans! My dreams of glory! Noooo!
[The rest of the Borzoi Clan is finished off.]
Marche: You call other people suffering "glorious"?
[Screen fades out to World Map.]
Marche: [Borzoi Falling] went well. Now for the next one!
  /----\
--- 83. Mission 74: Cadoan Watch --- (IVcadoanwatch)
  \----/
[Marche accepts the Cadoan Watch mission.]
>>> Mission 74: Cadoan Watch <<<
Fee: 1500 Gil
                   Rank 3
"There's a bomb infestation near the town of Cadoan! Please help us drive them
back before Cadoan burns to the ground!"
         -Cadoan Town Watch
To Clear: Win Battle
Reward: 8200 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Clan enters Cadoan. Many, many bombs are seen. Sort of like Fire! Fire!, but
with a more bombs.]
Marche: Where did all these bombs come from?
[Battle begins. All the bombs are defeated.]
Marche: Glad we managed to deal with them before they got to Cadoan.
[Screen fades out to World Map.]
```

Req. Items: ---

```
Marche: [Cadoan Watch] went well. Now for the next one!
  /----\
--- 84. Mission 75: Free Cadoan! --- (IVfreecadoan!)
   \----/
[Marche accepts the Free Cadoan! mission.]
>>> Mission 75: Free Cadoan <<<
Fee: 600 Gil Rank 4
"The Redwings have reared their ugly head in Cyril. Help us and the Sprohm
Town Watch drive them out!"
         -Cadoan Town Watch
To Clear: Win Battle
Reward: 2400 Gil, Mystery Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Clan enters Cadoan.]
Marche: Redwings! Keep your hands off Ivalice!
[The Redwing moogles are defeated.]
Marche: Something tells me we haven't seen the lsat of the Redwings.
[Screen fades out to the World Map.]
Marche: [Free Cadoan!] went well. Now for the next one!
   /----\
--- 85. Mission 76: Fire Sigil --- (IVfiresigil)
   \----/
[Marche accepts the Fire Sigil mission.]
>>> Mission 76: Fire Sigil <<<
Fee: 600 Gil
                  Rank 3
"Marilith Serpent, Falgabird of fire and brimstone, has been seen at Roda
Volcano. Your duty is clear! Godspeed."
         -The Mysterious Minstrel
To Clear: Win Battle
Reward: 4600 Gil, Fire Sigil, Mystery Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Clan enters Roda Volcano.]
```

```
Lamia: I am the Falgabird of fire, Marilith!
Marche: She looks tough. Better be careful.
[Marlirith is defeated.]
Malirith: No... It can't be!
[The rest of the enemies are defeated.]
Marche: Falgabird... We'll remember that name.
[Screen fades out to World Map.]
Marche: All right! [Fire Sigil] cleared!
   /----\
--- 86. Mission 77: Free Baguba! --- (IVfreebaguba!
   \----/
[Marche accepts the Free Baguba! mission.]
>>> Mission 77: Free Baguba! <<<
Fee: 600 Gil
                   Rank 3
"Redwings calling themselves the 'Magus Sisters' have turned up in Baguba.
Help us fight this new menace to our people!"
         -Baguba Town Watch
To Clear: Win Battle
Reward: 2400 Gil, Mystery Item, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Baguba Port. Three Lamias are seen. One of them
speaks.]
Lamia: Well, well!
[Another speaks.]
Other Lamia: We are the Magus Sisters three! Before us all foes flee!
{{That sounds SOOO Lame...}}
Last Lamia: Get 'em, girls!
[Battle begins. The Magus Sisters, an obvious reference to FFX, are named
Sandy, Cindy, and Mindy. Sandy is the one that responds first, Cindy is the
one that responds second, and Mindy is the one that responds third.]
Sandy: H-How... can it be?
Cindy: We... never lose!
(Captured her, so I never got the chance to record what she says...)
```

```
[Screen fades out to the World Map.]
Marche: [Free Baguba!] went well. Now for the next one!
  /----\
--- 87. Mission 78: Water Sigil --- (IVwatersigil)
  \----/
[Marche accepts the Water Sigil mission.]
>>> Mission 78: Water Sigil <<<
Fee: 2280 Gil
"Kraken Bolum, Falgabird of wave and water, has been seen at Nargai Cave. Your
duty is clear! Godspeed."
        -The Mysterious Minstrel
To Clear: Win Battle
Reward: 18000 Gil, Water Sigil, Mystery Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[The Clan enters Nargai Cave.]
Flan: I am Kraken, Falgabird of water. I shall avenge Marilith!
Marche: A Falgabird... a Redwing!?
[Kraken is defeated.]
Kraken: Marilith... I come to join you...
[After all enemies are defeated...]
Marche: I wonder how many more of those there are...?
[Screen fades out to World Map.]
Marche: All right! [Water Sigil] cleared!
  /----\
--- 88. Mission 79: Wind Sigil --- (IVwindsigil)
  \----/
[Marche accepts the Wind Sigil mission.]
>>> Mission 79: Wind Sigil <<<
                  Rank 4
Fee: 2280 Gil
"Tiamat Dragoa, Falgabird of wind and storm, was seen in the Koringwood. Your
duty is clear! Godspeed."
         -The Mysterious Minstrel
To Clear: Win Battle
Reward: 1800 Gil, Wind Sigil, Mystery Item, 2 Cards
Req. Items: ---
Req. Skills: ---
```

```
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Clan enters Koringwood.]
Thundrake: I am Tiamat, Falgabird of Wind! Prepare for your doom!
Marche: The Falgabird of wind! Uh oh!
{{He sounds sarcastic}}
[The battle begins. Tiamat is defeated.]
Tiamat: You are strong... I hope to challenge to challenge you again sometime.
[Marche and Clan defeat all the enemies.]
Marche: Now I wonder who's leading these Falgabirds?
[Screen fades out to World Map.]
Marche: All right! [Wind Sigil] cleared!
  /----\
--- 89. Mission 80: Earth Sigil --- (IVearthsigil)
   \----/
[Marche accepts the Earth Sigil mission.]
>>> Mission 80: Earth Sigil <<<
Fee: 2280 Gil
"Lich De Mort, Falgabird of earth and stone, has been seen at Aisen Plains.
Your duty is clear! Godspeed."
         -The Mysterious Minstrel
To Clear: Win Battle
Reward: 18000 Gil, Earth Sigil, Mystery Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Clan enters Aisenfield.]
Zombie: I am Lich, Falgabird of the earth! I will rot you alive!
Marche: It... it's dead! But it's moving!
[Battle begins. Lich is defeated.]
Lich: Nooooo! I-Impossible! I cannot die!
[When all the enemies are defeated...]
```

Req. Jobs: ---

```
Marche: The earth Falgabird and the earth sigil... I think I see a connection.
[Screen fades out to World Map.]
Marche: All right! [Earth Sigil] cleared!
   /----\
--- 90. Mission 81: The Redwings --- (IVtheredwings)
  \----/
[Marche accepts The Redwings mission.]
>>> Mission 81: The Redwings <<<
Fee: 2850 Gil
                   Rank 5
"The Redwings base has been found in the Salikawood. Dark Knight Grissom, the
Redwings boss is there. Godspeed."
         -The Mysterious Minstrel
To Clear: Win Battle
Reward: 22600 Gil, Mystery Item, 2 Cards
Req. Items: Spiritstone
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: Spiritstone, ---
Available for: ---
Cancellations Accepted
>>>>>>>
[Clan enters the Salikawood.]
Glasm: First you found Clan Borzoi, and now you've found us... You've done
       well... too bad it all ends here!
{{I know, the name that the Dark Knight takes on in Battle is different than
  the one that the Mysterious Minstrel put up. Glasm and Grissom. I guess
  it's just another translation error.}}
Marche: We'll win again! Everyone's on our side!
[Battle begins. Glasm is defeated.]
Glasm: The spiritstone... How did you know...? Aaaahh...
[Screen fades out to World Map.]
Marche: [The Redwings] went well. Now for the next one!
  /----\
--- 91. Mission 82: Free Muscadet! --- (IVfreemuscadet!)
   \----/
[Marche accepts the Free Muscadet! mission.]
>>> Mission 82: Free Muscadet! <<<
Fee: 600 Gil
                  Rank 3
"Some Clan Borzoi leftovers have turned up in the town of Muscadet. Help us
beat some sense into them!"
         -Muscadet Town Watch
To Clear: Win Battle
Reward: 2400 Gil, Mystery Item, 2 Cards
Req. Items: ---
```

```
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Muscadet.]
Borzoi Clan Member: Clan Borzoi will never die. We'll rise again... After we
                   beat you!
Marche: Clan Borzoi leftovers? Don't they ever give up?
[Battle begins. The Ark Knight is defeated (The Bangaa).]
Ark Knight: Clan Borzoi forever!!!
[Battle continues and ends when all the Borzoi Clan Members are defeated.]
Marche: At last Muscadet will have some peace and quiet.
[Screen fades out to World Map.]
Marche: All right! [Free Muscadet!] cleared!
  /----\
--- 92. Mission 83: Foreign Fiend --- (IVforeignfiend)
  \----/
[Marche accepts the Foreign Fiend mission.]
>>> Mission 83: Foreign Fiend <<<
Fee: 2160 Gil
                   Rank 5
"A giant snake is attacking our traveling merchants! We can't make our rounds
like this. Someone please stop that thing!"
         -Davoi, Merchant
To Clear: Win Battle
Reward: 18000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Marche and Clan enter Ulei River. A Queen Lamia can be seen.]
Marche: A fiend from afar... Wonder if it's any worse than the locals?
[Battle begins. The Queen Lamia is defeated.]
Marche: And I thought Grissom was the end of the Redwings.
[Screen fades out to World Map.]
Marche: All right! [Foreign Fiend] cleared!
```

```
/----\
--- 93. Mission 84: Foreign Fiend 2 --- (IVforeignfiend2)
  \----/
[Marche accepts the Foreign Fiend 2 mission.]
>>> Mission 84: Foreign Fiend 2 <<<
Fee: 2520 Gil
                  Rank 5
"A bizarre turtle-like monster is attacking the town! Somebody stop it!"
        -Crusoi Inn
To Clear: Win Battle
Reward: 20400 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. They notice a Bladebiter wandering around
the city.]
Marche: We better get this thing out of here, quick!
[Battle begins. The Adamantoise is defeated.]
Marche: I hope that was the last of them...
[The screen fades out to the World Map.]
Marche: All right! [Foreign Fiend] cleared!
  /----\
--- 94. Mission 85: Foreign Fiend 3 --- (IVforeignfiend3)
  \----/
[Marche accepts the Foreign Fiend 3 mission.]
>>> Mission 85: Foreign Fiend 3 <<<
Fee: 2700 Gil Rank 5
"A plant monster is attacking people, and the body count is rising! We need a
weeder, quick!"
        -Bokum, Townsperson
To Clear: Win Battle
Reward: 22600 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. They see some Malboros lurking around the
 area.l
```

```
Marche: Plants, huh... Did the Redwings bring this over, too?
[Battle begins. The Malboros are defeated.]
Marche: Snakes, turtles, plants. Foreign beasts come in all kinds!
[The screen fades out to the world map.]
Marche: [Foreign Fiend] went well. Now for the next one!
  /----\
--- 95. Mission 86: Last Stand --- (IVlaststand)
  \----/
[Marche accepts the Last Stand mission.]
>>> Mission 86: Last Stand <<<
Fee: 4140 Gil
"I sense... a life-force possessing unfathomable magic powers! It would be
folly to let it roam wild. Kill it! Kill it!"
         -Shaton, Diviner
To Clear: Win Battle
Reward: 34000 Gil, 2 Mystery Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Marche and Clan enter Nubswood. They see a demon-like figure floating.]
Marche: What... what is that!? I feel something really, really weird!
[Battle begins. The Dread Lord is defeated.]
Marche: The darkness fades... And the last of the Redwings with it!
[Screen fades out to World Map.]
Marche: [Last Stand] went well. Now for the next one!
  /----\
--- 96. Mission 87: Free Bervenia! --- (IVfreebervenia!)
  \----/
[Marche accepts the Free Bervenia! mission.]
>>> Mission 87: Free Bervenia! <<<
Fee: 200 Gil
                 Rank 6
"Gukko is back in Cyril and planning to attack the palace with his newfound
magical powers. Calling every town watch to arms!"
         -Cyril Town Watch
To Clear: Win Battle
Reward: 2400 Gil, Mystery Item, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
```

```
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Marche and Clan enter Cyril. We notice that Gukko has changed into a
vampire.]
Gukko: I've learned a few tricks overseas... Now I'm more powerful than ever!
       The dark shall prevail!
Marche: Gukko! So you're back with the power of the dark, eh?
[Gukko is defeated.]
Gukko: No!!! I cannot lose... I cannoooot....
[The rest of the enemies are defeated.]
Marche: Gukko. Nothing good can come of the darkness.
[The screen fades to the World Map.]
Marche: [Free Bervenia!] went well. Now for the next one!
  /----\
--- 97. Mission 88: The Worldwyrm --- (IVtheworldwyrm)
  \----/
[Marche accepts The Worldwyrm mission.]
>>> Mission 88: The Worldwyrm <<<
Fee: 2100 Gil
                   Rank 7
"The ley lines that run through Ivalice have gone awry--the World Wyrm, Ogma is
come again! Defeat him or Ivalice is doomed!"
To Clear: Win Battle
Reward: 22600 Gil, Ogma's Seal, Item, Allmighty Law Card, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Roda Volcano. A lone Thundrake can be seen.]
Ogma (The Thundrake): WHO DARES DISTURB MY SLEEP...?
Marche: Ogma! We have to defeat him, somehow!
[Ogma is defeated.]
Ogma: WWWOOOORRRRRR. I GO NOW... BACK TO SLEEP...
[The screen fades out to the World Map.]
Marche: All right! [The Worldwyrm] cleared!
```

```
/----\
--- 98. Mission 89: Moogle Bride --- (IVmooglebride)
  \----/
[Marche accepts the Moogle Bride mission.]
>>> Mission 89: Moogle Bride <<<
Fee: 1680 Gil
                  Rank 5
"My dearest Montblanc, I think of you always. If we could meet, I would much
like to tell you how I feel in person."
         -Mogumi, Townsgirl
To Clear: Win Battle
Reward: 18000 Gil, Mystery Item, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Marche and Clan enter the Materiwood. A bunch of Moogles can be seen.
Montblanc is forced to be in this battle.]
Montblanc: Miss Mogumi.. I... I read your letter, kupo!
Mog Knight: You fell for it, kupo! Now you'll get a lesson in humility from
            Clan Rose!
[All the enemies are defeated.]
Mog Knight: Ku-Kupo... We could have been great together, kupo...
Montblanc: You... You're not Mogumi, kupo! Noooooo! I've been had, kupo!
           That's not very nice, kupo!
[The screen fades out to the World Map.]
Marche: All right! [Moogle Bride] cleared!
  /----\
--- 99. Mission 90: Clan Law --- (IVclanlaw)
  \----/
[Marche accepts the Clan Law mission.]
>>> Mission 90: Clan Law <<<
Fee: 1260 Gil Rank 6
"We clans were made to steal work, to gain turf, were we not? All you fat and
lazy clans, get ready for a rude awakening!"
         -Secret Clan Coalition
To Clear: Win Battle
Reward: 13600 Gil, Mystery Item, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
```

```
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter the Ozmonfield.]
Paladin: You know how many clans have suffered because of you!? When a clan
         grabs all the power, a dictator is not far behind! We will defeat
         you for our fallen friends and... for freedom!
Marche: Who's a dictator!? Why can't we all be friends?
[The Battle begins. The Paladin is defeated.]
Paladin: You may have beaten us, but you can't beat all the clans! Someone
         will rise to take our place! Enjoy your short reign!
[The rest of the enemies are defeated.]
Marche: Reign... dictator... Who said we were interested at all?
[The screen fades out to the World Map.]
Marche: [Clan Law] went well. Now for the next one!
  /----\
--- 100. Mission 91: Challengers? --- (IVchallengers?)
  \----/
[Marche accepts the Challengers? mission.]
>>> Mission 91: Challengers? <<<
Fee: 2040 Gil
"A swordsman from afar has come looking to challenge our strongest warrior.
One look at the guy was enough to send me running!"
         -Hulick, Swordsman
To Clear: Win Battle
Reward: 18000 Gil, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Clan walks into the Delia Dunes. A lone soldier can be seen.]
Swordmaster: Waahahaha! So you're the strongest swordsman!? I'll take you
             all on!
Marche: Here we come!
[Battle begins. The Swordmaster is defeated.]
Swordmaster: Your strength is true. I give you this sword to honor that.
[Screen fades out to world map.]
```

```
Marche: [Challengers?] went well. Now for the next one!
  /----\
--- 101. Mission 92: Cursed Bride --- (IVcursedbride)
  \----/
[Marche accepts the Cursed Bride mission.]
>>> Mission 92: Cursed Bride <<<
Fee: 950 Gil Rank 4
"Save my son! He's been odd ever since he married that girl, and the other day
I saw her turn into a snake and bite him!"
        -Marcello, Merchant Recluse
To Clear: Win Battle
Reward: 8200 Gil, Mystery Item, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan walk into Eluut Sands and see a Lamia, which is apparently the
merchant's son's wife.]
Lamia: Nooo! No one can see me like this and live!
Marche: The bride became a monster!? Or else...?
[Battle begins, and the Lamia is defeated.]
Lamia: Ssss....! I... haattesss you!
[The Lamia collapses, and the screen fades out to the World Map.]
Marche: All right! [Cursed Bride] cleared!
  /----\
--- 102. Mission 93: Flan Breakout! --- (IVflanbreakout!)
  \----/
[Marche accepts the Flan Breakout! mission.]
>>> Mission 93: Flan Breakout! <<<
Fee: 1620 Gil
                  Rank 3
"There's been an outbreak of flan near our logging site! They'll eat all the
trees, and we'll be out of a job! Help!"
        -Dals, Lumberjack
To Clear: Win Battle
Reward: 13600 Gil, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
```

```
[Clan enters the Salikawood. Many flans are seen.]
Marche: I've never seen so much flan!
[Battle begins. All the flans are defeated.]
Marche: We better warn the other clans so this never happens again!
[Screen fades out to World Map.]
Marche: All right! [Flan Breakout!] cleared!
  /----\
--- 103. Mission 94: Sorry, Friend --- (IVsorry, friend)
  \----/
[Marche accepts the Sorry, Friend mission.]
>>> Mission 94: Sorry, Friend <<<
Fee: 1440 Gil
                  Rank 3
"We learned a summoning spell at school, but when I tried it at home, I
couldn't get the monster to leave! Help me!"
         -Orvis, Mage School Junior
To Clear: Win Battle
Reward: 13600 Gil, Mystery Item, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter the Deti Plains. A lone monster can be seen.]
Marche: That must be the monster. Sorry, but you gotta go.
[Battle begins. The monster is defeated.]
Marche: I wish there had been some other way...
[The screen fades out to the World Map.]
Marche: [Sorry, Friend] went well. Now for the next one!
  /----\
--- 104. Mission 95: Carrot! --- (IVcarrot!)
  \----/
[Marche accepts the Carrot! mission.]
>>> Mission 95: Carrot! <<<
Fee: 2700 Gil Rank 6
"Oh my, what to do? My pet, Carrot, is hiding in her house and won't come out!
Bring a spear, you may need it!"
         -Mrs. Nanabu
To Clear: Win Battle
Reward: 40600 Gil, Malbow, Item, 2 Cards
```

```
Req. Items: Rusty Spear
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
[Marche and Clan enter Jagd Helje. A single Malboro can seen.]
Marche: Comeon out, Carrot!
[Carrot is defeated.]
Carrot: ...Urr?
[The screen fades out to the World Map.]
Marche: All right! [Carrot!] cleared!
   /----\
--- 105. Mission 96: Shadow Clan --- (IVshadowclan)
   \----/
[Marche accepts the Shadow Clan mission.]
>>> Mission 96: Shadow Clan <<<
Fee: 3360 Gil
"[Clan !] If you truly believe you are the strongest clan in Ivalice, we,
ShadowClan, challenge you!"
         -Hanzo, ShadowClan Boss
To Clear: Win Battle
Reward: 36000 Gil, Ninja Tabi, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Jagd Ahli. A bunch of Viera and Thieves can be seen.
The battle begins.]
Hanzou (Thief): So you've come to face us!
Marche: I hate to disappoint you, but we're going to win!
[Hanzou is defeated.]
Hanzou: Your clan is good... Take these tabi as a sign of our respect.
[The screen fades out to the World Map.]
Marche: [Shadow Clan] went well. Now for the next one!
   /----\
--- 106. Mission 97: The Dark Blade --- (IVthedarkblade)
```

```
\----/
[Marche accepts The Dark Blade mission.]
>>> Mission 97: The Dark Blade <<<
Fee: 1500 Gil
                  Rank 6
"He killed them all... with his dark blade, he slew all the men that went to
rescue their comrade who fell to the Redwigns..."
         -Deetz, Streetear
To Clear: Win Battle
Reward: 22600 Gil, Mystery Item, Item, 2 Cards
Req. Items: Spiritstone, Bent Sword
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: Spiritstone, Bent Sword
Available for: ---
Cancellations Accepted
>>>>>>>>>
[Marche and Clan enter Jagd Ahli. A lone Paladin can be seen.]
Paladin: ...
Marche: Who... are you?
[A battle begins. The Dark Knight is defeated.]
Dark Knight: I'll forge you a dark blade. Give me those materials.
[The screen fades out to the World Map.]
Marche: [The Dark Blade] went well. Now for the next one!
  /----\
--- 107. Mission 98: The Hero Blade --- (IVtheheroblade)
  \----/
[Marche accepts The Hero Blade mission.]
>>> Mission 98: The Hero Blade <<<
Fee: 1800 Gil
                  Rank 6
"Blacksmith Buckles lives outside town. Bring him materials and defeat him in
battle, and he'll make a sword of legend for you!"
         -Deetz, Streetear
To Clear: Win Battle
Reward: 27000 Gil, Excalibur2, Item, 2 Cards
Req. Items: Rusty Sword, Mysidia Alloy
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: Rusty Sword, Mysidia Alloy
Available for: ---
Cancellations Accepted
>>>>>>>
[Marche and Clan enter Baguba Port.]
Buckles: Oh, so you heard that rumor about the sword, eh? I'll forge you
         one... only after you defeat me in battle!
```

```
Marche: We will need your sword... Here goes!
[The battle begins. Buckles is defeated.]
Buckles: Indeed you're worthy. I will forge you the mightiest sword.
[The screen fades out to the World Map.]
Marche: [The Hero Blade] went well. Now for the next one!
  /----\
--- 108. Mission 99: The Fey Blade --- (IVthefeyblade)
  \----/
[Marche accepts The Fey Blade mission.]
>>> Mission 99: The Fey Blade <<<
Fee: 2100 Gil
                   Rank 6
"Wanna fight me? I'm the traveling swordsmith, Gagatoh! Defeat me, and I'll
make you a fey blade, the likes of which have never been seen!"
         -(An information provider is not provided, but I'm assuming it's
           Gagatoh...)
To Clear: Win Battle
Reward: 31600 Gil, Masamune 100, Item, 2 Cards
Req. Items: Zodiac Ore, Blood Apple
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: Zodiac Ore, Blood Apple
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan enter Siena Gorge.]
Gagatoh: A customer, eh? You read my notice about the conditions?
Marche: Yes. We'll defeat you for your fey blade!
[The battle begins. Gagatoh is defeated.]
Gagatoh: You defeated me... And for that, I will forge you the blade. But
         know this: it is a cursed blade. Use it with caution.
[The screen fades to the World Map.]
Marche: All right! [The Fey Blade] cleared!
  /----\
--- 109. Mission 100: Fiend Run --- (IVfiendrun)
  \----/
[Marche and Clan capture 5 monsters, and go to the Monster Bank. The Monster
Bank Owner posts a mission at the Pub called "Fiend Run". Marche and Clan go
to the pub and check out the "Fiend Run" mission.]
>>> Mission 100: Fiend Run <<<
Fee: 1200 Gil
                   Rank 5
"There was a flood at the monster bank, and many of the monsters got out!
```

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Please capture those still on the loose!"
         -Monster Bank Administration
To Clear: Win Battle
Reward: 8800 Gil, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 20 Days
No Cancellations
>>>>>>
[When encountering the escaped monsters...]
Marche: Might be better just to let them go.
**1. Let go
**2. Capture
**1. - Marche: Try not to get caught again!
      [The monsters disappear.]
      Marche: [Fiend Run] was a failure... Got to focus!
**2. - [Battle begins.]
Marche: This is our chance -- Let's capture them!
[Clan starts to capture/fight the monsters. All the monsters are either
defeated or captured.]
Marche: Whew! That should get them back in the monster farm.
[Screen fades out to World Map.]
Marche: [Fiend Run] went well. Now for the next one!
  /----\
--- 110. Mission 101: Clan Roundup --- (IVclanroundup)
  \----/
[Marche accepts the Clan Roundup mission.]
>>> Mission 101: Clan Roundup <<<
Fee: 600 Gil
                  Rank 3
"Bandit clans are stealing work and attacking without warning! They're giving
us clans a bad name. Help us round them up."
         -Clan Center
To Clear: Win Battle
Reward: 4600 Gil, Cat Claws, Terre Rod
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 days
Cancellations Accepted
>>>>>>>
```

```
[The Clan tries to enter an area, but they are confronted by an opposing Clan.]
Enemy Clan member: Leave me 3,000 gil and I'll give you a break.
-Choice-
**1. Pay gil
**2. Round up
**1. - The Clan pays 3,000 gil, fails the mission, but doesn't have to
      fight with the opposing Clan.
   [3000Gil traded.]
  Enemy Clan member: See? Just hand over the money, and there's no problem!
  Marche: [Clan Roundup] was a failure! Are we overconfident?
**2. - Fight the opposing Clan for a chance to beat the mission.
[Screen fades into Battle Mode.]
Enemy Clan member: We might spare your lives if you hand over your gil!
Marche: You won't get our gil or our lives, thief!
[Battle begins. The main enemy clan member gets defeated.]
Enemy Clan member: Aaargh... You... got me...
[Battle continues. The rest of the enemy clan is also wiped out.]
Marche: We won! We drove out the bandits!
[Screen fades out to the World Map.]
Marche: [Clan Roundup] went well. Now for the next one!
  /----\
--- 111. Mission 102: Wyrms Awaken --- (IVwyrmsawaken)
  \----/
[Marche accepts the Wyrms Awaken mission.]
>>> Mission 102: Wyrms Awaken <<<
Fee: 2550 Gil
             Rank 3
"The dragons sleeping in Roda Volcano are awake and heading towards Baguba!
Please help us hold them off."
         -Delia Royal Watchpost
To Clear: Win Battle
Reward: 22600 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 35 Days
No Cancellations
>>>>>>>
[Marche and Clan encounter the Wyrms. The Battle begins.]
```

```
Marche: Why are they going to Baguba? We've got to stop them!
[All of the Wyrms are defeated.]
Marche: We stopped them for now, but there must be a better way...
[Screen fades out to the World Map.]
Marche: [Wyrms Awaken] went well. Now for the next one!
   /----\
--- 112. Mission 103: Mythril Rush --- (IVmythrilrush)
   \----/
[Marche accepts the Mythril Rush mission.]
>>> Mission 103: Mythril Rush <<<
Fee: 800 Gil
                   Rank 2
"Professor Auggie's found a mythril vein in Tubola Cave using one of his new
inventions! Talk to him--you might get rich!"
         -Carnen, Streetear
To Clear: Win Battle
Reward: 7000 Gil, Mystery Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
[Marche and Clan encounter the Mythril Team.]
Professor: Want some silvril? I'll trade you some for 10,000 gil!
**1. Deal
**2. Just take it
**1. - Professor: Thanks! I'll use this to fund my research.
      Marche: [Mythril Rush] went well. Now for the next one!
**2. - [Battle begins.]
Professor: W-What is this!? What do you think you're doing?
Marche: We need mythril--even if it means we have to fight you for it!
[The Professor is defeated.]
Professor: But I'm the one who found the mythril vein...!
[The rest of the enemies are defeated.]
Marche: We got our mythril, but this just doesn't feel right...
[Screen fades out to the world map.]
Marche: All right! [Mythril Rush] cleared!
```

```
--- 113. Mission 104: Stolen Scoop --- (IVstolenscoop)
  \----/
[Marche accepts the Stolen Scoop mission.]
>>> Mission 104: Stolen Scoop <<<
Fee: 1080 Gil
                   Rank 2
"Someone stole my latest scoop article, and I'll bet it was those guys at the
Sprohm News. Get them before they reach Sprohm!"
         -Eraile, Daily Baguba
To Clear: Win Battle
Reward: 9000 Gil, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan encounter the Sprohm Writer.]
Sprohm Writer: Eh heh heh, you got me. Will you let me go for 2,000 gil?
**1. Deal
**2. Sorry, no deal
**1. - Sprohm Writer: You found nothing, and don't forget--no, forget, forget!
[The Sprohm Writer disappears.]
Marche: [Stolen Scoop] was a failure! Are we overconfident?
**2 - [Battle begins.]
Sprohm Writer: Taking my money would've spared your lives, fools!
Marche: Fools! You could've spared your own lives!
[The Sprohm Writer is defeated.]
Sprohm Writer: Aw, man, it would've been our scoop!
[All of the enemies are defeated.]
Marche: Retrieved the article. Let's hurry back!
[Screen fades out to the world map.]
Marche: All right! [Stolen Scoop] cleared!
  /----\
--- 114. Mission 105: Smuggle Bust --- (IVsmugglebust)
  \----/
[Marche accepts the Smuggle Bust mission.]
```

```
>>> Mission 105: Smuggle Bust <<<
Fee: 1620 Gil
"We suspect a clan is smuggling rare monsters in boxes, but we can't move until
we have proof! Can you look into it?"
         -Dellar, Palace Guard
To Clear: Win Battle
Reward: 13600 Gil, Mystery Item, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 40 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan encounter the Smugglers.]
Smuggler: We're clean! Here, take this chocobo skin and leave.
**1. Deal
**2. Sorry, no deal
**1. - Smuggler: Here's the skin I promised you. Run along now.
[The Smugglers disappear.]
Marche: [Smuggle Bust] was a failure! Are we over confident?
**2. [Battle begins.]
Smuggler: Who are you, anyway? I tell you, I have nothing!
Marche: Then what's moving inside your box? A monster, isn't it!
[The smuggler is defeated.]
Smuggler: So... we couldn't fool you...
[All of the enemies are defeated.]
Marche: That should be the end of monster smuggling!
[The screen fades out to the world map.]
Marche: All right! [Smuggle Bust] cleared!
  /----\
--- 115. Mission 106: Resistance --- (IVresistance)
  \----/
[Marche accepts the Resistance mission.]
>>> Mission 106: Resistance <<<
Fee: 1200 Gil Rank 2
"There's an underground resistance, trading anti-laws to defy the palace's
rule! Try trading, you might get something good!"
         -Ezel
To Clear: Win Battle
Reward: 6000 Gil, 2 Items, 1 Card
```

```
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 days
Cancellations Accepted
>>>>>>>>
[Marche and Clan confront another clan.]
Other Clan member: Trade our antilaw for your phoenix down? We've got a man
**1. Trade
**2. Demand antilaw
**1. - Other Clan member: Phew, thanks. With law as our enemy, we need every
                         man!
[Phoenix Down traded. Random anti-law recieved.]
Marche: All right! [Resistance] cleared!
**2. - [Battle begins.]
Other Clan member: You're not taking this! We need it to abolish the laws!
Marche: But your radical actions won't do any good!
[Main Clan member is defeated.]
Main Clan member: We're free to the end! Freedom will never die!
[Rest of enemy clan is defeated.]
Marche: There must be a different solution...
[Screen fades out to World Map.]
Marche: All right! [Resistance] cleared!
  /----\
--- 116. Mission 107: Old Friends --- (IVoldfriends)
  \----/
[Marche accepts the Old Friends mission.]
>>> Mission 107: Old Friends <<<
Fee: 510 Gil Rank 5
"We've run into a tough blade biter, and well, we've bit off more than we can
chew! Please help!"
         -Ritz
To Clear: Win Battle
Reward: 4600 Gil, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
```

Req. Items: ---

```
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Marche encounters the Weapon Biter.]
Marche: (Ritz seems worried. Who said the blue rose calms the soul?)
**1. Give flower
**2. Cancel
**1. - Ritz: For me? What a nice smell! I feel much better now. Here, this
             is for you. Now let's do what we came to do!
**2. - [The Battle begins.]
Ritz: Watch out, Marche! That's the blade biter! We can beat it, but only if
      we work together.
Marche: It looks tough! Is that a spear on its back!?
[The Blade biter is defeated.]
Ritz: We did it! We beat it. That wraps up that job nicely.
Marche: Yeah. Say, Ritz... You given any more thought to going... Um...
        never mind. (Ritz and Mewt... ... Will I have to fight them before
        this is over?)
[Screen fades out to World Map.]
Marche: All right! [Old Friends] cleared!
  /----\
--- 117. Mission 108: Poachers --- (IVpoachers)
  \----/
[Marche accepts the Poachers mission.]
>>> Mission 108: Poachers <<<
Fee: 1520 Gil
                  Rank 4
"Oh, the fur of the kudik tiger--that sheen! That silky feel! It's hard to
come by, unless you happen to know a good poacher..."
         -Flore, Ample Noblewoman
To Clear: Win Battle
Reward: 11400 Gil, Mystery Item, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan get confronted by Poachers.]
Poaching Hunter: You want a skin? Sell you one for 3,000 gil.
**1. Deal
```

```
**2. Sorry, no deal
**1. - [A notice pops up saying that you traded 3000 Gil.]
      Poaching Hunter: He heh heh. Thanks a bunch, partner.
       [Another notice pops up saying that you recieved a Tiger Hide.]
      Marche: [Poachers] was a failure! Are we overconfident?
**2. - [Battle begins.]
Poaching Hunter: Fools! Do you know how much these skins can sell for?
Marche: That's not an excuse to hunt down endangered animals!
[Clan starts to fight the Poachers. The lead Poaching Hunter is defeated.]
Poaching Hunter: Curses! I could've made so much with those skins...!
[When all of the Poachers are defeated...]
Marche: You should've known: Foul play only takes you to prison.
[Screen fades out to World Map.]
Marche: [Poachers] went well. Now for the next one!
   /----\
--- 118. Mission 109: Snow Fairy --- (IVsnowfairy)
   \----/
[Marche accepts the Snow Fairy mission.]
>>> Mission 109: Snow Fairy <<<
Fee: 1140 Gil
"Signs of snow spotted! When the earth shines in seven hues, the snow fairies
appear. Watch the weather with care!"
         -Cadoan Academy
To Clear: Win Battle
Reward: 9000 Gil, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>
[Marche and Clan encounter a Snow Fairy.]
Snow Fairy: Oh, if only I had a yummy sweet as cold as fallen snow.
**1. Marche: You mean this?
**2. Marche: No sweets!
**1. - Snow Fairy: Bummer. You suck.
      [Engage in Battle]
**2. - Engage in Battle
Snow Fairy: Hmph, you're not nice! I don't like you!
```

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Marche: What? We've done nothing wrong!
[Battle begins. The snow fairy is defeated.]
Snow Fairy: Aaaagh!
[All enemies are defeated.]
Marche: I don't understand fairies at all...
[Screen fades out to World Map.]
Marche: All right! [Snow Fairy] cleared!
  /----\
--- 119. Mission 110: Revenge --- (IVrevenge)
  \----/
[Marche accepts the Revenge mission.]
>>> Mission 110: Revenge <<<
Fee: 2700 Gil
"H-Help! A man named Weaver wants me dead. Yes, it was my fault his family
died, but I've repented!"
         -Celebrant, Gelzak Church
To Clear: Win Battle
Reward: 13600 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>
{{I find it funny that right after you complete Weaver's War, this turns up...
  If we didn't help Weaver, we wouldn't have to fight him! :P}}
[Clan runs around and bumps into Weaver. Weaver tells them to step aside.]
Weaver: Step aside! I must avenge my family!
**1. Step aside
**2. Stop him
**1. - Celebrant: Aaah! Heeelp!
[Weaver goes away after killing Celebrant.]
Marche: [Revenge] was a failure! Are we overconfident?
**2. - [Clan starts battling Weaver and his allies.]
Weaver: You're with the church, aren't you!? To the underworld!
Marche: No! I only want to stop you from committing a crime!
[Battle begins. Weaver is beaten.]
```

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Weaver: I... wished to avenge my family so...
[Weaver falls over, and the screen fades out to the World Map.]
Marche: All right! [Revenge] cleared!
  /----\
--- 120. Mission 111: Retrieve Mail! --- (IVretrievemail!)
  \----/
[Marche accepts the Retrieve Mail! mission.]
>>> Mission 111: Retrieve Mail! <<<
Fee: 1520 Gil
                  Rank 3
"I mis-sorted the mail, and now the delivery man's off to Cadoan! Stop that
mail, use ANY MEANS NECESSARY. I'll take responsibility."
        -Marko, Mail Sorter
To Clear: Win Battle
Reward: 11400 Gil, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>>>
[Marche and Clan confront the mailman.]
Mailman: What? I'll get the mail where it's ssupossed to go!
**1. Explain
**2. Grab the mail
**1. - Mailman: What? Give you thiss letter? Think again, human.
      [Clan engages in battle.]
**2. - [Clan engages in battle.]
Mailman: Hey! Sstealing letterss iss against the law!
Marche: We're not trying to steal! Why don't you listen?
[Battle begins. Mailman is defeated.]
Mailman: I... am reporting this to the authorities...
[The rest of the enemies are defeated.]
Marche: I'm glad you take your job seriously, but...
[Screen fades out to World Map.]
Marche: All right! [Retrieve Mail!] cleared!
  /----\
--- 121. Mission 112: A Challenge --- (IVachallenge)
   \----/
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[Marche accepts A Challenge.]
>>> Mission 112: A Challenge <<<
Fee: 900 Gil
                  Rank 3
"Yo, Clan . You're quite popular lately. There's still time for you to
join us at Clan Baham... or else!"
         -Mintz, Deputy Clan Boss
To Clear: Win Battle
Reward: 4200 Gil, Shamshir, Pure Staff
Req. Items: ---
Req. Skills: Negotiate/Lvl.4
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 days
Cancellations Accepted
>>>>>>>>
[The Clan encounters Clan Baham.]
Baham Soldier: Decided to join Clan Baham? Your clan title'll change!
**1. Join Clan Baham
**2. Engage
**1. - Baham Soldier: OK! From now on, Clan is part of our clan!
  [Baham Soldier goes away.]
 Marche: [A Challenge] was a failure. We'll do better next time.
**2. Engage - Fight Baham to have a chance to beat the mission.
[Screen fades into Battle Mode.]
Baham Soldier Mintz: You're gonna be history!
Marche: We're not going to lose to any other clan!
[Battle begins. When Mintz is defeated...]
Mintz: H-How... How could I lose...?
[When the rest of Clan Baham is defeated...]
Marche: I wonder if other clans will come with their challenges?
[Screen fades to the World Map.]
Marche: [A Challenge] went well. Now for the next one!
   /----\
--- 122. Mission 113: Watching You --- (IVwatchingyou)
   \----/
[Marche accepts the Watching You mission.]
>>> Mission 113: Watching You <<<
Fee: 400 Gil
                  Rank 1
"I think I'm being watched. People say I'm just paranoid, but I've been
```

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hearing flapping wings at night! Please investigate."
        -Titi, Shy Student
To Clear: Fight 2 battles
Reward: 2800 Gil, Ahriman Eye, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 123. Mission 114: Golden Gil --- (IVgoldengil)
  \----/
[Marche accepts the Golden Gil mission.]
>>> Mission 114: Golden Gil <<<
Fee: 760 Gil
             Rank 4
"I want you to research the origin of the golden gil in my shop. If it's
really from the Age of Kings, it could be good for sales."
        -Shopkeeper, The Golden Gil
To Clear: Wait 20 Days
Reward: 6400 Gil, Ancient Coins, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 124. Mission 115: Dueling Sub --- (IVduelingsub)
  \----/
[Marche accepts the Dueling Sub mission.]
>>> Mission 115: Dueling Sub <<<
Fee: 300 Gil Rank 1
"I've been challenged to a duel, but I'm scared. Will you go in my place?
Just pretend to be me, OK?"
        -Viscount Gatt
To Clear: Wait 3 Days
Reward: 1800 Gil, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: Soldier
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 125. Mission 116: Gulug Ghost --- (IVgulugghost)
  \----/
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[Marche accepts the Gulug Ghost mission.]
>>> Mission 116: Gulug Ghost <<<
Fee: 1280 Gil
                  Rank 6
"We need someone to offer holy water at the shrine on the old Gulug Volcano.
The female ghost is up to her old tricks again."
         -Oktoma, Townsperson
To Clear: Fight 2 Battles
Reward: 11800 Gil, Fire Sigil, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 126. Mission 117: Water City --- (IVwatercity)
  \----/
[Marche accepts the Water City mission.]
>>> Mission 117: Water City <<<
Fee: 1120 Gil
                   Rank 6
"A legendary city of water lies at the bottom of Bisebina Lake. We need
constant updates -- please dive and report."
         -Hickle, Legend Researcher
To Clear: Fight 2 Battles
Reward: 10000 Gil, Water Sigil, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>>
  /----\
--- 127. Mission 118: Mirage Tower --- (IVmiragetower)
   \----/
[Marche accepts the Mirage Tower mission.]
>>> Mission 118: Mirage Tower <<<
Fee: 1280 Gil
                   Rank 6
"They say there's a mirage tower in the desert, where you can find crystalized
wind! The wind's good this year, maybe some's there?"
         -Bran, Streetear
To Clear: Fight 2 Battles
Reward: 11800 Gil, Wind Sigil, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: Mog Knight
Dispatch: (Whichever Mog Knight you want to send)
Items: (Your choice)
Available for: ---
```

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Cancellations Accepted
>>>>>>>>
  /----\
--- 128. Mission 119: A Barren Land --- (IVabarrenland)
  \----/
[Marche accepts the A Barren Land mission.]
>>> Mission 119: A Barren Land <<<
Fee: 1440 Gil
                 Rank 6
"There is a barren land to the east, where no grass will grow. I want to know
why! Bring me soil, as much as you can."
        -Powell, Researcher
To Clear: Fight 2 Battles
Reward: 13200 Gil, Earth Sigil, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 129. Mission 120: Cadoan Meet --- (IVcadoanmeet)
  \----/
[Marche accepts the Cadoan Meet mission.]
>>> Mission 120: Cadoan Meet <<<
Fee: 1190 Gil Rank 6
"Mages! Want to compete in the Cadoan Mage Tourney? The tourney will be split
by class in a fight to see who's the strongest!"
        -Mage Tourney Committee
To Clear: Fight a Battle
Reward: 10600 Gil, Magic Trophy, Item, Mystery Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: Black Mage
Dispatch: (Whichever Black Mage you feel like sending)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 130. Mission 121: Sprohm Meet --- (IVsprohmmeet)
  \----/
[Marche accepts the Sprohm Meet mission.]
>>> Mission 121: Sprohm Meet <<<
Fee: 540 Gil
            Rank 5
"The Sprohm Battle Tourney is accepting contestants. Fight for glory and
honor! We've also prepared the usual monetary award..."
        -Battle Tourney Committee
To Clear: Fight a Battle
Reward: 4200 Gil, Fight Trophy, Item, Mystery Item
```

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Req. Items: ---
Req. Skills: ---
Req. Jobs: Fighter
Dispatch: (Whichever Fighter you feel like sending out)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 131. Mission 122: Run for Fun --- (IVrunforfun)
  \----/
[Marche accepts the Run for Fun mission.]
>>> Mission 122: Run for Fun <<<
Fee: 570 Gil
"There will be a sporting event at our academy soon, but missing one member
 for our popular marathon team. Looking for a replacement."
        -Pollan, Blue Team Leader
To Clear: Fight a Battle
Reward: 5200 Gil, Sport Trophy, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: Juggler
Dispatch: (Whichever Juggler you feel like sending out)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 132. Mission 123: Hungry Ghost --- (IVhungryghost)
  \----/
[Marche accepts the Hungry Ghost mission.]
>>> Mission 123: Hungry Ghost <<<
Fee: 900 Gil
                 Rank 2
"A hungry ghost is causing a panic at the Earlchad Monastery and raiding the
pantry. Please put it to rest."
        -Baldi, Head Monk
To Clear: Wait 10 Days
Reward: 4200 Gil, Elda's Cup, Item, 2 Cards
Req. Items: Dragon Bone
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Dragon Bone, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 133. Mission 124: Pirates Ahoy! --- (IVpiratesahoy!)
  \----/
[Marche accepts the Pirates Ahoy! mission.]
>>> Mission 124: Pirates Ahoy! <<<
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Fee: 760 Gil
                Rank 4
"We have reports that a large pirate band will be passing through our waters
 soon. We need good steel and young muscles!"
        -Wilhem, Coast Guard
To Clear: Fight 2 Battles
Reward: 6400 Gil, Coast Medal, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 134. Mission 125: Castle Sit-In --- (IVcastlesit-in)
  \----/
[Marche accepts the Castle Sit-In mission.]
>>> Mission 125: Castle Sit-In <<<
Fee: 600 Gil
                Rank 2
"A group of youths are protesting the capture of their friends at a castle in
the south. Talk sense into them!"
        -Hansrich, Security Chief
To Clear: Fight 1 Battle
Reward: 4600 Gil, Guard Metal, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 135. Mission 126: Wine Delivery --- (IVwinedelivery)
  \----/
[Marche accepts the Wine Delivery mission.]
>>> Mission 126: Wine Delivery <<<
Fee: 900 Gil Rank 5
"Looking for brave souls who will bring wine to sooth the parched throats of
our heroes in battle. Come equipped for combat."
        -Devon, War Council Officer
To Clear: Wait 10 Days
Reward: 7000 Gil, Rainbowite, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
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--- 136. Mission 127: Broken Tunes --- (IVbrokentunes)
  \----/
[Marche accepts the Broken Tunes mission.]
>>> Mission 127: Broken Tunes <<<
Fee: 1120 Gil
"I've broken my lady's favorite music box. Please, repair it if you can. I
 would so much like to see her smile again."
       -Tirara, Maidservant
To Clear: Wait 15 Days
Reward: 11400 Gil, Cat's Tears, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>>
   /----\
--- 137. Mission 128: Falcon Flown --- (IVfalconflown)
   \----/
[Marche accepts the Falcon Flown mission.]
>>> Mission 128: Falcon Flown <<<
Fee: 1120 Gil
                   Rank 7
"My best hunting falcon, 'Hyperion,' has been gone for a day. Perhaps he is
looking for his late master? Please find him!"
         -Arno, Falconer
To Clear: Wait 10 Days
Reward: 11400 Gil, Dame's Blush, Item, 2 Cards
Req. Items: Skull
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Skull, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
   /----\
--- 138. Mission 129: Danger Pass --- (IVdangerpass)
   \----/
[Marche accepts the Danger Pass mission.]
>>> Mission 129: Danger Pass <<<
Fee: 900 Gil
"Bandits are active in Goras Pass and are cutting off our trade routes. Please
stop them before we go out of business!"
         -Feugo, Wilhem & Co.
To Clear: Defeat 15 Enemies
Reward: 7800 Gil, Thunderstone, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
```

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Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 139. Mission 130: Mist Stars --- (IVmiststars)
  \----/
[Marche accepts the Mist Stars mission.]
>>> Mission 130: Mist Stars <<<
Fee: 1080 Gil
"Many of our children have never seen the stars due to the mists that cover our
land most of the year. Can you help us?"
        -Ulg, Astronomer
To Clear: Win 2 Battles
Reward: 9000 Gil, Stormstone, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 140. Mission 131: Adaman Alloy --- (IVadamanalloy)
  \----/
[Marche accepts the Adaman Alloy mission.]
>>> Mission 131: Adaman Alloy <<<
Fee: 1900 Gil
                 Rank 4
"I'm afraid we've run out of adamantite. We can't run a business like this!
Find us some, and I will make adaman alloy for you."
        -Elbo, Workshop Vargai
To Clear: Fight 2 Battles
Reward: 0 Gil, Adaman Alloy, Item, 2 Cards
Req. Items: Adamantite, Adamantite
Req. Skills: Smithing/Lvl.15
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Adamantite, Adamantite
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 141. Mission 132: Mysidia Alloy --- (IVmysidiaalloy)
  \----/
[Marche accepts the Mysidia Alloy mission.]
>>> Mission 132: Mysidia Alloy <<<
Fee: 1900 Gil
                  Rank 4
"Now taking orders for mysidia alloy. Only 10 orders can be filled, first come
 first served. Thank you."
        -Deunon, Workshop Rool
```

```
To Clear: Wait 15 Days
Reward: 0 Gil, Mysidia Alloy, Item, 2 Cards
Req. Items: Adamantite, Silvril
Req. Skills: Smithing/Lvl.15
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Adamantite, Silvril
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 142. Mission 133: Crusite Alloy --- (IVcrusitealloy)
  \----/
[Marche accepts the Crusite Alloy mission.]
>>> Mission 133: Crusite Alloy <<<
Fee: 1400 Gil
"It's time for us to get back to work. Bring us good materials and we'll make
you the best crusite alloy gil can buy!"
        -Sabak, Workshop Berk
To Clear: Wait 10 Days
Reward: 0 Gil, Crusite Alloy, Item, 2 Cards
Req. Items: Zodiac Ore, Zodiac Ore
Req. Skills: Smithing/Lvl.15
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Zodiac Ore, Zodiac Ore
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 143. Mission 134: Faceless Dolls --- (IVfacelessdolls)
  \----/
[Marche accepts the Faceless Dolls mission.]
>>> Mission 134: Faceless Dolls <<<
Fee: 1190 Gil
                Rank 6
"I found a creepy road in the Orphanwood with faceless dolls all lined up. I
can't bring myself to walk past--are they safe?"
        -Edist, Tailor
To Clear: Defeat 10 Enemies
Reward: 10800 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 144. Mission 135: Faithful Fairy --- (IVfaithfulfairy)
  \----/
[Marche accepts the Faithful Fairy mission.]
```

```
>>> Mission 135: Faithful Fairy <<<
Fee: 1120 Gil
                  Rank 6
"I quit work, but I'm still concerned about my old co-workers. Please bring
them fairy wings that they may sweep in style!"
        -Mables, Former Maidservant
To Clear: Defeat 5 Enemies
Reward: 10000 Gil, Ahriman Wing, Item, 2 Cards
Req. Items: Fairy Wing
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Fairy Wing, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 145. Mission 136: For The Lady --- (IVforthelady)
  \----/
[Marche accepts the For The Lady mission.]
>>> Mission 136: For The Lady <<<
Fee: 1190 Gil
                  Rank 6
"A large amount of gil, meant to pay for the Lady Tiana's medicine, has been
stolen from Baron Ianna, and he wants it back."
        -Carnen, Streetear
To Clear: Fight 2 Battles
Reward: 10600 Gil, Fairy Wing, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 146. Mission 137: Seven Nights --- (IVsevennights)
  \----/
[Marche accepts the Seven Nights mission.]
>>> Mission 137: Seven Nights <<<
Fee: 1280 Gil
                  Rank 6
"My teacher's secret recipe says 'stir without rest for seven days and seven
nights.' Will someone please stir for me!?"
        -Hihat, Alchemist Adept
To Clear: Wait 15 Days
Reward: 11800 Gil, Goldcap, Item, 2 Cards
Req. Items: Ancient Bills
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Ancient Bills, ---
Available for: ---
Cancellations Accepted
>>>>>>>
```

```
/----\
--- 147. Mission 138: Shady Deals --- (IVshadydeals)
  \----/
[Marche accepts the Shady Deals mission.]
>>> Mission 138: Shady Deals <<<
Fee: 1120 Gil
                 Rank 6
"Selbaden Church is up to something. The father has been meeting in secret
with merchant types. I bet there's shady deals afoot."
        -Sayen, Townsperson
To Clear: Wait 10 Days
Reward: 10600 Gil, Life Water, Item
Req. Items: Secret Books
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Secret Books, ---
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 148. Mission 139: Earthy Colors --- (IVearthycolors)
  \----/
[Marche accepts the Earthy Colors mission.]
>>> Mission 139: Earthy Colors <<<
Fee: 600 Gil
                Rank 1
"I restore artwork for a living, but I'm out of paints. I need some rock from
the mountains... Only the hardy need apply."
        -Rosseni, Atelier Wite
To Clear: Wait 5 days
Reward: 2800 Gil, Ancient Text, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 149. Mission 140: Lost Heirloom --- (IVlostheirloom)
  \----/
[Marche accepts the Lost Heirloom mission.]
>>> Mission 140: Lost Heirloom <<<
Fee: 800 Gil Rank 3
"Please retrieve Estel's heirloom from the HQ of the greedy 'Neighbor' merchant
network! Justice must be done!"
         -Fago, Ally of Justice
To Clear: Fight 3 Battles
Reward: 6000 Gil, Justice Badge, Item, 2 Cards
Req. Items: Neighbor Pin
Req. Skills: ---
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Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Neighbor Pin, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 150. Mission 141: Young Love --- (IVyounglove)
  \----/
[Marche accepts the Young Love mission.]
>>> Mission 141: Young Love <<<
Fee: 1260 Gil Rank 6
"I must tell her how I feel yet I lack the courage to life a quill. Perhaps
the air-light feather from an ahriman wing would do."
        -Hernie, Timid Youth
To Clear: Wait 10 Days
Reward: 13200 Gil, Friend Badge, Item, 2 Cards
Req. Items: Ahriman Wing
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Ahriman Wing, ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 151. Mission 142: Ghosts Of War --- (IVghostsofwar)
  \----/
[Marche accepts the Ghosts Of War mission.]
>>> Mission 142: Ghosts Of War <<<
Fee: 1120 Gil
                Rank 6
"The wails of a soldier's ghost are troubling folk near the ruins of a church
on an old battlefield in the east. Please help."
        -Marvin, Town Official
To Clear: Wait 30 Days
Reward: 12400 Gil, Edaroya Tome, Item
Req. Items: Tranquil Box
Req. Skills: Track/Lvl. 40
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Tranquil Box, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 152. Mission 143: The Last Day --- (Ivthelastday)
  \----/
[Marche accepts The Last Day mission.]
>>> Mission 143: The Last Day <<<
Fee: 200 Gil
                Rank 1
"My whole class's 'Ancient Studies' homework was stolen! If we had some
ancient object, we could do it again... Help!"
```

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To Clear: Wait 5 days
Reward: 1800 Gil, Homework, Item
Req. Items: Ancient Medal
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Ancient Medal, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 153. Mission 144: The Bell Tolls --- (IVthebelltolls)
  \----/
[Marche accepts The Bell Tolls mission.]
>>> Mission 144: The Bell Tolls <<<
Fee: 1020 Gil Rank 5
"They're rebuilding the Sart Clocktower that burned the other day. Never know
what you might find in the rubble, eh?"
        -Tysner, Streetear
To Clear: Wait 10 Days
Reward: 9000 Gil, Dictionary, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 154. Mission 145: Goblin Town --- (IVgoblintown)
  \----/
[Marche accepts the Goblin Town mission.]
>>> Mission 145: Goblin Town <<<
Fee: 600 Gil
                Rank 1
"A goblin stole my favorite monster guide and buried it under a rock! I'll
give you a copy if you get mine back for me!"
        -Ian, Inquisitive Youth
To Clear: Fight a battle
Reward: 3600 Gil, Monster Guide, Item
Req. Items: Mythril Pick
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Mythril Pick, ---
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 155. Mission 146: Secret Books --- (IVsecretbooks)
  \----/
```

-Babins, 4th Grade Swords

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[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
>>>>>>>>
  /----\
--- 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
>>>>>>>
  /----\
--- 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
```

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/----\
--- 158. Mission 149: Clocktower --- (IVclocktower)
  \----/
[Marche accepts the Clocktower mission.]
>>> Mission 149: Clocktower <<<
Fee: 1440 Gil Rank 6
"The town clocktower has been struck by lightning, and the 12:00 gemstone
lost. Need people to help with restoration."
        -Market Square Association
To Clear: Wait 20 Days
Reward: 11400 Gil, Clock Post, Item, 2 Cards
Req. Items: Cat's Tears
Req. Skills: ---
Req. Jobs: Gadgeteer
Dispatch: (Whichever Gadgeteer you want to send)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 159. Mission 150: An Education --- (IVaneducation)
  \----/
[Marche accepts the An Education mission.]
>>> Mission 150: An Education <<<
Fee: 600 Gil
            Rank 2
"Nothing is more dear to me than my son, Lukel, yet he has never done well on
tests. Won't someone tutor him?"
        -Mrs. Kulel
To Clear: Wait 5 days
Reward: 3600 Gil, Fountain Pen, Items
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 160. Mission 151: Morning Woes --- (IVmorningwoes)
  \----/
[Marche accepts the Morning Woes mission.]
>>> Mission 151: Morning Woes <<<
Fee: 600 Gil Rank 2
"Our rooster, Nikki, has taken to crowing well before sunrise. Now the
neighbors are complaining! Won't someone please help?"
        -Mulchin, Grocer
To Clear: Wait 5 Days
Reward: 5200 Gil, Earplugs, Item
Req. Items: ---
Req. Skills: ---
```

>>>>>>>

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Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 161. Mission 152: Down to Earth --- (IVdowntoearth)
  \----/
[Marche accepts the Down to Earth mission.]
>>> Mission 152: Down to Earth <<<
Fee: 200 Gil Rank 1
"I have the incredible power to make things float just by looking at them.
Problem is, I can't make them stop floating! Help!"
        -Talkof, Psychic
To Clear: Wait 5 days
Reward: 3400 Gil, Crystal, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 162. Missino 153: To Meden --- (IVtomeden)
  \----/
[Marche accepts the To Meden mission.]
>>> Mission 153: To Meden <<<
Fee: 950 Gil
             Rank 5
"I had a dog when I worked in the Meden Mines. Could you find her bones and
hold a memorial service in the mines for her?"
        -Hugo, Baker
To Clear: Wait 20 Days
Reward: 8200 Gil, Old Statue, Item, 2 Cards
Req. Items: Animal Bone
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Animal Bone, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 163. Mission 154: Neighbor! --- (IVneighbor!)
  \----/
[Marche accepts the Neighbor! mission.]
>>> Mission 154: Neighbor! <<<
Fee: 600 Gil
                 Rank 4
"We're looking for a few good 'neighbors'! Won't you join our world-wide
```

```
-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)
  \----/
```

network?"

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[Marche accepts the Coo's Break mission.]
>>> Mission 157: Coo's Break <<<
Fee: 1330 Gil
                  Rank 5
"'Coo,' the star of our Royal Zoo, has escaped and the zookeeper blames
himself. An adventure novel should cheer him up."
         -Zoon, Zoomaster
To Clear: Wait 5 Days
Reward: 10000 Gil, Bent 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
>>>>>>>>
  /----\
--- 167. Mission 158: The Match --- (IVthematch)
  \----/
[Marche accepts The Match mission.]
>>> Mission 158: The Match <<<
Fee: 1080 Gil
                  Rank 5
"Looking for someone to judge the final match in a historic fight. My blade
vs. his spells! Current score: 100 to 100."
         -Nukkle, Soldier
To Clear: Fight 2 Battles
Reward: 8800 Gil, Rusty Spear, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 168. Mission 159: The Deep Sea --- (IVthedeepsea)
   \----/
[Marche accepts The Deep Sea mission.]
>>> Mission 159: The Deep Sea <<<
Fee: 1280 Gil
                   Rank 6
"Could you help me appraise a work by Clif Lusac, the Muse of the Sea? Someone
said it's a fake! I'll give you a badge!"
         -Olwen, Art Dealer
To Clear: Fight 3 Battles
Reward: 11400 Gil, Feather Badge, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
```

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Cancellations Accepted
>>>>>>>>
  /----\
--- 169. Mission 160: A Worthy Eye --- (IVaworthyeye)
  \----/
[Marche accepts the A Worthy Eye mission.]
>>> Mission 160: A Worthy Eye <<<
Fee: 2700 Gil
                 Rank 4
"Only a sharp eye can find the best items! If you need an 'insignia,' bring me
an item worthy of my eye!"
        -E'oi the Elder
To Clear: Defeat 15 enemies
Reward: 0 Gil, Insignia, Item, 2 Cards
Req. Items: Feather Badge, Delta Fang
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Feather Badge, Delta Fang
Available for: ---
Cancellations Accepted
>>>>>>>>>
  /----\
--- 170. Mission 161: Lost In Mist --- (IVlostinmist)
  \----/
[Marche accepts the Lost In Mist mission.]
>>> Mission 161: Lost In Mist <<<
Fee: 1190 Gil
                 Rank 5
"Our hill once called 'The Sun's Home' is now called 'The Hill of Mists.' Can
you find out why?"
        -Nache, Townsperson
To Clear: Wait 20 Days
Reward: 10000 Gil, Ally Finder, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 171. Mission 162: Darn Kids --- (IVdarnkids)
  \----/
[Marche accepts the Darn Kids mission.]
>>> Mission 162: Darn Kids <<<
Fee: 1360 Gil Rank 5
"Lately, kids have been forming gangs and beating up on other kids. Maybe if
we distract them with something they'd stop."
        -Victor, School Principal
To Clear: Fight 1 Battle
Reward: 11400 Gil, Ally Finder2, Item, 2 Cards
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Req. Items: Dame's Blush/Ally Finder
Req. Skills: Smithing/Lvl.20
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Dame's Blush, Ally Finder
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 172. Mission 163: Stage Fright --- (IVstagefright)
  \----/
[Marche accepts the Stage Fright mission.]
>>> Mission 163: Stage Fright <<<
Fee: 1190 Gil
                 Rank 6
"Needed: charm for curing stage fright. I want the cutest girl in town, Ms.
Rina, to notice me in the play, but I'm too nervous!"
        -Emporio, Young Actor
To Clear: Wait 15 Days
Reward: 10600 Gil, Tranquil Box, Item
Req. Items: Old Statue
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Old Statue, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 173. Mission 164: Diary Dilemma --- (IVdiarydilemma)
  \----/
[Marche accepts the Diary Dilemma mission.]
>>> Mission 164: Diary Dilemma <<<
Fee: 400 Gil
                 Rank 2
"My little brothers hid my diary somewhere in my house. I need you to find it
before--gasp--my parents do!!!"
        -Edwina, Concerned Girl
To Clear: Fight 2 Battles
Reward: 3600 Gil, Loaded Dice, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 174. Mission 165: Hundred-Eye --- (IVhundred-eye)
  \----/
[Marche accepts the Hundred-Eye mission.]
>>> Mission 165: Hundred-Eye <<<
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Fee: 1080 Gil
                 Rank 5
"The great hunter Hundred-Eye's daughter, Kailea, has just started hunting; but
 frankly, she sucks. Someone please train her!"
        -Falco, Rumormonger
To Clear: Defeat 5 Enemies
Reward: 9000 Gil, Snake Shield, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 175. Mission 166: Runaway Boy --- (IVrunawayboy)
  \----/
[Marche accepts the Runaway Boy mission.]
>>> Mission 166: Runaway Boy <<<
Fee: 800 Gil
                Rank 3
"Need someone to find a runaway child and give him some homeknit clothes. The
clothes will be ready as soon as I find thread."
        -Gina, Marun Orphanage
To Clear: Wait 10 days
Reward: 5400 Gil, Stasis Rope, Item
Req. Items: Black Thread
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Black Thread, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 176. Mission 167: Mad Alchemist --- (IVmadalchemist)
  \----/
[Marche accepts the Mad Alchemist mission.]
>>> Mission 167: Mad Alchemist <<<
Fee: 600 Gil Rank 1
"Dig me a nice cave home. My bizarre experiments have earned me the moniker
of 'Mad Alchemist.' Now I want to live alone."
        -Galdinas, Alchemist
To Clear: Wait 10 days
Reward: 3400 Gil, Mythril Pick, Spiked Boots
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
```

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--- 176. Mission 168: Caravan Guard --- (IVcaravanguard)
   \----/
[Marche accepts the Caravan Guard mission.]
>>> Mission 168: Caravan Guard <<<
Fee: 900 Gil
"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
"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)
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Items: Bomb Shell, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 180. Mission 171: T.L.C. --- (IVt.l.c.)
  \----/
[Marche accepts the T.L.C. mission.]
>>> Mission 171: T.L.C. <<<
Fee: 3400 Gil
"I need someone to heal my wounds so I can get my revenge on those stinking
lizard bangaas that lured my platoon into a trap!"
        -Gecklan, Platoon Leader
To Clear: Fight 2 Battles
Reward: 7600 Gil, Stilpool Scroll, Item
Req. Items: ---
Req. Skills: Magic/Lvl.25
Req. Jobs: White Mage
Dispatch: (Whichever White Mage you want to send out)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 181. Mission 172: Frozen Spring --- (IVfrozenspring)
  \----/
[Marche accepts the Frozen Spring mission.]
>>> Mission 172: Frozen Spring <<<
Fee: 600 Gil Rank 2
"Someone's frozen our village's only spring, and it's not thawing. Our
children are thirsty! Please help us."
        -Nino, Shepherd
To Clear: Wait 20 days
Reward: 3400 Gil, Dragon Bone, Items
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 182. Mission 173: No Scents --- (IVnoscents)
  \----/
[Marche accepts the No Scents mission.]
>>> Mission 173: No Scents <<<
Fee: 600 Gil
               Rank 3
"Tonight's the night of my big date, and my dress and shoes are perfect, but {\tt I}
can't find my perfume anywhere! Help!"
        -Lucy, Party Girl
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To Clear: Wait 15 Days
Reward: 5200 Gil, Animal Bone, Item, 2 Cards
Req. Items: Caravan Musk
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Caravan Musk, ---
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 183. Mission 174: On The Waves --- (IVonthewaves)
  \----/
[Marche accepts the On The Waves mission.]
>>> Mission 174: On The Waves <<<
Fee: 1260 Gil
                 Rank 6
"I found a message in a bottle: a cry for help from a southern isle! If only I
could send something--water even!"
        -Luis, Flower Seller
To Clear: Defeat 5 Enemies
Reward: 13200 Gil, Skull, Item, 2 Cards
Req. Items: Life Water
Req. Skills: ---
Req. Jobs: Time Mage
Dispatch: (Whichever Time Mage you want to send)
Items: Life Water, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 184. Mission 175: Spirited Boy --- (IVspiritedboy)
  \----/
[Marche accepts the Spirited Boy mission.]
>>> Mission 175: Spirited Boy <<<
Fee: 760 Gil
               Rank 4
"My son is in the attic, pretending to be a monster that doesn't like homework!
Maybe showing him a dictionary would work."
        -Sihaya, Mother of Three
To Clear: Wait 5 Days
Reward: 6400 Gil, Clock Gear, Item, 2 Cards
Req. Items: Dictionary, ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Dictionary, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 185. Mission 176: Powder Worries --- (IVpowderworries)
  \----/
[Marche accepts the Powder Worries mission.]
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>>> Mission 176: Powder Worries <<<
Fee: 760 Gil
                Rank 4
"There's a lot of firearms coming into town lately. Thankfully, we've had no
injuries... yet. Check into this matter with me."
        -Senole, Town Watch
To Clear: Defeat 10 enemies
Reward: 5400 Gil, Gun Gear, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: Gunner
Dispatch: (Whichever Gunner you want to send out)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 186. Mission 177: The Blue Bolt --- (IVthebluebolt)
  \----/
[Marche accepts The Blue Bolt mission.]
>>> Mission 177: The Blue Bolt <<<
Fee: 1020 Gil Rank 6
"Our editor used to be so fast we called him 'Blue Bolt.' But he's lost it of
late. We need something to jog his memory!"
        -Elu, Cyril Times Reporter
To Clear: Defeat 15 Enemies
Reward: 9000 Gil, Silk Bloom, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 187. Mission 178: Sweet Talk --- (IVsweettalk)
  \----/
[Marche accepts the Sweet Talk mission.]
>>> Mission 178: Sweet Talk <<<
Fee: 950 Gil
                Rank 4
"Needed: speech trainer. I can't speak well. I'm always saying too much, or
not enough! Please help!"
        -Luhoche, Little Girl
To Clear: Defeat 10 enemies
Reward: 7000 Gil, Moon Bloom, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
```

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/----\
--- 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: ---
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Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Clock Gear, Clock Post
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 191. Mission 182: Dry Spell --- (IVdryspell)
  \----/
[Marche accepts the Dry Spell mission.]
>>> Mission 182: Dry Spell <<<
Fee: 1020 Gil Rank 6
"With all the sun we've been getting, we fear a drought. We need people to
help open the sluice gates at Mitoralo."
        -Hinnel, Dam Official
To Clear: Wait 20 Days
Reward: 9600 Gil, Stolen Gil, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 192. Mission 183: Swap Meet --- (IVswapmeet)
  \----/
[Marche accepts the Swap Meet mission.]
>>> Mission 183: Swap Meet <<<
Fee: 160 Gil
                 Rank 6
"I found stacks of old bills at my house, but I want old medals with pictures
of the goddess on them! Like to trade?"
        -Gelp, Antiques Collector
To Clear: Wait 5 Days
Reward: 1200 Gil, Ancient Bills, Item, 2 Cards
Req. Items: Ancient Medal
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Ancient Medal, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 193. Mission 184: Adaman Order --- (IVadamanorder)
  \----/
[Marche accepts the Adaman Order mission.]
>>> Mission 175: Adaman Order <<<
Fee: 1500 Gil
                  Rank 7
"Has your clan put in its order for adaman alloy? It sells out quick, so get
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your order in soon! How about our shop?"
        -Elbo, Workshop Vargi
To Clear: Wait 15 Days
Reward: 0 Gil, Adaman Alloy, Item, 2 Cards
Req. Items: Adamantite, Adamantite
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Adamantite, Adamantite
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 194. Mission 185: Magic Mysidia --- (IVmagicmysidia)
  \----/
[Marche accepts the Magic Mysidia mission.]
>>> Mission 185: Magic Mysidia <<<
Fee: 1500 Gil
                 Rank 7
"It was recently discovered that mysidia alloy is enchanted with ancient magic!
Better buy some before the prices go up!"
        -Deunon, Workshop Rool
To Clear: Fight 2 Battles
Reward: 0 Gil, Mysidia Alloy, Item, 2 Cards
Req. Items: Adamantite, Silvril
Req. Skills: Smithing/Lvl.35
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Adamantite, Silvril
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 195. Mission 186: Conundrum --- (IVconundrum)
  \----/
[Marche accepts the Conundrum mission.]
>>> Mission 186: Conundrum <<<
Fee: 2100 Gil Rank 7
"If you made a shield and a sword from the strongest of all alloys--crusite--
which would be stronger? Come and let's find out!"
        -Sabak, Workshop Berk
To Clear: Defeat 10 Enemies
Reward: 0 Gil, Crusite Alloy, Item, 2 Cards
Req. Items: Zodiac Ore, Zodiac Ore
Req. Skills: Smithing/Lvl.35
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Zodiac Ore, Zodiac Ore
Available for: ---
Cancellations Accepted
>>>>>>
  /----\
--- 196. Mission 187: Lucky Night --- (IVluckynight)
  \----/
```

```
[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: ---
```

```
Cancellations Accepted
>>>>>>>>
  /----\
--- 199. Mission 190: Run With Us --- (IVrunwithus)
  \----/
[Marche accepts the Run With Us mission.]
>>> Mission 190: Run With Us <<<
Fee: 1680 Gil
                 Rank 7
"We are the Lightning Brothers, bound by blood-oath and iron law! Why don't
you try joining us and see if you like it?"
        -LBs, Emissaries of Justice
To Clear: Wait 40 Days
Reward: 18000 Gil, Bent Sword, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>>
  /----\
--- 200. Mission 191: Lucky Charm --- (IVluckycharm)
  \----/
[Marche accepts the Lucky Charm mission.]
>>> Mission 191: Lucky Charm <<<
Fee: 840 Gil
"Someone please find me an item that will lose to no bad luck, and a charm or
spell to ward off evil spells. I'm fighting!"
        -Milea, Determined Lady
To Clear: Wait 40 Days
Reward: 9000 Gil, Rusty Spear, Item, 2 Cards
Req. Items: Rat Tail
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Rat Tail, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 201. Mission 192: Alchemist Boy --- (IValchemistboy)
  \----/
[Marche accepts the Alchemist Boy mission.]
>>> Mission 192: Alchemist Boy <<<
Fee: 420 Gil Rank 7
"Please stop my brother, Hasmir before someone gets hurt. He thinks he's an
alchemist but all he makes is smoke and explosions!"
        -Gretzel, Townsgirl
To Clear: Fight 2 Battles
Reward: 4600 Gil, Insignia, Item, 2 Cards
```

```
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 202. Mission 193: Thorny Dreams --- (IVthornydreams)
  \----/
[Marche accepts the Thorny Dreams mission.]
>>> Mission 193: Thorny Dreams <<<
Fee: 1540 Gil
                 Rank 7
"The bangaa girl 'Eleono' ssleepss in the Thoussand-Thorn Wood. Looking for a
clanner to find out why she ssleepss."
        -Vajiri, Bangaa
To Clear: Wait 20 Days
Reward: 16000 Gil, Blood Apple, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 203. Mission 194: Free Cyril! --- (IVfreecyril!)
  \----/
[Marche accepts the Free Cyril mission.]
>>> Mission 194: Free Cyril! <<<
Fee: 600 Gil
                 Rank 1
"The town of Cyril has fallen into the hands of Clan Borzoi. We need you set
a trap to get them out of our town!"
        -Cyril Town Watch
To Clear: Wait 3 days
Reward: 2400 Gil, Choco Shield, Firewheel Rod
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 204. Mission 195: Ship Needed --- (IVshipneeded)
  \----/
[Marche accepts the Ship Needed mission.]
>>> Mission 195: Ship Needed <<<
```

Req. Items: ---

```
Fee: 600 Gil
                Rank 2
"I need a ship to take me to the barbarian lands. It's just me, so a small
craft will do."
        -Strange Warrior
To Clear: Fight 1 Battle
Reward: 4200 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 205. Mission 196: Mind Ceffyl --- (IVmindceffyl)
  \----/
[Marche accepts the Mind Ceffyl mission.]
>>> Mission 196: Mind Ceffyl <<<
Fee: 3800 Gil Rank 4
"Bring me the sigils of 'fire' and 'wind.' I shall craft from them a mind
ceffyl, needed to make a spiritstone."
        -Melmin, Sage of the West
To Clear: Fight 3 Battles
Reward: 0 Gil, Mind Ceffyl
Req. Items: Fire Sigil, Wind Sigil
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Fire Sigil, Wind Sigil
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 206. Mission 197: Body Ceffyl --- (IVbodyceffyl)
  \----/
[Marche accepts the Body Ceffyl mission.]
>>> Mission 197: Body Ceffyl <<<
Fee: 3800 Gil Rank 4
"Bring me the sigils of 'earth' and 'water.' I shall craft from them a body
ceffyl, needed to make a spiritstone."
        -Bastra, Sage of the East
To Clear: Fight 3 Battles
Reward: 0 Gil, Body Ceffyl
Req. Items: Earth Sigil, Water Sigil
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Earth Sigil, Water Sigil
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
```

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--- 207. Mission 198: The Spiritstone --- (IVthespiritstone)
  \-----/
[Marche accepts The Spiritstone mission.]
>>> Mission 198: The Spiritstone <<<
Fee: 3800 Gil
                 Rank 4
"Bring the two ceffyls to me, and I shall use my alchemy to craft a spiritstone
for you."
         -Kespas, Sage of the South
To Clear: Fight 4 Battles
Reward: 0 Gil, Spiritstone
Req. Items: Mind Ceffyl, Body Ceffyl
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Mind Ceffyl, Body Ceffyl
Available for: ---
Cancellations Accepted
>>>>>>>>>
  /----\
--- 208. Mission 199: Girl In Love --- (IVgirlinlove)
  \----/
>>> Mission 199: Girl In Love <<<
Fee: 600 Gil
                 Rank 3
"I've got a new boyfriend! He's a brave knight with chestnut hair. Could you
tell our fortune with the white thread?"
        -Carena, Young Girl
To Clear: Fight 2 Battles
Reward: 3400 Gil, Magic Medal, Item
Req. Items: White Thread
Req. Skills: ---
Req. Jobs: White Mage
Dispatch: (Whichever White Mage you would like to send)
Items: White Thread, Magic Medal, Item
Available for: ---
Cancellations Accepted
>>>>>>>>>
  /----\
--- 209. Mission 200: Chocobo Help --- (IVchocobohelp)
  \----/
[Marche accepts the Chocobo Help mission.]
>>> Mission 200: Chocobo Help <<<
Fee: 300 Gil
                Rank 1
"Need: Help during the chocobo spawning season.
-Private room
                -Meals
-No experience required
-Childcare
               -Any race"
         -Sasasha, Chocobo Ranch
To Clear: Wait 5 days
Reward: 1000 Gil, Chocobo Egg, Wizard Hat
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
```

```
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 210. Mission 201: The Skypole --- (IVtheskypole)
  \----/
[Marche accepts The Skypole mission.]
>>> Mission 201: The Skypole <<<
Fee: 600 Gil
"Have you heard of the skypole on the southern peninsula? They say it's a
stairway to the gods! I'd like to see that!"
        -Tay, Streetear
To Clear: Wait 10 days
Reward: 2400 Gil, Ancient Medal, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 211. Mission 202: Ruins Survey --- (IVruinssurvey)
  \----/
[Marche accepts the Ruins Survey mission.]
>>> Mission 202: Ruins Survey <<<
Fee: 1190 Gil Rank 6
"Looking for people to join in a survey of the Istar Ruins to be held again
this year. See ancient history first hand!"
        -Rekka, Relics Boards
To Clear: Wait 10 Days
Reward: 10800 Gil, Ancient Medal, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 212. Mission 203: Dig Dig Dig --- (IVdigdigdig)
  \----/
[Marche accepts the Dig Dig mission.]
>>> Mission 203: Dig Dig Oig <<<
Fee: 1280 Gil
                Rank 6
"Zezena Mines: Discovery of the Parum Family, scene of mechanist innovation!
We must dig until we find a new mine shaft! Dig!"
        -Zezena Mines Co.
To Clear: Fight a battle
```

```
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 213. Mission 204: Seeking Silver --- (IVseekingsilver)
  \----/
[Marche accepts the Seeking Silver mission.]
>>> Mission 204: Seeking Silver <<<
Fee: 380 Gil
               Rank 4
"Before the Bell Mines became known for mythril, they were silver mines. Help
me look for leftover silver near the west wall."
        -Hoholum, Gayl Stoneworks
To Clear: Wait 15 Days
Reward: 3400 Gil, Silvril, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 214. Mission 205: Materite --- (IVmaterite)
  \----/
[Marche accepts the Materite mission.]
>>> Mission 205: Materite <<<
Fee: 1000 Gil Rank 2
"In the western edge of the Materiwood, materite can be gathered with ease if
you go at the right time. Go have a look!"
        -Sals, Pub Customer
To Clear: Wait 10 days
Reward: 0 Gil, Materite, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 215. Mission 206: The Wormhole --- (IVthewormhole)
  \----/
[Marche accepts The Wormhole mission.]
```

Reward: 11800 Gil, Zodiac Ore, Item, Card

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Fee: 330 Gil Rank 4
"A giant worm is causing considerable damage to our fields as it looks for
leestones in the ground. Someone please stop it!"
         -Anton, Farmers' Guild
To Clear: Wait 10 Days
Reward: 2800 Gil, Leestone, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 216. Mission 207: Metal Hunt --- (IVmetalhunt)
  \----/
[Marche accepts the Metal Hunt mission.]
>>> Mission 207: Metal Hunt <<<
Fee: 600 Gil
                Rank 2
"I found a turtle burial ground at a mountain shrine. I keep going back in
hopes that I might find some adamantite!"
         -Catess, Traveler
To Clear: Wait 15 days
Reward: 2400 Gil, Adamantite, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 217. Mission 208: Math is Hard --- (IVmathishard)
  \----/
[Marche accepts the Math is Hard mission.]
>>> Mission 208: Math is Hard <<<
Fee: 600 Gil
             Rank 2
"I've been at this equation for months now. Never have I been so stumped in my
life! Won't someone take a crack at this with me?"
         -Kosyne, Mathematician
To Clear: Wait 10 Days
Reward: 4200 Gil, Black Thread, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
```

>>> Mission 206: The Wormhole <<<

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/----\
--- 218. Mission 209: The Witness --- (IVthewitness)
  \----/
[Marche accepts The Witness mission.]
>>> Mission 209: The Witness <<<
Fee: 600 Gil
"Wanted: bodyguard. I witnessed a crime and now must appear in court. Please
protect me until the day of the trial."
        -Bode, Townsperson
To Clear: Defeat 5 enemies
Reward: 4600 Gil, Black Thread, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: Defender
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 219. Mission 210: Life or Death --- (IVlifeordeath)
  \----/
[Marche accepts the Life or Death mission.]
>>> Mission 210: Life or Death <<<
Fee: 400 Gil Rank 1
"I'll never finish on time. I have to borrow someone's notes. Can you find
some for me, or I'll never get this homework done!"
        -Felhon, Student
To Clear: Fight 1 Battle
Reward: 2400 Gil, Black Thread, Item
Req. Items: Homework
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Homework, ---
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 220. Mission 211: Karlos's Day --- (IVkarlos'sday)
  \----/
[Marche accepts the Karlos's Day mission]
>>> Mission 211: Karlos's Day <<<
Fee: 600 Gil
                Rank 3
"Wanted: performer to entertain at the birthday party of Karlos, the second son
of the Marquis Ealdoring."
        -Jung, Streetear
To Clear: Wait 5 days
Reward: 4600 Gil, White Thread, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
```

```
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 221. Mission 212: To Father --- (IVtofather)
  \----/
[Marche accepts the To Father mission.]
>>> Mission 212: To Father <<<
Fee: 1520 Gil
                 Rank 6
"Could you bring my father to me? I promise I won't speak harshly to him. I
just want him to visit Mother's grave. Thank you."
        -Ren, Notary Public
To Clear: Wait 10 Days
Reward: 11400 Gil, White Thread, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 222. Mission 213: Oh Milese --- (IVohmilese)
  \----/
[Marche accepts the Oh Milese mission.]
>>> Mission 213: Oh Milese <<<
            Rank 1
Fee: 600 Gil
"Know you Milese of the Kefeus acting troupe? I'm her biggest fan! Won't you
give her this song I've written?"
        -Valerio, Composer
To Clear: Wait 15 days
Reward: 2800 Gil, White Thread, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 223. Mission 214: Skinning Time --- (IVskinningtime)
  \----/
[Marche accepts the Skinning Time mission.]
>>> Mission 214: Skinning Time <<<
Fee: 380 Gil
               Rank 4
"We're looking for a few good skinners to help skin chocobos. It's not much of
a living, but someone's got to do it!"
```

```
To Clear: Wait 10 Days
Reward: 3600 Gil, Chocobo Skin, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 224. Mission 215: Wild River --- (IVwildriver)
  \----/
[Marche accepts the Wild River mission.]
>>> Mission 215: Wild River <<<
Fee: 760 Gil Rank 4
"We need workers to help rein in the wild waters of the Pilos River in Andarna
before it floods again! Please help."
        -Haagen, Townsperson
To Clear: Fight 2 Battles
Reward: 5400 Gil, Magic Cloth, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 225. Mission 216: Magic Cloth --- (IVmagiccloth)
  \----/
[Marche accepts the Magic Cloth mission.]
>>> Mission 216: Magic Cloth <<<
Fee: 1260 Gil
                 Rank 2
"Hello again! It's me, Gonzales, from the magic cloth shop! I'm trading magic
cloth for magic cotton--got any?"
        -Gonzales, Magic Cloth Shop
To Clear: Wait 10 Days
Reward: 0 Gil, Magic Cloth, Item, Card
Req. Items: Magic Cotton
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Magic Cotton, ---
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 226. Mission 217: Cotton Guard --- (IVcottonguard)
  \----/
```

-Navarro, Chocobo Ranch

```
[Marche accepts the Cotton Guard mission.]
>>> Mission 217: Cotton Guard <<<
Fee: 950 Gil
                 Rank 4
"It's the season when the typhoons come blowing from the south again. I need
to find a way to protect my cotton crop!"
         -Kerney, Townsperson
To Clear: Fight 1 Battle
Reward: 7000 Gil, Magic Cotton, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 227. Mission 218: Help Dad --- (IVhelpdad)
  \----/
[Marche accepts the Held Dad mission.]
>>> Mission 218: Help Dad <<<
Fee: 950 Gil
                Rank 4
"My son wants me to win him a toy in the shooting game at the next carnival.
Won't somebody give me shooting lessons?"
         -Bijard, Theologan
To Clear: Wait 10 Days
Reward: 7800 Gil, Bomb Shell, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 228. Mission 219: Rubber or Real --- (IVrubberorreal)
  \----/
[Marche accepts the Rubber or Real mission.]
>>> Mission 219: Rubber or Real <<<
Fee: 600 Gil Rank 4
"My favorite toy is the champion of justice, but my friend Amigoh says it's
just a rubber monster. Who's right?"
         -Zels, Young Boy
To Clear: Wait 5 Days
Reward: 5200 Gil, Bomb Shell, Item, 2 Cards
Req. Items: Monster Guide
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Monster Guide, ---
Available for: ---
Cancellations Accepted
```

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/----\
--- 229. Mission 220: Into the Wood --- (IVintothewood)
  \----/
[Marche accepts the Into the Wood mission.]
>>> Mission 220: Into the Wood <<<
Fee: 900 Gil Rank 5
"A pack of panthers has appeared in a wood far to the south. Somebody clear
them out before they hurt someone!"
        -Iquas, Townsperson
To Clear: Wait 5 Days
Reward: 4600 Gil, Panther Hide, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 230. Mission 221: Jerky Days --- (IVjerkydays)
  \----/
[Marche accepts the Jerky Days mission.]
>>> Mission 221: Jerky Days <<<
Fee: 540 Gil
                 Rank 8
"Want some delicious jerky? Come help out at my store! We have to make 5,000
sticks of jerky this year."
        -Godon, Butcher
To Clear: Wait 5 Days
Reward: 4200 Gil, Jerky, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>>
  /----\
--- 231. Mission 222: New Fields --- (IVnewfields)
   \----/
[Marche accepts the New Fields mission.]
>>> Mission 222: New Fields <<<
             Rank 4
Fee: 380 Gil
"Needed: live-in help
We're looking to increase our fields again this year. All welcome! Don't
worry, you'll be paid!"
        -Farmers' Guild
To Clear: Wait 10 Days
Reward: 3600 Gil, Gysahl Greens, Card
```

>>>>>>>>

```
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 232. Mission 223: Strange Fires --- (IVstrangefires)
  \----/
[Marche accepts the Strange Fires mission.]
>>> Mission 223: Strange Fires <<<
Fee: 1080 Gil
                 Rank 5
"Strange fires have been breaking out near our powder store. It has to be a
rival guild. Maybe you could ambush them?"
        -Dabum, Fireworks Guild
To Clear: Wait 5 Days
Reward: 9600 Gil, Magic Medal, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 233. Mission 224: Better Living --- (IVbetterliving)
  \----/
[Marche accepts the Better Living mission.]
>>> Mission 224: Better Living <<<
Fee: 1260 Gil
                  Rank 5
"Wanted: tester. Help test our amazing new form of illumination, guaranteed to
change the lives of city dwellers!"
        -Better Living Labs
To Clear: Wait 10 Days
Reward: 10000 Gil, Chocobo Egg, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 234. Mission 225: Malboro Hunt --- (IVmalborohunt)
  \----/
[Marche accepts the Malboro Hunt mission.]
>>> Mission 225: Malboro Hunt <<<
```

Req. Items: ---

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Fee: 570 Gil
                 Rank 4
"A lost malboro child from a nest in the pond has wandered into town! Please
 return it to its parents before someone gets hurt!"
         -Jonnie, Ice Cream Man
To Clear: Wait 15 Days
Reward: 4200 Gil, Cyril Ice, Item, Card
Req. Items: Chocobo Egg
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Chocobo Egg, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 235. Mission 226: Chocobo Work --- (IVchocobowork)
  \----/
[Marche accepts the Chocobo Work mission.]
>>> Mission 226: Chocobo Work <<<
Fee: 510 Gil Rank 6
"Wanted: register clerk & part-time floor scrubber at The Chocobo's Kweh."
         -Rolana, The Chocobo's Kweh
To Clear: Wait 10 Days
Reward: 4600 Gil, Choco Bread, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 236. Mission 227: Party Night --- (IVpartynight)
  \----/
[Marche accepts the Party Night mission.]
>>> Mission 227: Party Night <<<
Fee: 1020 Gil
                  Rank 6
"They're holding a welcome party at the furniture store, and they want me to
perform some tricks! Somebody teach me!"
        -Xiao, Furniture Seller
To Clear: Wait 15 Days
Reward: 9600 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
   /----\
--- 237. Mission 228: Mama's Taste --- (IVmama'staste)
```

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\----/
[Marche accepts the Mama's Taste mission.]
>>> Mission 228: Mama's Taste <<<
Fee: 1080 Gil
             Rank 5
"Being away from home for 10 years, I've started to really miss my mama's
gratin. Won't someone make me some kupo gratin?"
        -Takatoka, Machinist
To Clear: Wait 15 Days
Reward: 9000 Gil, Choco Gratin, Item, 2 Cards
Req. Items: Chocobo Egg, Gysahl Greens
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Chocobo Egg, Gysahl Greens
Available for: ---
Cancellations Accepted
>>>>>>>>>
  /----\
--- 238. Mission 229: The Well Maze ---
                                     (IVthewellmaze)
  \----/
[Marche accepts The Well Maze mission.]
>>> Mission 229: The Well Maze <<<
Fee: 840 Gil Rank 6
"I ran into a cave while I was digging a well, and there's something inside!
Maybe you could lure it out with some bread?"
        -Meuk, Well Digger
To Clear: Wait 15 Days
Reward: 9600 Gil, Grownup 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
>>>>>>>>
  /----\
--- 239. Mission 230: She's Gone --- (IVshe'sgone)
  \----/
[Marche accepts the She's Gone mission.]
>>> Mission 230: She's Gone <<<
Fee: 1190 Gil Rank 6
"For years I gave her my all and now she's left and taken my savings with her.
I going for a drink, want to come along?"
        -Omar, Townsperson
To Clear: Wait 5 Days
Reward: 10600 Gil, Malboro Wine, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
```

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Available for: ---
Cancellations Accepted
>>>>>>>>
   /----\
--- 240. Mission 231: Magic Vellum --- (IVmagicvellum)
  \----/
[Marche accepts the Magic Vellum mission.]
>>> Mission 231: Magic Vellum <<<
Fee: 510 Gil
             Rank 5
"Come make magic sheepskin vellum with me! I'll show you the pen is mightier
 than the sword. Bring some magic cotton with you!"
        -Chikk, Paper Maker
To Clear: Fight a Battle
Reward: 4600 Gil, Magic Vellum, Item, Card
Req. Items: Magic Cotton
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Magic Cotton, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 241. Mission 232: Novel Ascent --- (IVnovelascent)
  \----/
[Marche accepts the Novel Ascent mission.]
>>> Mission 232: Novel Ascent <<<
Fee: 1280 Gil
"I want to write novels about mountain climbing, but I'm not very good at it.
I need a rope that won't ever break!"
        -Torfo, Apprentice Novelist
To Clear: Defeat 10 Enemies
Reward: 11400 Gil, Runba's Tale, Item, 2 Cards
Req. Items: Stasis Rope
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Stasis Rope, ---
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 242. Mission 233: Shiver --- (IVshiver)
  \----/
[Marche accepts the Shiver mission.]
>>> Mission 233: Shiver <<<
Fee: 1280 Gil
"Someone please drive off the wailing spirit that haunts the pass near town.
Hearing it sucks the strength right out of me!"
        -Gillom, Townsperson
To Clear: Wait 20 Days
```

```
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.]
```

Reward: 11800 Gil, Runba's Tale, Item, 2 Cards

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Fee: 1120 Gil Rank 6
"My lucky rabbit tail found me a wonderful husband! But now we're married, I
 think I need a little more luck. Got a tail for me?"
         -Bibilina, Lucky Lady
To Clear: Wait 10 Days
Reward: 10800 Gil, Rabbit Tail, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>>
   /----\
--- 246. Mission 237: Relax Time! --- (IVrelaxtime!)
  \----/
[Marche accepts the Relax Time! mission.]
>>> Mission 237: Relax Time! <<<
Fee: 480 Gil
                 Rank 6
"Come enjoy the Danbukwood and get back to nature! Buy some wood and bring it
home for that woodsy feeling all year long!"
         -Yeesa Tourism Board
To Clear: Wait 15 Days
Reward: 4600 Gil, Danbukwood, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
   /----\
--- 247. Mission 238: Foma Jungle --- (IVfomajungle)
  \----/
[Marche accepts the Foma Jungle mission.]
>>> Mission 238: Foma Jungle <<<
Fee: 420 Gil
             Rank 6
"I've got tons of orders for moonwood chairs! Get me some moonwood from the
deep Forna Jungle, if you would. No pun intended."
         -Guequerre, Wood Craftsman
To Clear: Wait 15 Days
Reward: 4600 Gil, Moonwood, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
```

>>> Mission 236: One More Tail <<<

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/----\
--- 248. Mission 239: For A Flower --- (IVforaflower)
  \----/
[Marche accepts the For A Flower mission.]
>>> Mission 239: For A Flower <<<
Fee: 640 Gil
"I need a telaq flower, a strange blossom that blooms only a few times a year
deep within a cave--a cave with monsters."
        -Shelm, Alchemist
To Clear: Fight 2 Battles
Reward: 6000 Gil, Telag Flower, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 249. Mission 240: Giza Plains --- (IVgizaplains)
  \----/
[Marche accepts the Giza Plains mission.]
>>> Mission 240: Giza Plains <<<
Fee: 600 Gil Rank 1
"A bug infestation has hit Giza Plains, and it will reach the town if we don't
take action! Someone help drive those critters away!"
        -Noris, Townsperson
To Clear: [Dpatch] enemies: 3
Reward: 2400 Gil, Battle Boots
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 250. Mission 241: Lutia Pass --- (IVlutiapass)
  \----/
[Marche accepts the Lutia Pass mission.]
>>> Mission 241: Lutia Pass <<<
Fee: 600 Gil
                Rank 1
"I opened a shop in Lutia Pass, but not a single customer has come yet! I
think I need to advertise. Could you pass out flyers?"
        -Bintz, Tool Shop
To Clear: [Dpatch] enemies: 3
Reward: 2400 Gil, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
```

```
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 251. Mission 242: The Nubswood --- (IVthenubswood)
  \----/
[Marche accepts the Nubswood mission.]
>>> Mission 242: The Nubswood <<<
Fee: 400 Gil
                Rank 2
"Rock turtles have been attacking travelers in the Nubswood. Use this
'shellout' to get rid of them, please."
        -Hoelik, Townsperson
To Clear: Defeat 3 enemies
Reward: 2400 Gil, 1 item, 1 card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>>
  /----\
--- 252. Mission 243: Eluut Sands --- (IVeluutsands)
  \----/
[Marche accepts the Eluut Sands mission.]
>>> Mission 243: Eluut Sands <<<
Fee: 600 Gil
                Rank 2
"I'm trying to reforest the Eluut Sands in an attempt to tame the beasts that
live there. Bring me a desert plant for study."
        -Karenne, Herbologist
To Clear: Defeat 3 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
>>>>>>>>
  /----\
--- 253. Mission 244: Ulei River --- (IVuleiriver)
  \----/
[Marche accepts the Ulei River mission.]
>>> Mission 244: Ulei River <<<
Fee: 400 Gil Rank 2
"Somebody get the word out: there's fine fish to be had in the upper waters of
the Ulei River!"
```

```
To Clear: Defeat 3 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
>>>>>>>>
  /----\
--- 254. Mission 245: Aisenfield --- (IVaisenfield)
  \----/
[Marche accepts the Aisenfield mission.]
>>> Mission 245: Aisenfield <<<
Fee: 400 Gil Rank 3
"Somebody spread the word that those rumors of bandits in Aisenfield are a
bunch of lies. It's bad for business!"
        -Chocobo Shop, Aisen Branch
To Clear: Defeat 3 enemies
Reward: 2400 Gil, Item, Card
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
No Cancellations
>>>>>>>>
  /----\
--- 255. Mission 246: Roda Volcano --- (IVrodavolcano)
  \----/
[Marche accepts the Roda Volcano mission.]
>>> Mission 246: Roda Volcano <<<
Fee: 400 Gil
             Rank 4
"Roda Volcano's been active lately. Someone needs to go to the road at the
base of the cone and clean off the chunks of lava."
        -Naricys, Geologist
To Clear: Defeat 3 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
>>>>>>>>
  /----\
--- 256. Mission 247: Travel Aid --- (IVtravelaid)
  \----/
```

-Holt, Angler

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[Marche accepts the Travel Aid mission.]
>>> Mission 247: Travel Aid <<<
Fee: 380 Gil
                 Rank 4
"Please light the waypoints in the Koringwood. They are vital landmarks for
helping travelers find their way. Thank you."
         -Zeshika, Woodland Guide.
To Clear: Defeat 5 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
>>>>>>>>
  /----\
--- 257. Mission 248: The Salikawood --- (IVthesalikawood)
  \----/
[Marche accepts The Salikawood mission.]
>>> Mission 248: The Salikawood <<<
Fee: 600 Gil
                Rank 4
"I plan on cutting a path through the Salikawood. I'll do some reforesting,
too! I can't pay much, but I really need help."
         -Laycher, Innkeeper
To Clear: Defeat 5 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
>>>>>>>>
  /----\
--- 258. Mission 249: Nargai Cave --- (IVnargaicave)
  \----/
[Marche accepts the Nargai Cave mission.]
>>> Mission 249: Nargai Cave <<<
Fee: 380 Gil Rank 4
"Monsters can't stand the smell of the flower that grows deep in Nargai Cave.
Great for ensuring a safe voyage! Help me get one."
         -Buck, Botanist
To Clear: Defeat 5 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
```

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>>>>>>>
  /----\
--- 259. Mission 250: Kudik Peaks --- (IVkudikpeaks)
  \----/
[Marche accepts the Kudik Peaks mission.]
>>> Mission 250: Kudik Peaks <<<
Fee: 360 Gil Rank 5
"A rock slide has blocked off the road to the Kudik Peaks. Looking for people
to help clear it off."
        -Jagark, Mountain Patrol
To Clear: Defeat 5 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
>>>>>>>>
  /----\
--- 260. Mission 251: Jeraw Sands --- (IVjerawsands)
  \----/
[Marche accepts the Jeraw Sands mission.]
>>> Mission 251: Jeraw Sands <<<
Fee: 360 Gil
               Rank 5
"One of the ruins in Jeraw Sands is supposed to be the entrance to an
under-ground cave! Please investigate."
        -Gadfly, Ivalice Tours
To Clear: Defeat 5 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
>>>>>>>>
  /----\
--- 261. Mission 252: Uladon Bog --- (IVuladonbog)
  \----/
[Marche accepts the Uladon Bog mission.]
>>> Mission 252: Uladon Bog <<<
Fee: 380 Gil
                 Rank 5
"Won't someone help me build a bridge over Uladon Bog? It would really speed
up travel."
        -Iluluna, Young Girl
To Clear: Defeat 7 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
>>>>>>>>
  /----\
--- 262. Mission 253: Gotor Sands --- (IVgotorsands)
  \----/
[Marche accepts the Gotor Sands mission.]
>>> Mission 253: Gotor Sands <<<
Fee: 360 Gil Rank 5
"Find the oasis said to lay hidden in Gotor Sands. If we could draw water from
there, it would be a great boon to travelers."
        -Gabela, Traveling Merchant
To Clear: Defeat 7 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
>>>>>>>>
  /----\
--- 263. Mission 254: Delia Dunes --- (IVdeliadunes)
  \----/
[Marche accepts the Delia Dunes mission.]
>>> Mission 254: Delia Dunes <<<
Fee: 340 Gil Rank 5
"Please find out where the dragonflies of Delia Dunes live. Their wings are a
vital ingredient for making medicine."
        -Carulea, Alchemist
To Clear: Defeat 7 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
>>>>>>>>
  /----\
--- 264. Mission 255: Bugbusters --- (IVbugbusters)
  \-----/
[Marche accepts the Bugbusters mission.]
>>> Mission 255: Bugbusters <<<
Fee: 340 Gil
            Rank 6
```

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"Bladebugs, the natural enemy of all monsters, are said to gather on the river
that flows deep in the Materiwood. Find them!"
         -Winetz, Entomologist
To Clear: Defeat 7 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
>>>>>>>>
  /----\
--- 265. Mission 256: Tubola Cave --- (IVtubolacave)
  \----/
[Marche accepts the Tubola Cave mission.]
>>> Mission 256: Tubola Cave <<<
Fee: 340 Gil
              Rank 6
"They say that the crystals are making monsters go crazy... I wonder about
 silvril? Get some from Tubola Cave for me!"
         -Phol, Researcher
To Clear: Defeat 7 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
>>>>>>>>
  /----\
--- 266. Mission 257: Deti Plains --- (IVdetiplains)
  \----/
[Marche accepts the Deti Plains mission.]
>>> Mission 257: Deti Plains <<<
Fee: 320 Gil
                 Rank 6
"They say armor fashioned from a wyrmgod scale will withstand any attack! Find
a scale in the ruins on the Deti Plains for me."
        -Takukulu, Armorer
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
>>>>>>>>
   /----\
--- 267. Mission 258: Siena Gorge --- (IVsienagorge)
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\----/
[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)
```

```
Available for: ---
Cancellations Accepted
>>>>>>>>
   /----\
--- 270. Mission 261: Jagd Dorsa --- (IVjagddorsa)
  \----/
[Marche accepts the Jagd Dorsa mission.]
>>> Mission 261: Jagd Dorsa <<<
Fee: 280 Gil
                 Rank 7
"Please kill the jagdsaurus that plagues Jagd Dorsa. He'll come out if you go
 in there alone, I guarantee it."
        -Handog, Townsperson
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
>>>>>>>>
  /----\
--- 271. Mission 262: Ambervale --- (IVambervale)
  \----/
[Marche accepts the Ambervale mission.]
>>> Mission 262: Ambervale <<<
Fee: 280 Gil
"The nest of the chomper beetles from Ozmonfield was found in Ambervale!
Please use this 'bugoff' to drive them away!"
        -Dalaben, Ranch Manager
To Clear: Defeat 7 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
>>>>>>>
   /----\
--- 272. Mission 263: Ozmonfield --- (IVozmonfield)
  \----/
[Marche accepts the Ozmonfield mission.]
>>> Mission 263: Ozmonfield <<<
Fee: 280 Gil
             Rank 7
"The chomper beetles found in Ozmonfield are eating my chocobo feed. Please
use this 'bug-B-gone' to drive them away!"
        -Dalaben, Ranch Manager
To Clear: Defeat 7 Enemies
```

```
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 273. Mission 264: Swords in Cyril --- (IVswordsincyril)
  \----/
[Marche accepts the Swords in Cyril mission.]
>>> Mission 264: Swords in Cyril <<<
Fee: 300 Gil
"Announcing the biggest event of the year: the Cyril Sworsmanship Competition!
Test your strength and skill!"
        -Cyril Event Committee
To Clear: Fight 1 Battle
Reward: 1800 Gil, Victor Sword, Item
Req. Items: ---
Req. Skills: ---
Req. Jobs: Fencer
Dispatch: (Any Fencer you have)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 274. Mission 265: Newbie Hall --- (IVnewbiehall)
  \----/
[Marche accepts the Newbie Hall mission.]
>>> Mission 265: Newbie Hall <<<
Fee: 600 Gil Rank 1
"Need: part-time teachers. Help apprentices in a wide variety of jobs learn
the tricks of your trade!"
        -Oks, Newbie Hall Chief
To Clear: Wait 10 days
Reward: 2400 Gil, Onion Sword, Thunder Robe
Req. Items: ---
Req. Skills: Combat/Lvl.5
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 275. Mission 266: Voodoo Doll --- (IVvoodoodoll)
  \----/
[Marche accepts the Voodoo Doll mission.]
```

Reward: 2400 Gil, Item, Card

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Fee: 400 Gil Rank 2
"I saw the matron casting a spell on that nasty doll! That must be cause of my
lady's illness, it must be. Please, help my lady!"
        -Eselle, Maidservant
To Clear: Wait 5 days
Reward: 3400 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 276. Mission 267: Come on Out --- (IVcomeonout)
  \----/
[Marche accepts the Come on Out mission.]
>>> Mission 267: Come on Out <<<
Fee: 800 Gil
                Rank 3
"My son is so overweight he can hardly move. Someone get him out of his room!
I don't care how you do it."
        -Joyce, Warehouse Monitor
To Clear: Wait 10 Days
Reward: 5400 Gil, 2 Items, 2 Cards
Req. Items: Jerky
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Jerky, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 277. Mission 268: Food For Truth --- (IVfoodfortruth)
  \----/
[Marche accepts the Food For Truth mission.]
>>> Mission 268: Food For Truth <<<
Fee: 760 Gil
             Rank 4
"My friend was arrested unfairly! While we look for the real criminal, I'd
like to send him some good food. Do you know of any?"
        -Theo, Fruitseller
To Clear: Wait 20 Days
Reward: 6400 Gil, 2 Items, 2 Cards
Req. Items: Choco Gratin, ---
Req. Skills: Appraise/Lvl.18
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Choco Gratin, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
```

>>> Mission 272: Voodoo Doll <<<

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/----\
--- 278. Mission 269: Alba Cave --- (IValbacave)
  \----/
[Marche accepts the Alba Cave mission.]
>>> Mission 269: Alba Cave <<<
Fee: 720 Gil
               Rank 3
"A turtle monster guards a fabulous treasure at an ancient shrine in Alba Cave.
Distract him with some food and it's yours!"
        -Mumusen, Pub Customer
To Clear: Fight 4 battles
Reward: 6000 Gil, Mystery Item, Item, 2 Cards
Req. Items: Jerky
Req. Skills: ---
Req. Jobs: Blue Mage
Dispatch: (Whichever Blue Mage you want to send)
Items: Jerky, ---
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 279. Mission 270: The Performer --- (IVtheperformer)
  \----/
[Marche accepts The Performer mission.]
>>> Mission 270: The Performer <<<
Fee: 1200 Gil Rank 4
"I've performed in many lands, but I've never had a hit. Maybe it's just bad
luck? Got anything to make fortune smile on me?"
        -Mamek, Traveling Performer
To Clear: Wait 15 Days
Reward: 9600 Gil, 2 Items, 2 Cards
Req. Items: Rabbit Tail
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Rabbit Tail, ---
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 280. Mission 271: One More Time --- (IVonemoretime)
  \----/
[Marche accepts the One More Time mission.]
>>> Mission 271: One More Time <<<
Fee: 760 Gil
                Rank 4
"That guy in the corner's a fabulous tenor. We want him for our chorus group,
but he refuses to join. Won't you convince him?"
        -Arthin, Chorus Lead
To Clear: Wait 15 Days
Reward: 6400 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
```

```
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 281. Mission 272: Spring Tree --- (IVspringtree)
  \----/
[Marche accepts the Spring Tree mission.]
>>> Mission 272: Spring Tree <<<
Fee: 1500 Gil
                  Rank 4
"A tree grows up on the duke's land, and every spring a woman comes and looks
at its roots. Could you check if something's there?"
        -Eukanne, Ducal Maid
To Clear: Fight 2 Battles
Reward: 7000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>>
  /----\
--- 282. Mission 273: Who Am I? --- (IVwhoami?)
  \----/
[Marche accepts the Who Am I? mission.]
>>> Mission 273: Who Am I? <<<
Fee: 190 Gil
                Rank 4
"I woke in this town with no memory or items but this staff. Please trade me a
magic medal for it--I must repay the innkeep."
        -Weathervane Inn, Room 3
To Clear: Wait 15 Days
Reward: 600 Gil, 2 Items, 2 Cards
Req. Items: Magic Medal, Magic Medal
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Magic Medal, Magic Medal
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 283. Mission 274: Reaper Rumors --- (IVreaperrumors)
  \----/
[Marche accepts the Reaper Rumors mission.]
>>> Mission 274: Reaper Rumors <<<
Fee: 1140 Gil
                 Rank 5
"My buddy says that on full moon nights, the reaper comes down from the moon to
 a manse on the hill and someone dies! Is it true?"
```

```
-Nud, Future Streetear
To Clear: Wait 10 Days
Reward: 8800 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 284. Mission 275: Dog Days --- (IVdogdays)
  \----/
[Marche accepts the Dog Days mission.]
>>> Mission 275: Dog Days <<<
Fee: 1080 Gil
                 Rank 5
"My father is a postman, but he fell off his dogsled and hurt himself bad. I
have to help him! Teach me how to ride a dogsled!"
        -Rikk, Postman's Son
To Clear: Wait 10 Days
Reward: 8800 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 285. Mission 276: Good Bread ---
                                 (IVgoodbread)
  \----/
[Marche accepts the Good Bread mission.]
>>> Mission 276: Good Bread <<<
Fee: 700 Gil
                Rank 6
"There's a bowyer outside town that makes the best bows in the land, but he
only makes them if you bring him good bread!"
        -Arco, Pub Customer
To Clear: Wait 5 Days
Reward: 0 Gil, Arbalest, Item, 2 Cards
Req. Items: Grownup Bread, Kiddy Bread
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Grownup Bread, Kiddy Bread
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 286. Mission 277: Sword Needed --- (IVswordneeded)
   \----/
```

```
[Marche accepts the Sword Needed mission.]
>>> Mission 277: Sword Needed <<<
Fee: 1020 Gil
                  Rank 6
"There's a sword fighting competition coming up, and one of our team can't make
it. Looking for a good swordsman to replace her!"
         -Lotus, Swordsman
To Clear: Fight 2 Battles
Reward: 9000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 287. Mission 278: El Ritmo --- (IVelritmo)
  \----/
[Marche accepts the El Ritmo mission.]
>>> Mission 278: El Ritmo <<<
Fee: 1120 Gil
                  Rank 6
"Those Nightwailers are out there singing every night. Noisy bunch, but bring
 'em the materials, and they'll make you an instrument."
         -Dedeka, Pub Customer
To Clear: Defeat 10 Enemies
Reward: 12400 Gil, Fell Castanets, Item, 2 Cards
Req. Items: Moonwood, Danbukwood
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Moonwood, Danbukwood
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 288. Mission 279: Her Big Move --- (IVherbigmove)
  \----/
[Marche accepts the Her Big Move mission.]
>>> Mission 279: Her Big Move <<<
Fee: 960 Gil Rank 6
"The best dancer in town has gone off to the city to be a star... I'd like to
maker a toast to her success. Got a drink?"
         -Deuxhart, Townsperson
To Clear: Wait 7 Days
Reward: 9600 Gil, Magic Hands, Item, 2 Cards
Req. Items: Malboro Wine
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Malboro Wine, ---
Available for: ---
Cancellations Accepted
```

```
>>>>>>>
  /----\
--- 289. Mission 280: Don't Look! --- (IVdon'tlook!)
  \----/
[Marche accepts the Don't Look! mission.]
>>> Mission 280: Don't Look! <<<
Fee: 1190 Gil Rank 6
"They say that on full-moon nights something scary happens if you look at the
mirror in one of the dorm rooms! Is it true? Help!"
        -Eluiotte, Frightened Girl
To Clear: Defeat 10 Enemies
Reward: 10800 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 290. Mission 281: Janitor Duty --- (IVjanitorduty)
  \----/
[Marche accepts the Janitor Duty mission.]
>>> Mission 281: Janitor Duty <<<
Fee: 1280 Gil
                 Rank 6
"What a great parade that was! Which reminds me, they're looking for people to
help clean up all the trash. You interested?"
        -Grek, Pub Customer
To Clear: Wait 20 Days
Reward: 11400 Gil, Parade Helm, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 291. Mission 282: Unlucky Star --- (IVunluckystar)
  \----/
[Marche accepts the Unlucky Star mission.]
>>> Mission 282: Unlucky Star <<<
Fee: 1440 Gil
                  Rank 6
"I live a cursed life, but now I'm getting married, and nothing can go wrong!
 I need some kind of charm to ward off evil spirits!"
        -Domure, Unlucky Man
To Clear: Defeat 3 Enemies
Reward: 13200 Gil, 2 Items, 2 Cards
Req. Items: Blood Shawl
```

```
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Blood Shawl, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 292. Mission 283: Corral Care --- (IVcorralcare)
  \----/
[Marche accepts the Corral Care mission.]
>>> Mission 283: Corral Care <<<
Fee: 1120 Gil
                Rank 6
"The rainbow-furred corral is the fastest animal in the world, and one's loose
on Duke Casell's land. Someone please feed it!"
        -Falco, Animal Lover
To Clear: Wait 10 Days
Reward: 12600 Gil, Fire Mitts, Item, 2 Cards
Req. Items: Choco Gratin
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Choco Gratin, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 293. Mission 284: Beastly Gun --- (IVbeastlygun)
  \----/
[Marche accepts the Beastly Gun mission.]
>>> Mission 284: Beastly Gun <<<
Fee: 100 Gil Rank 7
"Want a gun as strong and fast as a wild beast? Just bring me two little items
I need, and it's all yours, free."
        -Strives, Musketeer
To Clear: Wait 10 Days
Reward: 0 Gil, Calling Gun, Item, 2 Cards
Req. Items: Insignia, Ally Finder2
Req. Skills: ---
Req. Jobs: Gunner
Dispatch: (Whichever Gunner you want to send)
Items: Insignia, Ally Finder2
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 294. Mission 285: Blade & Turtle --- (IVblade&turtle)
  \----/
[Marche accepts the Blade & Turtle mission.]
>>> Mission 285: Blade & Turtle <<<
Fee: 700 Gil Rank 6
```

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"You can make amazingly strong swords with just a little adaman alloy. Too bad
it's so hard to come by..."
         -Gilgame, Young Blacksmith
To Clear: Fight 2 Battles
Reward: 10600 Gil, Adaman Blade, Item, 2 Cards
Req. Items: Adaman Alloy, Broken Sword
Req. Skills: ---
Req. Jobs: Gladiator
Dispatch: (Whichever Gladiator you want to send.)
Items: Adaman Alloy, Broken Sword
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 295. Mission 286: Valuable Fake --- (IVvaluablefake)
  \----/
[Marche accepts the Valuable Fake mission.]
>>> Mission 286: Valuable Fake <<<
Fee: 1140 Gil
                  Rank 4
"I finally got the famed sword 'ragnarok,' but it's a fake! Just bring me the
right materials and I can make one of these, easy!"
         -Hoek, Swordsmith
To Clear: Wait 10 Days
Reward: 9000 Gil, Mystery Item, Item, 2 Cards
Req. Items: Bent Sword, Rainbowite
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Bent Sword, Rainbowite
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 296. Mission 287: Weaver's War --- (IVweaver'swar)
  \----/
[Marche accepts the Weaver's War mission.]
>>> Mission 287: Weaver's War<<<
Fee: 2100 Gil
                 Rank 5
"I lost my family to those godless scoundrels in the Gelzak Church. Help me
make a good sword so that I might avenge them!"
        -Weaver, Knight
To Clear: Defeat 5 Enemies
Reward: 10600 Gil, Zankplus, Item, 2 Cards
Req. Items: Crusite Alloy, Blood Apple
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Crusite Alloy, Blood Apple
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 297. Mission 288: Fabled Sword --- (IVfabledsword)
```

```
\----/
[Marche accepts the Fabled Sword mission.]
>>> Mission 288: Fabled Sword <<<
Fee: 1280 Gil
             Rank 6
"I found the designs for making the same sword used by a legendary swordsman!
But, the ingredients are hard to find. Please help."
         -Belitz, Archaeologist
To Clear: Fight 3 Battles
Reward: 12600 Gil, Master Sword, Item
Req. Items: Thunderstone, Stormstone
Req. Skills: ---
Req. Jobs: Soldier
Dispatch: (Whichever soldier you want to send)
Items: Thunderstone, Stormstone
Available for: ---
Cancellations Accepted
>>>>>>>>>
  /----\
--- 298. Mission 289: Refurbishing --- (IVrefurbishing)
  \----/
[Marche accepts the Refurbishing mission.]
>>> Mission 289: Refurbishing <<<
Fee: 6000 Gil
                 Rank 3
"Due to the recent drop in weapon availability, we at Teldot Workshop are now
offering refurbishing. Make old blades new!"
        -Workshop Teldot
To Clear: Wait 20 Days
Reward: 0 Gil, 2 Items, 2 Cards
Req. Items: Broken Sword
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Broken Sword, ---
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 299. Mission 290: Stone Secret --- (IVstonesecret)
  \----/
[Marche accepts the Stone Secret mission.]
>>> Mission 290: Stone Secret <<<
Fee: 3360 Gil Rank 6
"I've found a way to make the usually brittle leestone hard as steel! Bring me
leestone and I'll make you a weapon."
        -Ukes, Traveling Smith
To Clear: Fight 3 Battles
Reward: 0 Gil, Mystery Item, Item, 2 Cards
Req. Items: Rusty Sword, Leestone
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Rusty Sword, Leestone
```

```
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 300. Mission 291: Sword Stuff --- (IVswordstuff)
  \----/
[Marche accepts the Sword Stuff mission.]
>>> Mission 291: Sword Stuff <<<
Fee: 3840 Gil
"I hope to use the smithing knowledge I gained abroad to make swords with the
materials available here. Know any good materials?"
        -Da'jerma, Swordsmith
To Clear: Fight 4 Battles
Reward: 0 Gil, Mystery Item, Item, 2 Cards
Req. Items: Silk Bloom, Moon Bloom
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Silk Bloom, Moon Bloom
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 301. Mission 292: A Stormy Night --- (IVastormynight)
  \----/
[Marche accepts A Stormy Night mission.]
>>> Mission 292: A Stormy Night <<<
Fee: 1120 Gil
                  Rank 6
"Once, long ago, a bolt of godsfire hit a shrine to the esper Odin. When the
smoke cleared, they found a spear--the Odinlance."
        -Fujas, Pub Customer
To Clear: Fight 4 Battles
Reward: 12600 Gil, Odin Lance, Item, 2 Cards
Req. Items: Rusty Spear, Mysidia Alloy
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Rusty Spear, Mysidia Alloy
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 302. Mission 293: Minstrel Song --- (IVminstrelsong)
  \----/
[Marche accepts the Minstrel Song mission.]
>>> Mission 293: Minstrel Song <<<
Fee: 4200 Gil
                 Rank 6
"I met a bard in the woods who said he'd sold his soul to some fiend. If you
want a dark instrument, he's the one to ask."
        -Rayches, Pub Customer
To Clear: Fight 3 Battles
```

```
Req. Items: Stradivari, Black Thread
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Stradivari, Black Thread
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 303. Mission 294: Gun Crazy --- (IVguncrazy)
  \----/
[Marche accepts the Gun Crazy mission.]
>>> Mission 294: Gun Crazy <<<
Fee: 3080 Gil
"I heard that Thousand-Barrel, that gun maker that lives up in Gilba Pass,
invented a new gun! Got to be powerful, that."
        -Tetero, Pub Customer
To Clear: Fight 3 Battles
Reward: 0 Gil, Mystery Item, Item, 2 Cards
Req. Items: Gun Gear, Crusite Alloy
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Gun Gear, Crusite Alloy
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 304. Mission 295: Black Hat --- (IVblackhat)
  \----/
[Marche accepts the Black Hat mission.]
>>> Mission 295: Black Hat <<<
Fee: 2040 Gil Rank 6
"To all black mages: in order to raise the status of our clan brothers, we will
give you a black hat. Wear it well!"
        -Black Mage Society
To Clear: Fight 3 Battles
Reward: 0 Gil, Black Hat, Item, 2 Cards
Req. Items: Black Thread, Magic Cloth
Req. Skills: ---
Req. Jobs: Black Mage
Dispatch: (Whichever Black Mage you want to send)
Items: Black Thread, Magic Cloth
Available for: ---
Cancellations Accepted
>>>>>>
  /----\
--- 305. Mission 296: Hat For A Girl --- (IVhatforagirl)
  \----/
[Marche accepts the Hat For A Girl mission.]
```

Reward: 0 Gil, Dark Fiddle, Item, 2 Cards

```
Fee: 1120 Gil
                 Rank 6
"That girl that's always standing on the pier must be chilly. I'd like to give
her a hat, but which one? She's a white mage."
         -Jejelulu, Town Milliner
To Clear: Wait 30 Days
Reward: 10800 Gil, White Hat, Item, 2 Cards
Req. Items: White Thread, Magic Cloth
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: White Thread, Magic Cloth
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 306. Mission 297: Armor & Turtle --- (IVarmor&turtle)
  \----/
[Marche accepts the Armor & Turtle mission.]
>>> Mission 297: Armor & Turtle <<<
Fee: 1080 Gil
                  Rank 6
"I could make some wicked strong armor if I had some adaman alloy. Just...
it's so hard to get, you know?"
        -Gilgame, Young Blacksmith
To Clear: Fight 2 Battles
Reward: 9000 Gil, Adaman Armor, Item, 2 Cards
Req. Items: Adaman Alloy, Rat Tail
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Adaman Alloy, Rat Tail
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 307. Mission 298: Dark Armor --- (IVdarkarmor)
  \----/
[Marche accepts the Dark Armor mission.]
>>> Mission 298: Dark Armor <<<
Fee: 2700 Gil
                 Rank 5
"If you can bring me some materite, I believe I can make an outstanding suit of
armor. I'll give you the suit. How about it?"
         -Pepeiro, Alchemist
To Clear: Defeat 10 Enemies
Reward: 0 Gil, Materia Armor, Item, 2 Cards
Req. Items: Materite, Materite
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Materite, Materite
Available for: ---
Cancellations Accepted
>>>>>>>
```

>>> Mission 296: Hat For A Girl <<<

```
/----\
--- 308. Mission 299: Fashion World --- (IVfashionworld)
  \----/
[Marche accepts the Fashion World mission.]
>>> Mission 299: Fashion World <<<
Fee: 570 Gil
                Rank 3
"I hear Brint Mea, the popular brand, is looking for new designs. Probably
trying to win customers back from Galmia Pepe!"
        -Mit, Pub Customer
To Clear: Wait 10 Days
Reward: 4600 Gil, Mystery Item, Diamond Armor, 2 Cards
Req. Items: Chocobo Skin, Magic Cotton
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Chocobo Skin, Magic Cotton
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 309. Mission 300: Fashion Hoopla --- (IVfashionhoopla)
  \----/
[Marche accepts the Fashion Hoopla mission.]
>>> Mission 300: Fashion Hoopla <<<
Fee: 1440 Gil
                  Rank 6
"Both Galmia Pepe and Brint Mea are looking for new designs! The fate of the
fashion world hangs in the balance on this one!"
         -Phale, Fashion Expert
To Clear: Wait 5 Days
Reward: 11800 Gil, Mystery Item, Item, 2 Cards
Req. Items: Chocobo Skin, Magic Cotton
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: Chocobo Skin, Magic Cotton
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 310. Help Lutia! --- (IVhelplutia!)
  \----/
[Marche and Clan go to Lutia Pass.]
>>> Help Lutia! <<<
             Rank 3
Fee: ---
"Clan Dip's made a base in the pass, and they're shooting arrows at anyone that
comes close. Can you 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
>>>>>>
[Clan enters Lutia Pass and kick's Clan Dip's butt. Screen fades out to World
Map.]
Marche: [Help Lutia!] went well. Now for the next one!
   /----\
--- 311. Help Giza! --- (IVhelpgiza!)
   \----/
[Marche and Clan go to Giza Plains.]
>>> Help Giza! <<<
Fee: ---
               Rank 3
"The sky to the east of the plains is a weird color. Gramps says it's a plague
of insects a-coming! Stop them before they get here!"
         -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 Giza Plains and defeats all the enemies there. Screen fades out
to World Map.]
Marche: [Help Giza!] went well. Now for the next one!
   /----\
--- 312. Help Nubs! --- (IVhelpnubs!)
  \----/
[Marche and Clan go to Nubswood.]
>>> Help Nubs! <<<
              Rank 3
"Rockbeasts are nesting in the Nubswood. If they move in for good, we're
finished! I hope Clan ____ can help us!"
          -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 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!
```

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--- 315. Help Aisen! --- (IVhelpaisen!)
  \----/
[Clan goes to Aisenfield.]
>>> Help Aisen! <<<
Fee: ---
"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! <<<
         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
```

```
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: ---
"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! <<<
              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: ---
```

Reward: 4000 Gil

```
Available for: 40 Days
No Cancellations
>>>>>>
[Marche and Clan enter Kudik Peaks. Many monsters can be seen. Battle begins.
All the monsters are defeated. The screen fades out to the World Map.]
Marche: All right! [Help Kudik!] cleared!
  /----\
--- 322. Help M'wood --- (IVhelpm'wood)
  \----/
[Marche and Clan enter the Materiwood.]
>>> Help M'wood <<<
Fee: ---
"Clan Rangers is back up to their old tricks, engaging anyone that comes near
the Materiwood, trying to make it their turf."
         -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 Materiwood. The Rangers Clan can be seen. Battle
begins. All the Rangers are defeated. The screen fades out to the World
Map.]
Marche: [Help M'wood] went well. Now for the next one!
   /----\
--- 323. Help Jeraw! --- (IVhelpjeraw!)
  \----/
[The Clan enters Jeraw Sands.]
>>> Help Jeraw! <<<
Fee: ---
              Rank 3
"Clan Clatz is trying to add Jeraw to their turf. They're scouring the ruins
and attacking everyone and anyone who bothers them!"
         -Town Rumor
To Clear: Win Battle
Reward: 4000 Gil
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: ---
Available for: 40 Days
No Cancellations
>>>>>>
```

Items: ---

```
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! <<<
              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!
```

[Marche and Clan enter Jeraw Sands. A bunch of clan members from Clan Clatz

```
/----\
--- 326. Help Tubola! --- (IVhelptubola!)
  \----/
[Marche and Clan enter Tubola Cave.]
>>> Help Tubola! <<<
Fee: ---
"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! <<<
               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 <<<
                  Rank 3
Fee: 2000 Gil
"A container of some sort was found shining at the bottom of Lake Rajik. I'll
bet it's valuable!"
```

```
To Clear: Wait 7 Days
Reward: 21000 Gil, Gold Vessel, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>
  /----\
--- 331. Hero of Yore --- (IVheroofyore)
  \----/
[Marche accepts the Hero of Yore mission.]
>>> [Reserve Mission] Hero of Yore <<<
Fee: 1900 Gil
                 Rank 3
"Could you bring me one of the fruits loved by Ponta, hero of many battles?
They grow in the wilds of Zod."
        -Sigo, Historian
To Clear: Wait 7 Days
Reward: 21000 Gil, 2 Items, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 332. Sauce Recipe --- (IVsaucerecipe)
  \----/
[Marche accepts the Sauce Recipe mission.]
>>> [Reserve Mission] Sauce Recipe <<<
                  Rank 3
Fee: 1900 Gil
"I have to cook at the palace tonight. Know any good sauces that go with a
meat dish?"
         -Kelenda, Chef
To Clear: Wait 7 Days
Reward: 21000 Gil, Eldagusto, Item, 2 Cards
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: (Whoever you want to go)
Items: (Your choice)
Available for: ---
Cancellations Accepted
>>>>>>>>
  /----\
--- 333. Yellow Powerz --- (IVyellowpowerz)
  \----/
```

-Fanz, Woodchopper

```
[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? Thesse guyss 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
```

```
>>>>>>
[Marche and Clan encounter the Brown Rabbits.]
Sniper: We will win!
**1. Surrender
**2. Engage
**1. - Sniper: Hmph, I suppose we'll let you off the hook this time.
      Marche: [Brown Rabbits] was a failure! Are we overconfident?
**2. - [Battle begins.]
Sniper: Clan ! Let's engage, fair and square!
Marche: You're the previous champion... We will take your challenge!
[The Sniper Vili is defeated.]
Sniper: You got us... But this doesn't make you the champions!
[The rest of the enemies are defeated.]
Marche: All right! Maybe we can go for the championship!
[Screen fades out to the World Map.]
Marche: [Brown Rabbits] went well. Now for the next one!
  /----\
--- 336. White Kupos --- (IVwhitekupos)
   \----/
[Marche accepts the White Kupos mission.]
>>> White Kupos <<<
Fee: 700 Gil
                  Rank 3
"-Clan League Match 4- vs. the White Kupos
          _____
A mainly moogle clan, the dark horse this year!? 'We'll win, kupo!'"
To Clear: Win Battle
Reward: 7000 Gil, 2 Mystery Items
Req. Items: ---
Req. Skills: ---
Req. Jobs: ---
Dispatch: ---
Items: (Your choice)
Available for: 25 Days
Cancellations Accepted
>>>>>>
[Marche and Clan encounter the White Kupos.]
Moogle Gunner: Run away if you like, kupo.
**1. Surrender
**2. Engage
```

```
**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, 1-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 anothe 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

```
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!
  /----\
--- 340. A Maiden's Cry --- (IV.2amaiden'scry)
  \----/
[Marche accepts A Maiden's Cry mission.]
>>> A Maiden's Cry <<<
Fee: 2100 Gil
"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!
```

friends?

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 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

Doned: Great!

able!

```
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.]
  /----\
--- 341. Cleanup Time --- (IV.2cleanuptime)
  \----/
[After completing all 300 missions (excluding the Extra Missions), a scene will
appear when you go to Bervenia 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: Do not worry. There's at least one clan we can trust.

[The screen fades out to Black.

>>> Cleanup Time <<<

Fee: 1500 Gil Rank 3

"Rumors are flying about strange law changes in Cadoan. Help us expose the corrupt officials and judges behind this!"

-Mau, JudgeWatch

To Clear: Win Battle

Reward: 6000 Gil, 2 Cards

Req. Items: --Req. Skills: --Req. Jobs: --Dispatch: ---

Items: (Your choice)
Available for: --Cancellations Accepted
>>>>>>>><<<<<<<<</pre>

[Marche and Clan enter Cadoan. A scene between a judge and another clanner is shown.]

Judge: I hereby bestow you with "justice"--red card immunity!

[The judge is about to give that said ability to the clanner, when all of a sudden, a voice calls out.]

Voice: What are you doing here? You pledged to defend the law!

[Judgemaster Cid walks into Cadoan.]

Judge: Judgemaster Cid! I've done nothing... I was just passing judgement on this fellow here.

Cid: Is this true, Marche?

[The clanner takes off his hood and... Surprise surprise! It's Marche. He walks over to Cid.]

Marche: He was about to give me immunity to red cards.

Cid: Giving out immunity on your own? That's illegal, you know.

Marche: I was asked to root out corruption... The request came from an official at the JudgeWatch board!

Judge: Wait a second, so you two were in cahoots this whole time!

Cid: Indeed. My checkers weren't able to catch judges like you. So I had to go to the clans for some assistance...

Judge: Curses!

Cid: I'll take that as an admission of guilt. You'll be punished.

[The Judge runs, and blows a whistle. A lot of other clanners come out, apparently ready to fight.]

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!
  /----\
--- 342. Reconciliation --- (IV.2reconciliation)
  \----/
[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.

Ezel: What's wrong? Marche: I forgot. The palace still has a bounty on my head. If I go there, they'll throw me in prison for sure. Ezel: Not a chance! Heck, they made ME the mediator... And I'm at least the second most wanted man in the land! Marche: Ezel: Don't worry so much! If things start going wrong, just split! Marche: Yeah... Yeah, I guess. Ezel: I'll put a request in at the pub, just to make it official. Marche: Oh, OK. That Ezel sure has nerves of steel... [The screen fades out to the World Map. Marche accepts the Reconciliation mission.] >>> Reconciliation <<< Fee: 2000 Gil "The palace and the resistance are holding talks... and there're some objectors out there. Come help keep the peace!" -Ezel To Clear: Win Battle Reward: 12000 Gil, 2 Cards Req. Items: ---Req. Skills: ---Req. Jobs: ---Dispatch: ---Items: (Your choice) Available for: ---Cancellations Accepted >>>>>> [After exiting Cadoan, a scene appears about Babus in Bervenia Palace.] Babus: ...alta orran... No no... That wasn't it, was it? [A voice can be heard calling out to Babus.] Voice: Casting spells now, Babus? Babus: Lord Cid! Not a spell, just, well, something that was stuck in my head. I can't remember where I heard it for certain... Yes, of course! The prince kept saying it to himself! "Alta Oron Sondus Kameela." Cid: Mewt? Babus: Yes. I'm sure of it now. It sounded like some ancient spell to me at the time.

Babus: I do not know, but it must be something auspicious. Ancient tongues placed a lot of value on sounds... Good sounds often mean good things.

Cid: The words do have a nice ring to them. What do they mean?

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: Bervenia 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!
   /----\
--- 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
```

```
>>>>>>
[The Clan enters the Giza Plains. A bunch of enemy clanners can be seen.]
Illusionist: Who are you!? Mess with my weapon collecting and I'll send you
             to prison! ...Ack! Can't use my new law in battle. I'll have
             to fight!
Marche: The rumors were true! These officials are out of control!
[The battle begins. The Official is defeated.]
Illusionist (Official): No... no... Not my weapons! My lovely weapons...
[The rest of the enemies are defeated.]
Marche: The law is not for you to decide.
[The screen fades out to the World Map.]
Marche: [No Arms Rule] went well. Now for the next one!
  /----\
--- 344. Kissing Rule --- (IV.2kissingrule)
  \----/
[Marche accepts the Kissing Rule mission.]
>>> Kissing Rule <<<
Fee: 2000 Gil
                   Rank 4
"The 'free kissing rule' is ruining my life! I have to spend all day turning
down date offers, now!"
         -Rolana, The Chocobo's Kweh
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
>>>>>>
[The Clan enters Nubswood. A bunch of clanners can be seen.]
Hunter: JudgeWatch!? I'm innocent! What's wrong with kissing?
Marche: Kissing may be fine, but you can't make it into a law!
[The battle begins. The Hunter Official is defeated.]
Hunter: All I wanted was for people to be friends with me...
[The rest of the enemies are defeated.]
Marche: (Enforced kissing doesn't seem like the answer...?)
[The screen fades out to the World Map.]
```

```
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.]
  /----\
--- 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!
   /----\
--- 346. No Full HP --- (IV.2nofullhp)
   \----/
[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. 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!
   /----\
--- 347. No Literacy --- (IV.2noliteracy)
   \----/
[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.
```

Req. Skills: ---

```
[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!
  /----\
--- 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?
```

```
Marche: .... (Bad guys always get caught!)
[The screen fades out to the World Map.]
Marche: [No Answers went well. Now for the next one!
  /----\
--- 350. No Jumping --- (IV.2nojumping)
  \----/
[Marche accepts the No Jumping mission.]
>>> No Jumping <<<
Fee: 2000 Gil
                   Rank 5
"What are those officials in Roda thinking? They've banned jumping! We can't
even climb up stairs, now!"
         -Hulick, Swordsman
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 Roda Volcano. There are many enemy Clanners to be
seen.]
Black Mage: No jumping! No climbing stairs! No no no!
Marche: Gimme a break! You can't engage with a law like that!
[Battle begins. All the enemies are defeated.]
Black Mage: No... Gaaaah....
Marche: You can't be free by restricting other people!
[The screen fades out to the World Map.]
Marche: All right! [No Jumping] cleared!
[After this mission, a scene is shown in Bervenia Palace. Cid's library, to be
more specific. Cid is there, along with a Ninja and an Illusionist and a
Judge.]
Cid: As you know, judges in Cyril and Baguba... have been sent to prison.
     They were abusing their power as judges.
Judge: Seals of immunity, "blank cards," and judicial bribery! The split from
       the palace was supposed to be good for us... But corruption among the
       judges is worse now than ever!
```

Illusionist: Indeed. It seems the split from the palace was an unwise

decision.

```
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?

Judge: I, too, believed the judges should be separate. But, perhaps the

```
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
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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

you are as just when you grow older as you are now, then you will be

```
[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.]
=======\\\\
                                    ||E====== -(IV.41c)- __======
IV.4. Leave Clan Unit Script
=========////
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
```

the shop!

8.) Generic Nu Mou

```
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.l
   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
   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!

9.) Generic Viera

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 -

"Bervenia 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 proprety 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 recored, 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

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 -

"Bervenia 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.	Foreian	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	y] Our	heroes	have	once	again	saved	the	day	bу
defeating	the	monstrous	Gukko	! Peace	e, at	last!	Long	g 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) - __======

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."

 - 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."
- $\hbox{\tt MUSCADET:} \quad \hbox{\tt "Mainly viera town hidden deep in the woods."}$

 - 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: "Moogle 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." ========\\\\

||E====== - (VIIcmd) - __======

VII. Clan / Monster Descriptions

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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 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. Ornery. 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 - "Firewyrm 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."

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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.

Firewyrm - 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.

=========////

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.

=+=+=+=+=+=+=+=+ 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 immobolize 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.

```
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 ---
   \----/
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 ---
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.
   /----\
--- Thief ---
Combo: Thief Combo - Failproof combo ability for thieves.
STEAL
"Thief command. Steal with nimble hands."
"Takes enemy's items away and evade attacks."
```

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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.
  /----\
--- Ninja ---
   \----/
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 immobolize 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.
  /----\
--- 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 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.
   /----\
--- Black Mage ---
   \----/
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.
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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.
  /----\
--- 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.
  /----\
--- Blue Mage ---
   \----/
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.
"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 immobolize 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 ---
   \----/
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.
      /----\
***--- Dark Knight ---**
      \----/
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."
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Auto-Regen - Automatically regenerates HP when you take damage.

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/----\
***--- 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.
ATM
"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
No Combo
                         Commands.)
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
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"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.
ATM
"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.
     /----\
***--- Judge ---**
      \----/
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.
     /----\
***--- Biskmatar ---**
     \----/
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.
      /----\
***--- Battle Queen ---**
      \----/
No Combo
NO ABILITIES
"Remedi in battle gear. Wields a white sickle."
      /----\
***--- 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.
      /----\
***--- Judgemaster (aka Cid) ---**
      \----/
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 - Immobolizes and disables target for arrest."
JP Gift - Give own JP to a deserving friend.
Yellow Clip - Nullifies a yellow card from record.
TTEM
"Use items like 'potion' and 'antidote.'
(The Items are listed in the All-Race Essentials Section.)
                =+=+=+=+=+=+=+ B A N G A A +=+=+=+=+=+=
   /----\
--- Warrior ---
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.
   /----\
--- Dragoon ---
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.
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Ice Breath - Icy cold breath. Deals damage.
Wyrmkiller - Ancient dragoon dragon-killing technique.
Bangaa Cry - Bangaa warrior battle cry. Deals damage.
Dragonheart - Auto-raises unit damaged by weapons.
   /----\
--- Defender ---
   \----/
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
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 ---
   \----/
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 borm from ultima magic.
Strikeback - Block enemy attack and counterattack.
Doublehand - Hold one-handed weapon in two hands. Improves weapon attack.
  /----\
--- White Monk ---
  \----/
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 ---
   \----/
Combo: Pray Combo - Ranged combo ability for bishops.
"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 ---
   \----/
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 \times 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 increaes 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
```

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"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 ---
   \----/
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.
```

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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 ---
   \----/
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.
"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.
   /----\
--- Morpher ---
   \----/
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 ---
   \---/
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.
     /----\
***--- Runeseeker (aka Babus) ---**
     \----/
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.
     /----\
***--- Hermetic (aka Ezel) ---**
     \----/
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.
TTEM
"Use items like 'potion' and 'antidote.'
(The Items are listed in the All-Race Essentials Section.)
                 /----\
--- Fencer ---
Combo: Lunge Combo - Failproof combo ability for fencers.
LUNGE TECH
"Fencer command. Use quick, lunging sword attacks."
"Uses a rapier for accurate, elegant combat."
```

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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 avoic a regular attack.
Shieldbearer - Enables shield-wielding, regardless of job.
   /----\
--- Elementalist ---
   \----/
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 immobolize.
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.
   /----\
--- Red Mage ---
   \----/
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.
   /----\
--- White Mage ---
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.
```

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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.
"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 immobolize 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.
"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 ---
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\----/

Shell - Envelops target in holy veil. Raises magic res.

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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 Toxico - Touch as gentle as a kiss. Poisons target.
Death Sickle - 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.
"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 - Lilting 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.
"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."
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Fireshot - Shoots bullet of crystallized fire.
Boltshot - Shoots bullet of crystallized lightning.
Iceshot - Shoots bullet of crystallized ice.
Confushot - 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 helment 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.
"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?
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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.
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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."
```

Yellow Spring - Works like "barrier"... but who will it hit?

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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.
  /----\
--- Firewyrm ---
  \----/
No Combo
DRAGONBLAZE
"Firewyrm 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.
```

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/----\
--- 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 ---
```

Weapon Atk+ - Improves weapon attacks to deal more damage.

```
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
FLUORESCE
"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
TIJUDE
"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
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```
"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. Immobolizes target.
Counter - Follows up enemy attack with a counterattack.
Weapon Def+ - Reduces damage from weapon attacks.
      /----\
***--- Neochu ---**
      \----/
No Combo
"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."
```

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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.
```

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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.
```

Block Arrows - Dodge bow and longbow attacks.

```
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.
WTCCA
"Li-grim command. Magic shaped from desires."
Lawshift - Primal power. Randomly changes current laws.
Amber Gleam - Neutralizes all enemies' status enhancements.
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IX. Equipment Descriptions
                                     ||E======= -(IXeq/i)- ======
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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 helment 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) -
   \----/
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Adaman Blade - Blade made of adamantite with a deep green luster.

Aerial Hole - Called the windsword for its sweeping strike.

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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.
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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.
Flametonque - Blade said to lick the air like a fiery tonque.
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 goblinkind.
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.
Joyeuese - 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.
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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 roque 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.
Nagrarok - 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 split like 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.
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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 sould 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 sufferes 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.
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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.

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.

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.

Antidote - This potion is an antidote to most forms of poison. Bandage - Bandage wounded limbs to regain full movement.

Thief Armlets - Armlets made to allow maximum finger 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.

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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 Wyrm 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?
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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.
Telaq 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 toease a sister's sorrow.
White Thread - Thread imbued with white magic to raise resistance.
Wind Sigil - A magically crystallized wind spirit.
Wyrmstone - 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
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This section just shows what each shopkeeper in each city/village says.
  /----\
--- 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
```

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**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
```

**a. Shopkeeper: That will be gil.

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**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. - 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
Monster Bank Owner: Welcome to monster bank. Your monster awaits!
**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!

**2c. Yes

**A. Yes **B. No

said.*

**1. List **2. Back

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**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
                 **c. - Goes back to the menu.
      **2. - Self-explanatory
     After Leaving - Monster Bank Owner: Come back to visit any time!
SPROHM -
     Shopkeeper: Oh, a cusstomer. What do you want?
     *The following conversation is held once you Free Sprohm.*
     Shopkeeper: Clan ! Sspecial 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
```

**1b. Yes

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 **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

**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.

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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
```

Cheap Dmg2 cards! The combat guild is driving up

```
**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!
```

**A. - Shopkeeper: Thank you, kupo!

```
Pub Owner: (See Cyril)
     _____
  /----\
--- 2. Menu Script ---
  \----/
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
========\\\\
XI. Updates and Versions
                                   ||E======= - (XIup&v) - ======
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
=======\\\\
                                   ||E====== - (XIIhop) - __======
XII. Help Me Out, Please!
As you can see by the title of this section, I need help with this quide.
Whether it is a grammer 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.

=======================================	
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.)
	thank you, the reader! It means a lot to me that
	is Game Script, and I hope that you have enjoyed
reading. Take care, and do	n't get lost in Ivalice! :)
	/ END FILE \

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