

Final Fantasy Tactics FAQ/Walkthrough

by RamzaBeoulve259

Updated to v1.38 on Aug 5, 2004

Final Fantasy Tactics

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FAQ/Walkthrough for the PlayStation (PSX) Version of Final Fantasy Tactics

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1. I N T R O D U C T I O N

Hello!!! The name's RamzaBeoulve259! I'm nice to see ya. I hope you guys give me the same respect. Final Fantasy Tactics is a game of logic, strategy, and role playing. It's a war game.

I give this FAQ to gamefaqs.com. There is only one person working for this site. His name is Jeff CJayC Veasey. Jeff has worked so hard for this site, that I believe some should help him. GameFAQs, and other game sites must live. I donate this to you, CJayC. I also give this guide to other game sites.

Also, I dedicate this update to one of the most important GameFAQs contributor who has lived until then. He is a legend named Chris MacDonald. His GameFAQs identity is Kao Megura. Chris had recently passed on May 2004. I would like to give this update as a warm goodbye to such a great legend. May you rest in peace, hero. Without you, GameFAQs would not be what it is like now.

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The most recent version of this guide can usually be found at <http://www.gamefaqs.com>.

For now I am accepting some user submitted tips. If you want to submit something, here are a few Yes and a few No.

YES

- Please put the subject titled as Final Fantasy Tactics or any title with the word Final Fantasy Tactics (or FFT for short).
- Please e-mail me with anything that has to do with FFT.
- Please e-mail me with anything not answered in the FAQ.
- If you want to use any part of my FAQ, just e-mail me.

- You may wish to compliment me with good adjectives.
- You may wish to e-mail me with anything wrong with my FAQ.

NO

- Don't e-mail me with a question that has been answered already.
- Don't flame me. I'll get you back!
- Don't e-mail me with a language other than English. I can only read English.
- Don't e-mail me with horrible spelling, punctuation, etc.
- Don't e-mail me with anything I don't even know of.
- Don't e-mail me nonsense.
- Don't e-mail me the same message!
- Don't e-mail me with curse language.

For best possible results when reading this guide, make sure the numbers and letters below line up, like (snap) that.

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2. FREQUENTLY ASKED QUESTIONS

Send your questions here. Let me solve your problems!!!

Q: I am at the battle with Ramza vs. Wiegraf alone, but I do not have any of the things you say to use, no feather boots no chameleon robe nothing, he has no good chemist item moves, so I cannot heal greatly with potions, what do I do?

A: Well, if you have both Yell and Accumulate on Ramza, then there is another way to win. Just run away from Wiegraf and keep on using Yell and then Accumulate until you've reach the max, which I believe is 50. Then proceed to kill Wiegraf. The same can be done to Velius because Ramza does not lose the accumulated stats. It's a popular trick other players use, but I prefer my own strategy, not like it matters, though. If you can't beat him, then you're screwed, I guess.

Q: How do you beat the five people on the second battle?

A: Okay. When you get to the diagram of square panels for the preparation for the battle, press L1 and R1 to get more allies. To use them, highlight a square panel with the D-Pad and press Circle.

Q: I was looking over the FAQs for FFT on gamefaqs.com and had a question about the weapon duplication trick. Is there a way to duplicate samurai swords (particularly the priceless ones like the Masamune and Chirijiraden)? Since those weapons can only be used by samurai, and samurai can not equip shields, the regular duplication trick will not work. Is there a separate trick to dupe samurai swords?

A: If you want to duplicate a weapon and that weapon can only be used by classes that cannot equip shields, you can use the Equip Shield support ability from the Knight class.

Q: Hi, I saw your FAQ and I was wondering... Is it possible to beat the game

with ONLY Ramza and whatever guests come along the way?

A: It is indeed possible, but hard.

Q: Now, I've easily mastered Squire with other chars, but with Ramza it seems a bit difficult. I've gotten all the abilities on the list, however the game won't give him the star recognizing his completion, perhaps he is missing a technique? Could you please list the techniques of the Squire (all of them) and/or give me other suggestions on how to master his Squire. My current JP for Ramza's Squire is 2214 btw. Thanks in advance.

A: Ramza has a hidden spell that other Squires do not. This spell is a magic attack called Ultima. It is not shown on the Abilities List on him. Instead, he learns this spell only in Chapter 4 by fighting someone that has Ultima, and hitting Ramza in his Squire class. The enemies that can cast Ultima are Celia and Lede in Limberry Castle, and the Ultima Demon in Chapel of St. Murond Temple.

Q: OK, I was reading your FAQ, trying to figure something out, because it's starting to upset me and I'm about to throw the T.V. out the window. I can't tame monsters, I've been using invitation on this stupid Chocobo for about 21 turns now and still no success. There is an ability called "Train" for mediators, which mine has, supposedly it forces a monster to join when it is terminal, but it just doesn't work, am I missing something? Perhaps I'm misinterpreting "terminal"?? Thanks for your time ^_^

A: Calm down. Invitation can be frustrating, but be patient. You see to correctly use Invitation on monsters, you have to have Monster Talk equipped. Mediators initially have that. Even with Monster Talk, Invitation has a low percent chance. Train can be 100 percent. To make sure this work, make sure that you equip it as your support skill. Make sure that you use a non-special attack (i. e. No Stasis Sowrd, Lightning Stab) when critical-izing the target monster. Magic attacks are not to be used for Train. I think Jump is also not to be used for Train.

Q: Hey, I'm stuck on FFT on the battle where Ramza has to fight Wiegraf alone, and then Velius with his party. Your walkthrough said to be on level 35-40, have summon magic, and the chameleon robe. Well, I'm on level 26, I have no skills except Squire and Knight, I have 276 hp, and I don't have a chameleon robe. When I start the level, Wiegraf goes first. He hits me with Lightning Stab for 140 damage. I go up and hit him 9 (I can't move enough to be out of range of his attack) He usually blocks the attack, then counters for 100 damage. Then he uses Earth Slash or something for 50 damage and kills me.

A: I seriously hope you have both Accumulate and Yell. If you don't, you're screwed. Sorry! Tip of the day: Always have a back-up save file.

Q: Hello, I have a question. I can't figure out how Ramza turns into a Holy Knight. So when u have time please tell me when and where and how... Thank you.

A: Simple: He can't. Ramza cannot turn into a Holy Knight, Dark Knight, or any other special class.

Q: Hey, I've been playing FFT for some time now and had been looking through many guides of all sort in relation to it. And yet I still can't find an answer to my accessory dilemma. How the hell am I suppose to use Angel ring properly?? Every time I use that item it only revives my character once, only and on the item description it says "Always: Reraise" and I'm like what the hell man?

A: The Angel Ring revives your character only once, unlike the Chantage.

Q: What is the point of putting in your birthday? Do you get anything?

A: The birthday you put in affects your Zodiac Sign, which can affect other

Zodiac signs by doing more or less damage.

3. S O M E V E R Y G O O D W A L K T H R O U G H S

Check out these great FAQs made by skilled FFT players.

FAQS and Walkthroughs

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_p.txt

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_m.txt

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_d.txt

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_e_1_3.txt

Deep Dungeon Guides

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_deep_dungeon_exits.txt

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_deep_dungeon.txt

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_deep_dungeon_b.txt

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_deep_dungeon_a.txt

Battle List

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_battle_list.txt

Brave and Faith FAQ

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_brave_faith.txt

Battle Mechanics Guide

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_battle_mechanics.txt

Challenge FAQ

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_challenge.txt

Solo Ramza Challenge Guide

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_solo_ramza.txt

Calculator Challenge FAQ

<http://www.gamefaqs.com/console/psx/game/20051.html>

Challenge Guide

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_challenge.txt

Calculators Table

http://db.gamefaqs.com/console/psx/file/final_fantasy_tactics_calculators_table.gif

4. C O N T R O L S

D-Pad Directional Buttons

*Move the Cursor

*Scroll Battlefields and the Map with the Square button

Circle Button

*Choose selections.

*Select a highlighted person in battle.

X Button

*Abort selections.

*Display move range (the blue panels) of a highlighted person.

Triangle Button

*Pause.

Square Button

*View to see who's allies (blue highlighted) and who's enemies (red).

*Hold to scroll in battlefields and Map.

L1/R1 Buttons

*Rotates battlefield.

*Views whole Map.

L2 Button

*Moves camera zooming from out to in.

R2 Button

*Moves camera from high to low.

Start

*Views order of people in AT.

Select

*Views in-depth information and anything else.

5. H O W T O P L A Y T H E G A M E

In Battle

Well, your first battle will teach you the basics, but there's also a tutorial in the game. I'll teach you, though. In Battle is supposed to have five selections, but the three I listed are most important than the last two.

In Battle:

When you battle in Final Fantasy Tactics, it's like playing Checkers, or Chess, when moving, and also attacking. You see, when you get control of one of your soldiers (no, they are not wearing green like the Army), there will be five different options.

Move: When you select move, you will see blue colored panels. These are the panels you can move up to. Highlight a blue panel, and then press circle. Your soldier will move to that panel, and then a menu will pop up saying if you are so sure of moving. Say yes if you're sure, and no if you want to move somewhere else.

Act: When you choose this, you will see another menu. One of them says attack. When you click on this, you will see red panels where you can attack. If you want to attack, walk up next to an enemy, and then click on this, and then your enemy will be into range. Attack him. The other command will allow you to use your primary skills. Your primary skills will be based on your job. Example: A squire has a primary skill called Basic Skill. Your primary skills use your learnt attacks (read below).

Note: If you have a bow, crossbow, or gun, you cannot attack them close range unless you can perform the Close Range Shootin' Cowboy trick mentioned later, on the next section. Actually, the trick only works for crossbows and guns, because they shoot in a straight line. Bows arc through the air.

Status: When you choose this, you can see what type of items and abilities you have. Not much, but you can also see your job points.

Learning Skills and Changing Jobs:

Now, young lad. After you defeat battle 2 of the walkthrough, take a look at

your formation. Highlight someone, and press circle. Then, click on Ability. Then, you will see three commands:

Set: This can be used to set your abilities. There are five rows, where you can set your abilities.

In order:

Primary Skill: It's the first lightning bolt arrow. This is your job skill. You cannot change this.

Secondary Skill: It's the second lightning arrow. You can choose whatever job skill you want to put here.

Reaction Ability: It's the turning arrow. This is your reaction ability.

Support Ability: This is the curved line. Here you can put your (cough cough), errherrmmm, support ability.

Movement Ability: This is the foot icon. This is where you can choose your movement ability and set it here.

Remove: You can remove one of your skills listed above.

Learn: When you click on this, you will see a chart. Here are the columns you see from the top.

Job: This is your job name.

Level: This is your job level. Certain jobs will need some other job levels to be gained. As you can see in the job section, a knight's requirement is to be a squire level 2. So you have to train to squire for a little while, until you can see your job level has been squire level 2. Note that some jobs must have multiple job requirements.

Total: This is how much job points you had gained during your summer, err, battles. Sorry about that, I tend to be sarcastic in my FAQs, hehe! Anyway, it's battles, okay. This is not the one where you use for learning abilities. It's JP.

Next: This is how much job points your total JP has to reach to gain a level.

JP: This is how much JP you currently have. This is the amount of JP you use for learning abilities.

Click on a job name, and you will see another screen.

You will see different abilities. Look at the top, you will see the same icons in Set. To scroll between the skill type (i. e. Reaction, or support), press left or right. Anyway, to learn an ability, you will have to see the ability name. Example: Choose chemist. Then you will see the first primary skill ability. It is potion. Now, take a look. As you can see, Potion requires you to get 30 JP to learn it. Abilities marked in black you can learn, but abilities marked in gray you cannot learn. Once you learn every ability, you will master the job. I hope you understand.

To change jobs, go back to the menu where you had to click Ability, and under it, you will see more selections. One of them says Change Job. Click on it, and you will see the jobs. Ones not marked in black are where you can change to, and ones where it is marked dark, you cannot change to. If you click

select on a highlighted job, it will tell you its description, and its requirements.

The Map

Ah. Yes, the map. Well, if you are going to travel, you need a map. If you are going to hunt for treasures, you need a map! Right? Typically, yes. Say yes, dammit!!! Anyways:

There are three kinds of dots, with its colors.

Blue means that you have defeated it, and usually, but not always, blue dots are towns or cities, and you can click on the dot once to get there, and then again to bring up another menu. The menu has these options:

Bar
Shop
Soldier Office
Fur Shops (only in trade cities)

Bar: You can listen to some stories, and at the start of Chapter 2, you can take into propositions.

Shop: You can buy weaponry and equipment. As you proceed into the game, more great items appear in shops.

Soldier Office: You can hire soldiers, which, again, are not from the United States army. The setting is about like the 1700s to the 1800s or something. Also, if you invited monsters in your party, you can change their names.

Fur Shops: When you poach a monster, you can get an item in fur shops which open at Chapter 3. They only appear in the trade cities (Dorter, Warjilis, and Zarghidas).

Green Dots are where you have beaten it, but you can still engage in random battles. You can train in random battles.

Red Dots are where you have to go to.

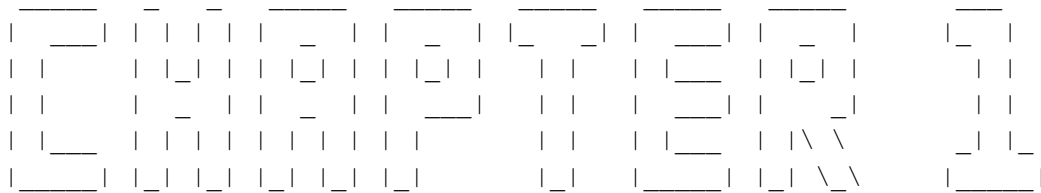
6. W A L K T H R O U G H

A. s t o r y l i n e w a l k t h r o u g h

To start off Final Fantasy Tactics we open the CD case, take the disc, and pop it inside the PlayStation... Don't worry, I'm just only jokin'. When you first see the scenes, press start to get you the menu. Then, choose New Game. Now, we'll meet a man named Alazlam who tells you about the whole story. If you want to skip it, press circle or start. Then, you'll be asked to create a name. The default, and I'll call, is Ramza. After you create a name, you'll have to choose your birthday. After that, then we'll see some scenes. One, we see a group of knights from the Nanten. They're some war guys who are enemies with another war group, the Hokuten. Anyway, after the scene (skip it by pressing circle, or start) we'll see three people, a princess named Ovelia, a female knight named Agrias, and a priest named Simon. Ovelia prays that God can help the sinful children. After a little chat, we see some other guys. One, we have our main character who you named, while the default is Ramza, then we have a Dark Knight named Gafgarion, and finally, we have a squire named Rad.

Be warned that this walkthrough has spoilers, so if you want to figure this game's story out by yourself, don't read all of this walkthrough. Just read the tips on how to beat the battle you need help on.

-+-+-+-+-+-+-+



THE MEAGER

After the chat, we see an injured female knight, saying the Nanten knights we saw earlier are here to capture the princess. Well, it's your first fight! Use the basics I taught you and you'll do good.

BATTLE 1

Battle: Outside Orbonne Monastery
 Objective: Defeat all enemies!
 Enemy Units:
 Knight x1, Chemist x1, Archer x3

In this fight, you only control Ramza. The computer controls your other allies and the enemies. Use the basic guidelines I taught you before, and you'll do fine. Gafgarion and Agrias will help you out a lot.

After that, we see the princess kidnapped by a knight named Delita. Well, what's this? Ramza has a connection with Delita. Then, we'll play in Ramza's flashback about his past.

If you want a very hard challenge, try to lose this battle. It's very hard (next to impossible) to lose this battle. Even I could not do this challenge. The one important factor to losing this battle is to have the knight break Gafgarion's sword.

After each battle description, I put in some dotted lines, followed by a description. If you had won the first battle, then you may carry on. If not, well, I think you should go play another game, like Pac Man, or something...

Now, we see a scene, a long one, but after that, you'll get a chance to save your game. Do so, and then you'll see a diagram. It's for preparing for a battle. To get more allies, press L1 and/or R1. To put someone onto a panel, highlight a panel with the D-Pad, and then press Circle. Now, onwards to the battle!

BATTLE 2

Battle: Magic City Gariland
 Objective: Defeat all enemies!
 Enemy Units: Squire x4, Chemist x1

The leading squire has a Broad Sword, which is slightly stronger than the daggers the other enemy squires carry, but I'm sure several of your people have Broad Swords. The chemist can be a pain in the ass, because he has the ability to heal, so kill him quickly with the leading squire. The other guys are easy to take care of.

Now you will have gained access to the map. Use the How to Play section to find out how to use the map, and also the controls. Anyway, we'll have to head to Mandalia Plains. But before, why not save? While in the map, press

Start or Triangle and select Data. You will then be asked to save or load a game. Save the game if you feel like it.

Also, when you try to leave Gariland Magic City, you'll see a scene. This is Ramza's flashback about his father's death. We are introduced to Ramza's family members. We also see Ramza's father, Balbanes Beoulve, who is dying. Ramza's brothers Zalbag Beoulve and Dycedarg Beoulve and his sister Alma Beoulve are saddened about Balbane's death. Ramza arrives and finds his father lying in bed. Balbanes tells Ramza not to shame the Beoulve family and to fight for justice, and then he dies.

BATTLE 3

Battle: Mandalia Plains

Objective: Defeat all enemies! OR Save Albus!

Enemy Units: Thief x1, Squire x4, Red Panther x1

The Red Panther is the first monster you'll meet in the game. Monsters are strong, and we all know that. But this one isn't too tough. He does, however, have the ability to poison you with its Poison Nail attack. So, I suggest you kill him ASAP.

This is your first battle to choose an objective. There's a choice to defeat all enemies (Our duty is to destroy the Death Corps!) or to save a new friend, Albus (Saving him is our priority). If you choose to save Albus, his death means a game over, but if you choose to defeat all enemies, then his death will mean nothing. The former is better. Also, if you choose 1, you will gain 10 points of brave, 2 permanent.

After this battle, you will see a scene. Albus introduces himself, and he wants to find Marquis Elmdor of Limberry Castle. Mandalia Plains will become a green dot. You can train there if you want to.

Okay. Now, haul it to Iros, err, I mean, Igros Castle. There's no battle, but there's some scenes. We'll meet Dycedarg, Zalbag, and Alma. We also meet Teta, who is Delita's sister. Zalbag suggests you go to Dorter Trade City, but first, monsters won't let you get there--at least not peacefully. Head to Sweegy Woods.

BATTLE 4

Battle: Sweegy Woods

Objective: Defeat all enemies!

Enemy Units: Black Goblin x1, Goblin x2, Bomb x2, Red Panther x1

The three goblins are weak to ice. The bombs absorb fire. If you have a wizard with any ice and/or bolt spells, that would be useful. By now, your squires should be knights and your chemists should be wizards.

You have passed the mission because of me. You know it!!! Hmmm!!! Well, prepare for one of your toughest fights!!!

BATTLE 5

Battle: Slums in Dorter

Objective: Defeat all enemies!

Enemy Units:

Knight x1, Wizard x2, Archer x3

This battle could've been easy if you have a knight and a wizard. You'll see Wiegraf for the first time, threatening a knight. He wants to know where a man named Gustav is. Then, he sees you and leaves. Then the knight calls for reinforcements. The biggest threat is the archer at the highest roof. He has a long bow, which arc through the air. Delita and Albus will go after him, and I suggest that one of your knights also aid them. Your wizards should go with the enemy wizards. Ramza should take care of the knight. The archer at the ground is useless, and the archer at the medium-height roof has a bow gun which shoot in a straight line. After taking care of the biggest threat, then the wizards can be a little annoying, but as I said, go magic to magic. The knight isn't really a threat, but he is strong. After this battle, you have a free strong Iron Sword, which you should equip to Ramza as a knight.

You'll see a scene where Albus treats the knight harshly. He wants to know where the kidnapped Marquis Elmdor is. The knight responds that there's a Sand Rat Cellar in Zeklaus Desert, north of Dorter. So, let's go there.

BATTLE 6

Battle: Cellar of Sand Mouse
Objective: Defeat all enemies!
Enemy Units:
Knight x3, Monk x2, Archer x1

The game mistranslated as mouse instead of rat, so I'm gonna put it mouse, okay. Again, the archer will have a long bow, but for the first time, you'll meet a monk. They're deadly, even though they don't have any weapons. I suggest you kill the monks first. Then, use the wall as an advantage for your wizards. You can cast some spells without getting hurt, well, maybe except for the archer. But still, anyway. After killing the archer, the knights aren't really a problem.

After the battle, you will see another scene. We get to see Gustav, and Wiegraf, having a quarrel. Gustav charges for Wiegraf, but he gets stabbed. Then, we see Albus, Delita, and Ramza in the scene. Wiegraf escapes, and Albus tries to go after him, but Delita stops him. Ramza checks the marquis. Elmdor is wounded a little, but he's still alive. Then, head to Igros Castle.

Dycedarg is a little mad, but then we see Hokuten's Prince Larg for the first time. Larg tells that you did the right thing. Dycedarg then tells you that you can attack the thieves' fort.

BATTLE 7

Battle: Thieves' Fort
Objective: Defeat Miluda!
Enemy Units:
Miluda (Knight), Thief x3, Priest x2

This is your first boss fight. To win this battle, all you need to do is to defeat Miluda. You may wish to kill her allies, but that isn't necessary, unless you want to gain experience points and job points. Miluda is a knight, and she has some good items. If you have a thief with any steal equipment moves, you may wish to steal any of her armor and weaponry. Miluda isn't that tough, but if you have any female units, they may be exposed to the Charm status. Read the Status changes for more information.

Ramza, Delita, and Albus will talk with Miluda for a while. After the conversation, we see another scene. Oh no, Teta's been kidnapped! The one behind all of this is none other than Golagros and the Death Corps Pirates. Then, head to Igros Castle _again_ to see two more scenes. At the second Igros Castle scene, Albus has an argument with Delita and then Ramza kicks Albus out of the party. Before he leaves, Albus says that the Hokuten are going to Fort Zeakden. More red dots appear, and the first one you have to go to is Lenalia Plateau.

BATTLE 8

Battle: Lenalia Plateau

Objective: Defeat Miluda!

Enemy Units:

Miluda (Knight), Knight x2, Wizard x2, Time Mage x1

Miluda's back, and this time she has a stronger back-up. Again, all you need to do is kill Miluda for good. The time mage poses a problem, though. She has the ability to slow your speed rating, and she can immobilize you of moving. What's more is that the wizards have stronger spells, but I'm sure by now your wizards should have the second versions of spells. Miluda has the Counter reaction ability, which is when you attack her, she attacks back.

My friend, you are almost to the end of Chapter 1. After the next battle, we will be at the last battle of Chapter 1. Head to Fovoham Plains.

BATTLE 9

Battle: Windmill Shed

Objective: Defeat Wiegraf!

Enemy Units:

Wiegraf (Holy Knight), Knight x1, Monk x2, Chocobo x1

Your target here is Wiegraf. What? Miluda was Wiegraf's sister. Uh-oh. Guess he's pissed, or something, huh? Anyway, Wiegraf has some REAL POWERFUL SWORD SKILLS! His favorite is Crush Punch, which has a chance to instantly kill you. The Chocobo has the annoying ability to heal. By now, if you have an archer with some middle-skilled Charge abilities, that may come in handy. My tip is: Kill him quickly!!! Forget about killing his girls. Yes, girls! All of his allies are girls.

Note: The Chocobo you meet in this battle is actually Boco. If you have played Final Fantasy 5 (I think it's 5, but I'm not sure), you would know who he is. Also, you will get to save him in the second battle of Chapter 2, not too far.

Finally! We are to the last battle of Chapter 1. However, some thing may have to shock you. Your opponent may surprise you.

BATTLE 10

Battle: Fort Zeakden

Objective: Defeat Albus!

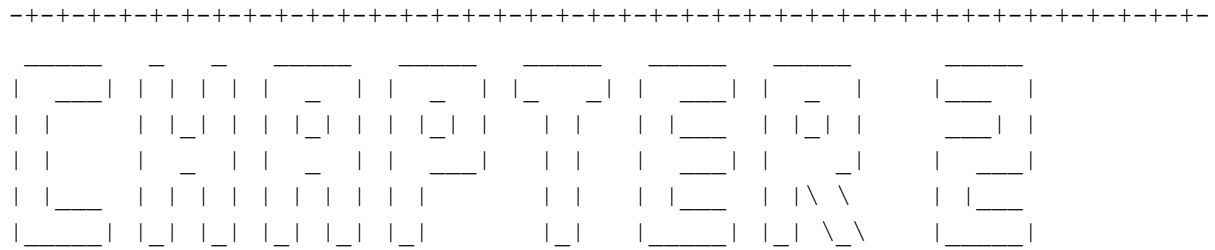
Enemy Units:

Albus (Knight), Knight x3, Wizard x2

Well, guess who? We're fighting Albus. He murdered Delita's kidnapped sister,

Teta, and Delita is seeking revenge. He will focus all he has on Albus. Albus has a Night Killer cross bow. Also, his irritating reaction ability, 'Auto Potion', can really be crazy. Auto Potion usually heals Albus when he is attacked. The wizards can also be harmful. They may have some ice spells, and it gets a little stronger because it's snowing. But it ain't winter. Oh no we're not playing snowball fight! Mark my words! The knights don't really pose a problem. If you have an archer, I believe you can use the roof near your starting point as an advantage.

Once you beat this level. You will have made it out of the past. We can now go back to present time. We didn't have a time machine, you know? It was Ramza's past. You will get two more powerful allies, and three other good allies, if you want to keep them.



THE MANIPULATOR AND THE SUBSERVIENT

The flashback is gone, and we now return to our regular schedule programming. You still have your allies, except for Delita. We also have more allies, two being guests, Agrias and Gafgarion. However, (spoilers) Gaffy will double-cross you at the third battle of this chapter (end it now). You can now take in propositions in city bars. Now, head to Dorter Trade City.

BATTLE 11

Battle: Dorter Trade City
Objective: Defeat all enemies!
Enemy Units:
Thief x2, Wizard x2, Archer x2

A thief and a knight named Vormav are making a deal. Vormav gives the thief the opportunity to kill you. Gafgarion's Night Sword skill and Agrias's Stasis Sword skill really comes in handy here. If you have any wizard spells, it will back them up. This fight is really easy.

Remember the chocobo we saw in the fight with Wiegraf, back in Chapter 1? He's back, and this time, he's now your ally!

BATTLE 12

Battle: Araguay Woods
Objective: Defeat all enemies! OR Save Chocobo!
Enemy Units:
Goblin x5, Black Goblin x1

You are given the choice to defeat all enemies (We must leave now.) or save Boco the chocobo (Is he strong in a fight?). Well, whether which choice you choose, it's pretty easy. I suggest you choose to save the chocobo, because you gain some brave points. All of the enemies are weak to ice spells. Got Ice?

You may choose to have Boco in your party, or not. But, oh well. Anyway, I said before that Gaffy will betray you, right? So, what you do is remove all of his weaponry and equipment. Then, head to Zirekile Falls. There we will meet Delita again after a long while, along with Princess Ovelia. Delita has become a Holy Knight like Agrias, and now has the same moves as Agrias. Also, I will describe the battle description differently.

BATTLE 13

Battle: Zirekile Falls

Objective: Save Princess Ovelia!

Enemy Units:

Gafgarion (Dark Knight), Knight x5

Ladies and Gentlemen, boys and girls of all ages, please give your tickets if you want to play Save the Princess. You will win a prize to a path. The objective of this game is to save the princess from some evil knights. Defeat the knights without the princess dead, and you will win! Know that you can strip off of that dark knight of his weapons and armor before the battle. Good luck! And two Holy Knights named Agrias and Delita will help you to win this battle.

You'll see a scene, and then after that, the path to Bethla Garrison gets erased, and now Ovelia suggests we go to visit Cardinal Draclau of Lionel Castle, a new path opens up to Lionel Castle. Now let's go to Zaland Fort City, which is along the way to the castle, and there we will meet a new friend.

BATTLE 14

Battle: Zaland Fort City

Objective: Defeat all enemies! OR Save Mustadio!

Enemy Units:

Knight x2, Wizard x2, Archer x2

We'll be introduced to a young man named Mustadio Bunanza. He's being pursued by some knights of a man named Rudvich. Although it may seem unusual, choose to defeat all enemies (I don't want to get involved.) to gain brave points. If you choose to save Mustadio (We have to help him!) his death means a game over.

Mustadio is armed with a gun, and it has a long range, definitely! I suggest you get rid of the wizards. Also, if you have any wizards that have Fire 3, Bolt 3, and/or Ice 3, those are definitely useful! Definitely! Wow, too many definitely, huh? Also, archers have the advantage by using the fort wall (which apparently makes this battle a lot more difficult). Kill them to get an extra "uumph".

You'll see two scenes, one after the fight, and one when you try to leave Zaland. Mustadio wants to see Cardinal Draclau with you, but we do not know why. I think you should train for a while. Then, when you are ready (I suppose level 16 or higher is good), let's go to Bariaus Hill.

BATTLE 15

Battle: Bariaus Hill

Objective: Defeat all enemies!

Enemy Units:

Knight x2, Archer x2, Summoner x2

The summoners and the archers are your two biggest threats. The archers are elevated at high ground, and the summoners can cast summon spells which are really strong. I think someone should take care of the summoners, and at the same time, have someone else take care of the problems. Mustadio will be a good help, especially if you have taught him his Arm Aim skill. Arm Aim can add a Don't Act status. Agrias can also be helpful. Her Holy Sword skills can be of a big use here. The knights are not much of a problem. Just get your guard up.

After the difficult battle at Bariaus, head to Lionel. You will see a couple of scenes. Mustadio reveals his intentions of seeing Draclau. There are mysterious artifacts called Zodiac Stones. Rudvich wants to get them, so that is why we're being pursued. Ovelia and Agrias will fall back, and now Mustadio suggests we go to Goug Machine City. After the scene, let's shop for a while. There're some good weaponry and great armor at Lionel. Those are a handful for your knights. After shopping, let's go to Zigolis Swamp!

BATTLE 16

Battle: Zigolis Swamp

Objective: Defeat all enemies!

Enemy Units:

Skeleton x2, Bone Snatch x1, Ghoul x2, Vary: Morbol, Ahriman, Uribo x1

There is a variation of one enemy in this undead monster battle. It can be a morbol, an ahriman, or a uriibo. Anyway, most of the monsters here are weak against fire, and a couple of Phoenix Downs can be helpful. The undead enemies can instantly die of a Phoenix Down. Use it on them.

Note: You might want to invite the if-there-is-one Uribo, and start poaching at the start of Chapter 3. The Uribo, and the other monsters it breeds (Porky and Wildbow) have great poaching items.

Okay. Now head to---Hey, I'm interrupted. Hey, George! George, can you stop your screaming? I'm in the middle of a FAQ!!! *takes out a rocket launcher and blows up George* Ahem. Where was I? Oh yes! Head to Goug. You will see a scene. After the scene, AT ALL COSTS DO NOT SAVE AT GOUG!!! Once you try to leave Goug Machine, you will be forced in a battle.

BATTLE 17

Battle: Slums in Goug

Objective: Defeat all enemies!

Enemy Units:

Thief x2, Archer x2, Summoner x2

Mustadio's been kidnapped. You'll have to throw over the Taurus Zodiac Stone to free him. The one behind this is none other than... Rudvich. Anyway, Rudvich will then order his slunkies to attack you. But whoops! He's revealed the one that's actually behind this was, and I'm not being sarcastic, Cardinal Draclau!!! Uh-oh, I wonder how Agrias and Ovelia are doing. Mustadio does not have any equipment anymore, so don't bother to revive him. Again, the summoners are your priority, as they can use strong magic spells. Also, the archers are a little elevated, but it is little, after all. So they have a little advantage. Kill the summoners as soon as possible. The summoners tend to be annoying because they can heal themselves (and

surrounding allies) with Moogle. So get rid of them. Then the archers should be eliminated. The thieves are not much of a problem.

Mustadio will then become a controlled ally. Yes! You can now control him. Down side? He can now turn into a crystal, and he can also be affected by the braveless and the faithful. Anyway, guess what? He tricked Rudvich. The stone they got was a fake, and Mustadio got the real one. Haha! Bet they're going crazy now. Anyway, head to Warjilis and you will meet Delita here. Then, when you try to leave Warjilis, you will see another scene. Draclau leaves things to Gafgarion the Dark Knight, and agrees to use Princess Ovelia as bait to lure Ramza and his friends to Golgorand Execution Site to ambush them, and then he kills Rudvich because he thinks Rudvich is a good-for-nothing failure. Anyway, head to the nearby Bariaus Valley.

BATTLE 18

Battle: Bariaus Valley
Objective: Save Agrias!
Enemy Units:
Knight x2, Wizard x2, Archer x2

This battle is easy. Agrias is a powerful girl, but just in case you might want to consider bringing some potions in case she gets down. Your only threat is the archer at the mountain top. The wizards can also pose a problem, but Agrias, with her Stasis Sword and her newly learned technique, Split Punch, can take care of them. After this battle, you can control Agrias! Yeah!!!

Agrias says that the princess is going to be killed at the Golgorand Execution Site, but... not really. If you have seen the scene where Draclau, Gafgarion, and Rudvich were chattin', you would've known they are going to use Ovelia as bait. Oh well, you still have to go there. I suggest you level up to the 20s. You can train at Bariaus Valley. Once you are prepared, head to Golgorand.

BATTLE 19

Battle: Golgorand Execution Site
Objective: Defeat all enemies!
Enemy Units:
Gafgarion (Dark Knight), Knight x3, Archer x2, Time Mage x2

This battle is a toughie. Gafgarion is back, and back in his job class, the Dark Knight. He's not the only one you have to eliminate, this time it's to defeat all enemies. Eight enemies!!! Wow. Gafgarion is your biggest threat, so remove him as soon as possible. Have multiple characters attack him at once. If you have a thief with Steal Weapon, you can try to steal Gaffy's weapon, the HP-absorbing Blood Sword. If you can steal or break Gaffy's sword, that will render him useless. Once you subdue his HP to critical, he will retreat. Then, I suggest you also take out the time mages, as they have the ability to slow you down and can cast Don't Move at you. Man, that's annoying!!! The rest are piece, unless one of the archers moves to the elevated building. After this battle, you will see a scene, and something shocking about Ovelia. She's not the real princess! We also get to see the Shrine Knight leader Vormav again.

Fake princess.

Note: If you bring Agrias, you can see some dialogue in the battle. Also, when you head to Lionel, it will not show you the map zoom move thing (how can you call it?) as usual. Instead, you will be forced into a battle set. This is when you have to fight multiple fights in one place. However, you can go directly past Lionel Castle if you click on somewhere besides Lionel. Once you click there, though, you will be forced into a fight.

Get to Igros using the trick to get past Lionel Castle and buy some Cross Helmets and Gold Armor. Then I suggest you train until you are at level 24 and Ramza has the monk abilities Chakra and Move-HP Up. Then teach Agrias her Lightning Stab move. Also, give everyone but Ramza some Rubber Shoes. Buy five Defense Rings too. You'll see why...

BATTLE 20

Battle: At the gate of Lionel Castle
Objective: Defeat all enemies!
Enemy Units:
Gafgarion (Dark Knight), Knight x3 Archer x2, Summoner x1

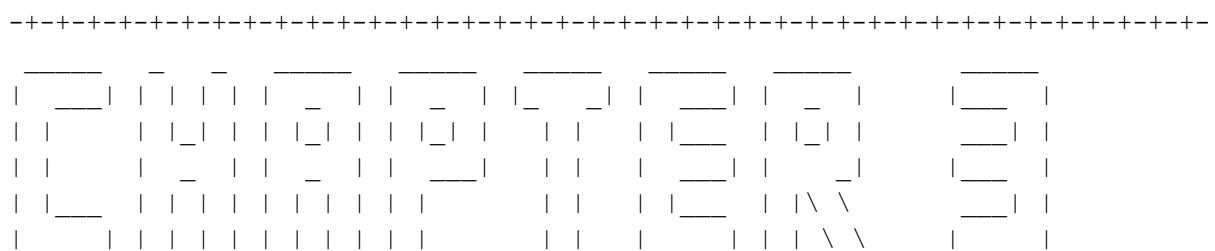
Gafgarion's back, and the worst thing is, it's only Ramza to face him alone, while your other friends are out to face Gaffy's flunkies. See why I told you to give Ramza Chakra and Move-HP Up. If you can steal Gafgarion's weapon to render him useless, then do so. He carries an Ancient Sword this time. It can add Don't Move, and that can neutralize Ramza's Move-HP Up. As for your friends, kill the summoner ASAP. He has the ability to---well, you know the drill, cast some strong spell on you. If you gave every one of your friends Rubber Shoes, great! That's because the archers and knights carry lightning elemental weapons (Coral Sword and Lightning Bow), and only the summoner can learn just more than Ramuh. If you followed my advice, good!

You will be given the choice to save. If you want to, do so, but you can be stuck on the next level. Now wear your Defense Rings.

BATTLE 21

Battle: Inside of Lionel Castle
Objective: Defeat Queklain!
Enemy Units:
Queklain (Impure King)

Draclau awaits you inside Lionel Castle. Ramza confronts him to save Ovelia, but Draclau has a little trick up his sleeve. When his persuasion fails, he turns to the Scorpio Zodiac Stone, and now animation occurs. After that, we see Draclau's transformation to Queklain, the evil Impure King. You have to wear your Defense Rings to avoid Queklain's status effects of Nightmare. He uses Bio spells on you, but attack him as fast as you can, and eventually he should go down.



+++++
You, my friend, have finally made it to Chapter 3!!! We are now done with fifty percent of the game. You will notice you're in Dorter Trade City when the scenes are over. The fur shops are now open. Poach away! I've got a tip for you. Head to Araguay Woods and fight a random battle there with someone in your party who has Invitation from the mediator class. If there's a Trent, invite it. Then, breed until you get some Taijus. Then poach them in another battle and if you're lucky, you can acquire a powerful Defender sword!!! Now let's head to Goland Coal City, okay?

+++++
BATTLE 22
+++++

+++++
Battle: Goland Coal City

Objective: Save Olan!

Enemy Units:

Mediator x1, Thief x3, Chemist x2

This battle is interesting, considering the fact that this is the first battle of Chapter 3. You will have to save Olan, the same young man you saw in the previous scenes (forgot to mention it before, sorry). Olan's the son of Thunder God Cid, or rather namely, Cidolfas Orlandu. And the music's nice, too. Heh. Olan is classified as an Astrologist. The best of his best is his best move, Galaxy Stop! This has the effort to add either Don't Move, Don't Act, and/or Stop. Although some enemies may dodge it, chances are some of them will get hit. Yeah! You go Olan! The chemists have beefed up guns, called Mythril Guns. If you want to steal them, you may wish to. The thieves this time are female, so keep eye to them.

+++++
Well, that battle was certainly easy. If you lose to that battle (unless it was deliberately) then you should consider not playing the game. Anyway, you'll be charged for a crime on the next battle, and we will meet Zalmo Lusnada, a holy priest whose duty is to arrest those who go against the law.

+++++
BATTLE 23
+++++

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Battle: Back Gate of Lesalia Castle

Objective: Defeat Zalmo!

Enemy Units:

Zalmo (Holy Priest), Knight x3, Monk x2

I forgot to add something. To start this battle, first you must head to Lesalia Imperial Capital to see a scene with Zalbag. After that, then try to leave Lesalia to start this battle (like you did in Goug Machine City). Anyway, now what do we have here?

Now, first Ramza has to care about Ovelia, then the Zodiac Stones, then Alma (who's going to assist you), and now...A CHARGE OF CRIME?!? Zalmo is some beefed up priest. He isn't that tough, but he and his band of knights and monks can be pretty irritating. Zalmo has the ability to heal, protect, and shell his allies. Kill him while he's charging for a spell.

+++++
Alma reveals the location of another Zodiac Stone, the Virgo stone. It's in Orbonne. Well, take her items (especially the Barette), because you won't be needin' her now. Then head to the red dotted Orbonne Monastery.

There you will see a scene. It turns out the Shrine Knights (the same company that Draclau was working for) have beaten you a race to the monastery. Well, Simon's been injured, and now, we've gotta pursue the Shrine Knights. You

will be given the chance to save after this scene, but don't. You can be stuck there if you save, and you will have to restart the game. Training to level 30 is good.

BATTLE 24

Battle: Underground Book Storage Second Floor

Objective: Defeat all enemies!

Enemy Units:

Lancer x3, Time Mage x2, Chemist x1

This is your first meeting with the lancer. He can equip spears which can do damage from two panels away. He can also use the jump ability. Defeat them lancers as fast as you can. The chemist can heal them, so also kill the chemist while you're doing with the lancers. The time mages can be annoying, as usual. They can use their time spells.

Maybe that fight was hard for you. It's okay. Battles start to grow difficulty by progressing through the not-too-fierce-nor-bloodsheddy battles. My favorite battle is next!

BATTLE 25

Battle: Underground Book Storage Third Floor

Objective: Defeat Izlude!

Enemy Units:

Izlude (Knight Blade), Knight x2, Archer x2, Summoner x1

Wow. This happens to be my favorite battle. Izlude happens to be my favorite boss and the music is my favorite! Anyway, Izlude is an upgraded knight. He has some powerful equipment, but due to his Maintenance support skill you cannot steal them. (bummer...) Anyway, Izlude has a mastered skill set of Jump, and he can jump from far away. And that does a good amount of damage. Whoa. He also has the Battle Skill set. The archers can also be a threat, but your second priority is the summoner, because of his ability to cast summon spells. When you reduce Izlude's HP to nearly zero (critical status) he will retreat.

An old enemy returns. Who, you ask? Well, you will have to find out. I will give you a hint, but it's more of a clue. "The leader of the corporation which causes trouble." No clue? It's Wiegraf!

BATTLE 26

Battle: Underground Book Storage First Floor

Objective: Defeat Wiegraf!

Enemy Units:

Wiegraf (White Knight), Knight x2, Archer x2, Wizard x1

Wiegraf's back, and so are his girls (does he own a girl club?). Anyway, he sometimes has Lightning Stab. Whether or not he has Lightning Stab, Wiegraf has the advantage, because of the wall, which raises the difficulty of this already-difficult fight. He's not that hard like when you fought him in Chapter 1.

Alma's been kidnapped by none other than Wiegraf's ally, Izlude. Izlude retreats, but Wiegraf is injured. Suddenly, we see a scene of where Wiegraf

uses the Aries stone he has to transform himself into a Zodiac demon, Velius the tainted Warlock! Then Velius teleports away, and Simon appears, and before he dies, he gives you a book about St. Ajora called the Germonik Scriptures.

Head to Dorter Trade City after the scenes. You will see a scene. A young exotic wizard named Malak wants to see if you have read the Germonik Scriptures. It doesn't matter if you have read it or not. Then, he will want you to go to Riovanes Castle because your sister is there. A new path opens up. Head to Grog Hill.

BATTLE 27

Battle: Grog Hill

Objective: Defeat all enemies!

Enemy Units:

Squire x2, Chemist x2, Thief x1, Archer x1

The chemists have Mythril Guns, the same guns the chemists in Goland Coal City used. If that wasn't enough, I suppose an archer elevated at the top of the hill would burst your bubble. The squires are not much, but the thief, who happens to be female, can act as a problem. She can charm most of your male units, so defeat her, the chemists, and the archer ASAP. Then the squires aren't that hard.

I suggest you train for level 35, and by now you should have one of the multi-job classes (ninja recommended). Now let's head to Yardow Fort City. There we will meet a familiar face.

BATTLE 28

Battle: Yardow Fort City

Objective: Save Rafa!

Enemy Units:

Malak (Hell Knight), Ninja x3, Summoner x2

It's Malak! He's back. And we also have some 'guys wearing masks and throwing shuriken stars'. If you cannot figure what that means, you shouldn't play this game. We also have some summoners, and this time, they have the advantage, unless you have magic. No, I do not mean in real life magic. You're not Harry Houdini, he died a long time ago. If you thought the special was the biggest threat, this time it ain't. Malak's a piece of crap, and instead the ninjas can frustrate you. They are way fast, and they always aim for our new guest, Malak's sister Rafa. Just eliminate each one of them as fast as you can.

Rafa will use adjectives to describe herself (adjectives are describing words). Then, Malak will come back...as a frog. He orders both you and Rafa to go to Riovanes, or else Alma will have her face butchered. Now let's go to Yugu Woods.

BATTLE 29

Battle: Yugu Woods

Objective: Defeat all enemies!

Enemy Units:

Wizard x2, Time Mage x2, Ghoul x1, Gust x1, Revnant x1

This is a fight of the undead. Well, yeah! Even the wizards and the time mages are undead and floating, and you cannot invite them or fix their current state. Don't waste using Invitation or your Holy Waters. Phoenix Downs make good use of them.

Okay. We are now to the last three fights of this chapter, and they're all in one battle set (like in Lionel Castle), and the reason we're here is to save Alma! I suggest you have the following:

Ramza has a Defender, and have one of the following: learned Lich from the summoner class and Auto Potion from the chemist class, or learned Accumulate and Yell from his Squire class and Move-HP Up from the Monk Class

Some ninjas with Germinas Boots

Agrias with her mastered skill (every sword skill) and give her a Defender also

Everyone at least level 35-40 or something

Mustadio (his ability to equip a gun is useful)

Have a Chameleon Robe on Ramza

A couple of X-Potions

BATTLE 30

Battle: At the gate of Riovanes Castle

Objective: Defeat all enemies!

Enemy Units:

Malak (Hell Knight), Knight x3, Archer x3

Malak, again, is back. Also, the archers are elevated on the roof of the castle door, making life easier for them, and life harder for you, unless you have Arrow Guard. Also watch out for one of the knights, because you may miss him. He's hidden in the water recess at the castle. He has the Feather Boots, giving him Float. Kill the archers as fast as you can. Agrias makes good work of this, especially if she learned Lightning Stab. Malak and Rafa will teleport away from battle when either he or she is in critical condition (having almost no more HP).

Okay. Listen up! Give Ramza Summon Magic as his secondary skill, and his job as a knight to give him Defender. Also give him Auto Potion (dump all your potions except the X-Potions) and equip him the Chameleon Robe. And have Agrias and your ninjas ready. Mustadio is also useful.

BATTLE 31

Battle: Inside of Riovanes Castle

Objective: Defeat Wiegraf! THEN Defeat Velius!

Enemy Units:

Wiegraf (White Knight), Velius (Warlock), Archaic Demon x3

You will notice you have two objectives in this fight. Wiegraf once again is back, and this time, Ramza faces him alone. The Chameleon Robe prevents him from using his sword skills (it's not supposed to prevent that, but Wiegraf thinks it does, so, um...he's stupid, I guess), and Auto Potion comes in handy if you do not have it. If you have worn the Chameleon Robe, then Wiegraf will revert to his Punch Skill attacks, which is a subset of the monk skill set Punch Art. He only has Wave Fist and Earth Slash. Earth Slash can be nullified by wearing Feather Boots, but it isn't necessary, and Wave Fist can be blocked by a shield. If you used the Accumulate and Yell set, just run away from Wiegraf and start using Accumulate and Yell until you reach the max

(Accumulate: 99, Yell: 50), and then attack Wiegraf to do lots of damage. Once you defeat Wiegraf, the second half begins! This time your allies will help, and seeing that Wiegraf is outnumbered, he uses the Aries stone once again to turn into Velius! And he calls for his allies, three super strong Archaic Demons which you cannot invite. Bummer :(Anyway, have Ramza charge Lich on Velius (sometimes it will only take one turn, if not, reset). That will take away HALF OF VELIUS'S HP!!! Or you can just use your attacks if you used the Accumulate and Yell strategy, because the accumulated stats for Attack and Speed will still have effect until defeating Velius. And then your ninjas can attack him double the attack. If that does not burst his bubble, I suppose Mustadio and his trusty gun will. Velius is pretty quick though, and his Cyclops summon skill is pretty powerful, so kill him as soon as possible. This is commented the hardest battle of the game.

Roofs are steep. If you fall, you can die. While the next hard battle is taking place on a roof, it's not too steep.

BATTLE 32

Battle: Roof of Riovanes Castle

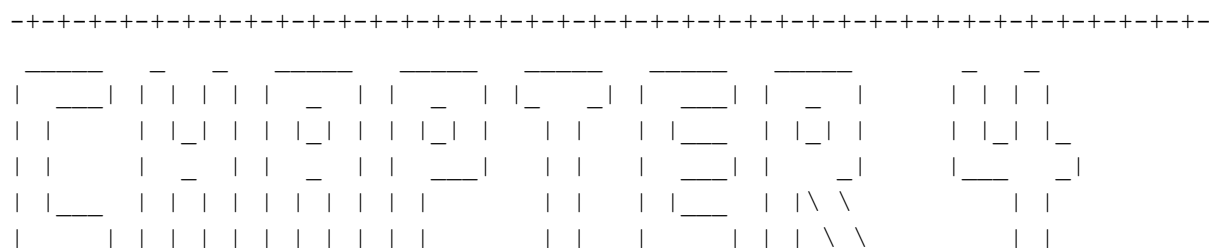
Objective: Save Rafa!

Enemy Units:

Elmdor (Arc Knight), Celia (Assassin), Lede (Assassin)

This battle is hard. Elmdor (who's rumored to be dead) returns with two female assassins to get the Zodiac Stone Rafa has, and he's been possessed. The two assassins (please do not fall in love with them, they're demons) have powerful spells which can instantly kill you (Stop Bracelet) in one hit or stop you (Shadow Stitch), and both attacks are always at perfect accuracy, at 100%. Elmdor will draw out Muramasa, which is a pretty powerful attack. But those aren't the reasons why this battle is hard. You can block off Shadow Stitch and Stop Bracelet with some items. It's not Muramasa, either. You can get Magic Defend Up from the Wizard class. So, maybe they have nuclear bombs which can destroy the whole world? Nope. Maybe they'll stun you with their looks? They have very fast speed. Nope. Maybe they can raise their attacks every second? Nope, not that.

The sole reason of this battle's difficulty is the goddamn nefarious behavior of the person which is to be protected in this battle, Rafa. She has a stupid sense of not running away from Elmdor and his girls, but instead, she charges up to Elmdor (with her low brave? Hahaha!). What's worst is that she will make the first move. Yes, whacking Elmdor with an Octagon Rod is good, but also foolish. Muramasa + Shadow Stitch + Celia or Lede's Double Sword attack = Instant Game Over. The best bet you have is a ninja or two. This is undoubtedly a very hard battle, either besting, being close to, or equaling the battle with Velius in the previous battle, Inside of Riovanes Castle.



SOMEONE TO LOVE

Alright! We're finally to the last chapter of the game. Now you can do the Cloud Quest! Whoo hoo! Anyway, Rafa and Malak will ask to join your party.

Well, it's your choice. Now let's head to Doguola Pass.

Note: A new map opens up, called Bervernia Volcano. This is a part of the Cloud quest where you will have to find Cloud's Materia Blade. Read below for more information. Also, when you finish the Bethla Garrison battles and have access to Zarghidas Trade City, you will have to buy the flower from Aeris. Also, once you beat the Murond Holy Place battle set, you can have access to the Deep Dungeon, which you can get more information about by reading below.

BATTLE 33

Battle: Doguola Pass

Objective: Defeat all enemies!

Enemy Units:

Knight x1, Wizard x2, Archer x1, Lancer x2

This battle isn't much. The only threats are the archer and the lancers. If you can take them out as soon as possible, then the rest is cake.

I suggest you have Maintenance as your support skill, as the next battle has an enemy which can break your equipment and at the same time do damage...

BATTLE 34

Battle: Bervernia Free City

Objective: Defeat Meliadoul!

Enemy Units:

Meliadoul (Divine Knight), Archer x2, Summoner x2, Ninja x1

Meliadoul is the enemy who can break your equipment and do damage. She blames you for killing Izlude (although we all know the truth :) Vormav did). The wise has Maintenance but the fool does not. If that wasn't enough, I'm sure the archers would burst your bubble. Worse, the path to the archers is blocked off by two summoners. There's also a ninja here. Just remember, to win this battle, you need to defeat Meliadoul. However, she has some great items, a Defender and a Chantage! The Chantage can give your girls an infinite amount of Reraise! Immortality! Steal it if you can.

Rivers have currents. We all know that. While the next battle takes place in a river, its current will not be strong.

BATTLE 35

Battle: Finath River

Objective: Defeat all enemies!

Enemy Units:

Chocobos of any color x4, Vary: Chocobo of any color, Uribo x1

This battle consists of a lot of Chocobos, and even red ones! Watch out for their Choco Meteor! If you had no chance to run into a Uribo at Zigolis Swamp, maybe you would in this battle! When attacking a Chocobo, make sure to focus multiple members against it. Why? Chances are that if you fail to finish it off, a Yellow Chocobo will heal it. Agrias and Mustadio make good work of them.

Now head to Zeltennia Castle, and you will meet Delita in the church, again. He and you will start to discuss about the war. We are interrupted by a

gunshot, and we head outside to find a familiar face, and a familiar voice.
What else? A familiar hair? *chuckles*

BATTLE 36

Battle: Church outside the town

Objective: Defeat Zalmo!

Enemy Units:

Zalmo (Holy Priest), Knight x3, Oracle x2

Zalmo's back, our familiar face. He also has those knights, but he dumped his monks in exchange of oracles. Delita will gladly ally with you, and you should help him out! His sword skills are a match for Zalmo. If you have someone with Ignore Height of the Lancer job class, you can just jump up the roof and attack him.

Delita will introduce you to a magician woman named Balmafula, who's keeping an eye on him. Heh :) Anyway, our next destination is Bethla Garrison, to stop the war. First, though, we must head to Bed Desert.

BATTLE 37

Battle: Bed Desert

Objective: Defeat Balk!

Enemy Units:

Balk (Engineer), Knight x2, Wizard x1, Archer x2

We'll meet Balk, and he'll poison you, to try to prevent you from stopping the war. Balk is an Engineer, like Mustadio, and he has the same abilities as Musty boy. The wizard and archers can also pose a threat. The archers can shoot you, and the wall of the ruins prevents you from attacking them quickly.

If you take a look at Balk's status, you'll notice Balk has a new type of gun. It's aptly named the Blaze Gun, but it shoots ice instead of fire! Anyway, it's ice elemental, and it can shoot any of the wizard ice spells except for 4. Bummer :(Anyway, if you want to, you can try to steal it from Balk. That'll _sorta_ render him useless. He can still use his Snipe skills using his hands.

Note: For the next battle, you can choose which wall of Bethla Garrison you want to attack. It can either be the North Wall or the South Wall.

Well, that battle was average of difficulty, huh? Anyway, as I said before, you can choose which wall to attack. However, Orlandu, aka Thunder God Cid, is imprisoned thanks to Goltana, and now we gotta save him!

BATTLE 38 A

Battle: North Wall of Bethla Garrison

Objective: Defeat all enemies!

Enemy Units:

Archer x2, Lancer x2, Monk x1, Summoner x1

This battle is pretty difficult. Your main threats are the archers, the lancers, and the summoners. Pretty threatenin', huh? Your best bet is to take out the archers first, and then the lancers. The monk isn't much. The summoner can cast strong spells, and since he's inside the walls, it's going to take some time to kill him. Just curious about one thing. Why are the

summoner and monk wearing red and yet not part of the Shrine Knights, whereas the Shrine Knight summoners and monks wear grey?

BATTLE 38 B

Battle: South Wall of Bethla Garrison

Objective: Defeat all enemies!

Enemy Units:

Knight x3, Archer x2, Thief x1, Ninja x1

If you focus one enemy at a time, this battle can be pretty easy. Watch out for the two archers located at the top of the walls. Just curious about one thing, and it's sorta the same like last time. The thief is wearing red, yet he is not part of the Shrine Knights.

Regardless of which wall you choose, you will see a scene where Dycedarg kills Larg with Zalbag watching. Then you will end up in a dam (yes dam, not damn).

BATTLE 39

Battle: In Front of Bethla Garrison's Sluice

Objective: Open the water gate!

Enemy Units:

Knight x4, Archer x2, Wizard x2

This is the only battle where you don't even have to kill any enemy! But still they can pose a threat. Your objective is to open up the water gate, and the levers are guarded by the knights standing on the top of the dam. Maybe I was wrong about not killing an enemy, but hey, anyone ever tried to confuse them? The only person who can open the water gate levers happens to be Ramza (guess your other friends heard of no such thing). Anyway, the levers are on the side of the dam where the knights are. The archers and the wizards are your biggest threats.

You will free the imprisoned Orlandu, and he will offer to join up with you. He's one badass guy, man! Almost anything he attacks get killed, with the exception of the bosses. Anyway, now you will get to Germinas Peak, but first, read the note below.

Note: If you want to do the Cloud quest, which you can do now, you will need to go to Zarghidas Trade City, which you go to before Germinas Peak, and buy a flower from Aeris. You actually won't spend one gil, so buy it anyway if you want to get Cloud.

BATTLE 40

Battle: Germinas Peak

Objective: Defeat all enemies!

Enemy Units:

Ninja x1, Archer x3, Thief x2

The enemies here are robbers, but instead of robbing you, they see you are a bounty, so they decide to be 'Cowboy Bebops'. Anyway, where was I? Oh yeah, the ninja is pretty fast, and he can throw weapons at you. The thieves don't post a problem, well, not much. They can however steal your stuff, but hey, Maintenance can take care of that. It is 100% that one of the archers will

have a rare Ultimus Bow.

Oh yeah, if you may want to, test out Orlandu's powers here. You'll see the havoc he wreaks. However, you can beat the robbers here without Orlandu, so do what you wish with him.

Note: The one-of-a-kind Vanish Mantle can be found only on this map using Move-Find Item, and required your Move-Find Item user has very low brave, like 15-20 points. The item is located at the center of the peak.

The next battle is the undead battle of Chapter 4. We'll see some creepy faces. Spooky, eh? Have your Phoenix Downs (if you have them) ready!

BATTLE 41

Battle: Poeskas Lake

Objective: Defeat all enemies!

Enemy Units:

Oracle x1, Summoner x1, Archer x2, Revnant x2

The revnants are weak to fire spells, so use those 'fire' powers you have. The archers, which are undead, have Ultimus Bows, and the worst thing is that they are elevated. The summoner can be easily eliminated. If you do not have the Throw Item support skill, but do have Phoenix Downs that can be used, you can instantly kill her, as using the Item skills without Throw Item gives you an infinite amount of Item verticality. Once you beat this battle, you'll see a scene where Dycedarg's friend Rofel reveals Dycedarg killed Balbanes, the Beoulve father! And then Rofel gives Dycey the Capricorn Zodiac stone. Zalbag overhears everything.

For the next three battles, they are all in a set. It'll take place in Limberry Castle, where Elmdor said that Alma will be there. First off, if you want five (yes! Count them all! 5!!!) one-of-a-kind cool items, get a fast person with all of the Steal Equipments. Also, if you want to learn Ramza's 'hidden' move Ultima, change him into a Squire and give him Black Costume and N-Kai Armlet.

BATTLE 42

Battle: At the gate of Limberry Castle

Objective: Defeat all enemies!

Enemy Units:

Celia (Assassin), Lede (Assassin), Apanda x4

The game says to defeat all enemies, but, the real objective is to defeat either one of the two assassins, the two chicks. If Celia or Lede cast Ultima on Ramza when he is in Squire form, and Ramza survives it, then Ramza gets to learn Ultima!!! Anyway, this battle isn't tough. Just make sure you don't get too close to Celia or Lede, and you will do fine. After this battle, you'll see a scene where Elmdor and Vormav are discussing about the 'Dead City' and the revival of the ferocious legendary monster, Lucavi! Vormav says that Alma will be needed! Uh-oh... Then Celia and Lede tell Elmdor that we're here, and Elmdor prepares to fight us.

What are vampires? Well, they are scary devils which have blood-sucking teeth! And they use it to suck up people's blood. The next battle will have you facing off a vampire.

BATTLE 43

Battle: Inside of Limberry Castle

Objective: Defeat Elmdor!

Enemy Units:

Elmdor (Arc Knight), Celia (Assassin), Lede (Assassin)

The vampire I told you about in this battle happens to be Elmdor! He has the Blood Suck technique, and if he does that onto anyone of your guys, the infected one will go use the Blood Suck technique at the closest person, ally or enemy! Luckily, this can be remedied with the 108 Gems and the Holy Water. Elmdor's favorite move in this battle is the draw out technique, Muramasa (the "something" you don't want to mess with :). This move can confuse or sentence anyone of your guys to death. To start out, let's make a diss attack on Celia and Lede. Once Celia and/or Lede have been taken care of, they will turn into Ultima Demons (see why I told you not to fall in love with them?). Once you rekill (the prefix "re" means to do again) them in their Ultima Demon forms, they'll go to Kingdom Come, or hell, or whatever. Elmdor has the Blade Grasp technique, which makes it harder to attack him physically unless you can chicken him out to a wuss. Once you beat Elmdor, he'll teleport to the underground cemetery of the castle, where you have to go to find Alma, or is it?

If you take a look at Elmdor's status, you will notice he carries some one-of-a-kind equipment. They are the Genji set, and they can only be stolen in this battle! You can try to steal them. For more information, read the How to Steal the Genji Set.

Okay. If you have stolen the Genji set, good job! It's nearly one of the most easy, err, I mean difficult tasks to do. Now let's head down to the underground room of 'whites, grays, and stones'. But, if you have successfully stolen any one of the Genji set, even one, SAVE!!! You don't want to go do the arduous task of acquiring the Genji again, right? Now, prepare to finally kill of Elmdor!

BATTLE 44

Battle: Underground Cemetery of Limberry Castle

Objective: Defeat Zarela!

Enemy Units:

Zarela (Angel of Death), Knight x2, Skeleton x1, Bone Snatch x1, Living Bone x1

Well, Zarela calls himself Zalera, or vice versa, heck, I don't know! Oh wait, do you even know who Zarela is? It's Elmdor, in his Zodiac Demon form, the Angel of Death. He'll be accompanied with knights that scream like monsters, and monsters that scream like monsters. Wait! Monsters are monsters! Anyway, the knights have a chance of breaking your equipment. Heck, once a knight broke Orlandu's shield with 4%. I was like "WHAT!!!" Oh well, anyway, Zarela has Queklain's Nightmare skill, which, if you remembered, causes either Death Sentence or Sleep (gee, Sleep for Nightmare is normal, but how Death Sentence?). He's a piece of cake unless he can cast Nightmare to EVERY ONE OF YOUR GUYS! Oh yeah, guess I forgot to add something... Remember Meliadoul, the Divine Knight who attacked you in Bervenia Free City? She'll see the truth about Izlude's death and ally with you. After this battle, Meliadoul will ask to join you, then, when you try to leave Limberry Castle, you'll see two scenes, one where Delita pretends to kill Balmafula, and then another one where Zalbag and his assistance chemist go to visit Balbanes at his grave.

Note: If you could not fight in Nelveska Temple, it is because you have not finished this battle. Once you defeat Elmdor and his Zodiac form Zarela, now you can fight Worker 7.

The Thief Hat is now purchasable in shops. Anyway, head to Igros Castle, which for whatever reason we will have to be charged a visit to fight someone. We won't be charged money for the tour, however.

BATTLE 45

Battle: Inside of Igros Castle

Objective: Defeat Dycedarg! THEN Defeat Adramelk!

Enemy Units:

Dycedarg (Lune Knight), Knight x5

Dycedarg! The objective says to defeat Dycedarg's elder brother, but his elder brother Jay was killed in a Chocobo crash accident, so you only have to defeat Dycedarg. You'll be supported by Zalbag, who's pretty pissed off at Dycedarg. He's an Arc Knight, both like and unlike Elmdor. His Arc Knight class is pretty much different from Elm, because Elm uses Draw Out skills, but Zal uses beefed up knight skills. Anyway, your objective is to defeat Dycey. He has Agrias's sword skills, as well as Meliadoul's. Once you defeat Dycedarg, he will use the Capricorn stone to transform into Adramelk, another powerful Zodiac demon! He will wipe out Zalbag and will have some powerful summon spells, including the Bahamut and the Leviathan spells! He also has Seal, which can petrify anyone with a perfect percentage rate! Kill him as quickly as you can. Thank God they made him slow!

Note: If you were doing the Cloud Quest and you couldn't go to battle in Zarghidas Trade City, it is because you have not finished this battle yet. Once you kill off Dycedarg and his Zodiac form Adramelk you can now head to Zarghidas and save Cloud.

A path will open up to Murond Holy Place, where Alma is supposed to be. We'll fight a string of three battles in the holy temple.

BATTLE 46

Battle: St. Murond Temple

Objective: Defeat all enemies!

Enemy Units:

Priest x1, Summoner x1, Geomancer x2, Mediator x2

This is the only battle to feature geomancers (aside from the random ones). Noteworthy, huh? Anyway, the summoner is a threat because he's on the roof of the temple and he can cast spells. The mediators have Mythril guns, but they don't do that much damage. However, there is a possibility, and an impossibility, of them having their Death Sentence skills. The priest will have Math Skill most of the time (if not always).

I also have a little item tip for you: The one summoner in this battle wields a Dragon Rod. It's really easy to steal it from him, even if he's healthy like a bull. Why? Who cares? Go steal it (if you want it).

I'd advise you have Maintenance as your support skills because on the next battle, you will fight two Divine Knights! Yes, TWO DIVINE KNIGHTS! Vormav and Rofel.

BATTLE 47

Battle: Hall of St. Murond Temple

Objective: Defeat Vormav!

Enemy Units:

Vormav (Divine Knight), Rofel (Divine Knight), Kletian (Sorceror)

The objective says to defeat Vormav, the one who stole the Germonik Scriptures from you, but the REAL objective is to 'defeat one of these bastards'! Kletian is the weakest, so focus everything you have on him. If you are unable to finish him off quickly, Vormav and Rofel can shatter every bit of your armor and weaponry (unless you have Maintenance).

Also, if you want another Dragon Rod, or you missed your chance to get a Dragon Rod previously from the Summoner in St. Murond Temple, you can steal another Dragon Rod from Kletian. He wields one as well. However, it's a bit harder to steal it from him.

To be truly strong, it is very important you never show weakness. However, Ramza will show his weakness on the next battle! Find out what his weakness is!

BATTLE 48

Battle: Chapel of St. Murond Temple

Objective: Defeat Zalbag!

Enemy Units:

Zalbag (Arc Knight), Ultima Demon x1, Archaic Demon x2

Tricking you into giving him the Germonik Scriptures wouldn't be enough for Vormav, so he plots a deadly sneak attack! It seems that he has controlled... ZALBAG!!! Yup! Your brother is controlled by Lucavi, and now to free him, he wants you to defeat him, which Ramza has a hard time to do. (that's Ramza's weakness)! Although he begs you to kill him, it won't be easy, because the one controlling Zalbag will get him to attack you. Zalbag has the Blood Suck move, much like Elmdor. He isn't that tough, but the demons that back him up are. Two Archaic Demons and one Ultima Demons! Kill Zalbag as quickly as possible.

Note: If you have missed your chance to learn Ultima in Limberry Castle, this is your last chance for Ramza to gain the Ultima spell. The Ultima Demon will sometimes cast it, but most of the time he only casts it when you are going to be killed by it. Also, after you finish this battle, you can gain access to the Deep Dungeon. Enter Warjilis Trade City, and you will be in a bar. You will overhear things about the Deep Dungeon. For more information, scroll down to the Deep Dungeon section.

You have finally made it to the final battles of the game. I bow down to you who have made it this far. I warn you though, when you enter Orbonne Monastery, if you want to check out more stuff at the map, then do not save in Orbonne Monastery or you will never have access to the map. Let's start with the first of the final battles.

BATTLE 49

Battle: Underground Book Storage Fourth Floor

Objective: Defeat all enemies!

Enemy Units:

Knight x3, Archer x1, Monk x2

Rofel will have some guards and now you will have to fight them. This battle isn't too tough, it's nothin' you haven't seen before anyway, right? The sole archer has a Yoichi Bow, which is slightly stronger than an Ultimus Bow.

That happens to be the last battle for defeating all enemies. Now we will fight boss battles for the remaining battles. In order: Rofel (who helps Vormav escape), Kletian, Balk (he's revived), Hashmalum, Altima, and Altima.

BATTLE 50

Battle: Underground Book Storage Fifth Floor

Objective: Defeat Rofel!

Enemy Units:

Rofel (Divine Knight), Time Mage x1, Summoner x2, Wizard x2

Thanks to Rofel, Vormav has escaped, and Rofel will try to stop you. Guess what? It's fight time! Rofel has the same sword skills he had before, but this time he'll have a Save the Queen sword. Now, sword skills require sword, right? Typically, yes. Say yes, dammit! Rofel has a sword, and he has sword skills! So what do you do? You try to break his sword to prevent him from using his sword skills! But still, he has the All Magic skill, which consists of three Oracle skills, Petrify, Silence Song, and Confusion Song. Just lower his MP if you can (Bizen Boat does good work of this).

There's also another strategy. Make sure that you put someone who has high magic evasion but is not immune to all three of Petrify, Silence, and Confusion on the top-right panel in the formation screen. Have that person wait there, and Rofel should waltz up to use his All Magic skills on that unit. While he's charging, go blast him mid-charge. His physical defense will be lowered as long as he's charging his magic. But make sure not to stay too close, unless you have the chance to break his sword or all of your units have Maintenance. Once he's down, it's victory.

Rofel will open up a portal to the dead city, or you can call it Murond Death City. It has no relation to Murond Holy Place, so don't bother. Anyway, the next battle will feature an idiot.

BATTLE 51

Battle: Murond Death City

Objective: Defeat Kletian!

Enemy Units:

Kletian (Sorceror), Ninja x2, Samurai x2, Time Mage x2

Kletian is da idiot. He's goddamn vulnerable, 'cause he's standing right in front of his troops, and Orlandu and Agrias can do so much to him that he'll die!

Why do the two Time Mages have secondary physical attacks? Usually, a physical job class will have a secondary physical set of attacks, and a magical job class will usually have a secondary magical set of attacks. But this time, HECK the two mages don't even use their Time Magic attacks, which is weird. Oh well.

Da next battle may be hard for ya, because Balk is back, with a stronger troop. Dragons, behemoths, chemists, and guns, guns, guns! Aaarrrrrggggghhhh! This battle will take quite some time for the average player.

BATTLE 52

Battle: Lost Sacred Precincts

Objective: Defeat Balk!

Enemy Units:

Balk (Engineer), Dark Behemoth x1, Hydra x1, Hyudra x1, Tiamat x1, Chemist x1

Balk is equipped with the most powerful gun, the lightning-bullet ammo-ed Blast Gun! The chemist also has a Glacier Gun, but instead of shooting ice, it shoots fire (Is this an error? Or is it that SquareSoft doesn't really know what's what?). Anyway, your biggest threats are the three-headed dragons, the hydra, the hyudra, and the tiamat. While the hyudra doesn't do much, the hydra and the tiamat can attack using fire and lightning triplicate attacks from far away. If this is your first fight with them, be very afraid, err, I mean, be careful. All of the three-headed dragons are susceptible to ice attacks. Balk still has his Snipe skills, and if you attack him from far away, he'll counter back with his Counter reaction ability.

We are now up to the final two battles of the game! Finally! After all these times, we have finally made it almost to the conclusion of the game (and it's a big spoiler for those of ya). Okay. Ready! Set! Go! We'll fight Vormav this one more time, and this time he'll turn into Hashmalum, another Zodiac demon!

BATTLE 53

Battle: Graveyard of Airships

Objective: Defeat Hashmalum!

Enemy Units:

Hashmalum (Regulator)

Who the heck thought of a ship as the location of a final battle? C'mon. It should've been deeper into hell... or something. Anyway, Hashmalum will have some VERY STRONG spells. He even has Meteor. A word of wisdom, though: When Hashmalum is charging for a spell, move close to him so the spell he'll charge will also hit him! YES! His spells can kill himself! Bwahaha! You might not even have to lay a finger on him!

After that battle, Alma will wake up, but then she will transform into... the long-time dead Saint Ajora? Anyway, the next battle is the last battle of the game! The battle will still take place in the airship.

BATTLE 54

Battle: Graveyard of Airships

Objective: Defeat Altima!

Enemy Units:

Altima (Holy Angel and Arch Angel), Ultima Demon x4

For the final boss Altima is the biggest disappointment. Oh wait, do you even know who Altima is? Well, she (or it?) is the ferocious monster Lucavi that Vormav was longing to revive. And now you'll have to kill her. Altima isn't too tough. Oh yeah, Alma, who's managed to break apart from St. Ajora's body, will help you out here. Once you beat Altima's first form, Phase two begins!

Altima will be stronger, but still she isn't too tough. Ramza, Orlandu, and Agrias will make mincemeat out of Altima. I wonder if Ramza will ever pick a car that is from the company that makes Altima cars. The world may never know... tick tock... tick tock... tick tock...

SPOILERS!!!

Conclusion: Altima self-destructs to blow up the ship. Now Ramza and Alma are rumored to be dead. Olan and Balmafula visit the grave of the Beoulves and wishes they would not have been dead. Then Olan sees Ramza and Alma riding on Chocobos! After the credits, we see Queen Ovelia standing at the ruins of the Zeltennia Church, and Delita, who marries her, goes to visit her. Delita offers her some flowers for her birthday. In a surprising twist, Ovelia dashes up to Delita and stabs him with a dagger, thinking that Delita used her!!! Delita, shocked by this action, takes the dagger and stabs Ovelia in turn. The queen collapses to the floor, and Delita is wondering about Ramza. Well, that's it! You have completed Final Fantasy Tactics! Oh yeah, debates in the GameFAQs Final Fantasy Tactics Boards are still going on about the ending, whether Ramza, Alma, Ovelia, and Delita really died.

B. t h e q u e s t f o r c l o u d

Behold Final Fantasy 7 fans! You can get the main character of FF7, Cloud Strife! Yeah! He is in this game. Here is what you need to have access to Cloud (and a few other characters).

Mustadio (no Mustadio no quest)

Flower from Aeris in Zarghidas (hey, another FF7 character makes an appearance)

Keep the first two secret characters you get (Beowulf and Reis)

Must be in Chapter 4

Beat Limberry Castle and Igros Castle

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Okay, once you get those, head to Goug Machine City. You should see a scene with Mustadio, you, and Besrodio (Musty's father). It seems that Besrodio has discovered a steel ball. Hmm... What could that be doing here? After the scene, head to Goland Coal City and get to the bar. Read the rumor Ghosts of Colliery and then head to Lesalia. When you get there you will see a scene where Ramza orders milk (huh?) and then overhears about some monsters in the colliery mines of Goland. When you try to leave, a knight named Beowulf will ask to join. Say yes. Goland will become a red dot. Head over there.

Note: I must take my time to point out something. There is a legend story named Beowulf. This is a story about a man named Beowulf who had a friend named Wiglaf. That name is pretty close to Wiegraf. Anyway, this Beowulf guy fought a monster named Grendel, then Grendel's mother, and finally a fire dragon, but then was fatally hurt. Beowulf is a strong warrior whose qualities are liked by the Anglo-Saxons, which I believe you would know if you have learned about them in your Social Studies class.

In one of the battles of the Cloud quest, Beowulf needs you and himself to fight off Worker 7, who you will find out later. Worker 7 is a Steel Giant monster. After you kill 7, you get a Cancer Stone.

Is this really a coincidence? And what's with Wiegraf? Is there a connection between Beowulf and Wiegraf? In Chapter 1 when you fight Wiegraf he has nearly the same outfit as our friend Beowulf, but then changes his clothing from green to red. Beowulf used to be a Shrine Knight, alright, but then he left them. I wonder what's going on. If SquareSoft suggests that game are better than stories, why?

CLOUD 1

Cloud Battle: Colliery Underground Third Floor

Objective: Defeat all enemies!

Enemy Units:

Chemist x5

I wonder how this is called underground. If you had fought the Igros Castle battle, you knew you fought not only Dycedarg, but a whole bunch of knights! How do you like to do that again, except this time we're dealing with five, count them all, five chemists!!! They all have Mythril Guns. This battle isn't hard. Hey look, it's that music again from the battle in Goland Coal City where you had to rescue Olan!

That battle was merely a pushover. Oh well. Take note I'm going to describe the next battle like I was a weather man. I'm still going to list the method, though. Wow, look, my favorite music from Iclude's battle is back!

CLOUD 2

Cloud Battle: Colliery Underground Second Floor

Objective: Defeat all enemies!

Enemy Units:

Chemist x1, Thief x2, King Behemoth x1, Behemoth x1

We've got the degrees shot up to -20 degrees Fahrenheit. Everyone wear your jackets! There's a chemist with a Blaze Gun. Wait, it doesn't shoot fire, it shoots out ice! If we don't do something, we'll die. Hey, those are some strong behemoths. Somebody has to eliminate them fast!

Okay. I suppose you knew what you have to do with the last battle, right? The next battle is slightly easier, as there are no behemoths.

CLOUD 3

Cloud Battle: Colliery Underground First Floor

Objective: Defeat all enemies!

Enemy Units:

Chemist x2, Blue Dragon x2, Uribo x1

If you have missed your chance of getting a Uribo in Finath River or Zigolis Swamp, here's another chance to get it, as the Uribo always will appear. The blue dragons are pretty dangerous because their Ice Bracelet attacks hurt a lot more than usual, due to the snow. They can be eliminated with spells, but DO NOT USE ICE SPELLS! They will absorb the spell. Fire is good. The chemists this time have Mythril Guns, thank god.

We've finally hit the shelter, which is an underground passage of Goland. But, we're not the only ones in the passage. We'll fight an Archaic Demon named Sinogue, and we'll also fight his band of Plagues and Ochus.

CLOUD 4

Cloud Battle: Underground Passage of Goland

Objective: Save Reis!

Enemy Units:

Sinogue (Archaic Demon), Plague x3, Ochu x2

When we first enter the scene, we see Sinogue the Archaic Demon and his band of allies attack a dragon named Reis. We arrive at the scene, and it seems Reis has connections with Beowulf, and now we'll have to save her. Sinogue (and the game messed up his name at the dialogue part, it says Schinoeg) is the same kind of the Archaic Demon you see in some story battles. All of his allies are weak to ice. Whip out yer Blaze Guns and Ice Brands! Blue Dragons and Ice spells! Reis is a Holy Dragon, and she has all of the elemental bracelet attacks, including Ice Bracelet, so she can handle almost everything except for the demon by herself.

Beowulf will give you a Zodiac stone, the Aquarius stone that was hidden in the coal mines of Goland. Now, head to Goug Machine City to see a scene (you still need Mustadio!) where Ramza activates the steel ball. The ball changes into a robot, who introduces himself as Worker 8. He is pretty strong, and he thinks that Ramza is his master. LOL!!! Then Ramza tests him out by getting him to attack Mustadio. Musty boy faints down to the floor, and Ramza yells "Help! Phoenix Down! Where's the Phoenix Down???" desperately. LOL!!! Anyway, Worker 8 will ask for participating in the party. Well, we should give him an A+, don't ya think? Let him anyway!!! This guy is something! Then, when you try to leave Goug, you will see another scene. Seems like Besrodio invented... some Celestial Globe thing. It has a Zodiac sign, so it means it needs a stone. The sign is identified as the Cancer stone. Now head to Zeltennia Castle, and go to the bar. Listen to the rumor Cursed Island, Nelveska. Once you do that, get out of the bar, and a path should open up to a new place called Nelveska Temple. Head over there, and you will fight Worker 8's twin brother, Worker 7.

CLOUD 5

Battle: Nelveska Temple
Objective: Defeat Worker 7!
Enemy Units:
Worker 7 (Steel Giant), Cocatoris x3, Hyudra x2

Worker 7 is like Worker 8 in almost every aspect: same job, same stats. He also has the same moves as 8. His weakness is lightning attacks that do not require faith (like Heaven Thunder, or Triple Thunder, but not Bolt spells or Ramuh). If you have a Tiamat (you can find one in the rare battle in Bariaus Valley) then that will make mincemeat out of 7. Watch out, though. The cocatoris can petrify any one of your units, and the hyudras are pretty strong.

Note: If you want to have all of the items, then this is your chance to get two, count them, TWO ULTIMATE ITEMS! For more information, read the section labeled "Nelveska Temple and the Items" like (snap) that!

Go back to Goug (yes, I know, the random battles) and you will see a scene. Besrodio, Ramza, and Mustadio will activate the Celestial Globe. Well, after the nicely animated bolt of judgment, we get to see Cloud! No, not the Cloud from the sky! Dummy! It's the Cloud from Final Fantasy 7. He'll feel a mysterious power and go away to Zarghidas Trade City. Well, I guess you should go there.

CLOUD 6

Battle: Zarghidas Trade City

Objective: Save Cloud!

Enemy Units:

Monk x1, Thief x2, Squire x3

Cloud will meet up with Aeris the flower girl, and declines for a flower. As he leaves, some punks come out of nowhere and start to harass Aeris, to get the money Aeris owes them. Cloud comes back and attacks the monk. Aeris leaves, and then Cloud gets a headache when you arrive. Now, it's fight time! Your mission is to protect Cloud. Although he starts at level 1 and does not have any weapons, the enemies will usually leave Cloud alone and go after you. This battle is pretty easy! Not much to say.

Now that you have Cloud in your party, you'll need to give him a sword. Not just any sword though, the sword he needs to activate his Limit skills will be a Materia Blade. It is found at Bervenian Volcano, at the peak of the volcano. You need a Move-Find Item user, and the user of it must have a Jump of 4, and probably a big monster in case you need to use the Trick of the Huge trick. Once you have his Materia Blade, congratulations, you have finished the quest for Cloud Strife!!!

C. t h e d e e p d u n g e o n

Ah, yes. The deep dungeon. It is a warrior's true training place. You can get some rare, ultimate items. Better yet, you can get the strongest weapon here, THE CHAOS BLADE!!! Chaos Blade + Two Swords + Excalibur = Haste, Regen, Can Petrify, Attack Twice, First hit usually kills! Damn powerful! You can also get some nice armor, like the Grand Helmet, the Maximillian, and the Robe of Lords. How to use the coordinates:

To access the Deep Dungeon, you need to have beaten the battles in Murond Holy Place. This will include in order St. Murond Temple, Hall of St. Murond Temple, and Chapel of St. Murond Temple. These three battles occur in the same battle set. After beating those three battles, head to Warjilis Trade City. You will then see a scene where Ramza enters a bar, and overhears some guys in the bar about a dark place where treasures and traps are found. Yep. They're talking about the Deep Dungeon. And a priest and a knight arguing about who did better in the proposition they were working on. After the scene, a path to the Deep Dungeon awaits you.

When you first start any battle in any level of the Deep Dungeon, rotate the camera so that your people are facing southwest (down left corner). Now, once you do that, use coordinates. You know what are coordinates, right? Well, if not, at least the X or Y axis? X axis goes across, and Y axis goes up. Pretend the X axis goes down right in the battlefield, and the Y axis goes up right. Note that if you step on an item panel when you have already gotten the item, or if you step on a panel where an item is, but you do not have Move-Find Item, you activate a trap!!! The lower your brave is, the better the chances of getting the good item. The bad item is always a Phoenix Down.

To get to the next level of the Deep Dungeon, you need to find the exit. The exit is a panel. You'll have to step onto a lot of panels until you get the right one. However, thanks to Gastrafitis, Notti, King Endymion, and Joseph Artanto, I have listed the coordinates of the exits, along with the treasures. You guys rock! Gotta thank ya, so I gave you some credit!!!

When a crystal from a dead countdown appears in a level of the dungeon, it will light up the level a little. You need four crystals to totally light up the level. Or you can use Teleport and use the blue highlighted panels to see the dungeon.

In Horror, you can sometimes engage in a fight with some ninjas accompanied

with samurais. If you are at level 90+, and every one of your comrades have Catch, they can throw some powerful weapons at you! Even a Masamune and a Javelin II! Told ya you can get the Masamune somewhere else besides from Elmdor. The Masamune makes a rare thrown appearance, though, so it might be frustrating. But eventually one ninja will throw it to you, so be patient.

When you first go to End, you will be given a story battle. Basically you will have to fight a magician named Elidibs who uses an invented Zodiac stone called the Serpentarius stone. Elidibs will transform into Elidibs! No, it's not a misprint. He's the only guy who has no Zodiac demon name. Haha! Oh well. Read 'bout it at End.

It's time now.

Level One: NOGIAS

Exits:

X3, Y9

X6, Y8

X8, Y1

X8, Y3

X9, Y9

Coordinates	Treasure	Trap
X0, Y0	Glacier Gun	Sleeping Gas
X3, Y0	Elixir	Steel Needle
X5, Y9	Kiyomori	Death Trap
X7, Y2	Blaze Gun	Death Trap

Level Two: TERMINATE

Exits:

X0, Y9

X0, Y0

X1, Y4

X6, Y1

X8, Y0

Coordinates	Treasure	Trap
X2, Y10	Elixir	Degenerator
X6, Y7	Blood Sword	Death Trap
X4, Y0	Elixir	Steel Needle
X0, Y1	Save the Queen	Sleeping Gas

Level Three: DELTA

Exits:

X3, Y11

X7, Y8

X8, Y8

X1, Y1

X8, Y2

Coordinates	Treasure	Trap
X2, Y15	Elixir	Steel Needle
X7, Y9	Yoichi Bow	Sleeping Gas
X1, Y6	Mace of Zeus	Death Trap
X5, Y3	Elixir	Death Trap

Level Four: VALKYRIES

Exits:

X8, Y10

X11, Y3

X13, Y2
X14, Y4
X15, Y6

Coordinates	Treasure	Trap
X3, Y2	Elixir	Death Trap
X11, Y8	Faith Rod	Steel Needle
X10, Y9	Fairy Harp	Death Trap
X10, Y10	Kaiser Plate	Sleeping Gas

Level Five: MLAPAN

Exits:

X3, Y4
X1, Y2
X4, Y2
X6, Y0
X6, Y4

Coordinates	Treasure	Trap
X2, Y8	Excalibur	Death Trap
X6, Y11	Elixir	Death Trap
X0, Y11	Iga Knife	Sleeping Gas
X0, Y0	Elixir	Steel Needle

Level Six: TIGER

Exits:

X5, Y7
X2, Y2
X0, Y0
X1, Y7
X0, Y9

Coordinates	Treasure	Trap
X9, Y9	Secret Clothes	Sleeping Gas
X10, Y9	Elixir	Death Trap
X9, Y8	Cursed Ring	Steel Needle
X10, Y8	Blast Gun	Death Trap

Level Seven: BRIDGE

Exits:

X5, Y6
X4, Y2
X2, Y8
X2, Y13
X0, Y14

Coordinates	Treasure	Trap
X4, Y14	Elixir	Death Trap
X4, Y12	Koga Knife	Death Trap
X4, Y10	Sage Staff	Sleeping Staff
X4, Y4	Elixir	Steel Needle

Level Eight: VOYAGE

Exits:

X10, Y10
X8, Y5
X1, Y10
X1, Y13
X0, Y13

Coordinates	Treasure	Trap
X8, Y6	Perseus Bow	Death Trap
X6, Y7	Robe of Lords	Death Trap
X3, Y8	Ragnarok	Sleeping Gas
X2, Y10	Elixir	Steel Needle

Level Nine: HORROR

Exits:

X2, Y1
X10, Y7
X0, Y8
X0, Y3
X2, Y5

Coordinates	Treasure	Trap
X8, Y4	Grand Helmet	Death Trap
X2, Y0	Maximillian	Sleeping Gas
X8, Y5	Venetian Shield	Death Trap
X1, Y3	Elixir	Steel Needle

ELIDIBS

Battle: END

Objective: Defeat Elidibs!

Enemy Units:

Elidibs (Serpentarius), Apanda x6

Elidibs will be supported by six apandas. This is your chance to learn the ultimate summoner spell, Zodiac! He'll cast it, and if your summoner is hit by it, and at the same time he survives, he'll learn it most of the time! Yahoo! He also has Poison Frog, which is self-explanatory. The apandas can do status inflictions, but all of them are weak to fire, even though the game has no data of it. Elidibs can be stopped! Yup! No kidding, you can freeze him at the tracks and attack him!!!

Coordinates	Treasure
X5, Y12	Chirijiraden
X7, Y12	Elixir
X5, Y10	Elixir
X7, Y10	Chaos Blade

There are no traps in this battlefield. You can go back to End to get the items, but the only time you can get Zodiac is when you fight Elidibs. So be warned.

7. SOME VARIOUS TRICKS

Close-Range Shootin' Cowboy

Did you know you can shoot a crossbow or a gun close range? It does not increase the attack like in Grand Theft Auto 3, but it is fun to try out with. This does not work for bows, because they arc in the air, and crossbows and guns shoot in a straight line. Here is an ASCII art for this trick.

Key:

Y: You

T: Target

X: Where you aim at

Dash (| and _): Panels

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It's something like the above art. You can also aim sideways, but I don't really think you can aim diagonally, or if you have to move one space from the row/column.

Trick of the Huge

Well, it's another trick where I have to use ASCII art. Did you know you can use any huge monster as a platform for a high panel? This is vital for the two special items at Nelveska Temple (read The Quest for Cloud). What you have to do is park your monster at the panel you need to get to. Then, you will need an amount of jump points (you'll need four for getting the items in Nel). Once you do that, consider this. Each huge monster is 3 heights. Now, if done correctly, you can move to the panel when you're near it.

Here's an ASCII art.

Key:

P: Designated Pillar Panel

M: Monster

Dashes: Panels

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If you understand this, you can do it!!! Note this doesn't apply to the very tall cliffs. And, of course, you cannot go all the way to the Eiffel Tower top simply because those monsters aren't tall enough, and of the fact the Eiffel Tower isn't EVEN IN THE GAME!!! Although there is something in the game that resembles the Eiffel Tower a bit.

Duplicating Weapons (from Notti's Deep Dungeon FAQ)

This is a cheat, and if you decide to cheat, you should try not to. What you have to do is to put the weapon you want to duplicate on your right hand (top hand), and a shield on your left hand (bottom hand). Then, you go to a shop which does not have the type of weapon you want to duplicate, but does have shields (i. e. If you want to duplicate a Chirijiraden katana, you go to a shop where it sells no katanas but has shields), and then go to Fitting Room. Choose the person who has equipped the weapon chosen to be duplicated, and then put a shield on his right hand, and then the same shield on the left hand. Then, choose Best Fit. You have duplicated the weapon! If the person you're using the duplicating trick for can't equip a shield, you can use Equip Shield as the support ability, but DON'T USE TWO SWORDS or else the trick won't work.

Wet Poach (also from Notti's FAQ)

This is something to be reckoned with. Did you know that you can poach monsters, and yet at the same time, their corpses will NOT DISAPPEAR! Yup! How do you do this? First, you need a monster that can sink in 2h water. This trick does not work on monsters that can stand on water. Next, you need to get the monster to sink in 2h water. When he goes into 2h water, poach him! You will poach it, and yet, the corpse of the monster will not disappear!

Dead skunks that are poached!

Want High Stats?

Well, want them? Really? Are you sure? Well, you've gotta pay the amount of money you see on the sign. Look, it says 500,000 dollars! Don't have the money? I was just only kidding! This is time-consuming, though. It's like this. First, you level up all the way to 99 with a good class, like a ninja or a knight, then, you level down with a bad class, like a bard, all the way to one using a Degenerator trap. Then, you level up to 99 again with the stat you want. Somewhat like this:

Knight: Physical Attack (PA)

Monk: HP

Summoner: MP

Wizard: Magical Attack (MA)

Ninja: Speed

Bok Bok Bok Bok!!!

If you have gotten your own Chocobo (you can get one at the second battle of Chapter 2), then you can ride on it. What you do is you walk to the panel where your Chocobo is. A few things for you:

1. When on the Chocobo your movement ability is disabled. No Teleport while on the Chocobo. Sucks, huh? Instead, you gain the Chocobo's movement ability.
2. The Chocobo's AT will not appear while an ally is on it.
3. There is a way to crash your game. If you equip a Feather Boots and you have the Fly ability from the Bard or Dancer, use those and ride on the Chocobo. The game will freeze up, but you can rotate the camera. Wheeeeeeeeeeeeeeeeeeeeeeeeeee! What time is it, Donkey Kong? It's time to start over! I don't have bananas!

Braveless and Faithful

Word of warning, not a trick:

If your brave is less than 15, there will be a warning that the braveless will leave. If your brave is less than 3, then you will leave.

If your faith is over 85, there will be a warning that the faithful is about to get kicked out. If your faith is more that 94, then you will leave.

Note: This does not apply to Ramza and guests, but it does apply to special characters not guests.

Learning Abilities Freely and Getting Free Items

When you kill someone, you will notice there is a countdown for the dead person. After the dead guy's countdown gets after zero, he or she will turn into either a crystal (no, it's not for selling), or a treasure box (no, we're not pirates). When you receive the crystal from humans, there's a chance you can get a chance to learn an ability freely. Just choose to learn the ability and then it'll say to choose any one of them. But here's the real deal. You get to learn all of them freely!!! The treasure box contains a random item, usually an equipped one. If Ramza is crystallized or treasure boxed, it's a game over.

Random Battle's Starting Point

When you enter a green dot and are engaged in a battle, you'll notice that your starting panels vary. This is because you entered it from a side. For example, say you enter Bariaus Hill from Zaland Fort City. If you were

engaged in a battle, you'd have panels set up in a rectangle shape. If you entered Bariaus Hill from Lionel Castle and were engaged in a battle, you'd see that your panels will be in a square formation. This is vital for fighting Chapter 4's hardest random battles.

Bow Extending Arrow Shooter

Normally, the range of the bow (not crossbow) is 5. But, have I ever mentioned to you that the bow _arcs_ through the air? Well, there's an advantage to the bow. If you stand on a REALLY tall place with a bow, you can extend the range of the bow. For every 2 height, the range of the bow is added by 1.

8. G L I T C H E S A N D L I T T L E T H I N G S

Thought this game was perfect? Think again! Even this game has glitches. Here are a few glitches I have experienced.

Elmdor Draws it Down

In the battle where you fight Elmdor and his assassins inside of Limberry Castle, try to steal Elmdor's Masamune. (I'm not sure if this glitch works with breaking.) If Elmdor's Masamune was stolen, when Elmdor uses Muramasa or Kikuichimoji, the blade will be drawn to the ground.

Different Muramasa Blade

Also in the Inside of Limberry Castle battle, take a look at the Muramasa Elmdor uses when he draws it out. It will have a 'tube-like' blade. Then, draw out YOUR OWN Muramasa. It will not have the tube-like blade, but instead it will be a bloody blade.

Monster-Screaming Male Knight

In the Underground Cemetery of Limberry Castle battle, kill one of the undead knights. They will scream like they were monsters. Odd, yes?

The 'She-male' Time Mage

Sometimes in Nogias of the Deep Dungeon, you will face a male Time Mage. Now, here's the weird part: Sometimes when you kill him, he will scream like a female's voice! Even weirder, when you invite him, he'll be female in the Formation screen, but male in battles. Very odd...

Hats in Accessory Slots

In the Roof of Riovanes Castle battle, the last battle for Chapter 3, take a look at Celia and Lede's accessory slots. They have ribbons on their accessory slots! The hell?

Cloud's Bio in the Zodiac Brave Story

You may have realized that even when you get Cloud in your party, his biography in the Zodiac Brave Story doesn't appear. If you want to see his bio, save before doing this. Then release Cloud. Yes, you heard me. Release him, and then check out the bio to find Cloud's bio.

If you have glitches to submit, send it to me through e-mail messages at ramzabeoulve259@yahoo.com.

9. C L A S S J O B S

To use this chart:

Range: Range is the distance of an attack. If there is Auto on it, it means that it will be used by itself. If there is Weapon on it, it means the range depends on the weapon. If there is a "4Dir" on it, it means you can perform the attack on four straight lines.

Effect: Effect is the impact area of an attack. If there is an A, it means

that it can hit only on allies, and if there is an E, it means it can hit only on enemies. If there is an All A, it hits all allies, and if there is an All E, it hits all enemies.

Verticality: Verticality is how upper it can go in the impact area.

MP: MP is how much magic power an attack uses.

Speed: Speed is the speed before an attack goes off.

JP: This is how much job points you need to learn the attack.

Also, if there is a 'C' next to an attack, it means it can be calculated. If there is an 'R' next to an attack, it means it can be reflected.

Reaction abilities are where when you are attacked, you are reacting to an attack.

Support abilities are abilities which can support you.

Movement abilities help your movement.

A. g e n e r i c j o b s

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SQUIRE JOB CLASS

Requirements: none

Weaponry: Sword, Knife

Armory: Hat, Clothes

Primary Abilities: Basic Skill

Ability	Range	Effect	Verticality	MP	Speed	JP
Accumulate	Auto	1	-	-	Now	300
Description: PA +1.						
Dash	1	1	1	-	Now	80
Description: Physical attack.						
Throw Stone	4	1	N/A	-	Now	90
Description: Physical attack.						
Heal	1	1	2	-	Now	150
Description: Cancel: Darkness, Silence, Poison.						

Reaction Abilities:

Counter Tackle 180
 Description: When attacked, strikes back with Dash.

Support Abilities:

Equip Axe 170
 Description: Can equip axe regardless of job.

Monster Skill 200
 Description: Allied monster standing to user gains new ability.

Defend 50
 Description: Doubles evasion.

Gained-JP Up 200
 Description: Gains more JP than usual.

Movement Abilities

Move +1 200
 Description: Move points increase by 1.

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CHEMIST JOB CLASS

Requirements: none

Weaponry: Knife, Gun

Armory: Hat, Clothes

Primary Abilities: Item

Ability	Range	Effect	Verticality	MP	Speed	JP
Potion	1	1	-	-	Now	30
Description: Uses Potion.						
Hi-Potion	1	1	-	-	Now	200
Description: Uses Hi-Potion.						
X-Potion	1	1	-	-	Now	300
Description: Uses X-Potion.						
Ether	1	1	-	-	Now	300
Description: Uses Ether.						
Hi-Ether	1	1	-	-	Now	400
Description: Uses Hi Ether.						
Elixir	1	1	-	-	Now	900
Description: Uses Elixir.						
Antidote	1	1	-	-	Now	70
Description: Uses Antidote.						
Eye Drop	1	1	-	-	Now	80
Description: Uses Eye Drop.						
Echo Grass	1	1	-	-	Now	120
Description: Uses Echo Grass.						
Maiden's Kiss	1	1	-	-	Now	200
Description: Uses Maiden's Kiss.						
Soft	1	1	-	-	Now	250
Description: Uses Soft.						
Holy Water	1	1	-	-	Now	400
Description: Uses Holy Water.						
Remedy	1	1	-	-	Now	700
Description: Uses Remedy.						
Phoenix Down	1	1	-	-	Now	90
Description: Uses Phoenix Down.						

Reaction Abilities:

Auto Potion 400
Description: When attacked, uses weakest available type of potion.

Support Abilities:

Equip Change 0
Description: Can change equipment in battle.
Maintenance 250
Description: Equipped items are immune to break and steal.
Throw Item 350
Description: Range of item skills is now 4.

Movement Abilities:

Move-Find Item 150
Description: Can find items in certain panels of a battlefield.

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KNIGHT JOB CLASS

Requirements: Squire level 2

Weaponry: Sword, Knight Sword, Shield

Armory: Helmet, Armor, Robe

Primary Abilities: Battle Skill

Ability	Range	Effect	Verticality	MP	Speed	JP
Head Break	Weapon	1	-	-	Now	300
Description: Breaks target's helmet.						
Armor Break	Weapon	1	-	-	Now	400
Description: Breaks target's armor.						

Shield Break	Weapon	1	-	-	Now	300
Description: Breaks target's shield.						
Weapon Break	Weapon	1	-	-	Now	400
Description: Breaks target's weapon.						
Magic Break	Weapon	1	-	-	Now	250
Description: Diminishes target's MP by half.						
Speed Break	Weapon	1	-	-	Now	250
Description: Lowers target's speed.						
Power Break	Weapon	1	-	-	Now	250
Description: Lowers target's PA.						
Mind Break	Weapon	1	-	-	Now	250
Description: Lowers target's MA.						

Reaction Abilities:

Weapon Guard	200
Description: Uses weapon as shield.	

Support Abilities:

Equip Armor	500
Description: Can equip armor regardless of job.	
Equip Shield	250
Description: Can equip shields regardless of job.	
Equip Sword	400
Description: Can equip swords (but not Knight Swords) regardless of job.	

Movement Abilities:

None

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ARCHER JOB CLASS

Requirements: Squire level 2

Weaponry: Bow, Crossbow, Shield

Armory: Hat, Clothes

Primary Abilities: Charge

Ability	Range	Effect	Verticality	MP	Speed	JP
Charge +1	Weapon	1	-	-	Now	100
Description: Charges attack.						
Charge +2	Weapon	1	-	-	Now	150
Description: Charges attack.						
Charge +3	Weapon	1	-	-	Now	200
Description: Charges attack.						
Charge +4	Weapon	1	-	-	Now	250
Description: Charges attack.						
Charge +5	Weapon	1	-	-	Now	300
Description: Charges attack.						
Charge +7	Weapon	1	-	-	Now	350
Description: Charges attack.						
Charge +8	Weapon	1	-	-	Now	400
Description: Charges attack.						
Charge +10	Weapon	1	-	-	Now	600
Description: Charges attack.						
Charge +20	Weapon	1	-	-	Now	1000
Description: Charges attack.						

Reaction Abilities:

Speed Save	800
Description: When attacked, speed is raised.	
Arrow Guard	450
Description: Doubles evasion against bows and crossbows.	

Support Abilities:

Equip Crossbow 350

Description: Can equip crossbows regardless of job.

Concentrate 400

Description: Has perfect attack rate. (Does not apply for Steal and Battle Skill)

Movement Abilities:

Jump +1 200

Description: Jump points increase by 1.

WIZARD JOB CLASS

Requirements: Chemist level 2

Weaponry: Rod

Armory: Hat, Clothes, Robe

Primary Abilities: Black Magic

Ability	Range	Effect	Verticality	MP	Speed	JP
Fire RC	4	2	1	6	25	50
Description: Fire elemental attack.						
Fire 2 RC	4	2	2	12	20	200
Description: Fire elemental attack.						
Fire 3 RC	4	2	3	24	15	480
Description: Fire elemental attack.						
Fire 4	4	3	3	48	10	850
Description: Fire elemental attack.						
Bolt RC	4	2	1	6	25	50
Description: Lightning elemental attack.						
Bolt 2 RC	4	2	2	12	20	200
Description: Lightning elemental attack.						
Bolt 3 RC	4	2	3	24	15	480
Description: Lightning elemental attack.						
Bolt 4	4	3	3	48	10	850
Description: Lightning elemental attack.						
Ice RC	4	2	1	6	25	50
Description: Ice elemental attack.						
Ice 2 RC	4	2	2	12	20	200
Description: Ice elemental attack.						
Ice 3 RC	4	2	3	24	15	480
Description: Ice elemental attack.						
Ice 4	4	3	3	48	10	850
Description: Ice elemental attack.						
Poison RC	4	2	2	6	34	150
Description: Add: Poison.						
Frog RC	3	1	-	12	20	500
Description: Add: Frog						
Death RC	4	1	-	24	10	600
Description: Add: Instant death.						
Flare RC	5	1	-	60	15	900
Description: Magic attack. (NOT fire elemental.)						

Reaction Abilities:

Counter Magic 800

Description: When attacked by magic attack, counters it back with same attack.

Support Abilities:

Magic Attack UP 400

Description: Increases magic attack.

Movement Abilities:

None

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PRIEST JOB CLASS

Requirements: Chemist level 2

Weaponry: Staff

Armory: Hat, Clothes, Robe

Primary Abilities: White Magic

Ability	Range	Effect	Verticality	MP	Speed	JP
Cure RC	4	2	1	6	25	50
Description: Recovers HP.						
Cure 2 RC	4	2	1	10	20	180
Description: Recovers HP.						
Cure 3 RC	4	2	2	16	15	400
Description: Recovers HP.						
Cure 4	4	2	3	20	10	700
Description: Recovers HP.						
Raise RC	4	1	-	10	25	180
Description: Revives dead character.						
Raise 2 RC	4	1	-	20	10	500
Description: Revives dead character.						
Reraise RC	3	1	-	16	15	800
Description: Add: Reraise.						
Regen RC	3	2	0	8	25	300
Description: Add: Regen.						
Protect RC	3	2	0	6	25	70
Description: Add: Protect.						
Protect 2	3	2	3	24	15	500
Description: Add: Protect.						
Shell RC	3	2	0	6	25	70
Description: Add: Shell.						
Shell 2	3	2	3	24	15	500
Description: Add: Shell.						
Wall RC	3	1	-	24	25	380
Description: Add: Protect, Shell.						
Esuna RC	3	2	2	18	34	280
Description: Cancel: Some abnormal statuses.						
Holy RC	5	1	-	56	17	600
Description: Holy elemental attack.						

Reaction Abilities:

Regenerator 400

Description: When attacked, you gain Regen.

Support Abilities:

Magic Defend UP 400

Description: Increases magic defense.

Movement Abilities:

None

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MONK JOB CLASS

Requirements: Knight level 2

Weaponry: None

Armory: Clothes

Primary Abilities: Punch Art

Ability	Range	Effect	Verticality	MP	Speed	JP
Spin Fist	Auto	2	0	-	Now	150
Description: Physical attack.						
Repeating Fist	1	1	1	-	Now	300
Description: Physical attack.						
Wave Fist	3	1	-	-	Now	300
Description: Physical attack.						
Earth Slash	4Dir	8	2	-	Now	600
Description: Earth elemental attack.						
Secret Fist	1	1	0	-	Now	300
Description: Add: Death Sentence.						
Stigma Magic	Auto	2	0	-	Now	200
Description: Cancel: Most abnormal statuses.						
Chakra	Auto	2	0	-	Now	350
Description: Recovers HP.						
Revive	1	1	0	-	Now	500
Description: Revives dead character.						

Reaction Abilities:

HP Restore						500
Description: When critical, all HP is recovered.						
Counter						300
Description: When attacked, attacks back.						
Hamedo						1200
Description: Attacks before being attacked. Works only on humans.						

Support Abilities:

Martial Arts						200
Description: Gains an increased strength on using bare hands.						

Movement Abilities:

Move-HP Up						300
Description: HP is recovered for each movement.						



THIEF JOB CLASS

Requirements: Archer level 2

Weaponry: Knife

Armory: Hat, Clothes

Primary Abilities: Steal

Ability	Range	Effect	Verticality	MP	Speed	JP
Gil Taking	1	1	1	-	Now	10
Description: Steals gil from target.						
Steal Heart	3	1	-	-	Now	150
Description: Add: Charm. Target must be of opposite sex from user to work.						
Steal Helmet	1	1	1	-	Now	350
Description: Steals target's helmet.						
Steal Armor	1	1	1	-	Now	450
Description: Steals target's armor.						
Steal Shield	1	1	1	-	Now	350
Description: Steals target's shield.						
Steal Weapon	1	1	1	-	Now	600
Description: Steals target's weapon.						
Steal Accessory	1	1	1	-	Now	500
Description: Steals target's accessory.						
Steal Exp.	1	1	1	-	Now	250
Description: Steals target's experience points.						

Reaction Abilities:

Caution 200
 Description: When attacked, you gain the "Defend" status.
 Gilgame Heart 200
 Description: When attacked, you get gil. Gil amount = amount of damage
 Catch 200
 Description: Catches thrown items.

Support Abilities:

Secret Hunt 200
 Description: Can poach monsters with this.

Movement Abilities:

Move +2 520
 Description: Move points increase by 2.
 Jump +2 480
 Description: Jump points increase by 2.

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TIME MAGE JOB CLASS

Requirements: Wizard level 2

Weaponry: Staff

Armory: Hat, Clothes, Robe

Primary Abilities: Time Magic

Ability	Range	Effect	Verticality	MP	Speed	JP
Haste RC	3	2	0	8	50	100
Description: Add: Haste.						
Haste 2	3	2	3	30	15	550
Description: Add: Haste.						
Slow RC	3	2	0	8	50	80
Description: Add: Slow.						
Slow 2	3	2	3	30	15	520
Description: Add: Slow.						
Stop RC	3	2	0	14	15	330
Description: Add: Stop.						
Don't Move RC	3	2	1	10	34	100
Description: Add: Don't Move.						
Float RC	4	2	1	8	50	200
Description: Add: Float.						
Reflect RC	4	1	-	12	50	300
Description: Add: Reflect.						
Quick R	4	1	-	24	25	800
Description: Add: Quick.						
Demi RC	4	2	1	24	17	250
Description: Magic attack.						
Demi 2 RC	4	2	3	50	12	550
Description: Magic attack.						
Meteor	4	4	3	70	8	1500
Description: Magic attack.						

Reaction Abilities:

Critical Quick 700
 Description: When critical, you gain the "Quick" status.
 MP Switch 400
 Description: When attacked, MP is lost instead of HP.

Support Abilities:

Short Charge 800
 Description: Shortens charge of most attacks.

Movement Abilities:

Teleport 600

Description: Teleports through obstacles and such.

Float 540

Description: Floats above ground 1 height.

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ORACLE JOB CLASS

Requirements: Priest level 2

Weaponry: Stick, Staff

Armory: Hat, Clothes, Robe

Primary Abilities: Ying-Yang Magic

Ability	Range	Effect	Verticality	MP	Speed	JP
Blind RC	4	2	1	4	50	100
Description: Add: Blind.						
Spell Absorb	4	1	-	2	50	200
Description: Drains MP.						
Life Drain	4	1	-	16	50	350
Description: Drains HP.						
Pray Faith RC	4	1	-	6	25	400
Description: Add: Faith.						
Doubt Faith RC	4	1	-	6	25	400
Description: Add: Innocent.						
Zombie RC	4	1	-	20	20	300
Description: Add: Undead.						
Silence Song RC	4	2	1	16	34	170
Description: Add: Silence.						
Blind Rage RC	4	1	-	16	20	400
Description: Add: Berserk.						
Foxbird RC	4	1	-	20	25	200
Description: Lowers brave by 30.						
Confusion Song RC	4	1	-	20	20	400
Description: Add: Confusion.						
Dispel Magic C	4	1	-	34	34	700
Description: Cancel: positive statuses.						
Paralyze RC	4	2	0	10	20	100
Description: Add: Paralyze.						
Sleep	4	2	1	24	17	350
Description: Add: Sleep.						
Petrify	4	1	-	16	12	580
Description: Add: Petrify.						

Reaction Abilities:

Absorb Used MP 250

Description: Absorbs used MP from magic when attacked by magic.

Support Abilities:

Defense UP 400

Description: Physical defense is increased.

Movement Abilities:

Any Weather 200

Description: Ignores weather effects on magic.

Move-MP Up 350

Description: MP is restored for each movement.

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GEOMANCER JOB CLASS

Requirements: Monk level 3

Weaponry: Sword, Axe, Shield

Armory: Hat, Clothes, Robe

Primary Ability: Elemental

Ability	Range	Effect	Verticality	MP	Speed	JP
Pitfall	5	2	0	-	Now	150
Description: Magic attack. Add: Don't Move.						
Water Ball	5	2	0	-	Now	150
Description: Water elemental attack. Add: Frog.						
Hell Ivy	5	2	0	-	Now	150
Description: Magic attack. Add: Stop.						
Carve Model	5	2	0	-	Now	150
Description: Magic attack. Add: Petrify.						
Local Quake	5	2	0	-	Now	150
Description: Earth elemental attack. Add: Confusion.						
Kamaitachi	5	2	0	-	Now	150
Description: Wind elemental attack. Add: Don't Act.						
Demon Fire	5	2	0	-	Now	150
Description: Fire elemental attack. Add: Sleep.						
Quicksand	5	2	0	-	Now	150
Description: Water elemental attack. Add: Death Sentence.						
Sand Storm	5	2	0	-	Now	150
Description: Wind elemental attack. Add: Darkness.						
Blizzard	5	2	0	-	Now	150
Description: Ice elemental attack. Add: Silence.						
Gusty Wind	5	2	0	-	Now	150
Description: Wind elemental attack. Add: Slow.						
Lava Ball	5	2	0	-	Now	150
Description: Fire elemental attack. Add: Instant Death.						

Reaction Abilities:

Counter Flood 400
 Description: When attacked, uses Elemental.

Support Abilities:

Attack UP 400
 Description: Physical attack is increased.

Movement Abilities:

Any Ground 220
 Description: Can move easily through terrain like water, etc.
 Move on Lava 150
 Description: Can move on lava.



LANCER JOB CLASS

Requirements: Thief level 3

Weaponry: Spear, Shield

Armory: Helmet, Armor

Primary Abilities: Jump

Ability	Range	Effect	Verticality	MP	Speed	JP
Level Jump 2	2	1	0	-	-	150
Description: Can jump 2 panels horizontally.						
Level Jump 3	3	1	0	-	-	300
Description: Can jump 3 panels horizontally.						
Level Jump 4	4	1	0	-	-	450
Description: Can jump 4 panels horizontally.						
Level Jump 5	5	1	0	-	-	600

Description: Can jump 5 panels horizontally.						
Level Jump 8	8	1	0	-	-	900
Description: Can jump 8 panels horizontally.						
Vertical Jump 2	0	1	2	-	-	100
Description: Can jump 2 panels vertically.						
Vertical Jump 3	0	1	3	-	-	200
Description: Can jump 3 panels vertically.						
Vertical Jump 4	0	1	4	-	-	300
Description: Can jump 4 panels vertically.						
Vertical Jump 5	0	1	5	-	-	400
Description: Can jump 5 panels vertically.						
Vertical Jump 6	0	1	6	-	-	500
Description: Can jump 6 panels vertically.						
Vertical Jump 7	0	1	7	-	-	600
Description: Can jump 7 panels vertically.						
Vertical Jump 8	0	1	8	-	-	900
Description: Can jump 8 panels vertically.						

Reaction Abilities:

Dragon Spirit						560
Description: When attacked, you gain the Reraise status.						

Support Abilities:

Equip Spear						400
Description: Can equip spears regardless of job.						

Movement Abilities:

Ignore Height						700
Description: Ignores jump points.						

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SUMMONER JOB CLASS

Requirements: Time Mage level 2

Weaponry: Rod, Staff

Armory: Hat, Clothes, Robe

Primary Abilities: Summon Magic

Ability	Range	Effect	Verticality	MP	Speed	JP
Moogles	4	3A	2	8	34	110
Description: Recovers HP.						
Shiva	4	3E	2	24	15	200
Description: Ice elemental attack.						
Ramuh	4	3E	2	24	15	200
Description: Lightning elemental attack.						
Ifrit	4	3E	2	24	15	200
Description: Fire elemental attack.						
Titan	4	3E	2	30	8	220
Description: Earth elemental attack.						
Golem	All A	-	-	40	34	500
Description: Takes damage.						
Carbunkle	4	3A	2	30	25	300
Description: Add: Reflect.						
Bahamut	4	4E	3	60	10	1200
Description: Magic attack.						
Odin	4	4E	3	50	12	900
Description: Magic attack.						
Leviathan	4	4E	3	48	12	850
Description: Water elemental attack.						
Salamander	4	3E	2	48	12	820
Description: Fire elemental attack.						

Silf	4	3E	2	26	20	400
Description: Add: Silence.						
Fairy	4	3A	2	28	25	400
Description: Recovers HP.						
Lich	4	3E	2	40	12	600
Description: Darkness elemental attack.						
Cyclops	4	3E	2	62	12	1000
Description: Magic attack.						
Zodiac	4	4E	3	99	10	Get hit
Description: Magic attack.						

Reaction Abilities:

MP Restore	400
Description: When critical, all MP is restored.	

Support Abilities:

Half of MP	900
Description: Halves the MP cost of attacks.	

Movement Abilities:

None

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MEDIATOR JOB CLASS

Requirements: Oracle level 2

Weaponry: Knife, Gun

Armory: Hat, Clothes, Robe

Primary Abilities: Talk Skill

Ability	Range	Effect	Verticality	MP	Speed	JP
Invitation	3	1	3	-	Now	100
Description: Add: Invite.						
Persuade	3	1	3	-	Now	100
Description: Target's CT resets to zero.						
Praise	3	1	3	-	Now	200
Description: Target's brave +4.						
Threaten	3	1	3	-	Now	200
Description: Target's brave -20.						
Preach	3	1	3	-	Now	200
Description: Target's faith +4.						
Solution	3	1	3	-	Now	200
Description: Target's faith -20.						
Death Sentence	3	1	3	-	Now	500
Description: Add: Death Sentence.						
Negotiate	3	1	3	-	Now	100
Description: Steals gil from target.						
Insult	3	1	3	-	Now	300
Description: Add: Berserk.						
Mimic Daravon	3	2	3	-	Now	300
Description: Add: Sleep.						

Reaction Abilities:

Finger Guard	300
Description: Talk Skill will not affect user.	

Support Abilities:

Equip Gun	750
Description: Can equip guns regardless of job.	
Train	450
Description: When target monster is at critical state, it is invited.	

Monster Talk

100

Description: Can use Talk Skill on monsters even if you're not a mediator.

Movement Abilities:

None

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NINJA JOB CLASS

Requirements: Archer level 3, Thief level 4, Geomancer level 2

Weaponry: Knife, Ninja Sword, Hammer

Armory: Hat, Clothes

Primary Abilities: Throw

Ability	Range	Effect	Verticality	MP	Speed	JP
Shuriken	-	-	-	-	Now	50
Description: Throws shurikens.						
Ball	-	-	-	-	Now	70
Description: Throws balls.						
Knife	-	-	-	-	Now	100
Description: Throws knives.						
Sword	-	-	-	-	Now	100
Description: Throws swords.						
Hammer	-	-	-	-	Now	100
Description: Throws hammers.						
Katana	-	-	-	-	Now	100
Description: Throws katanas.						
Ninja Sword	-	-	-	-	Now	100
Description: Throws ninja swords.						
Axe	-	-	-	-	Now	120
Description: Throws axes.						
Spear	-	-	-	-	Now	100
Description: Throws spears.						
Stick	-	-	-	-	Now	100
Description: Throws sticks.						
Knight Swords	-	-	-	-	Now	100
Description: Throws knight swords.						
Dictionary	-	-	-	-	Now	100
Description: Throws dictionaries.						

Reaction Abilities:

Sunken State	900
Description: When attacked, you gain the Transparent status.	
Abandon	400
Description: Doubles evasion of mantles, shields, etc.	

Support Abilities:

Two Swords	900
Description: Can equip two weapons.	

Movement Abilities:

Move in Water	420
Description: When you move onto water, there is no water penalty.	

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SAMURAI JOB CLASS

Requirements: Knight level 3, Monk level 4, Lancer level 2

Weaponry: Katana

Armory: Helmet, Armor, Robe

Primary Abilities: Draw Out

Ability	Range	Effect	Verticality	MP	Speed	JP
Asura	Auto	3E	3	-	Now	100
Description: Magic attack.						
Koutetsu	Auto	3E	3	-	Now	180
Description: Magic attack.						
Bizen Boat	Auto	3E	3	-	Now	260
Description: Damages target's MP.						
Murasame	Auto	3A	3	-	Now	340
Description: Restores HP.						
Heaven's Cloud	Auto	3E	3	-	Now	420
Description: Magic attack, Add: Slow.						
Kiyomori	Auto	3A	3	-	Now	500
Description: Add: Protect, Shell.						
Muramasa	Auto	3E	3	-	Now	580
Description: Magic attack.						
Kikuichimoji	4Dir	8E	3	-	Now	660
Description: Magic attack.						
Masamune	Auto	3A	3	-	Now	740
Description: Add: Haste, Regen.						
Chirijiraden	Auto	3E	3	-	Now	820
Description: Magic attack.						

Reaction Abilities:

Meatbone Slash	200
Description: When critical, counter attacks where damage equals user's max HP.	
Blade Grasp	700
Description: Brave points become evasion.	

Support Abilities:

Equip Knife	400
Description: Can equip katanas regardless of job.	
Two Hands	900
Description: Uses one weapon in both hands to dish out more damage.	

Movement Abilities:

Walk on Water	300
Description: When you walk on water, it is like as if it were land.	

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CALCULATOR JOB CLASS

Requirements: Priest level 4, Wizard level 4, Time Mage level 3, Oracle level 3

Weaponry: Stick, Dictionary

Armory: Hat, Clothes, Robe

Primary Abilities: Math Skill

Ability	Range	Effect	Verticality	MP	Speed	JP
CT	-	-	-	-	-	250
Description: Calculate CT.						
Level	-	-	-	-	-	350
Description: Calculate level.						
Exp	-	-	-	-	-	200
Description: Calculate experience points.						
Height	-	-	-	-	-	250
Description: Calculate height.						
Prime Number	-	-	-	-	-	300
Description: Calculate by prime numbers (any number divisible by 1 or itself).						
5	-	-	-	-	-	200
Description: Calculate by multiples of 5.						
4	-	-	-	-	-	400

Description: Calculate by multiples of 4.
3 - - - - - 600

Description: Calculate by multiples of 3.

Reaction Abilities:

Distribute 200
Description: When healed, distributes HP to allies. Cannot heal him/herself.
Damage Split 300
Description: When attacked, attacks enemy with half damage of taken damage.

Support Abilities:

Gained-EXP Up 350
Description: Gains more experience points than usual.

Movement Abilities:

Move-Get EXP 400
Description: Gains experience points for each movement.
Move-Get JP 360
Description: Gains job points for each movement.

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BARD JOB CLASS

Requirements: Summoner level 4, Mediator level 4

Weaponry: Musical Instrument

Armory: Hat, Clothes, Robe

Ability	Range	Effect	Verticality	MP	Speed	JP
Angel Song	-	All A	-	-	17	100
Description: Restores MP.						
Life Song	-	All A	-	-	17	100
Description: Restores HP.						
Cheer Song	-	All A	-	-	13	100
Description: Raises speed.						
Battle Song	-	All A	-	-	13	100
Description: Raises PA.						
Magic Song	-	All A	-	-	10	100
Description: Raises MA.						
Nameless Song	-	All A	-	-	10	100
Description: Add: Reraise, Regen, Protect, Shell, Haste.						
Last Song	-	All A	-	-	5	100
Description: Raises CT to 100.						

Reaction Abilities:

MA Save 450
Description: When attacked, MA is raised.
Face Up 500
Description: When attacked, faith points are raised.

Support Abilities:

None

Movement Abilities:

Move +3 1000
Description: Move points increase by 3.
Fly 1200
Description: Can fly through people and obstacles.

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DANCER JOB CLASS

Requirements: Geomancer level 4, Lancer level 4

Weaponry: Cloth, Knife

Armory: Hat, Clothes, Robe

Ability	Range	Effect	Verticality	MP	Speed	JP
Witch Hunt	-	All E	-	-	17	100
Description: Damages MP.						
Wiznaibus	-	All E	-	-	17	100
Description: Damages HP.						
Slow Dance	-	All E	-	-	13	100
Description: Lowers speed.						
Polka Polka	-	All E	-	-	13	100
Description: Lowers PA.						
Disillusion	-	All E	-	-	10	100
Description: Lowers MA.						
Nameless Dance	-	All E	-	-	10	100
Description: Add: various abnormal statuses.						
Last Dance	-	All E	-	-	5	100
Description: Lowers CT to zero.						

Reaction Abilities:

A Save						550
Description: When attacked, PA is raised.						
Brave Up						500
Description: When attacked, brave points are raised.						

Support Abilities:

None

Movement Abilities:

Jump +3						1000
Description: Jump points increase by 3.						
Fly						1200
Description: Can fly through people and obstacles.						

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MIME JOB CLASS

Requirements: Squire level 8, Chemist level 8, Geomancer level 4, Lancer level 4, Summoner level 4, Mediator level 4

Weaponry: None

Armory: None

Primary Abilities: Mime

The mime has no abilities. Instead, it mimics allies.

B. s p e c i a l j o b s

All special jobs except Reis (as a Holy Dragon), Worker 8, Byblos, and Zalbag have the same reaction, support, and movement abilities of a squire.

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Ramza

Class: Squire

Weaponry: Sword, Knight Sword, Knife, Shield, Hammer

Armory: Hat, Helmet, Clothes, Armor, Robe

Primary Abilities: Guts

Ability	Range	Effect	Verticality	MP	Speed	JP
Accumulate	Auto	1	-	-	Now	300
Description: PA +1.						
Dash	1	1	1	-	Now	80
Description: Physical attack.						

Throw Stone	4	1	N/A	-	Now	90
Description: Physical attack.						
Heal	1	1	2	-	Now	150
Description: Heals: Darkness, Silence, Poison.						
Yell	3	1	-	-	Now	200
Description: Speed +1.						
Wish	1	1	3	-	Now	0
Description: Recovers target's HP, lose half HP of healed HP.						
Cheer Up	3	1	-	-	Now	200
Description: Raises brave by 5 points.						
Scream	Auto	1	-	-	Now	500
Description: PA +1, MA +1, Speed +1, Brave +10.						
Ultima	4	2	1	10	20	Get hit
Description: Magic attack.						

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Delita

Class: Squire

Weaponry: Sword, Knife

Armory: Hat, Clothes

Primary Abilities: Basic Skill

Ability	Range	Effect	Verticality	MP	Speed	JP
Accumulate	Auto	1	-	-	Now	300
Description: PA +1.						
Dash	1	1	1	-	Now	80
Description: Physical attack.						
Throw Stone	4	1	N/A	-	Now	90
Description: Physical attack.						
Heal	1	1	2	-	Now	150
Description: Heals: Darkness, Silence, Poison.						

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Albus

Class: Squire

Weaponry: Sword, Knife

Armory: Hat, Clothes

Primary Abilities: Basic Skill

Ability	Range	Effect	Verticality	MP	Speed	JP
Accumulate	Auto	1	-	-	Now	300
Description: PA +1.						
Dash	1	1	1	-	Now	80
Description: Physical attack.						
Throw Stone	4	1	N/A	-	Now	90
Description: Physical attack.						
Heal	1	1	2	-	Now	150
Description: Heals: Darkness, Silence, Poison.						
Head Break	Weapon	1	-	-	Now	300
Description: Breaks target's headgear.						
Armor Break	Weapon	1	-	-	Now	400
Description: Breaks target's bodygear.						

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Agrias

Class: Holy Knight

Weaponry: Sword, Knight Sword, Shield

Armory: Helmet, Armor, Robe

Primary Abilities: Holy Sword (must equip Sword or Knight Sword)

Ability	Range	Effect	Verticality	MP	Speed	JP
Stasis Sword	2	2	0	-	Now	100
Description: Magic attack. Add: Stop. NOT Holy elemental.						
Split Punch	3	1	2	-	Now	400
Description: Magic attack. Add: Death Sentence. NOT Holy elemental.						
Crush Punch	3	1	1	-	Now	500
Description: Magic attack. Add: instant death. NOT Holy elemental.						
Lightning Stab	3	2	1	-	Now	700
Description: Magic attack. Add: Silence. NOT Lightning elemental.						
Holy Explosion	4Dir	5	2	-	Now	800
Description: Magic attack. Add: Confusion. NOT Holy elemental.						

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Gafgarion

Class: Dark Knight

Weaponry: Sword, Shield

Armory: Helmet, Armor, Robe

Primary Abilities: Dark Sword (must equip Sword or Knight Sword)

Ability	Range	Effect	Verticality	MP	Speed	JP
Night Sword	3	1	-	-	Now	100
Description: Darkness elemental attack. Drains HP.						
Dark Sword	3	1	-	-	Now	500
Description: Darkness elemental attack. Drains MP.						

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Ovelia

Class: Princess

Weaponry: Staff

Armory: Hat, Clothes, Robe

Primary Abilities: Holy Magic

Ability	Range	Effect	Verticality	MP	Speed	JP
MBarrier	3	1	-	30	25	0
Description: Add: Reraise, Regen, Haste, Protect, Shell.						
Deathspell 2	4	1	-	20	25	0
Description: Cancel: most abnormal statuses.						

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Mustadio

Class: Engineer

Weaponry: Gun

Armory: Hat, Clothes, Robe

Ability	Range	Effect	Verticality	MP	Speed	JP
Leg Aim	Weapon	1	-	-	Now	200
Description: Add: Don't Move.						
Arm Aim	Weapon	1	-	-	Now	300
Description: Add: Don't Act.						
Seal Evil	Weapon	1	-	-	Now	200
Description: Add: Petrify. Only works on undead.						

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Olan

Class: Astrologist

Weaponry: Dictionary

Armory: Hat, Clothes, Robe

Primary Abilities: Starry Heaven

Ability	Range	Effect	Verticality	MP	Speed	JP
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Galaxy Stop	-	All E	-	-	20	0
Description: Add: Don't Move, Don't Act, Stop.						
Accumulate	Auto	1	-	-	Now	300
Description: PA +1.						
Dash	1	1	1	-	Now	80
Description: Physical attack.						
Throw Stone	4	1	N/A	-	Now	90
Description: Physical attack.						
Heal	1	1	2	-	Now	150
Description: Heals: Darkness, Silence, Poison.						

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Alma

Class: Cleric

Weaponry: Staff

Armory: Hat, Clothes, Robe

Primary Abilities: Holy Magic

Ability	Range	Effect	Verticality	MP	Speed	JP
MBarrier	3	1	-	30	25	0
Description: Add: Reraise, Regen, Haste, Protect, Shell.						
Deathspell 2	4	1	-	20	25	0
Description: Cancel: most abnormal statuses.						
Wish	1	1	3	-	Now	0
Description: Recovers target's HP, lose half HP of healed HP.						
Ultima	4	2	1	10	20	Get hit
Description: Magic attack.						

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Rafa

Class: Heaven Knight

Weaponry: Stick, Staff

Armory: Hat, Clothes, Robe

Primary Abilities: Truth

Ability	Range	Effect	Verticality	MP	Speed	JP
Heaven Thunder	4	2	3	-	34	0
Description: Lightning elemental attack.						
Asura	4	2	3	-	25	200
Description: Fire elemental attack.						
Diamond Sword	4	2	3	-	20	300
Description: Wind elemental attack.						
Hydragon Pit	4	2	3	-	17	400
Description: Water elemental attack.						
Space Storage	4	2	3	-	20	500
Description: Magic attack. Add: various abnormal statuses.						
Sky Demon	4	2	3	-	15	600
Description: Earth elemental attack.						

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Malak

Class: Hell Knight

Weaponry: Stick, Staff

Armory: Hat, Clothes, Robe

Primary Abilities: Untruth

Ability	Range	Effect	Verticality	MP	Speed	JP
Heaven Bltback	4	2	3	-	34	0
Description: Lightning elemental attack.						
Asura Back	4	2	3	-	25	200

Description: Fire elemental attack.
Diamond Sword Back 4 2 3 - 20 300
Description: Wind elemental attack.
Dragon Pit Back 4 2 3 - 17 400
Description: Water elemental attack.
Space Storage Back 4 2 3 - 20 500
Description: Magic attack. Add: various abnormal statuses.
Sky Demon 4 2 3 - 15 600
Description: Earth elemental attack.

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Meliadoul

Class: Divine Knight

Weaponry: Sword, Knight Sword, Crossbow, Spear, Shield

Armory: Helmet, Armor, Robe, Clothes

Primary Abilities: Mighty Sword (must equip Sword or Knight Sword)

Ability	Range	Effect	Verticality	MP	Speed	JP
Shellbust Stab	3	1	-	-	Now	200
Description: Sword attack that does damage and breaks target's body gear.						
Blastar Punch	3	1	-	-	Now	400
Description: Sword attack that does damage and breaks target's head gear.						
Hellcry Punch	3	1	-	-	Now	500
Description: Sword attack that does damage and breaks target's weapon.						
Icewolf Bite	3	1	-	-	Now	800
Description: Sword attack that does damage and breaks target's weapon.						

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Orlandu

Class: Holy Swordsman

Weaponry: Sword, Knight Sword, Katana, Ninja Sword

Armory: Helmet, Armor, Hat, Clothes, Robe

Primary Abilities: All Swordskill (must equip Sword or Knight Sword)

Ability	Range	Effect	Verticality	MP	Speed	JP
Stasis Sword	2	2	0	-	Now	100
Description: Magic attack. Add: Stop. NOT Holy elemental.						
Split Punch	3	1	2	-	Now	400
Description: Magic attack. Add: Death Sentence. NOT Holy elemental.						
Crush Punch	3	1	1	-	Now	500
Description: Magic attack. Add: instant death. NOT Holy elemental.						
Lightning Stab	3	2	1	-	Now	700
Description: Magic attack. Add: Silence. NOT Lightning elemental.						
Holy Explosion	4Dir	5	2	-	Now	800
Description: Magic attack. Add: Confusion. NOT Holy elemental.						
Shellbust Stab	3	1	-	-	Now	200
Description: Sword attack that does damage and breaks target's body gear.						
Blastar Punch	3	1	-	-	Now	400
Description: Sword attack that does damage and breaks target's head gear.						
Hellcry Punch	3	1	-	-	Now	500
Description: Sword attack that does damage and breaks target's weapon.						
Icewolf Bite	3	1	-	-	Now	800
Description: Sword attack that does damage and breaks target's weapon.						
Night Sword	3	1	-	-	Now	100
Description: Darkness elemental attack. Drains HP.						
Dark Sword	3	1	-	-	Now	500
Description: Darkness elemental attack. Drains MP.						

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Class: Arc Knight

Weaponry: Sword, Knight Sword

Armory: Helmet, Armor, Robe

Primary Abilities: Destroy Sword (must equip Sword or Knight Sword)

Ability	Range	Effect	Verticality	MP	Speed	JP
Magic Ruin	4	2	-	20	34	0
Description: Lowers target's MP.						
Speed Ruin	4	2	-	20	34	0
Description: Lowers target's speed.						
Power Ruin	4	2	-	20	34	0
Description: Lowers target's PA.						
Mind Ruin	4	2	-	20	34	0
Description: Lowers target's MA.						

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Beowulf

Class: Temple Knight

Weaponry: Sword, Knight Sword, Knife, Shield

Armory: Helmet, Armor, Robe

Primary Abilities: Magic Sword (must equip Sword or Knight Sword)

Ability	Range	Effect	Verticality	MP	Speed	JP
Blind	4	1	-	6	Now	50
Description: Add: Darkness.						
Aspel	4	1	-	2	Now	100
Description: Drains MP.						
Drain	4	1	-	12	Now	180
Description: Drains HP.						
Faith	4	1	-	10	Now	200
Description: Add: Faith.						
Innocent	4	1	-	10	Now	200
Description: Add: Innocent.						
Zombie	4	1	-	14	Now	150
Description: Add: Undead.						
Silence	4	1	-	16	Now	90
Description: Add: Silence.						
Berserk	4	1	-	16	Now	200
Description: Add: Berserk.						
Chicken	4	1	-	12	Now	500
Description: Lowers target's brave by 50 points.						
Confuse	4	1	-	14	Now	200
Description: Add: Confusion.						
Despair	4	1	-	20	Now	300
Description: Cancels positive statuses.						
Don't Act	4	1	-	14	Now	50
Description: Add: Don't Act.						
Sleep	4	1	-	20	Now	170
Description: Add: Sleep.						
Break	4	1	-	24	Now	300
Description: Add: Petrify.						
Shock!	8	1	-	20	Now	600
Description: Damage user has taken = damage.						

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Reis

Class: Holy Dragon

Weaponry: none

Armory: none

Primary Abilities: Breath

Ability	Range	Effect	Verticality	MP	Speed	JP
Ice Bracelet	2	1	-	-	Now	0
Description: Ice elemental attack.						
Fire Bracelet	2	1	-	-	Now	0
Description: Fire elemental attack.						
Thunder Bracelet	2	1	-	-	Now	0
Description: Lightning elemental attack.						

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Reis

Class: Dragoner

Weaponry: none

Armory: none

Primary Abilities: Dragon (Dragon abilities only work on dragons and hydras)

Ability	Range	Effect	Verticality	MP	Speed	JP
Ice Bracelet	2	1	-	-	Now	0
Description: Ice elemental attack.						
Fire Bracelet	2	1	-	-	Now	0
Description: Fire elemental attack.						
Thunder Bracelet	2	1	-	-	Now	0
Description: Lightning elemental attack.						
Dragon Tame	2	1	2	-	Now	300
Description: Add: Invite.						
Dragon Care	2	1	2	-	Now	300
Description: Restores target's HP by losing some HP and heals abnormal statuses.						
Dragon Power Up	2	1	2	-	Now	400
Description: Raises target's brave, speed, PA, and MA.						
Dragon Level Up	2	1	2	-	Now	400
Description: Add: Quick.						
Holy Bracelet	4	3	3	-	Now	900
Description: Holy elemental attack.						

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Worker 8

Class: Steel Giant

Weaponry: none

Armory: none

Primary Abilities: Work

Ability	Range	Effect	Verticality	MP	Speed	JP
Destroy	1	1	2	-	Now	0
Description: Physical attack.						
Compress	1	1	2	-	Now	0
Description: Physical attack. Add: Instant death.						
Dispose	8	1	-	-	Now	0
Description: Physical attack.						
Crush	1	1	0	-	Now	0
Description: Physical attack.						

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Byblos

Class: Byblos

Weaponry: none

Armory: none

Primary Abilities: Byblos

Ability	Range	Effect	Verticality	MP	Speed	JP
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Energy	4	1	-	-	Now	0
Description: Recovers HP, user loses half of recovered HP.						
Parasite	4	1	-	-	Now	0
Description: Add: various abnormal statuses.						
Shock	5	1	3	-	Now	0
Description: Damage user has taken = damage.						
Difference	5	1	3	-	Now	0
Description: Target's MP total = damage.						

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Cloud

Class: Soldier

Weaponry: Sword

Armory: Hat, Ribbon, Clothes

Primary Abilities: Limit

Ability	Range	Effect	Verticality	MP	Speed	JP
Braver	2	1	-	-	34	150
Description: Physical attack.						
Cross Slash	2	2	0	-	25	200
Description: Magic attack.						
Blade Beam	2	1	-	-	20	250
Description: Damage user has taken = damage.						
Climhazzard	2	1	-	-	15	450
Description: Damage target has taken = damage.						
Meteorain	3	3	0	-	10	580
Description: Magic attack.						
Finish Touch	3	2	0	-	20	670
Description: Add: Dead, Petrify, Stop.						
Omnislash	3	3	0	-	7	900
Description: Magic attack.						
Cherry Blossom	3	3	0	-	5	1200
Description: Magic attack.						

C. m o n s t e r j o b s

Monster jobs are a completely different adventure. They don't learn new attacks. They don't gain job points. Their reaction abilities are always Counter. Each monster usually has some traits, which I'm going to list under the monster's name. However, each monster has 1 hidden ability that you can use. To use the hidden ability you need to have someone with the Squire support ability Monster Skill. Then the monster skill user must stand right next to an ally monster. Then you can use the monster's hidden ability, but only when you stand next to him/her. Hidden abilities will be marked as asterisks (*).

HYDRA CLASS

Rank 1: Hyudra

Fly, Can't enter Water, Weak: Ice, Wind

Attacks:	Range:	Effect:	Description:
Triple Attack	1	3	Physical attack
Triple Bracelet	2	3	Magic attack

Rank 2: Hydra

Fly, Can't enter Water, Weak: Ice, Wind

Attacks:	Range:	Effect:	Description:
Triple Attack	1	3	Physical attack
Triple Flame	4	2	Fire elemental attack
Triple Thunder	4	2	Lightning elemental attack

Rank 3: Tiamat

Fly, Can't enter Water, Weak: Ice, Wind

Attacks:	Range:	Effect:	Description:
Triple Flame	4	2	Fire elemental attack
Triple Thunder	4	2	Lightning elemental attack
Dark Whisper	4	2	Darkness elemental attack

BEHEMOTH CLASS

Rank 1: Behemoth

Can't enter Water

Attacks:	Range:	Effect:	Description:
Stab Up	1	1	Physical attack
Sudden Cry	1	1	Physical attack, Add: Dead
Giga Flare	4	3	Magic Attack

Rank 2: King Behemoth

Can't enter Water

Attacks:	Range:	Effect:	Description:
Stab Up	1	1	Physical attack
Sudden Cry	1	1	Physical attack, Add: Dead
Hurricane	4	3	Wind elemental attack

Rank 3: Dark Behemoth

Can't enter Water

Attacks:	Range:	Effect:	Description:
Stab Up	1	1	Physical attack
Sudden Cry	1	1	Physical attack, Add: Dead
Ulmaguest	4	3	Damage user has taken = damage

DRAGON CLASS

Rank 1: Dragon

Can't enter Water

Attacks:	Range:	Effect:	Description:
Dash	1	1	Physical attack
Tail Swing	1	1	Physical attack

Rank 2: Blue Dragon

Can't enter Water, Absorbs: Ice

Attacks:	Range:	Effect:	Description:
Dash	1	1	Physical attack
Ice Bracelet	2	1	Ice elemental attack
Thunder Bracelet	2	1	Lightning elemental attack

Rank 3: Red Dragon

Can't enter Water, Absorbs: Fire

Attacks:	Range:	Effect:	Description:
Dash	1	1	Physical attack
Thunder Bracelet	2	1	Lightning elemental attack
Fire Bracelet	2	1	Fire elemental attack

BOAR CLASS

Rank 1: Uribo

Can't enter Water

Attacks:	Range:	Effect:	Description:
Straight Dash	1	1	Physical attack
Oink	1	1	Revives dead character

Rank 2: Porky

Can't enter Water

Attacks:	Range:	Effect:	Description:
Straight Dash	1	1	Physical attack

Pooh-	1	1	Add: Confusion, Sleep
Nose Bracelet	1	1	Add: Charm

Rank 3: Wildbow
Can't enter Water

Attacks:	Range:	Effect:	Description:
Straight Dash	1	1	Physical attack
Nose Bracelet	1	1	Add: Charm
Please Eat	1	1	Target's level +1, user is a crystal

MORBOL CLASS

Rank 1: Morbol

Move on Water, Weak: Ice

Attacks:	Range:	Effect:	Description:
Tentacle	1	1	Physical attack
Goo	1	1	Add: Don't Move
Lick	1	1	Add: Reflect

Rank 2: Ochu

Move on Water, Weak: Ice

Attacks:	Range:	Effect:	Description:
Tentacle	1	1	Physical attack
Lick	1	1	Add: Reflect
Bad Bracelet	4	3	Adds various abnormal statuses

Rank 3: Great Morbol

Move on Water, Weak: Ice

Attacks:	Range:	Effect:	Description:
Tentacle	1	1	Physical attack
Bad Bracelet	4	3	Adds various abnormal statuses
Moldball Virus	1	1	Permanently turns target into Morbol

MINITAURO CLASS

Rank 1: Bull Demon

Can't enter Water, Weak: Water

Attacks:	Range:	Effect:	Description:
Shake Off	1	1	Physical attack
Wave Around	Auto	1	Physical attack

Rank 2: Minitaurus

Can't enter Water, Weak: Water

Attacks:	Range:	Effect:	Description:
Shake Off	1	1	Physical attack
Wave Around	Auto	1	Physical attack
Blow Fire	2	1	Fire elemental attack

Rank 3: Sacred

Can't enter Water, Weak: Water

Attacks:	Range:	Effect:	Description:
Shake Off	1	1	Physical attack
Mimic Titan	Auto	3	Earth elemental attack
Gather Power	Auto	1	PA +1
Blow Fire	2	1	Fire elemental attack

HAWK CLASS

Rank 1: Juravis

Can't enter Water, Fly, Weak: Earth, Half: Wind

Attacks:	Range:	Effect:	Description:
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Scratch Up	1	1	Physical attack
Feather Bomb	3	1	Magic attack

Rank 2: Steel Hawk

Traits: Can't enter Water, Fly, Weak: Earth, Half: Wind

Attacks:	Range:	Effect:	Description:
Scratch Up	1	1	Physical attack
Shine Lover	1	1	Steals money
Beak	1	1	Add: Petrify

Rank 3: Cocatoris

Can't enter Water, Fly, Weak: Earth, Half: Wind

Attacks:	Range:	Effect:	Description:
Scratch Up	1	1	Physical attack
Beak	1	1	Add: Petrify
Feather Bomb	3	1	Magic attack
Beaking	1	1	Lowers target's PA

DRYAD CLASS

Rank 1: Woodman

Can't enter Water, Absorb: Earth, Weak: Fire

Attacks:	Range:	Effect:	Description:
Leaf Dance	Auto	2	Magic attack
Protect Spirit	Auto	2	Add: Protect

Rank 2: Trent

Can't enter Water, Absorb: Earth, Weak: Fire

Attacks:	Range:	Effect:	Description:
Leaf Dance	Auto	2	Magic attack
Spirit of Life	Auto	2	Heals HP
Clam Spirit	Auto	2	Add: Shell

Rank 3: Taiju

Can't enter Water, Absorb: Earth, Weak: Fire

Attacks:	Range:	Effect:	Description:
Leaf Dance	Auto	2	Magic attack
Protect Spirit	Auto	2	Add: Protect
Clam Spirit	Auto	2	Add: Shell

SQUID CLASS

Rank 1: Pisco Demon

Move Underwater, Absorb: Water, Weak: Lightning

Attacks:	Range:	Effect:	Description:
Tentacle	1	1	Physical attack
Black Ink	2	1	Add: Darkness

Rank 2: Squidlarkin

Move Underwater, Absorb: Water, Weak: Lightning

Attacks:	Range:	Effect:	Description:
Tentacle	1	1	Physical attack
Black Ink	2	1	Add: Darkness
Odd Soundwave	Auto	3	Cancel: all positive statuses
Mind Blast	3	2	Add: Confusion, Berserk

Rank 3: Mindflare

Move Underwater, Absorb: Water, Weak: Lightning

Attacks:	Range:	Effect:	Description:
Tentacle	1	1	Physical attack
Black Ink	2	1	Add: Darkness
Mind Blast	3	2	Add: Confusion, Berserk

Level Blast 4 1 Lowers target's level by 1

SKELETON CLASS

Rank 1: Skeleton

Undead, Absorb: Darkness, Weak: Holy, Fire

Attacks:	Range:	Effect:	Description:
Knife Hand	1	1	Physical attack
Thunder Soul	3	1	Lightning elemental attack
Aqua Soul	3	1	Water elemental attack

Rank 2: Bone Snatch

Undead, Absorb: Darkness, Weak: Holy, Fire

Attacks:	Range:	Effect:	Description:
Knife Hand	1	1	Physical attack
Aqua Soul	3	1	Water elemental attack
Ice Soul	3	1	Ice elemental attack

Rank 3: Living Bone

Undead, Absorb: Darkness, Weak: Holy, Fire

Attacks:	Range:	Effect:	Description:
Knife Hand	1	1	Physical attack
Ice Soul	3	1	Ice elemental attack
Wind Soul	3	1	Wind elemental attack

BOMB CLASS

Rank 1: Bomb

Traits: Absorb: Fire, Half: Ice, Weak: Water, Float, Can't enter Water

Attacks:	Range:	Effect:	Description:
Bite	1	1	Physical attack
Self Destruct	Auto	3	Kills user and does damage, Add: Oil
Small Bomb	1	1	Physical attack

Rank 2: Grenade

Absorb: Fire, Half: Ice, Weak: Water, Float, Can't enter Water

Attacks:	Range:	Effect:	Description:
Bite	1	1	Physical attack
Small Bomb	1	1	Physical attack
Self Destruct	Auto	3	Kills user and does damage, Add: Oil
Flame Attack	3	1	Fire elemental attack

Rank 3: Explosive

Absorb: Fire, Half: Ice, Weak: Water, Float, Can't enter Water

Attacks:	Range:	Effect:	Description:
Bite	1	1	Physical attack
Self Destruct	Auto	3	Kills user and does damage, Add: Oil
Spark	Auto	3	Fire elemental attack
Small Bomb	1	1	Physical attack

FLOTIBALL CLASS

Rank 1: Flotiball

Fly, Can't enter Water, Half: Wind, Weakness: Ice

Attacks:	Range:	Effect:	Description:
Wing Attack	1	1	Physical attack
Look of Fright	3	1	Lowers target's brave

Rank 2: Ahriman

Fly, Can't enter Water, Half: Wind, Weakness: Ice

Attacks:	Range:	Effect:	Description:
Wing Attack	1	1	Physical attack
Look of Devil	3	1	Add: various abnormal statuses
Look of Fright	3	1	Lowers target's brave
Death Sentence	3	1	Add: Death Sentence

Rank 3: Plague

Fly, Can't enter Water, Half: Wind, Weakness: Ice

Attacks:	Range:	Effect:	Description:
Wing Attack	1	1	Physical attack
Look of Devil	3	1	Add: various abnormal statuses
Death Sentence	3	1	Add: Death Sentence
Circle	4	1	Lowers MA

GHOST CLASS

Rank 1: Ghoul

Undead, Float, Teleport, Absorb: Darkness, Weak: Fire, Holy, Cannot enter Water

Attacks:	Range:	Effect:	Description:
Throw Spirit	3	1	Magic attack
Sleep Touch	1	1	Add: Sleep
Grease Touch	1	1	Add: Oil

Rank 2: Gust

Undead, Float, Teleport, Absorb: Darkness, Weak: Fire, Holy, Cannot enter Water

Attacks:	Range:	Effect:	Description:
Throw Spirit	3	1	Magic attack
Grease Touch	1	1	Add: Oil
Drain Touch	1	1	Drains HP

Rank 2: Revnant

Undead, Float, Teleport, Absorb: Darkness, Weak: Fire, Holy, Cannot enter Water

Attacks:	Range:	Effect:	Description:
Throw Spirit	3	1	Magic attack
Drain Touch	1	1	Drains HP
Zombie Touch	1	1	Add: Undead.

CHOCOBO CLASS

Rank 1: Chocobo

Walk in Water

Attacks:	Range:	Effect:	Description:
Choco Attack	1	1	Physical attack
Choco Cure	Auto	1	Cures HP.
Choco Esuna	Auto	1	Cancel: abnormal statuses.

Rank 2: Black Chocobo

Walk in Water, Fly

Attacks:	Range:	Effect:	Description:
Choco Attack	1	1	Physical attack
Choco Ball	4	1	Physical attack
Choco Esuna	Auto	2	Cancel: abnormal statuses
Choco Meteor	5	1	Physical attack

Rank 2: Black Chocobo

Walk in Water, Fly

Attacks:	Range:	Effect:	Description:
Choco Attack	1	1	Physical attack
Choco Ball	4	1	Physical attack

Choco Meteor	5	1	Physical attack
Choco Cure	Auto	2	Recovers HP

PANTHER CLASS

Rank 1: Red Panther

Ignore Height, Can't enter Water, Weak: Earth

Attacks:	Range:	Effect:	Description:
Scratch	1	1	Physical attack
Poison Nail	1	1	Add: Poison
Cat Kick	1	1	Physical attack

Rank 2: Cuar

Ignore Height, Can't enter Water, Weak: Earth

Attacks:	Range:	Effect:	Description:
Scratch	1	1	Physical attack
Poison Nail	1	1	Add: Poison
Cat Kick	1	1	Physical attack
Blaster	3	1	Add: Petrify, Stop

Rank 3: Vampire

Ignore Height, Can't enter Water, Weak: Earth

Attacks:	Range:	Effect:	Description:
Scratch	1	1	Physical attack
Cat Kick	1	1	Physical attack
Blaster	3	1	Add: Petrify, Stop
Blood Suck	1	1	Drains HP, Add: Blood Suck

GOBLIN CLASS

Rank 1: Goblin

Weak: Ice

Attacks:	Range:	Effect:	Description:
Tackle	1	1	Physical attack
Eye Gouge	1	1	Add: Darkness
Goblin Punch	1	1	User's taken damage becomes damage

Rank 2: Black Goblin

Weak: Ice

Attacks:	Range:	Effect:	Description:
Tackle	1	1	Physical attack
Turn Punch	Auto	2	Physical attack
Goblin Punch	1	1	User's taken damage becomes damage

Rank 3: Gobbledeguck

Weak: Ice

Attacks:	Range:	Effect:	Description:
Tackle	1	1	Physical attack
Eye Gouge	1	1	Add: Darkness
Goblin Punch	1	1	User's taken damage becomes damage
Mutilate	1	1	Drains HP

10. I T E M S

A. w e a p o n s

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Knight Swords

Equipped by: Knights

Two Swords: Yes Two Hands: Yes

Range: 1

DEFENDER

Attack Power: 16 Weapon Guard Evasion: 60%

Specialty: none

Location: Poach: Trent

SAVE THE QUEEN

Attack Power: 18 Weapon Guard Evasion: 30%

Specialty: Always: Protect

Location: Find: TERMINATE

EXCALIBUR

Attack Power: 21 Weapon Guard Evasion: 35%

Specialty: Always: Haste, Strengthen: Holy, Absorb: Holy

Location: Find: MLAPAN

RAGNAROK

Attack Power: 24 Weapon Guard Evasion: 20%

Specialty: Always: Shell

Location: Find: VOYAGE

CHAOS BLADE

Attack Power: 40 Weapon Guard Evasion: 20%

Specialty: Always: Regen, Add: Petrify

Location: Find: END

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Swords

Equipped by: Squires, Knights, Geomancers

Two Swords: Yes Two Hands: Yes

Range: 1

NAGRAROCK

Attack Power: 1 Weapon Guard Evasion: 50%

Specialty: Add: Frog

Location: Poach: Porky

BROAD SWORD

Attack Power: 4 Weapon Guard Evasion: 5%

Specialty: none

Location: Shop

LONG SWORD

Attack Power: 5 Weapon Guard Evasion: 10%

Specialty: none

Location: Shop

IRON SWORD

Attack Power: 6 Weapon Guard Evasion: 5%

Specialty: none

Location: Shop

MYTHRIL SWORD

Attack Power: 7 Weapon Guard Evasion: 8%

Specialty: none

Location: Shop

CORAL SWORD

Attack Power: 8 Weapon Guard Evasion: 5%
Specialty: Lightning elemental
Location: Shop

BLOOD SWORD

Attack Power: 8 Weapon Guard Evasion: 5%
Specialty: Absorbs HP
Location: Poach: Hyudra

ANCIENT SWORD

Attack Power: 9 Weapon Guard Evasion: 5%
Specialty: Add: Don't Move
Location: Shop

SLEEP SWORD

Attack Power: 9 Weapon Guard Evasion: 5%
Specialty: Add: Sleep
Location: Shop

DIAMOND SWORD

Attack Power: 10 Weapon Guard Evasion: 5%
Specialty: none
Location: Shop

MATERIA BLADE

Attack Power: 10 Weapon Guard Evasion: 10%
Specialty: required for Cloud's Limit attacks
Location: Shop

PLATINUM SWORD

Attack Power: 12 Weapon Guard Evasion: 10%
Specialty: none
Location: Shop

ICE BRAND

Attack Power: 13 Weapon Guard Evasion: 10%
Specialty: Ice elemental, Magic: Ice 2
Location: Shop

RUNE BLADE

Attack Power: 14 Weapon Guard Evasion: 15%
Specialty: MA +2
Location: Shop

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Katanas

Equipped by: Samurais
Two Swords: Yes Two Hands: Yes
Range: 1

ASURA KNIFE

Attack Power: 7 Weapon Guard Evasion: 15%
Specialty: none
Location: Shop

KOUTETSU KNIFE

Attack Power: 8 Weapon Guard Evasion: 15%
Specialty: none
Location: Shop

BIZEN BOAT

Attack Power: 9 Weapon Guard Evasion: 15%
Specialty: none
Location: Shop

MURASAME

Attack Power: 10 Weapon Guard Evasion: 15%
Specialty: none
Location: Shop

HEAVEN'S CLOUD

Attack Power: 11 Weapon Guard Evasion: 15%
Specialty: none
Location: Shop

KIYOMORI

Attack Power: 12 Weapon Guard Evasion: 15%
Specialty: none
Location: Shop

MURAMASA

Attack Power: 14 Weapon Guard Evasion: 15%
Specialty: none
Location: Shop

KIKUICHIMOJI

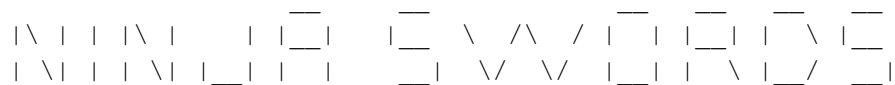
Attack Power: 15 Weapon Guard Evasion: 15%
Specialty: none
Location: Shop

MASAMUNE

Attack Power: 18 Weapon Guard Evasion: 15%
Specialty: none
Location: Steal: Elmdor

CHIRIJIRADEN

Attack Power: 25 Weapon Guard Evasion: 15%
Specialty: none
Location: Find: END



Ninja Swords

Equipped by: Ninjas
Two Swords: Yes Two Hands: Yes
Range: 1

HIDDEN KNIFE

Attack Power: 8 Weapon Guard Evasion: 5%
Specialty: none
Location: Shop

NINJA KNIFE

Attack Power: 9 Weapon Guard Evasion: 5%
Specialty: none
Location: Shop

SHORT EDGE

Attack Power: 10 Weapon Guard Evasion: 5%
Specialty: none
Location: Shop

NINJA EDGE

Attack Power: 12 Weapon Guard Evasion: 5%

Specialty: none

Location: Shop

SPELL EDGE

Attack Power: 13 Weapon Guard Evasion: 5%

Specialty: Add: Don't Act

Location: Shop

SASUKE KNIFE

Attack Power: 14 Weapon Guard Evasion: 15%

Specialty: none

Location: Find: Nelveska Temple

IGA KNIFE

Attack Power: 15 Weapon Guard Evasion: 5%

Specialty: none

Location: Find: MLAPAN

KOGA KNIFE

Attack Power: 15 Weapon Guard Evasion: 10%

Specialty: none

Location: Find: BRIDGE

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Knives

Equipped by: Squires, Chemists, Thieves, Ninjas, Mediators, Dancers

Two Swords: Yes Two Swords: No

Range: 1

DAGGER

Attack Power: 3 Weapon Guard Evasion: 5%

Specialty: none

Location: Shop

MYTHRIL KNIFE

Attack Power: 4 Weapon Guard Evasion: 5%

Specialty: none

Location: Shop

BLIND KNIFE

Attack Power: 4 Weapon Guard Evasion: 5%

Specialty: Add: Darkness

Location: Shop

MAGE MASHER

Attack Power: 4 Weapon Guard Evasion: 5%

Specialty: Add: Silence

Location: Shop

MAIN GAUCHE

Attack Power: 6 Weapon Guard Evasion: 40%

Specialty: none

Location: Shop

ORICHALCUM

Attack Power: 7 Weapon Guard Evasion: 5%

Specialty: none

Location: Shop

PLATINA DAGGER

Attack Power: 7 Weapon Guard Evasion: 5%

Specialty: none

Location: Shop

ASSASSIN DAGGER

Attack Power: 8 Weapon Guard Evasion: 5%

Specialty: Add: Death Sentence

Location: Shop

AIR KNIFE

Attack Power: 10 Weapon Guard Evasion: 5%

Specialty: Wind elemental

Location: Shop

ZORLIN SHAPE

Attack Power: 12 Weapon Guard Evasion: 10%

Specialty: Add: Sleep

Location: Poach: Plague

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Bows

Equipped by: Archers

Two Swords: No Two Hands: Required

Range: 5

LONG BOW

Attack Power: 4 Weapon Guard Evasion: 0%

Specialty: none

Location: Shop

SILVER BOW

Attack Power: 5 Weapon Guard Evasion: 0%

Specialty: none

Location: Shop

ICE BOW

Attack Power: 5 Weapon Guard Evasion: 0%

Specialty: none

Location: Shop

LIGHTNING BOW

Attack Power: 6 Weapon Guard Evasion: 0%

Specialty: Lightning elemental, Magic: Bolt

Location: Shop

MYTHRIL BOW

Attack Power: 7 Weapon Guard Evasion: 0%

Specialty: none

Location: Shop

WINDSLASH BOW

Attack Power: 8 Weapon Guard Evasion: 0%

Specialty: Wind elemental

Location: Shop

ULTIMUS BOW

Attack Power: 10 Weapon Guard Evasion: 0%

Specialty: none
Location: Poach: King Behemoth

YOICHI BOW

Attack Power: 12 Weapon Guard Evasion: 0%
Specialty: none
Location: Find: DELTA

PERSEUS BOW

Attack Power: 16 Weapon Guard Evasion: 0%
Specialty: none
Location: Find: VOYAGE

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Crossbows

Equipped by: Archers

Two Swords: No Two Hands: No

Range: 4

BOW GUN

Attack Power: 3 Weapon Guard Evasion: 5%
Specialty: none
Location: Shop

NIGHT KILLER

Attack Power: 3 Weapon Guard Evasion: 5%
Specialty: Add: Darkness
Location: Shop

CROSS BOW

Attack Power: 4 Weapon Guard Evasion: 5%
Specialty: none
Location: Shop

POISON BOW

Attack Power: 4 Weapon Guard Evasion: 5%
Specialty: Add: Poison
Location: Shop

HUNTING BOW

Attack Power: 6 Weapon Guard Evasion: 5%
Specialty: none
Location: Shop

GASTRAFITIS

Attack Power: 10 Weapon Guard Evasion: 5%
Specialty: none
Location: Shop

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Spears

Equipped by: Lancers

Two Swords: No Two hands: Yes

Range: 2

JAVELIN

Attack Power: 8 Weapon Guard Evasion: 10%
Specialty: none
Location: Shop

SPEAR

Attack Power: 9 Weapon Guard Evasion: 10%

Specialty: none

Location: Shop

MYTHRIL SPEAR

Attack Power: 10 Weapon Guard Evasion: 10%

Specialty: none

Location: Shop

PARTISAN

Attack Power: 11 Weapon Guard Evasion: 10%

Specialty: none

Location: Shop

OBERISK

Attack Power: 12 Weapon Guard Evasion: 10%

Specialty: none

Location: Shop

HOLY LANCE

Attack Power: 14 Weapon Guard Evasion: 10%

Specialty: Holy elemental, Magic: Holy

Location: Poach: Sacred

DRAGON WHISKER

Attack Power: 17 Weapon Guard Evasion: 10%

Specialty: none

Location: Poach: Red Dragon

JAVELIN II

Attack Power: 30 Weapon Guard Evasion: 10%

Specialty: none

Location: Find: Nelveska Temple



Hammers

Equipped by: Squires, Ninjas

Two Swords: Yes Two Hands: Yes

Range: 1

FLAIL

Attack Power: 9 Weapon Guard Evasion: 0%

Specialty: none

Location: Shop

FLAME WHIP

Attack Power: 11 Weapon Guard Evasion: 0%

Specialty: Fire elemental, Magic: Fire 2

Location: Shop

MORNING STAR

Attack Power: 16 Weapon Guard Evasion: 0%

Specialty: none

Location: Shop

SCORPION TAIL

Attack Power: 23 Weapon Guard Evasion: 0%

Specialty: none

Location: Poach: Hyudra

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Axes

Equipped by: Squires, Geomancers

Two Swords: No Two Hands: Required

Range: 1

BATTLE AXE

Attack Power: 9 Weapon Guard Evasion: 0%

Specialty: none

Location: Shop

GIANT AXE

Attack Power: 12 Weapon Guard Evasion: 0%

Specialty: none

Location: Shop

SLASHER

Attack Power: 16 Weapon Guard Evasion: 0%

Specialty: Add: Slow

Location: Shop

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Guns

Equipped by: Chemists, Mediators

Two Swords: No Two Hands: No

Range: 8

ROMANDA GUN

Attack Power: 6 Weapon Guard Evasion: 5%

Specialty: None

Location: Shop

MYTHRIL GUN

Attack Power: 8 Weapon Guard Evasion: 5%

Specialty: None

Location: Shop

STONE GUN

Attack Power: 16 Weapon Guard Evasion: 5%

Specialty: Always: Petrify

Location: Poach: Dark Behemoth

BLAZE GUN

Attack Power: 20 Weapon Guard Evasion: 5%

Specialty: Ice elemental

Location: Find: NOGIAS

GLACIER GUN

Attack Power: 21 Weapon Guard Evasion: 5%

Specialty: Fire elemental

Location: Find: NOGIAS

BLAST GUN

Attack Power: 22 Weapon Guard Evasion: 5%

Specialty: Lightning elemental

Location: Find: TIGER

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Rods

Equipped by: Wizards, Summoners

Two Swords: Yes Two Hands: Yes

Range: 1

ROD

Attack Power: 3 Weapon Guard Evasion: 20%

Specialty: none

Location: Shop

FLAME ROD

Attack Power: 3 Weapon Guard Evasion: 20%

Specialty: Fire elemental, Strengthen: Fire, Magic: Fire

Location: Shop

THUNDER ROD

Attack Power: 3 Weapon Guard Evasion: 20%

Specialty: Lightning elemental, Strengthen: Lightning, Magic: Bolt

Location: Shop

ICE ROD

Attack Power: 3 Weapon Guard Evasion: 20%

Specialty: Ice elemental, Strengthen: Ice, Magic: Ice

Location: Shop

POISON ROD

Attack Power: 3 Weapon Guard Evasion: 20%

Specialty: Add: Poison

Location: Shop

WIZARD ROD

Attack Power: 4 Weapon Guard Evasion: 20%

Specialty: MA +2

Location: Shop

DRAGON ROD

Attack Power: 5 Weapon Guard Evasion: 20%

Specialty: none

Location: Poach: Blue Dragon

FAITH ROD

Attack Power: 5 Weapon Guard Evasion: 20%

Specialty: Always: Faith, Add: Faith

Location: Find: VALKYRIES

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Staves

Equipped by: Time Mages, Summoners, Priests, Oracles

Two Swords: Yes Two Hands: Yes

Range: 1

OAK STAFF

Attack Power: 3 Weapon Guard Evasion: 15%

Specialty: none

Location: Shop

WHITE STAFF

Attack Power: 3 Weapon Guard Evasion: 15%

Specialty: Cancel: Death Sentence

Location: Shop

HEALING STAFF

Attack Power: 4 Weapon Guard Evasion: 15%
Specialty: Heals HP
Location: Shop

WIZARD STAFF

Attack Power: 4 Weapon Guard Evasion: 15%
Specialty: MA +1
Location: Shop

RAINBOW STAFF

Attack Power: 5 Weapon Guard Evasion: 15%
Specialty: none
Location: Shop

GOLD STAFF

Attack Power: 6 Weapon Guard Evasion: 15%
Specialty: none
Location: Shop

MACE OF ZEUS

Attack Power: 6 Weapon Guard Evasion: 15%
Specialty: PA +2, MA +1
Location: Find: DELTA

SAGE STAFF

Attack Power: 7 Weapon Guard Evasion: 15%
Specialty: none
Location: Find: BRIDGE



Sticks

Equipped by: Oracles, Calculators

Two Swords: No Two Hands: Yes

Range: 2

CYPRESS ROD

Attack Power: 6 Weapon Guard Evasion: 20%
Specialty: none
Location: Shop

BATTLE BAMBOO

Attack Power: 7 Weapon Guard Evasion: 20%
Specialty: none
Location: Shop

IRON FAN

Attack Power: 7 Weapon Guard Evasion: 20%
Specialty: none
Location: Shop

GOKUU ROD

Attack Power: 7 Weapon Guard Evasion: 20%
Specialty: Add: Innocent
Location: Shop

MUSK ROD

Attack Power: 8 Weapon Guard Evasion: 20%
Specialty: none
Location: Shop

OCTAGON ROD

Attack Power: 12 Weapon Guard Evasion: 20%

Specialty: Cancel: Most abnormal statuses

Location: Shop

WHALE WHISKER

Attack Power: 16 Weapon Guard Evasion: 20%

Specialty: none

Location: Poach: Tiamat



Dictionaries

Equipped by: Oracles, Calculators

Two Swords: No Two Hands: No

Range: 3

BATTLE DICT

Attack Power: 7 Weapon Guard Evasion: 15%

Specialty: none

Location: Shop

MONSTER DICT

Attack Power: 8 Weapon Guard Evasion: 15%

Specialty: none

Location: Shop

PAPYRUS PLATE

Attack Power: 9 Weapon Guard Evasion: 15%

Specialty: none

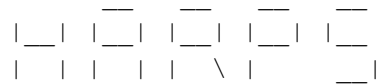
Location: Shop

MADLEMGEN

Attack Power: 11 Weapon Guard Evasion: 15%

Specialty: none

Location: Shop



Harps

Equipped by: Bards

Two Swords: No Two Hands: No

Range: 3

RAMIA HARP

Attack Power: 11 Weapon Guard Evasion: 10%

Specialty: none

Location: Shop

BLOODY STRINGS

Attack Power: 13 Weapon Guard Evasion: 10%

Specialty: none

Location: Shop

FAIRY HARP

Attack Power: 15 Weapon Guard Evasion: 10%

Specialty: Add: Charm

Location: Poach: Trent



Cloths

Equipped by: Dancers

Two Swords: No Two Hands: No

Range: 2

PERSIA

Attack Power: 8 Weapon Guard Evasion: 50%

Specialty: none

Location: Shop

CASHMERE

Attack Power: 10 Weapon Guard Evasion: 50%

Specialty: none

Location: Shop

RYOZAN SILK

Attack Power: 15 Weapon Guard Evasion: 50%

Specialty: none

Location: Poach: Tiamat

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Bags

Equipped by: Women (regardless of job)

Two Swords: No Two Hands: No

Range: 1

C BAG

Attack Power: 10 Weapon Guard Evasion: 0%

Specialty: MA +1

Location: Shop

P BAG

Attack Power: 12 Weapon Guard Evasion: 0%

Specialty: Always: Regen

Location: Shop

H BAG

Attack Power: 14 Weapon Guard Evasion: 0%

Specialty: Speed +1

Location: Shop

FS BAG

Attack Power: 20 Weapon Guard Evasion: 0%

Specialty: none

Location: Poach: Wildbow

B. s h i e l d s

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Shields

Equipped by: Knights, Archers, Lancers, Geomancers

ESCUTCHEON

Physical Evasion: 10% Magical Evasion: 3%

Specialty: none

Location: Shop

AEGIS SHIELD

Physical Evasion: 10% Magical Evasion: 50%

Specialty: MA +1

Location: Shop

BUCKLER

Physical Evasion: 13% Magical Evasion: 3%

Specialty: none

Location: Shop

BRONZE SHIELD

Physical Evasion: 16% Magical Evasion: 0%

Specialty: none

Location: Shop

ROUND SHIELD

Physical Evasion: 19% Magical Evasion: 0%

Specialty: none

Location: Shop

MYTHRIL SHIELD

Physical Evasion: 22% Magical Evasion: 5%

Specialty: none

Location: Shop

GOLD SHIELD

Physical Evasion: 25% Magical Evasion: 0%

Specialty: none

Location: Shop

ICE SHIELD

Physical Evasion: 28% Magical Evasion: 0%

Specialty: Absorb: Ice, Half: Fire, Weakness: Lightning

Location: Shop

FLAME SHIELD

Physical Evasion: 31% Magical Evasion: 0%

Specialty: Absorb: Fire, Half: Ice, Weakness: Water

Location: Shop

DIAMOND SHIELD

Physical Evasion: 34% Magical Evasion: 15%

Specialty: none

Location: Shop

PLATINA SHIELD

Physical Evasion: 37% Magical Evasion: 10%

Specialty: none

Location: Shop

CRYSTAL SHIELD

Physical Evasion: 40% Magical Evasion: 15%

Specialty: none

Location: Shop

KAISER PLATE

Physical Evasion: 43% Magical Evasion: 20%

Specialty: Strengthen: Fire, Ice, Lightning

Location: Find: VALKYRIES

VENETIAN SHIELD

Physical Evasion: 50% Magical Evasion: 25%

Specialty: Half: Fire, Ice, Lightning

Location: Find: HORROR

ESCUTCHEON II

Physical Evasion: 75% Magical Evasion: 50%

Specialty: none

Location: Find: Nelveska Temple

C. h e a d g e a r

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Helmets

Equipped by: Knights, Lancers, Samurais

LEATHER HELMET

HP: 10 MP: 0

Specialty: none

Location: Shop

BRONZE HELMET

HP: 20 MP: 0

Specialty: none

Location: Shop

IRON HELMET

HP: 30 MP: 0

Specialty: none

Location: Shop

BARBUTA

HP: 40 MP: 0

Specialty: none

Location: Shop

MYTHRIL HELMET

HP: 50 MP: 0

Specialty: none

Location: Shop

GOLD HELMET

HP: 60 MP: 0

Specialty: none

Location: Shop

CROSS HELMET

HP: 70 MP: 0

Specialty: none

Location: Shop

DIAMOND HELMET

HP: 80 MP: 0

Specialty: none

Location: Shop

PLATINA HELMET

HP: 90 MP: 0

Specialty: none

Location: Shop

CIRCLET

HP: 100 MP: 0

Specialty: none

Location: Shop

CRYSTAL HELMET

HP: 110 MP: 0

Specialty: none

Location: Shop

GENJI HELMET

HP: 130 MP: 0

Specialty: none

Location: Steal: Elmdor

GRAND HELMET

HP: 150 MP: 0

Specialty: none

Location: Find: HORROR

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Hats

Equipped by: Squires, Chemists, Archers, Priests, Wizards, Time Mages,
Summoners, Thieves, Mediators, Geomancers, Oracles, Ninjas, Calculators,
Bards, Dancers

LEATHER HAT

HP: 8 MP: 0

Specialty: none

Location: Shop

FEATHER HAT

HP: 16 MP: 5

Specialty: none

Location: Shop

RED HOOD

HP: 24 MP: 8

Specialty: none

Location: Shop

HEADGEAR

HP: 32 MP: 0

Specialty: PA +1

Location: Shop

TRIANGLE HAT

HP: 40 MP: 12

Specialty: MA +1

Location: Shop

GREEN BERET

HP: 48 MP: 0

Specialty: Speed +1

Location: Shop

TWIST HEADBAND

HP: 56 MP: 0

Specialty: PA +1

Location: Shop

HOLY MITER

HP: 64 MP: 20

Specialty: MA +1
Location: Shop

BLACK HOOD
HP: 72 MP: 0
Specialty: none
Location: Shop

GOLDEN HAIRPIN
HP: 80 MP: 50
Specialty: Cancel: Silence
Location: Shop

FLASH HAT
HP: 88 MP: 15
Specialty: MA +1, Speed +1
Location: Shop

THIEF HAT
HP: 100 MP: 0
Specialty: Speed +2
Location: Shop

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Ribbons
Equipped by: Women (regardless of job)
CACHUSHA
HP: 20 MP: 0
Specialty: Cancel: Some abnormal statuses
Location: Poach: Uribo

BARETTE
HP: 20 MP: 0
Specialty: Cancel: Most abnormal statuses
Location: Poach: Red Chocobo

RIBBON
HP: 10 MP: 0
Specialty: Cancel: All abnormal statuses
Location: Poach: Wildbow

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Armor
Equipped by: Knights, Lancers, Samurais
LEATHER ARMOR
HP: 10 MP: 0
Specialty: none
Location: Shop

LINEN CUIRASS
HP: 20 MP: 0
Specialty: none
Location: Shop

BRONZE ARMOR
HP: 30 MP: 0

Specialty: none
Location: Shop

CHAIN MAIL

HP: 40 MP: 0
Specialty: none
Location: Shop

MYTHRIL ARMOR

HP: 50 MP: 0
Specialty: none
Location: Shop

PLATE MAIL

HP: 60 MP: 0
Specialty: none
Location: Shop

GOLD ARMOR

HP: 70 MP: 0
Specialty: none
Location: Shop

DIAMOND ARMOR

HP: 80 MP: 0
Specialty: none
Location: Shop

PLATINA ARMOR

HP: 90 MP: 0
Specialty: none
Location: Shop

CARABINI MAIL

HP: 100 MP: 0
Specialty: none
Location: Shop

CRYSTAL MAIL

HP: 110 MP: 0
Specialty: none
Location: Shop

REFLECT MAIL

HP: 130 MP: 0
Specialty: Always: Reflect
Location: Shop

GENJI ARMOR

HP: 150 MP: 0
Specialty: none
Location: Steal: Elmdor

MAXIMILLIAN

HP: 200 MP: 0
Specialty: none
Location: Find: HORROR

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Clothes

Equipped by: Squires, Chemists, Archers, Priests, Wizards, Time Mages,
Summoners, Thieves, Mediators, Oracles, Geomancers, Ninjas, Calculators,
Bards, Dancers

CLOTHES

HP: 5 MP: 0
Specialty: none
Location: Shop

LEATHER OUTFIT

HP: 10 MP: 0
Specialty: none
Location: Shop
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LEATHER VEST

HP: 18 MP: 0
Specialty: none
Location: Shop

SECRET CLOTHES

HP: 20 MP: 0
Specialty: Always: Transparent, Speed +2
Location: Find: TIGER

CHAIN VEST

HP: 24 MP: 0
Specialty: none
Location: Shop

MYTHRIL VEST

HP: 30 MP: 0
Specialty: none
Location: Shop

ADAMAN VEST

HP: 36 MP: 0
Specialty: none
Location: Shop

WIZARD OUTFIT

HP: 42 MP: 15
Specialty: none
Location: Shop

BRIGANDINE

HP: 50 MP: 0
Specialty: none
Location: Shop

JUDO OUTFIT

HP: 60 MP: 0
Specialty: PA +1, Cancel: Dead
Location: Shop

POWER SLEEVE

HP: 70 MP: 0
Specialty: PA +2
Location: Shop

EARTH CLOTHES

HP: 85 MP: 10

Specialty: Absorb: Earth, Strengthen: Earth

Location: Shop

BLACK COSTUME

HP: 100 MP: 0

Specialty: Cancel: Stop

Location: Shop

RUBBER COSTUME

HP: 150 MP: 30

Specialty: Cancel: Lightning

Location: Poach: Hydra

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Robes

Equipped by: Knights, Priests, Wizards, Time Mages, Summoners, Mediators, Oracles, Geomancers, Lancers, Samurais, Calculators

LINEN ROBE

HP: 10 MP: 10

Specialty: none

Location: Shop

SILK ROBE

HP: 20 MP: 16

Specialty: none

Location: Shop

WIZARD ROBE

HP: 30 MP: 22

Specialty: MA +1

Location: Shop

CHAMELEON ROBE

HP: 40 MP: 28

Specialty: Cancel: Dead, Absorb: Holy

Location: Shop

WHITE ROBE

HP: 50 MP: 34

Specialty: Half: Fire, Lightning, Ice

Location: Shop

BLACK ROBE

HP: 60 MP: 30

Specialty: Strengthen: Fire, Lightning, Ice

Location: Shop

LIGHT ROBE

HP: 75 MP: 50

Specialty: none

Location: Shop

ROBE OF LORDS

HP: 100 MP: 75

Specialty: PA +1, MA +1, Always: Protect, Shell

Location: Find: VOYAGE

E. a c c e s s o r i e s

Accessories can be worn by anyone except Reis (she can only wear armlets and rings) and mimes. Perfumes are the only exception, however, and can only be worn by women.

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Gauntlets

POWER WRIST

Specialty: PA +1

Location: Shop

MAGIC GAUNTLET

Specialty: MA +2

Location: Shop

BRACER

Specialty: PA +3

Location: Shop

GENJI GAUNTLET

Specialty: PA +2, MA +2

Location: Shop

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Perfumes

CHANTAGE

Specialty: Always: Reraise, Regen

Location: Poach: Porky

SETIEMSON

Specialty: Always: Haste, Transparent MA +1

Location: Poach: Hydra

SALTY RAGE

Specialty: Always: Protect, Shell

Location: Poach: Red Dragon

CHERCHE

Specialty: Always: Float, Reflect

Location: Poach: King Behemoth

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Rings

MAGIC RING

Specialty: Cancel: Silence, Berserk

Location: Shop

DEFENSE RING

Specialty: Cancel: Sleep, Death Sentence

Location: Shop

REFLECT RING

Specialty: Always: Reflect

Location: Shop

ANGEL RING

Specialty: Always: Reraise, Cancel: Dead, Darkness

Location: Shop

CURSED RING

Specialty: Always: Undead, Cancel: Invitation, PA +1, MA +1, Speed +1

Location: Find: TIGER

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Armlets

DEFENSE ARMLET

Specialty: Cancel: Don't Move, Don't Act

Location: Shop

DIAMOND ARMLET

Specialty: Cancel: Slow, PA +1, MA +1

Location: Shop

108 GEMS

Specialty: Cancel: Frog, Undead, Blood Suck, Poison, Strengthen: All elements

Location: Shop

JADE ARMLET

Specialty: Cancel: Stop, Petrify

Location: Shop

N-KAI ARMLET

Specialty: Cancel: Confusion, Charm, Half: Dark

Location: Shop

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Shoes

BATTLE BOOTS

Specialty: Move +1

Location: Shop

SPIKE SHOES

Specialty: Jump +1

Location: Shop

RED SHOES

Specialty: Move +1, Magic +1

Location: Shop

SPRINT SHOES

Specialty: Speed +1

Location: Shop

GERMINAS BOOTS

Specialty: Move +1, Jump +1

Location: Shop

RUBBER SHOES

Specialty: Cancel: Lightning, Don't Move

Location: Shop

FEATHER BOOTS

Specialty: Always: Float

Location: Shop

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Mantles

SMALL MANTLE

Physical Evasion: 10% Magical Evasion: 10%
Specialty: none
Location: Shop

LEATHER MANTLE

Physical Evasion: 15% Magical Evasion: 15%
Specialty: none
Location: Shop

WIZARD MANTLE

Physical Evasion: 18% Magical Evasion: 18%
Specialty: MA +1
Location: Shop

ELF MANTLE

Physical Evasion: 25% Magical Evasion: 25%
Specialty: none
Location: Shop

DRACULA MANTLE

Physical Evasion: 28% Magical Evasion: 28%
Specialty: none
Location: Shop

VANISH MANTLE

Physical Evasion: 35% Magical Evasion: 0%
Specialty: Always: Transparent
Location: Find: Germinas Peak

FEATHER MANTLE

Physical Evasion: 40% Magical Evasion: 30%
Specialty: none
Location: Shop

F. m i s c e l l a n e o u s i t e m s

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Balls

Used by: Ninja (Throw)

FIRE BALL

Attack Power: 8
Specialty: Fire elemental
Location: Shop

LIGHTNING BALL

Attack Power: 8
Specialty: Lightning elemental
Location: Shop

WATER BALL

Attack Power: 8
Specialty: Water elemental
Location: Shop

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Shurikens

Used by: Ninja (Throw)

SHURIKEN

Attack Power: 4

Specialty: none

Location: Shop

MAGIC SHURIKEN

Attack Power: 7

Specialty: none

Location: Shop

YAGYU DARKNESS

Attack Power: 10

Specialty: none

Location: Shop

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Items

Used by: Chemist (Item)

POTION

Description: Heals 30 HP.

HI-POTION

Description: Heals 70 HP.

X-POTION

Description: Heals 150 HP.

ETHER

Description: Heals 20 MP.

HI-ETHER

Description: Heals 50 MP.

ELIXIR

Description: Heals all HP and MP.

ANTIDOTE

Description: Cancel: Poison.

EYE DROP

Description: Cancel: Darkness.

ECHO GRASS

Description: Cancel: Silence.

MAIDEN'S KISS

Description: Cancel: Frog.

SOFT

Description: Cancel: Petrify.

HOLY WATER

Description: Cancel: Blood Suck, Undead.

REMEDY

Description: Cancel: some abnormal statuses.

PHOENIX DOWN

Description: Revives dead character.

11. P R O P O S I T I O N S

What are propositions? Well, they are jobs that allow you to get free job points in this game, and also some money, and possibly a rare piece of treasure. Or maybe you've discovered an unexplored land! Here are the propositions in each city.

Also, you can redo the propositions that you failed. Just walk around doing some stuff until a month passes, then the proposition will come back again.

A. p r o p o s i t i o n c h a r t

Note: If there is an asterisk on the Availability column, it means that it can only be available on a certian date.

I got the information from AstroBlue, because I'm not used to propositions, and also the Prima's Strategy Guide...isn't very accurate on propositions. Thanks, AstroBlue!!!

If there's a TZ that means you must complete a Thief Zero proposition before you can take on that proposition.

Proposition	Availability	Price	Days	Best	Reward
GARILAND MAGIC CITY					
Testimony of Ex-miner	Chapter 2	600	8-11	Any Job	Gil
Orders of the Coast Guard	Chapter 2	3050	8-9	Monk	Gil
Stolen Ancient Writings	Chapter 3	11000	12-16	Any Job	Gil
Master Math	Chapter 4	50	10-13	Calculator	Gil
Win the Magic Contest!	*	0	14-16	Wizard	Treasure
IGROS CASTLE					
Girl at Gulg Volcano	Chapter 2	3100	15-16	Chemist	Treasure
Sad Traveling Artist	Chapter 3	50	13-16	Mediator	Gil
Traveling Artist Mameko	Chapter 3	0	15-16	Calculator	Gil
Ringing of the Bell	Battle 24	2000	11-13	Any Job	Treasure
Legendary Monster	Chapter 4	1000	14-15	Any Job	Gil
Sullen Experiment	Chapter 4	1100	15-16	Any Job	Gil
Thief Zero Reborn!	TZ 4th	5000	8-9	Knight	Treasure
Legendary Traces	Battle 43	200	13-14	Any Job	New Land
DORTER TRADE CITY					
Trap of the Bandits	Chapter 2	600	11-13	Summoner	Treasure
Discovery Race	Chapter 3	0	14-16	Any Job	New Land
Discovery Race 2	Chapter 3	0	14-16	Any Job	New Land
Discovery Race 3	Chapter 3	0	14-16	Any Job	New Land
Minimum's Melancholy	Chapter 4	600	12-14	Thief	Treasure
Minimum's Melancholy	Chapter 4	1000	12-15	Thief	Treasure
Minimum's Melancholy	Chapter 4	600	11-12	Knight	Gil
ZALAND FORT CITY					
Salvage The Trade Ship	Chapter 2	100	8-15	Geomancer	Gil
Zaland Embassy	Chapter 2	6000	10-12	Monk	Treasure
Rolade Ore Company	Chapter 3	1100	10-14	Any Job	Gil
Deep in Sweegy Woods	Battle 24	1100	11-13	Any Job	New Land
Shy Katedona	Battle 43	500	14-15	Mediator	Treasure
Win the Zaland Fight	*	0	14-16	Monk	Treasure
LIONEL CASTLE					
My Little Carrot	Chapter 2	100	15-16	Mediator	Gil
Trade Ship Douing	Chapter 3	100	8-12	Any Job	Gil
Protect the Little Life	Chapter 4	1500	15-16	Any Job	Treasure
Challenge of Zero	Chapter 3	50	8-9	Knight	Treasure

I saw it.	Battle 24	1050	14-15	Any Job	New Land
Storm of Zigolis!	Battle 24	1100	15-16	Knight	Treasure
Emissary of Lionel	Battle 43	4000	14-15	Any Job	Treasure
GOUG MACHINE CITY					
Vacancy	Chapter 2	100	7-9	Squire	Gil
Heir of Mesa	Chapter 2	10000	10-13	Any Job	Gil
Machinist Contest	Chapter 3	100	11-13	Chemist	Treasure
Salvage the Trade Ship	Chapter 4	100	11-14	Knight	Treasure
Devil in the Dark	Chapter 4	3050	8-10	Wizard	Gil
Meister Contest	*	0	14-16	Chemist	Gil
WARJILIS TRADE CITY					
Destiny of the Company	Chapter 2	1050	5-8	Time Mage	Gil
Concerns of a Merchant	Chapter 3	2000	14-15	Any Job	New Land
Mountain of Rain	Chapter 4	600	13-16	Lancer	New Land
Within the Darkness	Chapter 4	1500	12-14	Monk	Gil
True Romance	Chapter 4	0	8-12	Any Job	Treasure
Wandering Gambler	Chapter 4	15000	9-12	Dancer	Gil
GOLAND COAL CITY					
Will of Elder Topa	Chapter 3	3000	10-14	Monk	Gil
Miners Wanted!	Chapter 4	50	4-6	Any Job	Gil
Miners Wanted! 2	Chapter 4	150	4-6	Any Job	Treasure
Adventurer Ramzen	Chapter 4	1100	12-16	Any Job	Treasure
Defeat Golden Gotsko!	Battle 43	1000	14-15	Summoner	Gil
Terror of Assault Cave	Battle 43	1500	13-14	Wizard	Gil
Dream of a Miner	Battle 43	150	12-14	Any Job	Gil
LESALIA IMPERIAL CAPITAL					
Sunken Salvage Tour	Chapter 3	3000	10-14	Monk	Treasure
Mine Excavation Tour	Chapter 3	1000	10-14	Chemist	Treasure
Discovery Tour	Chapter 4	5000	10-14	Any Job	New Land
Thief Zero Returns!	TZ 3rd	500	8-9	Knight	Treasure
If wishes come true	Battle 43	6000	15-16	Any Job	Gil
Son, Pappal!	Battle 43	3000	12-15	Lancer	Gil
Secret Door	Battle 43	3050	8-11	Any Job	Gil
YARDOW FORT CITY					
Sailor Tour	Chapter 3	5000	10-14	Archer	Gil
Envoy Ship, Falcon	Chapter 4	3500	7-7	Geomancer	Treasure
Good Workplace and Job!	Battle 43	0	9-14	Any Job	Gil
Miner's Tour	Battle 43	1000	10-14	Any Job	Gil
Miner's Tour 2	Battle 43	1000	10-14	Any Job	Treasure
Win the Yardow Fight!	*	0	14-16	Squire	Treasure
RIOVANES CASTLE					
Sea of Gredia Island	Chapter 4	4000	9-11	Geomancer	Treasure
Stranded Trade Ship	Chapter 4	0	8-13	Geomancer	Gil
Fiar's Request	Chapter 4	3000	12-14	Any Job	Gil
Secret Society	Chapter 4	600	2-3	Ninja	Gil
Letter to my Love	Chapter 4	0	10-12	Bard	Treasure
The Greatest Plan	Battle 43	3050	8-10	Any Job	Treasure
Hard Lecture	Battle 43	200	8-12	Summoner	Gil
BERVENIA FREE CITY					
Hidden Trap in the Maze	Chapter 4	8000	12-14	Any Job	Treasure
One Activity	Chapter 4	500	7-15	Chemist	Treasure
Ruins at Bed Desert	Chapter 4	550	11-15	Any Job	New Land
Adventurer Wanted	Chapter 4	100	8-12	Squire	New Land
I saw it! I swear!	Chapter 4	3050	12-15	Any Job	New Land
Defeat Behemoth!	Battle 43	500	13-15	Chemist	Gil
ZELTENNIA CASTLE					
Larner Channel Waves	Chapter 4	3100	9-13	Any Job	Treasure
Phantom Thief Zero	TZ 2nd	100	8-9	Knight	Treasure
Mother	Chapter 4	3000	8-12	Any Job	Gil
Attractive Workplace	Battle 43	1000	6-10	Monk	Gil

Dream child	Battle 43	3550	15-16	Any Job	Gil
How much is Life worth?	Battle 43	550	8-9	Chemist	Treasure
ZARGHIDAS TRADE CITY					
Himuka Cliff	Chapter 4	1500	8-12	Squire	Treasure
The Lord's Ore	Chapter 4	13000	9-11	Any Job	Treasure
Death Canyon	Battle 43	13000	9-14	Any Job	Gil
Defeat Whirlwind Karz	Battle 43	11000	10-13	Lancer	Gil
Road of Beasts	Battle 43	10000	11-13	Oracle	Gil
Memories	Battle 43	100	10-12	Any Job	Gil
LIMBERRY CASTLE					
Poeskas Lake Bottom	Battle 43	1500	8-13	Lancer	New Land
Ominous Dungeon	Battle 43	3000	11-13	Squire	New Land
Thief Zero's Last Stand	TZ 5th	10000	8-9	Any Job	Gil
My Treasure	Battle 43	3050	8-13	Any Job	Gil
Chocobo Restaurant	Battle 43	100	2-4	Monk	Treasure
Wandering Gambler	Battle 43	15000	1113	Mime	Gil

B. t r e a s u r e s

These are the treasures that you may discover in certain propositions. The descriptions come exactly from the descriptions of the Zodiac Brave Story.

Note: You do not receive the Germonik Scriptures from the propositions. Instead, you get it from Simon when he dies.

"Four Gods Set"

This's a miniature set shaped like the gods from the far East. Judging from its jewels, it must have belonged to a noble.

"Statue of Lylis"

The stone statue of the goddess Lylis is said to be the source of life or the first devil. It is believed the possessor of this stone statue increases his strength. A favorite item for the ancient warriors.

"Beetle Charm"

Called a scarab in some areas, it's a beetle-shaped ornament. Well loved by the people as a good luck charm. It sparkles like a rainbow.

"Tobacco Pipe"

A tool used by thieves in the Far East. Normally, it is used for smoking, but since it's made of Goldentight stone, it can also be used in battle.

"Zeni-Sword"

Used for fortune telling by an itinerant Caravan trade group. Made of foreign coins shaped into a sword.

"Black Cat"

Ornamental black cat with eyes made of lapis lazuli and claws made of diamonds. Very ancient and very popular with collectors.

"Malice Mask"

Mask of a giant demon that ruled an ancient foreign kingdom. These demons were said to be the source of hatred among mankind.

"Parade Helmet"

Used in victory parades, it's very impractical, but breathtaking. A symbol the glory of the ancient world, it's nearly completely covered with jewels.

"Kid's Bread"

Ancient bite-sized bread snack for children. Few know how to make it today... only a recipe book remains.

"Adult's Bread"

Ancient over-sized bread eaten for stamina. It's recipe book also remains. Adults like it.

"Calcobrina"

Traditional dress-up doll first popular among the girls of this area when there wasn't much entertainment. The doll contains the memory of these girls.

"Yurgeivogue"

Popular marionette with designs that hold the attention of kids. No one knows how to make them anymore. Therefore, they are very valuable.

"Red Materia"

In the ancient magic city of Salonia, the people used to seal their wisdom in magic orbs for posterity. These orbs are called material, and they raise the skills of whoever possess them.

"Blue Materia"

In the ancient magic city of Salonia, the people used to seal their wisdom in magic orbs for posterity. These orbs are called material, and they raise the skills of whoever possess them.

"Black Materia"

In the ancient magic city of Salonia, the people used to seal their wisdom in magic orbs for posterity. These orbs are called material, and they raise the skills of whoever possess them.

"White Materia"

In the ancient magic city of Salonia, the people used to seal their wisdom in magic orbs for posterity. These orbs are called material, and they raise the skills of whoever possess them.

"Rat Tail"

Since ancient times, magicians have used this as magical medicine. The desire for its delicious taste has been known to start a war.

"M-Fiction Novel"

First edition of the life of the Savior, Mesa. Sadly, most of it is damaged and only part of it is able to be read.

"Diary of Nanai"

The psychologist Nanai analyzed many people in this book. Part of it writes of the life of a gambler.

"Wyuvle"

If published, it is said this book would have changed the course of history. It is the record of the life of a certain lady.

"Book of Enavia"

A record of Kusu Castle in Enavia. The most important part is written in an ancient script and cannot be deciphered. It is a story of 3 girls.

"Magical Gun"

An ancient pistol believed to be magic, because its bullets contain magical power. Later, bullets containing Summoned monsters were invented.

"M Machinegun"

An ancient gun mounted on many aircraft of the time. Its use varied depending on the type of magic bullet inserted. Very useful.

"Magi-Sword"

From a nearly illegible inscription on the sword, I managed to read that the sword killed a Warlock in Hell with one slash. A gigantic tower-type sword.

"Minu-Orb"

This is actually a Magi-Orb. It's called the Minu Orb because it contains the soul of the first Magician, Minu. It's also known as the Soul of Minu.

"Tarot of Ben"

Created by the famous artist, Benstat, only one set exists in the world. It was stolen from the Lesalia Museum of art, a few years ago.

"Excalipar"

An imitation of the legendary sword "Excalibur". Although it's a copy, its sharpness is superb. It was cherished by adventurers.

"Parasite Tree"

This tiny tree feeds on the bark of the World Tree, Yugudoracil. Once it attaches itself to the tree, it usually dies in half a day. The tree, which is tricky to get, is said to be medicine for eternal youth.

"Longibunne Spear"

Legendary spear used to kill the Demon who ruled the earth. This spear is said to be able to pierce any shield. Many died trying to get it.

"Chocobo Cannon"

With this, you get a fat chocobo to drink gunpowder and fire it like a cannon. Rarely hitting the target, it was never used for practical purposes. It was made during an experiment.

"St. Elmo's Fire"

This blue flame is said to come from the human body. Those who produce it usually are suffering from some sickness. It is thought that a virus causes the disease.

"Germonik Scriptures"

This is a record of St. Ajora, written by his disciple Germonik. It was supposed to be a lost book. (Triangle Button: Read Writing)

C. u n e x p l o r e d l a n d s

These are the lands you'll find. The descriptions are exactly the same as the ones in the Zodiac Brave Story. They do not appear on the world map.

"Shrine of Chaos"

Long ago, ancient gods sealed Jade, the king of Hell, deep underground. Also, on that very same spot is the Shrine of Chaos, a defiled shrine with an air of decadence.

"Forbidden Land Eureka"

According to legend, Eureka was the once prosperous capital of the Kashouka kingdom which collapsed due to the enormous debt of the royal family. Today, it's a ghost town, a memory of its past glory.

"Pandemonium"

The former capital of the ancient Paramebia Empire. Surrounded by a mountain range of 9,000 m, even airships couldn't access it. The only way to reach the city was through a corridor that passed through hell.

"Mirage Tower"

This tower connects the ancient Ronkan castle to the earth. A special magic casting on the walls keeps the tower hidden. Once in a while, the castle can be faintly seen as a mirage.

"Floating Castle"

Winged men once knew how to create floating rocks. The same technology was used for this castle. But with the disappearance of the winged men, the technology was also lost.

"Matoya Cave"

The cave where the magician Matoya who served the ancient kingdom of Ronkan lived. He was well liked by the people, but after creating a demon, he was feared as a sorcerer.

"Crystal Tower"

The castle of the ancient kingdom of Baron. The town was built like a labyrinth to keep strangers out. The castle is made of pure crystal representing the power and wealth of the royal family. It was built entirely at the peoples' expense.

"Magic Continent"

Once, believed to be the gate to either Heaven or Hell, recently scholars agree it is the result of a great impact caused by the collapse of the floating stone within the earth.

"Castle of Trials"

In the past, this was military school for the Baron's kingdom. An exceptional group of pilots called "Red Wing" graduated from this academy. Even a great institution like this is now destroyed.

"Tower of Babel"

The legendary tower that reaches to Heaven from deep underground. It's also called Giant's Tower. More than legend, this is a valuable record of an ancient civilization.

"Ronkan Ruins"

At its height, the Ronkan Empire covered the world. But because of a mysterious disease, the entire civilization was destroyed. Today, only an empty castle remains quietly floating.

"Falgabird"

Said to be the village where magic swordsmen hide. Because magic swords shorten the life of the user the number of swordsmen steadily decreased. Now, all that remains are empty houses.

"Magic Train"

A transport train. Used during the war to transport man-made demons, it's now known as the Magic Train. It's also sometimes called the 'carrier of dead'.

"Touzas Village"

A village of dwarves called Liliputians. Once a dictatorship, it was liberated by the giant, Atlas. Touzas in the original means "distant land".

"Chocobo Forest"

Very little light comes into this deep forest where many rare, wild Chocobo live. In its center, it's said the World Tree grows. It reeks of Chocobo.

"Semite Falls"

One of the most important areas in the Paramekia Empire. Mythril can be found within this gigantic waterfall, and its water was used as fuel for the

airships of their time. A magical waterfall indeed.

12. B O S S S T A T U S E S

This section contains the boss statuses of each enemy boss you fight throughout the story. This does not include Zodiac Beasts, though. Sorry. Note that in Chapter 2, I did not add in Gafgarion in Zirekile Falls, because you can alter his job, equipment, and ability. If there is a --- is stands for nothing. Random means that it can either be a random item or skill, or can be nothing at all. If anyone has a correction, feel free to send it in.

CHAPTER 1: THE MEAGER

BOSS 1: Miluda

BATTLE: Thieves' Fort

LEVEL: 7

CLASS: Knight

BRAVE: 68 FAITH: 58

ZODIAC SIGN: Virgo

EQUIPMENT:	ABILITY:
Iron Sword	Battle Skill
Bronze Shield	Random
Iron Helmet	Weapon Guard
Chain Mail	Equip Change
Power Wrist	Move +1

BOSS 2: Miluda

BATTLE: Lenalia Plateau

OBJECTIVE: Defeat Miluda!

LEVEL: 8

CLASS: Knight

BRAVE: 68 FAITH: 58

ZODIAC SIGN: Virgo

EQUIPMENT:	ABILITY:
Mythril Sword	Battle Skill
Bronze Shield	Random
Barbuta	Counter
Chain Mail	Equip Change
Small Mantle	Jump +1

BOSS 3: Wiegraf

BATTLE: Windmill Shed

OBJECTIVE: Defeat Wiegraf!

LEVEL: 9

CLASS: White Knight

BRAVE: 71 FAITH: 64

ZODIAC SIGN: Virgo

EQUIPMENT:	ABILITY:
Mythril Sword	Holy Sword
Round Shield	Random
Barbuta	Counter
Chain Mail	Gained JP UP
Small Mantle	Jump +1

BOSS 4: Albus

BATTLE: Fort Zeakden

OBJECTIVE: Defeat Albus!

LEVEL: 10

CLASS: Knight

BRAVE: 32 FAITH: 67

ZODIAC SIGN: Virgo

EQUIPMENT:	ABILITY:
Night Killer	Battle Skill
Round Shield	Random
Barbuta	Auto Potion
Chain Mail	Equip Crossbow
Power Wrist	Move +1

CHAPTER 2: THE MANIPULATOR AND THE SUBSERVIENT

BOSS 5: Gafgarion

BATTLE: Golgorand Execution Site

OBJECTIVE: Defeat all enemies!

LEVEL: 17

CLASS: Dark Knight

BRAVE: 61 FAITH: 67

ZODIAC SIGN: Virgo

EQUIPMENT:	ABILITY:
Blood Sword	Dark Sword
Mythril Shield	Random
Cross Helmet	Random
Random	Equip Change
Random	Random

BOSS 6: Gafgarion

BATTLE: At the gate of Lionel Castle

OBJECTIVE: Defeat all enemies!

LEVEL: 18

CLASS: Dark Knight

BRAVE: 61 FAITH: 67

ZODIAC SIGN: Virgo

EQUIPMENT	ABILITY:
Ancient Sword	Dark Sword
Gold Shield	Random
Cross Helmet	Random
Random	Equip Change
Battle Boots	Random

CHAPTER 3: THE VALIANT

BOSS 7: Zalmo

BATTLE: Back Gate of Lesalia Castle

OBJECTIVE: Defeat Zalmo!

LEVEL: 24

CLASS: Holy Priest

BRAVE: 54 FAITH: 78

ZODIAC SIGN: Sagittarius

EQUIPMENT:	ABILITY:
Musk Rod	White-Aid
---	Random
Triangle Hat	Arrow Guard
White Robe	Half of MP
Elf Mantle	Move-HP Up

BOSS 8: Izlude

BATTLE: Underground Book Storage Third Floor

OBJECTIVE: Defeat Izlude!

LEVEL: 26

CLASS: Knight Blade

BRAVE: 73 FAITH: 62

ZODIAC SIGN: Gemini

EQUIPMENT: ABILITY:
Platinum Sword Battle Skill
Gold Shield Jump
Platina Helmet Counter
Platina Armor Maintenance
Power Wrist Ignore Height

BOSS 9: Wiegraf

BATTLE: Underground Book Storage First Floor

OBJECTIVE: Defeat Wiegraf!

LEVEL: 27

CLASS: White Knight

BRAVE: 71 FAITH: 64

ZODIAC SIGN: Virgo

EQUIPMENT: ABILITY:
Diamond Sword Holy Sword
--- Random
Crystal Helmet Counter
Silk Robe Two Hands
Elf Mantle Move +1

BOSS 10: Malak

BATTLE: Yardow Fort City

OBJECTIVE: Save Rafa!

LEVEL: 23

CLASS: Hell Knight

BRAVE: 69 FAITH: 31

ZODIAC SIGN: Gemini

EQUIPMENT: ABILITY:
Gokuu Rod Un-Truth
--- Random
Twist Headband Counter Tackle
Random Random
Random ---

BOSS 11: Malak

BATTLE: At the Gate of Riovanes Castle

OBJECTIVE: Defeat all enemies!

LEVEL: 24

CLASS: Hell Knight

BRAVE: 69 FAITH: 31

ZODIAC SIGN: Gemini

EQUIPMENT: ABILITY:
Gokuu Rod Untruth
--- Random
Holy Miter Random
Random Random
Spike Shoes ---

BOSS 12: Wiegraf

BATTLE: Inside of Riovanes Castle

OBJECTIVE: Defeat Wiegraf! THEN Defeat Velius!

LEVEL: 28

CLASS: White Knight

BRAVE: 71 FAITH: 64

ZODIAC SIGN: Virgo

EQUIPMENT: ABILITY:
Diamond Sword Holy Sword
Diamond Shield Punch Skill
Diamond Helmet Counter

Diamond Armor Maintenance
Diamond Armlet Move +1

BOSS 13: Elmdor

BATTLE: Roof of Riovanes Castle

OBJECTIVE: Save Rafa!

LEVEL: 33

CLASS: Arc Knight

BRAVE: 70 FAITH: 70

ZODIAC SIGN: Gemini

EQUIPMENT:	ABILITY:
Muramasa	Sword Spirit
---	---

Black Hood	Hamedo
------------	--------

Black Robe	Two Hands
------------	-----------

N-Kai Armlet	Ignore Height
--------------	---------------

BOSS 14: Lede

BATTLE: Roof of Riovanes Castle

OBJECTIVE: Save Rafa!

LEVEL: 28

CLASS: Assassin

BRAVE: 65 FAITH: 70

ZODIAC SIGN: Sagittarius

EQUIPMENT:	ABILITY:
Spell Edge	Use Hand
Spell Edge	Random
Black Hood	Counter Tackle
Power Sleeve	Random
Barette	Move +1

Spell Edge	Use Hand
------------	----------

Spell Edge	Random
------------	--------

Black Hood	Counter Tackle
------------	----------------

Power Sleeve	Random
--------------	--------

Barette	Move +1
---------	---------

BOSS 15: Celia

BATTLE: Roof of Riovanes Castle

OBJECTIVE: Save Rafa!

LEVEL: 29

CLASS: Assassin

BRAVE: 65 FAITH: 70

ZODIAC SIGN: Virgo

EQUIPMENT:	ABILITY:
Kiyomori	Use Hand
Kiyomori	Random
Black Hood	Counter Tackle
Earth Clothes	Random
Cachusha	Move +1

Kiyomori	Use Hand
----------	----------

Kiyomori	Random
----------	--------

Black Hood	Counter Tackle
------------	----------------

Earth Clothes	Random
---------------	--------

Cachusha	Move +1
----------	---------

CHAPTER 4: SOMEONE TO LOVE

BOSS 16: Meliadoul

BATTLE: Bervenian Free City

OBJECTIVE: Defeat Meliadoul!

LEVEL: 35

CLASS: Divine Knight

BRAVE: 67 FAITH: 68

ZODIAC SIGN: Capricorn

EQUIPMENT:	ABILITY:
Defender	Mighty Sword
Platina Shield	Random
Platina Helmet	---
Carabini Mail	Random
Chantage	---

Defender	Mighty Sword
----------	--------------

Platina Shield	Random
----------------	--------

Platina Helmet	---
----------------	-----

Carabini Mail	Random
---------------	--------

Chantage	---
----------	-----

BOSS 17: Zalmo
BATTLE: Church outside the town
OBJECTIVE: Defeat Zalmo!
LEVEL: 35
CLASS: Holy Priest
BRAVE: 54 FAITH: 78
ZODIAC SIGN: Sagittarius
EQUIPMENT: ABILITY:
Wizard Rod White-aid
--- Random
Holy Miter Random
White Robe Random
Elf Mantle Random

BOSS 18: Balk
BATTLE: Bed Desert
OBJECTIVE: Defeat Balk!
LEVEL: 35
CLASS: Engineer
BRAVE: 64 FAITH: 62
ZODIAC SIGN: Sagittarius
EQUIPMENT: ABILITY:
Blaze Gun Snipe
--- Random
Flash Hat Random
Light Robe Equip Change
N-Kai Armlet Random

BOSS 19: Lede
BATTLE: At the gate of Limberry Castle
OBJECTIVE: Defeat all enemies!
LEVEL: 37
CLASS: Assassin
BRAVE: 65 FAITH: 70
ZODIAC SIGN: Sagittarius
EQUIPMENT: ABILITY:
Spell Edge Use Hand
Spell Edge Random
Golden Hairpin Counter Tackle
Black Costume Random
Random Move +1

BOSS 20: Celia
BATTLE: At the gate of Limberry Castle
OBJECTIVE: Defeat all enemies!
LEVEL: 38
CLASS: Assassin
BRAVE: 65 FAITH: 70
ZODIAC SIGN: Virgo
EQUIPMENT: ABILITY:
Kikuichimoji Use Hand
Kikuichimoji Random
Flash Hat Counter Tackle
Black Costume Random
Random Move +1

BOSS 21: Elmdor
BATTLE: Inside of Limberry Castle
OBJECTIVE: Defeat Elmdor!

LEVEL: 41
CLASS: Arc Knight
BRAVE: 70 FAITH: 70
ZODIAC SIGN: Gemini
EQUIPMENT: ABILITY:
Masamune Sword Spirit
Genji Shield Blood Suck
Genji Helmet Blade Grasp
Genji Armor Martial Arts
Genji Gauntlet Teleport 2

BOSS 22: Lede
BATTLE: Inside of Limberry Castle
OBJECTIVE: Defeat Elmdor!
LEVEL: 38
CLASS: Assassin
BRAVE: 65 FAITH: 70
ZODIAC SIGN: Sagittarius
EQUIPMENT: ABILITY:
Spell Edge Use Hand
Spell Edge Throw
Flash Hat Counter Tackle
Black Costume Random
Random Move +1

BOSS 23: Celia
BATTLE: Inside of Limberry Castle
OBJECTIVE: Defeat Elmdor!
LEVEL: 39
CLASS: Assassin
BRAVE: 65 FAITH: 70
ZODIAC SIGN: Birgo
EQUIPMENT: ABILITY:
Kikuichimoji Use Hand
Kikuichimoji Throw
Flash Hat Counter Tackle
Black Costume Random
Random Move +1

BOSS 24: Dycedarg
BATTLE: Inside of Igron Castle
OBJECTIVE: Defeat Dycedarg! THEN Defeat Adramelk!
LEVEL: 43
CLASS: Lune Knight
BRAVE: 66 FAITH: 77
ZODIAC SIGN: Scorpio
EQUIPMENT: ABILITY:
Defender Sword Skill
Aegis Shield All Magic
Circlet Catch
Carabini Mail Defend
Power Wrist Move +1

BOSS 25: Vormav
BATTLE: Hall of St. Murond Temple
OBJECTIVE: Defeat Vormav!
LEVEL: 46
CLASS: Divine Knight
BRAVE: 65 FAITH: 70
ZODIAC SIGN: Leo

EQUIPMENT: ABILITY:
Rune Blade Mighty Sword
Crystal Shield ---
Crystal Helmet Counter
Crystal Armor Defense UP
Elf Mantle Move +1

BOSS 26: Rofel

BATTLE: Hall of St. Murond Temple

OBJECTIVE: Defeat Vormav!

LEVEL: 45

CLASS: Divine Knight

BRAVE: 60 FAITH: 68

ZODIAC SIGN: Capricorn

EQUIPMENT: ABILITY:

Ice Brand Mighty Sword

Platina Shield ---

Platina Helmet Counter Flood

Platina Armor Defense UP

Diamond Armlet Jump +1

BOSS 27: Kletian

BATTLE: Hall of St. Murond Temple

OBJECTIVE: Defeat Vormav!

LEVEL: 44

CLASS: Sorceror

BRAVE: 51 FAITH: 81

ZODIAC SIGN: Gemini

EQUIPMENT: ABILITY:

Dragon Rod All Magic

--- ---

Golden Hairpin Counter Magic

Earth Clothes Magic Defend UP

Elf Mantle Ignore Height

BOSS 28: Zalbag

BATTLE: Chapel of St. Murond Temple

OBJECTIVE: Defeat Zalbag!

LEVEL: 47

CLASS: Arc Knight

BRAVE: 33 FAITH: 77

ZODIAC SIGN: Cancer

EQUIPMENT: ABILITY:

Rune Blade Destroy Sword

Crystal Shield Blood Suck

Crystal Helmet Speed Save

Crystal Mail Defense UP

Germinas Boots Move-HP Up

BOSS 29: Worker 7

BATTLE: Nelveska Temple

OBJECTIVE: Defeat Worker 7!

LEVEL: 66

CLASS: Steel Giant

BRAVE: 70 FAITH: 0

ZODIAC SIGN: Random (???)

EQUIPMENT: ABILITY:

--- Work

--- ---

--- Counter

--- Defense UP

BOSS 30: Rofel
BATTLE: Underground Book Storage Fifth Floor
OBJECTIVE: Defeat Rofel!
LEVEL: 54
CLASS: Divine Knight
BRAVE: 60 FAITH: 68
ZODIAC SIGN: Capricorn
EQUIPMENT: ABILITY:
Save the Queen Mighty Sword
Crystal Shield All Magic
Crystal Helmet Weapon Guard
Crystal Armor Defense UP
Germinas Boots Ignore Height

BOSS 31: Kletian
BATTLE: Murond Death City
OBJECTIVE: Defeat Kletian!
LEVEL: 54
CLASS: Sorceror
BRAVE: 51 FAITH: 81
ZODIAC SIGN: Gemini
EQUIPMENT: ABILITY:
Mace of Zeus All Magic

Flash Hat MA Save
Black Costume Magic Defend UP
Feather Mantle Fly

BOSS 32: Balk
BATTLE: Lost Sacred Precincts
OBJECTIVE: Defeat Balk!
LEVEL: 55
CLASS: Engineer
BRAVE: 64 FAITH: 62
ZODIAC SIGN: Sagittarius
EQUIPMENT: ABILITY:
Blast Gun Snipe

Thief Hat Counter
Light Robe Martial Arts
Feather Mantle Move-HP UP

13. P O A C H E D I T E M S

In the world of Final Fantasy Tactics, you can poach monsters, bring them to a fur shop which opens up at Chapter 3's start, and get yourself an item. Now, you're asking me this question. How do you poach monsters? Simple, my friend, you must learn the thief's ability Secret Hunt, and then equip it and in battle, kill a monster with a regular attack (like the normal Attack). Using moves like Stasis Sword will not get them to be poached. Here are the items that you get when you poach monsters.

Monster	Common Items	Rare Items
Hyudra	Blood Sword	Scorpion Tail
Hydra	Setiemson	Rubber Costume
Tiamat	Ryozan Silk	Whale Whisker

Behemoth	Defense Armlet	P Bag
King Behemoth	Ultimus Bow	Cherche
Dark Behemoth	Wizard Rod	Stone Gun

Dragon	Jade Armlet	H Bag
Blue Dragon	Cashmere	Dragon Rod
Red Dragon	Salty Rage	Dragon Whisker

Uribo	Maiden's Kiss	Cachusha
Porky	Chantage	Nagrarock
Wildbow	Ribbon	FS Bag

Morbol	Platina Dagger	Ice Shield
Ochu	N-Kai Armlet	Chameleon Robe
Great Morbol	Elixir	Madlemgen

Bull Demon	Battle Axe	Giant Axe
Minitaurus	Coral Sword	Slasher
Sacred	Holy Lance	Ivory Rod

Juravis	Potion	Rubber Shoes
Steel Hawk	Phoenix Down	Hunting Bow
Cocatoris	Soft	Feather Mantle

Woodman	Eye Drop	Healing Staff
Trent	Gold Staff	Fairy Harp
Taiju	Defense Ring	Defender

Pisco Demon	Echo Grass	Hi-Potion
Squidlarkin	Small Mantle	Sleep Sword
Mindflare	Hi-Ether	Dracula Mantle

Skeleton	Holy Water	Ether
Bone Snatch	Hi-Potion	Partisan
Living Bone	Wizard Mantle	Elf Mantle

Bomb	Fire Ball	Flame Rod
Grenade	Water Ball	Flame Whip
Explosive	Lightning Ball	Flame Shield

Flotiball	Shuriken	Platina Dagger
Ahriman	Magic Shuriken	Air Knife
Plague	Yagy Darkness	Zorlin Shape

Ghoul	Ether	Hi-Potion
Gust	Hi-Potion	Main Gauche
Revnant	Hi-Ether	Mythril Gun

Chocobo	Phoenix Down	Hi-Potion
Black Chocobo	Eye Drop	X-Potion
Red Chocobo	Remedy	Barette

Red Panther	Antidote	Battle Boots
Cuar	Soft	Germinas Boots
Vampire	Holy Water	C Bag

Goblin	Potion	Hi-Potion
Black Goblin	Hi-Potion	Antidote
Gobbledeguck	Mage Masher	Ancient Sword

14. S T A T U S C H A N G E S

Status	Effect
Charging	Charges an attack.
Performing	Charges sing or dance.
Defending	Doubles evasion.
Float	Levitates 1h above ground.
Reraise	When dead, can be revived automatically.
Transparent	Unnoticed by enemies.
Shell	Lowers magic attack damage.
Protect	Lowers physical attack damage.
Haste	Speed rises.
Regen	Gains HP each turn.
Sleep	Cannot do anything until attacked.
Petrify	Turns into stone, act as dead.
Oil	Raises damage from fire attacks.
Poison	Loses HP each turn.
Darkness	Lowers accuracy of attacks.
Stop	AT is lost for a while.
Slow	Speed lowers.
Frog	Becomes a frog.
Don't Move	Cannot move.
Don't Act	Cannot act.
Death Sent.	Will die when countdown is expired.
Blood Suck	HP is drained, will go use Blood Suck on closest person.
Undead	Undead, heal spells will do damage.
Chicken	Will cower from battle, one brave point raise after turn.
Charm	Fight for opposed side.
Invitation	Person joins enemy.
Confusion	Act randomly.
Berserk	PA increased, cannot control.
Faith	Very high faith.
Innocent	Very low faith.
Critical	About to die.
Dead	Dead.

15. C A L C U L A T I O N S

Used a calculator, and you don't know what multiples are, huh? You can go to a math class, or you can get your multiples of prime numbers, three, four, and five here. Here are the multiples, and they end at 100.

=====

Prime Numbers

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

=====

3

3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, 42, 45, 48, 51, 54, 57, 60, 63, 66, 69, 72, 75, 78, 81, 84, 87, 90, 93, 96, 99

=====

4

4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52, 56, 60, 64, 68, 72, 76, 80, 84, 88, 92, 96, 100

=====

5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100

There you have it, the multiples of prime numbers, 3, 4, and 5. These are what you may need to use the calculator...and probably for studying for a math test. Heheh.

16. G E O M A N C Y C H A R T

A. t h e e l e m e n t a l s k i l l s

As you all know, the Elemental skills from the Geomancer class require you to be on a certain panel type. This is a chart used for telling what Elemental skill uses what panel. You can check what type a panel is, by highlighting a certain panel and then pressing the Select button.

Attack	Panel Type
Pitfall	Natural Surface, Wasteland, Road
Water Ball	Waterway, River, Lake, Sea, Waterfall
Hell Ivy	Grassland, Thicket, Water plant, Ivy
Carve Model	Gravel, Stone floor, Stone wall, Mud wall, Tombstone
Local Quake	Rocky Cliff, Lava rocks
Kamaitachi	Book, Tree, Brick, Bridge, Furniture, Iron plate, Moss, Coffin
Demon Fire	Wooden floor, Rug, Box, Stairs, Deck
Quicksand	Swamp, Marsh, Poisoned Marsh
Sand Storm	Sand area, Stalactite, Salt
Blizzard	Snow, Ice
Gusty Wind	Roof, Sky, Chimney
Lava Ball	Lava, Machine

B. t h e t e r r a i n g u i d e

This section contains the data of what panels are in a specific battlefield. It's a bit time-consuming to do this, but oh well. At least it'll help out. And I swear I'm starting to hate my job!!! Just kidding :) But I'll have to examine EVERY level!!! Note that these are not the most accurate, so if you find something wrong, e-mail me and I'll correct it and give you credit.

I'm not going to list the number of panel types in each battlefield, because without listing the number it's too hard.

Outside Orbonne Monastery: Grassland, Stone floor, Wooden floor, Sea, Roof
 Magic City Gariland: Grassland, Stone floor, Chimney, Waterway, Bridge, Box, Wooden floor, Tree
 Mandalia Plains: Grassland, Rocky cliff
 Sweegy Woods: Tree, Swamp, Natural Surface, Grassland, Bridge, Rocky cliff
 Slums in Dorter: Sea, Grassland, Natural Surface, Roof, Box
 Zeklaus Desert: Tree, Sand area, Rocky cliff
 Cellar of Sand Mouse: Grassland, Natural surface, Tree, Stone wall, Box, Stone floor
 Thieves' Fort: Wooden floor, Sea, Stone floor, Grassland
 Lenalia Plateau: Grassland, Rocky cliff, Lake
 Fovoham Plains: Sea, Rocky cliff, Grassland
 Windmill Shed: Grassland, Brick, Roof, Rocky cliff
 Fort Zeakden: Snow, Wooden floor
 Dorter Trade City: Grassland, Tree, Stone floor, Roof, Chimney
 Araguay Woods: Cross section, Tree, Grassland, Natural Surface
 Zirekile Falls: Bridge, Waterfall, River, Grassland, Rocky cliff
 Zaland Fort City: Grassland, Natural Surface, Stone floor, Roof, Chimney

Bariaus Hill: Grassland, Rocky cliff, Tree
Zigolis Swamp: Poisoned swamp, Wasteland, Grassland, Tree
Slums in Goug: Grassland, Wooden floor, Chimney, Stone floor, Box
Bariaus Valley: Grassland, River, Tree, Stone Floor
Golgorand Execution Site: Grassland, Wooden floor, Brick
At the gate of Lionel Castle: Grassland, Stone floor, Rocky cliff, Marsh
Inside of Lionel Castle: Stone floor, Rug, Stairs, Obstacle, Furniture
Goland Coal City: Snow, Wooden floor, Chimney
Back gate of Lesalia Castle: Grassland, Natural Surface, Stone floor, Tree
Underground Book Storage Second Floor: Brick Furniture, Book, Stairs
Underground Book Storage Third Floor: Book, Stone floor, Stairs
Underground Book Storage First Floor: Stairs, Brick, Wooden Floor, Book, Furniture
Grog Hill: Brick, Stairs, Grassland, Thicket, Box
Yardow Fort City: Wooden floor, Roof, Grassland, Chimney, Natural Surface, Stone wall, Tree
Yuguo Woods: Tree, Grassland, Rocky cliff, Stone floor
At the gate of Riovanes Castle: Stone floor, Obstacle, Grassland, Natural surface, Marsh
Inside of Riovanes Castle: Stone floor, Grassland, Obstacle, Waterway
Roof of Riovanes Castle: Roof, Stone wall, Chimney
Bervenian Volcano: Lava, Lava rocks
Doguola Pass: Rocky cliff, Grassland
Bervenian Free City: Roof, Stone floor, Box, Grassland, Natural surface
Finath River: River, Grassland, Natural surface, Gravel, Rocky cliff
Church outside the town: Roof, Stone floor, Grassland, Tree, Chimney
Bed Desert: Sand area, Wooden floor, Stone floor, Brick
South Wall of Bethla Garrison: Wasteland, Brick, Box, Grassland
North Wall of Bethla Garrison: Wasteland, Brick, Box, Grassland
In Front of Bethla Garrison's Sluice: Iron Plate, River, Stone floor, Wooden floor, Grassland
Germinas Peak: Grassland, Natural surface, Wooden Box, Rocky cliff
Poeskas Lake: Salt, Wooden floor, Rocky cliffs, Sand area, Bridge, Brick
At the gate of Limberry Castle: Stone floor, Box, Grassland, Natural surface, Stairs
Inside of Limberry Castle: Stone floor, Rug, Obstacle, Stairs, Stone wall, Cross section
Underground cemetery of Limberry Castle: Stone floor, Waterway, Tombstone, Coffin, Cross section
Dolbodard Swamp: Marsh, Grassland, Natural surface, Water plant
Inside of Igros Castle: Stone floor, Bridge
St. Murond Temple: Grassland, Stone floor, Tree, Roof
Hall of St. Murond Temple: Stone floor, Furniture, Cross section, Waterway, Rug
Chapel of St. Murond Temple: Stone floor, Coffin, Obstacle, Cross section
Colliery underground Third Floor: Snow, Wooden Floor, Natural Surface
Colliery underground Second Floor: Snow, Obstacle
Colliery underground First Floor: Snow, Obstacle
Underground Passage in Goland: Rocky cliff, Stone floor, Cross section, Wooden floor, Natural Surface
Nelveska Temple: Grassland, Stone floor, Stairs, Sand area, Rocky cliff
Zarghidas Trade City: Stone floor, Stairs, Box, Wasteland
NOGIAS: Stalactite, Moss, Rocky cliff
TERMINATE: Stalactite, Rocky cliff, Moss
DELTA: Stalactite, Rocky cliff, Darkness
VALKYRIES: Rocky cliff, Stalactite, Darkness, Moss
MLAPAN: Stalactite, River
TIGER: Rocky cliff, Stalactite, Moss
BRIDGE: Rocky cliff, Stalactite
VOYAGE: Stalactite, Darkness, Rocky cliff

HORROR: Moss, Darkness, Stalactite, Rocky cliff

END: Stalactite, Rocky cliff, Darkness

Underground Book Storage Fourth Floor: Furniture, Brick, Stone floor, Book, Bridge

Underground Book Storage Fifth Floor: Brick, Book, Wooden floor

Murond Death City: Wooden floor, Stone floor, Wasteland, Cross section

Lost Sacred Precincts: Roof, Stone floor, Wooden floor, Obstacle

Graveyard of Airships: Ivy, Machine, Deck, Obstacle

17. C O U N T E R A N D B L A D E G R A S P

Counter and Blade Grasp are two of the most popular Reaction abilities.

Counter can be learned from the Monk class for 300 job points. Blade Grasp can be learned from the Samurai class for 700 job points (how I like Zhou Tai from Dynasty Warriors 4, but that's a different story). However, not all attacks can be countered from Counter and Blade Grasp. The following is a chart I got from Aerostar (he's a great genius, and you better read his Battle Mechanics Guide, it's real good!) that shows which attacks can be countered by Counter and Blade Grasp. Note that they cannot counter a magic attack, and Counter cannot counter off against a spell gun (Blaze Gun, Glacier Gun, and Blast Gun), but Blade Grasp can counter a spell gun attack.

Hey, don't ask why Blade Grasp can counter arrow attacks. The description says it counters attacks OTHER than bow and crossbow attacks (agh, archers in Dynasty Warriors 4 were annoying, but that's off topic). Oh well, the programmers sure do make lots of mistakes in FFT (l-i-t-t-l-e.....m-o-n-e-y :) so I guess this counts as one error.

Taken from Aerostar's Battle Mechanics Guide

ATTACK, except with spell guns

CHARGE	Scratch	Shine Lover
JUMP	Poison Nail	Straight Dash
THROW	Blood Suck*	Bite
BATTLE SKILL	Tentacle (Squid)	Shake Off
Steal Helmet	Knife Hand	Wave Around
Steal Armor	Sleep Touch	Tentacle (Morbol)
Steal Weapon	Grease Touch	Goo
Steal Accessry	Drain Touch	Stab Up
Gil Taking	Zombie Touch	Sudden Cry
Choco Attack	Wing Attack	Dash (Dragon)
Tackle	Scratch Up	Tail Swing
Goblin Punch	Beak	Triple Attack
Eye Gouge	Beaking	Snake Carrier

* Vampire version of Blood Suck ONLY

The following attacks do NOT trigger Counter and Blade Grasp, even though you might expect that they do:

Dash (BASIC SKILL)

Throw Stone

PUNCH ART

Steal Exp.

SNIPE

Blood Suck (BLOOD SUCK command set)

Turn Punch

Mutilate

Cat Kick

Small Bomb

WORK

As I said before, Blade Grasp can counter against spell guns.

18. THE ZODIAC STONES

These are the descriptions of the Zodiac Stones in the game. Note that the descriptions of the Virgo stone and the Leo stone are not included because you can't get them unless you have a cheating device (coughGamesharkcough).

Aries

One of the 12 Holy Stones. A legendary Zodiac Stone representing the 'Ram'. It was acquired after defeating Wiegraf.

Taurus

One of the 12 Holy Stones. A legendary Zodiac Stone representing the 'Bull'. It was found hidden in Goug Machine City.

Gemini

One of the 12 Holy Stones. A legendary Zodiac Stone representing the 'Twins'. Acquired after beating Duke Elmdor in Limberry Castle.

Cancer

One of the 12 Holy Stones. A legendary Zodiac Stone representing the 'Crab'. Acquired after beating the Steel Giant.

Libra

One of the 12 Holy Stones. A legendary Zodiac stone representing the 'Justice'. This was a treasure of the Orlandu family. It was in the possession of T. G. Cid.

Scorpio

One of the 12 Holy Stones. A legendary Zodiac Stone representing the "Scorpion". It was acquired after vanquishing Draclau.

Sagittarius

One of the 12 Holy Stones. A legendary Zodiac Stone representing the 'Archer'. The High Priest gave it to Meliadoul.

Capricorn

One of the 12 Holy Stones. A legendary Zodiac Stone representing the 'Goat'. Acquired after beating the eldest brother Dycedarg.

Aquarius

One of the 12 Holy Stones. A legendary Zodiac Stone representing the 'Water' bearer. Found in a deep mine in Goland.

Pisces

One of the 12 Holy Stones. A legendary Zodiac Stone representing the 'Fish'. It was given to Izlude while he was dying.

Serpentarius

13th Zodiac Stone. Added to the 12 original Zodiac Signs. It represents the 'Snake'. Acquired after beating Elidibs.

19. HOW TO STEAL THE GENJI SET

In the battle Inside of Limberry Castle take a look at Elmdor's setup. He has the rare and exclusive Genji set. You can only get the Genji set by stealing it from him in Limberry Castle.

THE GENJI SET

Masamune

Attack Power: 18 Physical Evasion: 15%

Genji Shield: Shield
Physical Evasion: 43% Magical Evasion: 0%

Genji Helmet: Helmet
HP: 130 MP: 0

Genji Armor: Armor
HP: 150 MP: 0

Genji Gauntlet: Gauntlet
Attributes: PA +2, MA +2

Notes:

1. Elmdor cannot be affected by almost every status, but he does have one weakness: SLOW!!! He has a pretty decent speed, but if you have Slow, you can kick off his speed.
2. Elmdor has the Blade Grasp reaction ability, which makes his brave points his evasion. He starts with 70 brave. You can lower his brave.
3. Elmdor has Teleport 2, meaning he can surf the whole battle freely (and it's a shame we don't get Teleport 2 normally, it's a Game-Shark required move). This can be annoying.
4. Muramasa can add either Confusion or Death Sentence. Another annoying habit. Can you believe a confused immortal?
5. Blood Suck does what it does, and also when someone is infected, you cannot control him. Instead, he goes off to suck some blood from the nearest person. You can remedy this with 108 Gems.
6. Elmdor's level is 41. It's best if you're at level 50.

Make sure this setup is at least level 50 (mine was at level 53-54).

Note that you will most likely need to duplicate the Excalibur to make it easier to steal the Genji Set, but if you don't want to use the duplication method because you don't want to cheat or any other reason, use the Defender or the Rune Blade. Just give the Excalibur to Orlandu. Agrias should make good work of the Rune Blade if no Excalibur is given to her.

Note that when you see a --- you can put in anything useful there.

Here are what you should have:

Ramza: Squire	
Equipment:	Ability:
Excalibur/Defender/Rune Blade	Guts
Crystal Shield	Punch Art (have Chakra)
Crystal Helmet	---
Crystal Armor	---
108 Gems	Move-HP Up

Description: A healer that is pretty fast if he has Excalibur. Try not to group as much as possible when using this Ramza set.

Female: Ninja (2 of these)	
Equipment:	Ability:
Spell Edge	Throw
Ninja Edge	Steal

Ribbon	Speed Save
---	---
Chantage	Move +2

Description: These cuties are for stealing, so you can have two chances of stealing, one per ninja. Obvious, eh? Oh yeah, make sure at least one of them is a female Sagittarius, so you have a higher chance of stealing one of the valuables from Elmdor. If you have both as Sagittarius, then you're good and ready.

Orlandu: Holy Swordsman

Equipment:	Ability:
Excalibur	All Swordskill (have Lightning Stab)
Crystal Shield	Yin Yang Magic (have Foxbird)
Crystal Helmet	---
Crystal Armor	---
108 Gems	Move +2

Description: This is used to kill the assassins AND lower Elmdor's brave.

Agrias: Holy Knight

Equipment:	Ability:
Excalibur/Defender/Rune Blade	Holy Sword (have Lightning Stab)
Crystal Shield	Yin Yang Magic (have Foxbird)
Ribbon	---
Crystal Armor	---
Chantage	---

Description: Like Orlandu, you can use Agrias to kill the assassins and lower Elmdor's brave.

You can also use Beowulf if you have him yet.

Beowulf: Temple Knight

Equipment:	Ability:
Excalibur/Defender/Rune Blade	Magic Sword (have Chicken)
Crystal Shield	Time Magic (have Slow)
Crystal Helmet	---
Crystal Armor	---
108 Gems	---

Now, here are the tactics:

1. Ignore Elmdor for the while and kill Celia and Lede with Orlandu and Agrias. Make sure Orlandu doesn't jump out too far!!! Alternately you can kill the two chicks with your own chick (battle of the chicks!!!).
2. When Celia and Lede turn into Ultima Demons, you can now use Orlandu.
3. Group up your ninjas and Agrias so that Elmdor can just Muramasa them (or Asura or Koutesu). You don't have to worry about them dying because they have Chantage.
4. While you group your girls up, have Agrias Foxbird Elmdor. Orlandu can join in as well and Foxbird him. I used it until he had 0 brave.
5. Start to steal!!! First, steal the shield, as that makes up the third portion of his defensive side. Then steal the helmet or armor. Hell, once I tried from the back and got a 74 percent!!! Dunno why, but oh well. It should be easy enough to steal everything. MAKE SURE YOU DON'T GROUP UP RAMZA AND

ORLANDU!!! If you do, he might Muramasa them. However, if Ramza is in Critical, use Chakra and walk on a lone square AWAY from the other allies. Then on his next turn, use Chakra again.

When he kneels down saying "Ugh... You're strong..." congratulate yourself! You have completed one of the most arduous (but rewarding) tasks. These items will help you a lot. I assure you!!!

I recently got a letter from Joe Madder, and this is how he got Elmdor's Genji Set (and he claims that he was at level 32).

=====
Submitted Tip by Joe Madder

Ramza: Monk

Equipment:	Ability:
---	Punch Art (Chakra and Revive)
---	Guts
---	---
Black Costume	---
108 Gems	---

Agrias: Knight

Equipment:	Ability:
Excalibur	Battle Skill (Speed Break)
---	Holy Sword (Lightning Stab)
Ribbon	Regenerator
Crystal Armor	---
Sprint Shoes	Move +2

Orlandu: Holy Swordsman

Equipment:	Ability:
Excalibur	All Swordskill (Lightning Stab)
Crystal Shield	Item (Phoenix Down and Holy Water)
Crystal Helmet	---
Crystal Armor	Throw Item
108 Gems	Move +2

Female: Thief

Equipment	Ability:
---	Steal
---	Time Magic (Slow)
Ribbon	Speed Save
---	Defense UP
Chantage	Move +2

Female: Oracle

Equipment:	Ability:
---	Yin-Yang Magic
---	Steal
Ribbon	Speed Save
---	Defense UP
Chantage	Move +2

I always charge and hit all three with a Lightning Stab from both Orlandu and Agrias. Agrias needs the Sprint Shoes to go before the three immortals, and she also needs to be a Knight because usually this will add one more to her AT.

Then, you can guess the rest.

=====

20. CALCULATED SPELLS

Ah, yes. Spells. No, not a spelling bee! Spells! Magic! Yes. Some can be calculated by the calculator skill, Math Skill, and some can be reflected by the Reflect Armor, Carbunkle, or Reflect. Carbunkle is from the summoner class and Reflect is from the Time Mage class. Here's what spells can be calculated.

Calculated Spells:

Fire
Fire 2
Fire 3
Ice
Ice 2
Ice 3
Bolt
Bolt 2
Bolt 3
Poison
Frog
Death
Flare
Cure
Cure 2
Cure 3
Raise
Raise 2
Reraise
Regen
Protect
Shell
Wall
Esuna
Holy
Haste
Slow
Stop
Don't Move
Float
Reflect
Demi
Demi 2
Blind
Pray Faith
Doubt Faith
Zombie
Silence Song
Blind Rage
Foxbird
Confusion Song
Dispel Magic
Paralyze
Sleep
Petrify

21. ELEMENTS AND THEIR ATTACKS

Thanks to AeroStar, I have a complete listing of the elements and their attacks. So, what is your favorite element? Fire, huh? And you want to check

out how many fire spells are there, right? Well, you can now find out. It even includes the abilities you normally cannot get unless you have Game Shark, and it also includes the items that have elements.

Fire Skills

- Fire
- Fire 2
- Fire 3
- Fire 4
- Ifrit
- Salamander
- Demon Fire
- Lava Ball
- Asura
- Asura Back
- Melt
- Fire Bracelet
- Flame Attack
- Spark
- Blow Fire
- Triple Flame
- Flame Rod
- Glacier Gun
- Fire Ball
- Flame Whip

Ice Skills

- Ice
- Ice 2
- Ice 3
- Ice 4
- Shiva
- Blizzard
- Ice Bracelet
- Ice Soul
- Ice Bow
- Ice Rod
- Ice Brand
- Blaze Gun

Lightning Skills

- Bolt
- Bolt 2
- Bolt 3
- Bolt 4
- Ramuh
- Heaven Thunder
- Heaven Bolt Back
- Thunder Bracelet
- Thunder Soul
- Triple Thunder
- Coral Sword
- Lightning Bow
- Thunder Rod

Lightning Ball
Blast Gun

Note: Lightning Stab is NOT lightning elemental.

Earth Skills

Titan
Earth Slash
Local Quake
Quake
Mimic Titan
Sky Demon
Sky Demon Back

Wind Skills

Kamaitachi
Gusty Wind
Sand Storm
Tornado
Diamond Sword
Diamond Sword Back
Wind Soul
Hurricane
Windsplash Bow
Air Knife

Water Skills

Leviathan
Water Ball
Quicksand
Hydragon Pit
Dragon Pit Back
Aqua Soul
Water Ball

Note: People may get confused of why there are two water balls in this section. The reason why is there is a throwing ball called Water Ball, and one of the Geomancer skills is called Water Ball. This is just to clear things up.

Holy Skills

Holy
Holy Bracelet
Holy Lance

Note: The Holy Sword skills are NOT Holy elemental.

Dark Skills

Lich
Night Sword

Dark Sword
Dark Whisper
Dark Holy

So there you go. Now you can figure out how many elemental spells are there.

22. WHAT CITIES SELL WHAT?

Certain types of cities sell certain items, as you may notice. Castles sell armor and swords, etc. These are the types of cities that sell what.

Castles (Lionel, Lesalia, Zeltennia, etc.) sell swords, knives, bows, spears, axes, shields, helmets, and armor. Some castles may also sell crossbows and hammers.

Trade Cities (Dorter, Warjilis, and Zarghidas) sell katanas, ninja swords, dictionaries, harps, cloths, hammers, sticks, rods, staffs, bags, shields, clothes, hats, robes, shurikens, and balls.

Freebie cities (Goland, Bervenian, etc.) sell knives, rods, staffs, sticks, bags, clothes, robes, hats, shurikens, balls, and Gariland Magic City sells all these, and a Broad Sword.

23. CHECKPOINTS OF THE SHOPS

As you complete some storyline battles, more new and powerful items become available in city stores. Here are the checkpoints and the items shops start to sell. (Thanks to DragonKnight Zero.)

Checkpoint 1: Finish Gariland Magic City

Items: Broad Sword, Dagger, Oak Staff, Rod, Clothes, Leather Hat, Potion, Antidote, Eye Drop, Phoenix Down

Checkpoint 2: Meeting in Igros Castle with Dycedarg

Items: Long Sword, Mythril Knife, Bow Gun, Escutcheon I, Leather Armor, Linen Cuirass, Leather Outfit, Leather Helmet, Bronze Helmet, Feather Hat, Battle Boots, Soft, Maiden's Kiss, Echo Grass

Checkpoint 3: Finish Sand Rat Cellar

Items: Iron Sword, Long Bow, Blind Knife, Buckler, White Staff, Thunder Rod, Ice Rod, Flame Rod, Bronze Armor, Leather Vest, Linen Robe, Iron Helmet, Red Hood, Small Mantle, Hi-Potion

Checkpoint 4: Finish Lenalia Plateau

Items: Mythril Sword, Mage Masher, Silver Bow, Battle Axe, Bronze Shield, Chain Mail, Chain Vest, Silk Robe

Checkpoint 5: Finish Fort Zeakden

Items: Ice Bow, Javelin I, Round Shield, Mythril Vest, Mythril Armor, Barbuta, Headgear, Spike Shoes, Leather Mantle, Shuriken, Holy Water

Checkpoint 6: Finish Zirekile Falls

Items: Coral Sword, Platina Dagger, Mythril Shield, Rainbow Staff, Poison Rod, Cypress Rod, Plate Mail, Adaman Vest, Mythril Helmet, Triangle Hat, Power Wrist

Checkpoint 7: Meeting in Lionel Castle with Draclau

Items: Lightning Bow, Cross Bow, Giant Axe, Spear, Gold Shield, Battle Bamboo, Asura Knife, Kotetsu Knife

Checkpoint 8: Finish Bariaus Valley

Items: Bizen Boat, Flail, Wizard Staff, Brigandine, Cross Helmet, Diamond Armlet

Checkpoint 9: Finish Inside of Lionel Castle

Items: Ancient Sword, Mythril Spear, Mythril Bow, Poison Bow, Murasame, Hidden Knife, C Bag, Ice Shield, Flame Shield, Twist Headband, Feather Boots, Magic Gauntlet, N-Kai Armlet, X-Potion

Checkpoint 10: Finish Back Gate of Lesalia Castle

Items: Sleep Sword, Main Gauche, Slasher, Ninja Knife, Heaven's Cloud, Flame Whip, Iron Fan, Monster Dictionary, Persia, Aegis Shield, Diamond Armor, Judo Outfit, Chameleon Robe, Diamond Helmet, Holy Miter, Germinas Boots, Jade Armlet, Elf Mantle, Magic Shuriken

Checkpoint 11: Finish Underground Book Storage First Floor

Items: Diamond Sword, Orichalcum, Windslash Bow, Hunting Bow, Partisan, Short Edge, Papyrus Plate, Wizard Rod, Gold Staff, Gokuu Rod, Bloody Strings, P Bag, Diamond Shield, Power Sleeve, White Robe, Black Hood, Magic Ring, 108 Gems, Hi-Ether

Checkpoint 12: Finish Yardow Fort City

Items: Platinum Sword, Ninja Edge, Kiyomori, Morning Star, Cashmere, Platina Armor, Black Robe, Circlet, Platina Helmet, Golden Helmet, Sprint Shoes, Bracer, Dracula Mantle

Checkpoint 13: Finish Roof of Riovanes Castle

Items: Ice Brand, Assassin Dagger, Muramasa, Spell Edge, Platina Shield, Carabini Mail, Earth Clothes, Angel Ring, Yagyu Darkness

Checkpoint 14: Finish In Front of Bethla Garrison's Sluice

Items: Rune Blade, Air Knife, Oberisk, Gastrafitis, Kikuichimoji, Octagon Rod, H Bag, Crystal Shield, Crystal Helmet, Crystal Mail, Reflect Mail, Black Costume, Light Robe, Flash Hat, Red Shoes, Feather Mantle

Checkpoint 15: Finish Underground Cemetery in Limberry Castle

Items: Thief Hat

24. N E L V E S K A T E M P L E A N D T H E I T E M S

Remember in the Cloud Quest at Nelveska Temple when I said there were some valuable items? The Escutcheon II and the Javelin II. They're called Escutcheon and Javelin, but I assure you, these are the stronger versions of the Escutcheon and Javelin. You'll need a person with Move-Find Item and very low brave, like the 10s to the 20s. That person also needs a jump of 4. Germinas Boots work well on this. Rafa is excellent, she has low brave when you first meet her, and with the Mediator ability Threaten, you can lower her brave to 11. When someone's brave is lower than ten, he or she will probably leave, but it's eleven. Catch is: When you lower a brave, 1/4 of the loss of brave will be a permanent loss, so you have to do it five times. Also, she should have Secret Clothes and Germinas Boots. You'll also need a big monster, like a Tiamat. The two items are on the pillars where the hyudras stand at the start of the battle. Refer to the 'Trick of the Huge' move in the Various Tips section. Use the trick to get the items. Sometimes, though, you may get the crappy item. Just a little tidbit: The ultimate Escutcheon is the type of shield that has a 5-line cross. The ultimate Javelin can be caught by ninjas. If you have high brave, it will be most likely you will get the crappy versions.

There are also two other rare weapons. One of them is the Nagrarock. It has a weakly attack power of 1. However, there's a chance that when it stabs someone, that someone will turn into a frog (errmmm... what's the name of that show again?). The other one is the decent-power Sasuke Knife. It has an attack power of 14, and it's pretty decent. The Sasuke Knife is located somewhere in the grassy area above the temple, and the Nagrarock is inside the very end of the temple.

Since you have three Cocatoris as your enemies, I suggest you wear Jade Armlets.

25. S O M E R A R E B A T T L E S

Once you make it to Chapter 4, you can battle some of the most rare and hard random battles. Here are the toughest random battles I have encountered so far.

Bariaus Valley (enter from Golgorand Execution Site)

Wowzers! This is the only random battle besides END where you can find a Tiamat! Hey, I think I know what you're thinkin'. You're wanting to invite the Tiamat early in Chapter 4, for those pretty tough battles. Anyway, sometimes there will be two Tiamats, but anyway, the other enemies may include a Plague, an Ahriman, and/or a Red Chocobo.

Bariaus Hill (enter from Zaland Fort City)

The Super Monster Battle! This battle consists of one Hydra, one Hyudra, one Behemoth of each type (1x Behemoth, 1x King, and 1x Dark), one Dragon of each color (1x green, 1x blue, and 1x red), and also sometimes a Chocobo of any color. Reis would be a good choice for this battle. A hard battle, but if you're lucky, you probably can poach all of these monsters.

Grog Hill (enter from Lesalia Imperial Capital)

The Super Monk Battle! How odd. SMB for Super Monster Battle, and SMB for Super Monk Battle. Anyway, where was I? Oh, you're facing 11, yes, ELEVEN MONKS!!! They'll be skilled. You'll be hit with Wave Fist, Earth Slash, and almost every ability of Punch Art. Prepare for yourself. I suppose Orlandu can hit them.

Araguay Woods (enter from Dorter Trade City)

Here's the scene. You're in the woods, but you're not alone. Look around you. You'll see ninjas. If they're at level 90+, they'll throw pretty strong weapons, like the Masamune, and the Javelin II. Not pretty tough, but still...

Yuguo Woods (enter from Yardow Fort City)

Araguay Woods, Ninja battle. Yuguo Woods, Samurai battle. Yep, you're gonna be facing a flock of samurais here. Kikuichimoji and Muramasa can chip away your HP real good.

Germinas Peak (enter from Zarghidas Trade City)

This is a battle of chemists and mediators. At first, they don't look like much, but actually, if there are female chemists, they'll have the spell guns, including the Blast Gun!!!

26. C O U N T E R M A G I C

Thank you AeroStar!

If you were using the Counter Magic reaction ability, you'd know what it does. What it does is that when you're attacked with a magic spell, you use the same magic spell your enemy used against you on your enemy. Well, there is one catch: It does not counter all magic spells. Here is a list of what it can counter:

- All Black Magic attack except for Fire 4, Ice 4, and Bolt 4
- Holy and Dark Holy
- Yin Yang Magic except for the two Faith Spells, Pray and Doubt
- Slow, Slow 2, Don't Move, Quick, Stop, Demi, Demi 2, Meteor
- the three Bio spells
- Melt, Tornado, Quake

-the attacks from the spell guns

27. L E A R N I N G U L T I M A

A. w h a t i s u l t i m a ?

Ramza has a hidden ability that you cannot learn through job points, as it isn't shown. It is a spell called Ultima, and it's pretty weak, but it's not that hard to learn Ultima. Read on to learn Ultima.

B. h o w d o i l e a r n i t ?

As I told you, Ultima is not shown in the job skill set. Now I know what you're thinking "If it's not listed in the skill set, how am I gonna learn it?" In order for Ramza to learn it, he must be in his Squire form, and must be hit by Ultima. There are only a few enemies that cast Ultima. Celia, Lede, and Ultima Demons can cast Ultima. The easiest place to learn it is in the battle "At the Gate of Limberry Castle" (Ramza cannot learn Ultima in Chapter 3). Make sure Ramza has the following setups and at level 50 before going to Limberry Castle when you have to fight there.

Ramza: Squire

Equipment:

Excalibur

Any Shield

Any Head Gear

Black Costume

N-Kai Armlet

When you begin the battle, Ramza will walk up to the gate, leaving him vulnerable to Celia and a few Apandas. Because of the Black Costume, the assassins cannot use Shadow Stitch on Ramza, and because of N-Kai Armlet, they won't be able to use their Allure attack. Stop Bracelet only works when the target is close, so as long as you stay a lot of panels away from Celia or Lede, they will have to resort to using Ultima. It is very easy to survive Ultima. Once Ramza gets hit by it and survive, you will get a message asking if you want Ultima. Well, there you go!

28. L E A R N I N G Z O D I A C

A. w h a t i s z o d i a c ?

You've learned all abilities in the summoner class, right? Well, did you? Anyway, so say you did. But you are wondering "Why doesn't it master the job class?" Well, you have missed a "hidden spell" called Zodiac. It's regarded by most as the strongest magic spell in the game. Learning it may be hard, but the payoff is good!

B. h o w d o i l e a r n i t ?

You may have noticed Zodiac is not listed in the summoner skill set. Now, you're thinking "If it's not in the skill set, how the heck am I gonna learn it?" Simple, my friends. You'll need to be a summoner, have the summoner be hit by it and survive (0 damage doesn't count). Now, you have noticed almost no one casts this spell. But, there is one person who can cast this spell. That person is Elidibs. Watch out for Elidibs when you fight him (in the last level of the Deep Dungeon, END). He has Poison Frog (does what it does :), Midgar Swarm (magic attack), and your target, Zodiac. Zodiac is ultimately powerful, and it'll take time to learn it. The best way to survive it is to use the Time Mage reaction ability MP Switch (when you're damaged, MP is decreased instead of HP). But don't couple MP Switch with Magic Defend UP. When I tried to learn Zodiac with both MP Switch and MDU coupled at Ramza, he didn't learn it... Just use MP Switch.

When you start the battle, take out the Apandas. They are weak against fire, so if you brought a Tiamat, a Glacier Gun wielder, and/or a Hydra, then you

can kill most of them quickly. The Byblos can be a threat even though he's your guest because he can take down Elidibs, so kill him (or petrify him). When you kill all Apandas, get to Elidibs. If he's casting Zodiac on someone, have that target move next to your summoner, and when the spell activates, it should hit the summoner. You'll probably (note the word 'probably', it does not always work) learn the spell. Then kill him.

29. B L U E M A G E S T Y L E

Once again I thank AeroStar!

As you may know, Ultima and Zodiac are spells where you have to be hit to learn it. You know that, right? Well, those two spells aren't the only spells that have you to be hit and then learn. The GameFAQs Message Boards call this style of learning abilities 'Blue Mage Style'. There are other spells where you can learn it with Blue Mage Style.

You also have to be in the same job that has the spell you want to learn. For example, if you want to learn Fire 4 with the Blue Mage Style, you have to be in the wizard class, get hit by Fire 4 in battle, surviving, and then you can learn it.

WIZARD

- Fire 4
- Ice 4
- Bolt 4

PRIEST

- Cure 4
- Protect 2
- Shell 2

TIME MAGE

- Haste 2
- Slow 2
- Meteor

SUMMONER

- All Summons

30. U S I N G M I M E S P R O P E R L Y

Credit goes to Philsov for this.

Mimes are unusual. They mimic attacks that a generic can learn. So while a mime can mimic Throw Stone, Accumulate, and such he won't be mimicking Lightning Stab and such. Here are some general tips from Philsov on how to use a mime properly.

Tip 1: They can mimic guest characters. Better watch out, because guest characters can be unpredictable at times, and if your mime is close to your party, you might end up attacking yourself.

Tip 2: Use your mime to do most of your dirty work. Results of this can be...quite interesting.

Tip 3: Raise your mime's brave and faith. Brave should be 97 and faith should be 70.

Tip 4: Give your team any skills, even if they aren't good with them (priests with charge, and archers with Black Magic). Make sure you have a high faith mage if you're going to use White Magic.

Send your mime forward while keeping your other units back. Avoid attacking monsters or you'll be countered, but rely on your other allies to belt out skills that he/she can mimic. Here is what you should do in various situations:

Healing: Chakra or items are the best, since they are instant. But if you have time for Cure spells, then go for them.

Multiple enemies: Summon Magic works good here, but make sure you have Short Charge. If not, then Draw Out is a good substitute.

Future attacks: Try using a Charge + X skill, and right before it goes off, move your Mime right next to an enemy and nail 'em.

Reviving: When you're doing this, it's probably going to be on the Mime. Use Raise directly on him to revive him, and Chakra or item so he mimics it for healing.

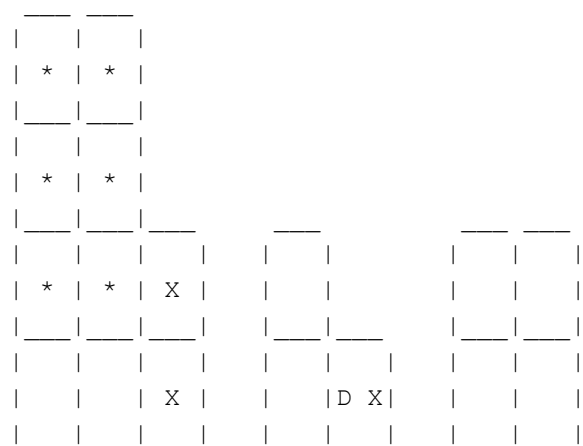
Mimes are powerful, and amazingly fun to use. Just be careful with them. A few things you may already know about them, but they have innate Concentrate, Martial Arts, and Monster Skill.

31. N I N J A - T H R O W C H A R T

In the battle "Yardow Fort City" you fought some ninjas, three to be exact. They threw some crap items at you. Yes? Well, there's something worth about a ninja. You see, when they are at level 90+ they'll throw some cool items like Chaos Blades, Masamunes (!), Chirijiradens, and stuff like that. Now how do you think this is great?

There is a reaction ability called "Catch". What it does is obviously catch weapons thrown from ninjas (and people that have Throw). If you have Catch and you fight a high level ninja, you might possibly get a powerful weapon. Thanks to Notti, I have a chart of what ninjas can throw to you in levels 90-99.

What the ninjas throw to you is based on two things. Their level and what "Throw" abilities that they have (most ninjas do not have all abilities learned). The best place to encounter ninjas is in HORROR of the Deep Dungeon. Sometimes in HORROR you will face a number of ninjas (accompanied with samurais). Your starting place is a high point. Also there are two gaps, between your starting point and a little point, and between that same little point and the point that can take you down. Here is an ASCII art. The dashes are the panels. The panels marked by an X are your blocking points where you can block the enemies from using their regular attacks. The panel marked by a D is a panel with a trap containing Death Sentence. The panels marked by an asterisk are your starting panels. Since the enemies have to go a long trek up before they reach you, the ninjas will probably throw some weapons at you.



Here is the Ninja-Throw Chart.

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

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

32. CONTACTING ME

If you want to send in something to me, or submit something, or talk to me, my e-mail address is ramzabeoulve259@yahoo.com. I shall now bid my farewell to you folks. Thank you for reading my FAQ, which I treasure.

33. CONCLUSION

Well, that's it. My FAQ is done now. However, if you want to submit me a tip or something, e-mail me at ramzabeoulve259@yahoo.com and I'll give ya some credit. Well, got to go, bye! And, look, there's a cow! Mooooo...

My version history is posted here.

1.00

-My first FAQ is posted!!!

1.01

-A little update.

1.02

-I can't seem to figure out why some parts of the FAQ were missing (0_0 how did THAT happen?). Oh well. I've gotta fix that error. Oh yeah, I'm probably planning on making a terrain guide for each level, but it's going to take a very long time.

1.03

-This is my first attempt to make a guide that gives data about the types of panels that appear in a certain level. It's going to be a bit time-consuming, though.

1.04

-Corrected a mistake in the Monk section.

1.05

-For some reason, I decided to turn to FAQ section into the second section, and rearranged the table of contents. Also managed to add more stages in my Terrain Guide.

1.06

-Man, ever since I just bought Dynasty Warriors 4, I've been forgetting about my favorite FFT. But oh well, got back on to it and added a few more stages in my Terrain Guide.

1.07

-Added more stages on my Terrain Guide. Also received a letter from Joe Madder about my "How to Steal the Genji Set". Thanks, Joe Madder.

1.08

-Morinteresting pointed out that I missed the Lionel Castle proposition "Protect the Little Life" that only appears in Chapter 4. Also did a slight change in Table of Contents, and added the Chapter 3 stages in my terrain guide.

1.09

-Added the stages of the first half of Chapter 4 (before the stage "In Front of Bethla Garrison's Sluice) into my Terrain guide. Almost done with it, and I can recognize my destiny... or not. Also had a different strategy for stealing Elmdor's Genji set in the stage "Inside of Limberry Castle". Check it out!

1.10

-Added the last stages for Chapter 4, but then the sidequests... I usually do them when all of my characters are at level 99, so wait for a long time!!!

1.11

-Apparently I got a message from Daniel Pusch asking me if he can host my FAQ into his site, <http://www.cheats.de>. I gladly allowed him to. And also got questions to answer.

1.12

-YES!!! I finally have completed my Terrain Guide! Yahoo! Go check it out!

1.13

-Not much. I just fixed some typos. Also got a letter from Radoslav Krehlik to ask to host my FAQ on <http://www.ggmania.com>. I also added my screen name for AIM.

1.14

-Stephen Ng asked me on mail if he could host my FAQ on ign.com. I allowed him to. I also got some more questions to answer, and I also added Philsov's Final Fantasy Tactics Challenge FAQ and Stewart Bishop's Solo Ramza Challenge Guide.

1.15

-I fixed some minor typos.

1.16

-I added a minor note on the Propositions section (section 10) about redoing propositions that you failed, and I also fixed some slight typos.

1.17

-Oh boy, school's about to start. Sigh. Heavens Enzuru asked me if he could host this FFT FAQ in rpgsource.net and I allowed him to. I also changed the

Table of Contents if you don't really mind. And I added some more detailed stuff.

1.18

-I just added a few stuff in the FAQ. Also changed the Update ASCII. Like it? Of course, I did find it in another FAQ, so I used that idea. I like to use ideas similar to ASCII's found in other FAQs.

1.19

-I forgot to mention until now about this: In the Accessories slot, previously I mentioned Reis could only wear armlets. Well, she could also wear rings. I knew this all along, but forgot to include this information in. Sorry about that!

1.20

-Just redid the ASCII for Chapters 1 and 2.

1.21

-I added one question asked to me about the Mediator.

1.22

-I felt like adding a note in the battle 'Chapel of St. Murond Temple'. It's about Kletian wielding another Dragon Rod.

1.23

-Corrected a few more typos.

1.24

-Another question that has to be answered. I also edited the 'B' in the above ASCII art a bit.

1.25

-Corrected a few typos, and added a link to NOP's Calculator Table. For those of you who need serious help with Calculators, check out NOP's Calculator Table. It's impressive, intriguing, and interesting. I'm sure it'll help you out.

1.26

-I forgot to add the fact that NeoSeeker is now officially able to use this guide.

1.27

-Some people asked me a few questions, which I added into the FAQ section.

1.28

-I'm ready to do a very long task which should be worth putting in my FAQ: The Boss Statuses Section. This section will describe the statuses of each boss you fight, whether if the boss is in a "Defeat all enemies!" battle or a "Defeat Boss!" stage. Right now I'm already done with Chapter 1.

1.29

-For those of you people who believe completing this game with just Calculators and no special characters is impossible, UltiMaterializerX is coming to prove you wrong, with his FAQ! Check it out! I also revised the 'How To Steal the Genji Set' section a bit. I also added in Gafgarion's statuses at Golgorand Execution Site and At the gate of Lionel Castle, therefore finishing Chapter 2 for the Boss Statuses section.

1.30

-It's been a long time since I updated. I bought Dynasty Warriors 4: Xtreme

Legends and was a bit addicted to it. But I'm back, and I just updated half of Chapter 3 into the Boss Statuses Section. I also made a new layout for my Table of Contents and Updates, and I made a new ASCII, after seeing that people thought my previous ASCII was bad.

1.31

-Fixed the format, because I got some bad notes about it, including 2 out of 10 by Cyril due to the format. Meh. Just fixing up the format, and spacing things out a bit. Yeah. And finishing up Chapter 3 for the Boss Statuses section.

1.32

-I finally managed to finish the Boss Statuses section for Chapter 3.

1.33

-Eh, a little work on my Boss Statuses section. Haven't updated for a while. Addiction to GunBound. :P

1.34

-It's one of my most dedicative updates. Chris MacDonald, aka Kao Megura of GameFAQs, has died in May 2004. I give him a warm blessing. Without him, GameFAQs would not have existed, and many contributors like me would not have supported.

Oh, and as for the actual update, I updated the boss statuses of Elmdor, Lede, Celia (Limberry Castle), and Dycedarg (Inside of Igros Castle). Oh, and also a minor little change on my walkthrough.

1.35

-I am no longer putting my AIM Screen Name. Two people hacked it.

1.36

-Rewording some parts of it, because they look identical to different sources. Better change it fast before someone thinks I'm trying to plagiarize, which I'm honestly not trying to do.

1.37

-More stuff added into the FAQ, plus a second strategy for Underground Book Storage Fifth Floor in Chapter 4. Oh, and I'm finally done with my Boss Statuses section. Yay!!!

1.38

-A request to host my FAQ was accepted. But now I'm making a new rule. No more sites will accept my FAQ to be hosted, because it's all enough now.

34. D I S C L A I M E R

This FAQ is copyright 2002-2003 by Andrew Yip, aka RamzaBeoulve259. Final Fantasy Tactics is copyright 1997 and 1998 by SquareSoft and Sony. This FAQ is not associated with or endorsed to SquareSoft or Sony. You may no longer link this FAQ to your site (if you have one).

You may use any part of my guide. You just have to contact me and I will give you permission to use any part. However, if you want to use all (or nearly all) parts of my guide, forget it. If you do, then you're going to be punished for this sin.

The sites and people that I do not allow to post my FAQ:

<http://www.cheatcc.com> (This site has stolen many FAQs without asking for permission. Shame on you.)

Eddie McBride (He plagiarized Brian Nii's Dynasty Warriors 4 FAQ also found

in GameFAQs.)

Final Fantasy Tactics and its stuff is a trademark to SquareSoft.

This FAQ may not be used for money. I don't care what the solution is. Got it? I hope you do. And if you try to make money out of it but you don't I think I won't be able to stop laughing.

Right now the following sites may use this FAQ:

<http://www.gamefaqs.com>

<http://www.cheats.de>

<http://www.ggmania.com>

<http://faqs.ign.com>

<http://www.rpgsource.net>

<https://www.neoseeker.com>

<http://squallsxtasyff8.friendpages.com>

<http://wingedchoasblade.bravehost.com>

Credits go to the following:

Me (Who do you think wrote this FAQ?)

You at yourname.yourdomain.com (Who do you think is reading this FAQ?)

SquareSoft (Great game, man!!! Keep on with the good work!!!)

Jeff CJayC Veasey (For posting my FAQ)

Daniel Pusch (For hosting my FAQ at <http://www.cheats.de>)

Radoslav Krehlik (For hosting my FAQ at <http://www.ggmania.com>)

All other sites that host my FAQ (Thanks for the support!)

NeoSeeker (For posting my FAQ)

Square-Net (For posting my FAQ)

Cheat Planet (For posting my FAQ)

Ian Nottingham aka Notti at mahgnitton@hotmail.com, Gastrafitis at bm92@juno.com, King Endymion at endymion@linex.com, and Joseph Andro Artanto at arsin@indosat.net.id (They all have great Deep Dungeon guides, and I'm using some parts of Notti's and Gastrafitis's guides)

The GameFAQs Message Boarders-SwordSeraph, Kantolin, philsov, DaBubba, ZodiacBlade, and others for helping me with a few missing parts

AeroStar (For the table of Elements and their attacks, and I'm using few parts of his Battle Mechanics Guide. He also helped me on Zalmo's stats in Back Gate of Lesalia Castle.)

My old friend Asharaxx Metallium (Used to talk a lot about FFT)

Arief Era, Darren Lam, Gary Mei, and Alan Mei (We all talk about Final Fantasy Tactics)

UltiMaterializerX (Check out his long accomplishment)

Goryus

Todd Wilsher

Astroblue (For the propositions, I'm not used with them)

John Miaso

Astrologist Olan 19

WereHound (For crediting me on his Wiegraf/Velius Board FAQ on GameFAQS)

Brain Nii (For crediting me on his Dynasty Warriors 4 FAQ)

DragonKnight Zero (For the checkpoints of the shops)

Philsov (For using mimes properly and for the Zodiac Signs)

Joe Madder (Submitted in a tip about stealing Elmdor's Genji set)

Morinteresting (Pointed out that I missed the proposition "Protect the Little Life" in Lionel Castle)

NOP (Check out his Calculator Table, it's really impressive, and can help you guys who are having trouble using Calculators)

Prima's Strategy Guide (When I don't want to use the game, I use the book!)

Those who helped me and pointed out stuff about my FAQ (They help a lot!)

Those who like my FAQ (Yay! :)

Chris MacDonald, aka Kao Megura (You were great. I hope you rest in peace.)

