

Final Fantasy Tactics Battle List

by Goryus

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FFT-Battle Compendium

The Final Fantasy Tactics Battle Compendium (FFTBC for short) is a composite listing of all the battles in the SRPG Final Fantasy Tactics. It contains what should be all the available battles, both random and otherwise, their loactions, and their permutations, and is 100% spoiler free.

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- j) Horror
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 4. Battle 4
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F) Story Battles

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- b) Magic City Gariland
- c) Mandalia Plains
- d) Sweegy Woods
- e) Dorter Trade City
- f) Cellar of Sand Mouse
- g) Thieves Fort
- h) Lenalia Plateau
- i) Windmill Shed
- j) Fort Zeakden

2) Chapter II

- a) Dorter Trade City
- b) Araguay Woods
- c) Zerekile Falls
- d) Zaland Fort City
- e) Barius Hill
- f) Zigolis Swamp
- g) Goug Machine City
- h) Barius Valley
- i) Golgorand Execution Site

j) At the Gate of Lionel Castle

k) Inside of Lionel Castle

3) Chapter III

a) Goland Coal City

b) Back Gate of Lesalia Castle

c) Underground Book Storage Second Floor

d) Underground Book Storage Third Floor

e) Underground Book Storage First Floor

f) Grog Hill

g) Yardow Fort City

h) Yuguo Woods

i) At the Gate of Riovanes Castle

j) Inside of Riovanes Castle

k) Riovanes Rooftop

4) Chapter IV

a) Doguola Pass

b) Bervenia Free City

c) Finath River

d) Outside of the Church

e) Bed Desert

f) South Wall of Bethla Garrison

g) North Wall of Bethla Garrison

h) Flood Gate

i) Germinas Peak

j) Poeskas Lake

k) At the Gate of Limberry Castle

l) Inside of Limberry Castle

m) Underground Cemetery of Limberry Castle

n) Inside of Igros Castle

o) Murond Holy Place

p) Hall of St. Murond Temple

q) Chapel of St. Murond Temple

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s) Underground Book Storage Fifth Floor

t) Murond Death City

u) Murond Death City

v) Graveyard of Airships

w) Graveyard of Airships

5) Optional Battles

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b) Colliery Underground Second Floor

c) Colliery Underground Second Floor

d) Underground Passage in Goland

e) Nelveska Temple

f) Zarghidas Trade City

g) End

G) Credits

A. Disclaimer

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B. Version History

v1.0

- Added a Version History
- Completed the About This Guide section
- Completed the Random Battles
- Completed the Story Battles
- Added a Credits section

C. About this Guide

This guide, known as the FFTBC, was originally published by me (Goryus) as a windows help file. It was compiled from hours and hours of testing I did, writing down battle after battle until I was sure I had every one that was available, and at least most of its permutations.

This second incarnation is in text format, that others may read and enjoy it without needing windows, and without needing to download anything. It is also a good deal more complete than the original, as during the transfer to text I was informed that a number of the Debug Mode parties looked suspiciously like battles I had listed. I determined quickly enough that this was, in fact, the case: the 511 battles listed in the Debug Mode party change option were in fact used for the battles you run across, as well as the scenes it displays. I've now gone through and matched up the battles with their debug numbers, and used that mode to patch the remaining holes in my data.

To those that had been working on developing a full list of those parties, my apologies for "treading on your feet," as it were. Unfortunately, I had no idea when I began this project that it would wind up doing so. If you'd like to use anything in this guide, please feel free to mail me at goryus@hotmail.com .

D. Debug Mode

While this guide is not intended to be a comprehensive guide to the game's Debug Mode, it does make use of one of its many features: the Party Select option, third from the bottom. For more information, please check out the related FAQ.

The World Debug Menu can be accessed through either [pec], a GameShark, or a similar tool. It has many options that appear off the bottom of the regular menu (press select to see what they do). The third one down is the party select menu, 511 pre-set parties that, for a long while, no one knew what to do with. Until now.

Some of those parties are indeed never used, but the vast majority of them make up the battles and scenes that you come across during your game. Every battle you run into is preset; likewise, every time you see a group of enemies talking during an FAS (Forced Action Sequence), there's a preset party that contains all of those enemies. Relatively few of the 511 available slots are unused, and these are mostly 'filler' - groups of 16 of a single monster/character used to delineate between groupings of parties. In general, the order is as follows:

- 1 - 255: Random Battles
- 256 - 475: Story Battles & FAS groups
- 475 - 511: Roll Call

That last group, Roll Call, goes through every class in the game, every piece of equipment, and every monster systematically in bizarre looking battles. The other two should be pretty self explanatory. Please note that some discrepancies between the listed battles and the debug mode do arise, usually because someone speaks or interacts in some way and they need some extra bodies to manipulate (this is why there are two Elidibs in that End fight; one is the 'real' one, and one is the wizard).

E. Random Battles

Random Battles occur when you cross a green colored dot on the world map, with roughly a 50% probability. Each direction that you can come onto the dot from has 4 possible battles that may occur at it, each of which may contain up to 11 positions for monsters.

These positions each have up to 3 settings, which can be either various monsters or "nothing here." For instance, one spot on the map could randomly contain a Squidlarkin, Red Panther, or Nothing. Note that the 3 settings don't have to be different from each other; that could be 2 Squidlarkins and a Red Panther or even 3 Squidlarkins (in which case, whenever you fought the battle, there would be a Squidlarkin in that position). Anywhere you see an N/A, it means this slot isn't available for choosing.

When a battle starts, a random one of those three will occupy each of those positions. Lastly, each map has one "Rare" battle located at one of its faces. For specifics, check the sections on the various maps.

1. Dolbodard Swamp

"Fertile swamp south of Limberry. Dolbodard river brings fertile soil to the plains."

Though almost perfectly flat and featureless, this map remains enough of an enigma that it retains interest. Amidst more challenging maps like Finath River, Poeskas Lake, and Germinas Peak, we have this Mandalia throw-back with weak enemies and simple battles. Moreover, this is one of the five possible locations to pick up a Uribo: it occurs in one of the random battles, surprisingly not the rare one. The map is 13x9, and accessible through Bethla Garrison (west entrance) and Limberry Castle (east entrance).

\Rare Battle

\West Entrance

Debug Number: 92		
(* , *) Squire	Minitaurus	Yellow Chocobo
(* , *) Squire	Bull Demon	Black Chocobo
(* , *) Squire	Sacred	Red Chocobo
(* , *) Squire	Minitaurus	Yellow Chocobo
(* , *) Squire	Bull Demon	Black Chocobo

\East Entrance

\Battle 1

Debug Number: 1		
(* , *) Goblin	N/A	N/A
(* , *) Goblin	Bull Demon	None
(* , *) Goblin	Bull Demon	None
(* , *) Pisco Demon	Bull Demon	None
(* , *) Pisco Demon	Goblin	None
(* , *) Squidlarkin	Goblin	None
(* , *) Skeleton	Bone Snatch	None

\Battle 2

Debug Number: 2		
(* , *) Living Bone	N/A	N/A
(* , *) Pisco Demon	Bull Demon	None
(* , *) Male Archer	Bull Demon	None
(* , *) Pisco Demon	Bull Demon	None
(* , *) Pisco Demon	Male Archer	None
(* , *) Squidlarkin	Male Archer	None
(* , *) Skeleton	Bone Snatch	None

\Battle 3

Debug Number: 3		
(* , *) Gobledygak	N/A	N/A
(* , *) Morbol	Squidlarkin	None
(* , *) Pisco Demon	Morbol	None
(* , *) Squidlarkin	Gobledygak	None
(* , *) Mindflare	Gobledygak	None
(* , *) Morbol	Gobledygak	None
(* , *) Minitaurus	Blue Dragon	None

\Battle 4

Debug Number: 4		
(* , *) Gobledygak	N/A	N/A
(* , *) Morbol	Squidlarkin	None
(* , *) Pisco Demon	Morbol	None
(* , *) Squidlarkin	Gobledygak	None
(* , *) Mindflare	Gobledygak	None
(* , *) Morbol	Gobledygak	None
(* , *) Male Summoner	Blue Dragon	None

\West Entrance

\Battle 1

Debug Number: 5

(* , *)	Black Goblin	N/A	N/A
(* , *)	Squidlarkin	Bone Snatch	None
(* , *)	Squidlarkin	Bone Snatch	None
(* , *)	Squidlarkin	Black Goblin	None
(* , *)	Black Goblin	Squidlarkin	None
(* , *)	Skeleton	Squidlarkin	None
(* , *)	Skeleton	Morbol	None

\Battle 2

Debug Number: 6

(* , *)	Squidlarkin	N/A	N/A
(* , *)	Pisco Demon	Skeleton	None
(* , *)	Pisco Demon	Bone Snatch	None
(* , *)	Pisco Demon	Skeleton	None
(* , *)	Pisco Demon	Bomb	None
(* , *)	Bomb	Pisco Demon	None
(* , *)	Uribo	Female Monk	None

\Battle 3

Debug Number: 7

(* , *)	Morbol	N/A	N/A
(* , *)	Bull Demon	Blue Dragon	None
(* , *)	Bull Demon	Morbol	None
(* , *)	Skeleton	Bone Snatch	None
(* , *)	Skeleton	Bone Snatch	None
(* , *)	Bone Snatch	Bull Demon	None
(* , *)	Bone Snatch	Skeleton	None

\Battle 4

Debug Number: 8

(* , *)	Blue Dragon	N/A	N/A
(* , *)	Bull Demon	Female Time Mage	None
(* , *)	Bull Demon	Blue Dragon	None
(* , *)	Skeleton	Female Time Mage	None
(* , *)	Skeleton	Bone Snatch	None
(* , *)	Bone Snatch	Bull Demon	None
(* , *)	Bone Snatch	Skeleton	None

2. Fovoham Plains

"Huge plain covered in short grass. Strong winds blow from the Larnar Chanel."

For one of the maps introduced in the first chapter, Fovoham Plains sports some extremely difficult battles. Mindflare's are relatively common here, as are Flotiballs, Ahrimans, and every version of the Bull Demon, even Sacred's. Height on this map varies radically, but thankfully you're almost never stuck with many enemies far above you. This map is 13x8, and accessible from

Lenalia Plateau (south entrance), Fort Zeakden (west entrance), and Riovanes Castle (east entrance).

\Rare Battle

\West Entrance

Debug Number: 130

(* , *)	Male Archer	Male Knight	N/A
(* , *)	Male Archer	Male Knight	N/A
(* , *)	Female Wizard	Female Time Mage	N/A
(* , *)	Female Wizard	Female Time Mage	N/A
(* , *)	Female Wizard	Female Time Mage	N/A

\South Entrance

\Battle 1

Debug Number: 13

(* , *)	Pisco Demon	N/A	N/A
(* , *)	Pisco Demon	Goblin	None
(* , *)	Pisco Demon	Goblin	None
(* , *)	Bull Demon	Flotiball	None
(* , *)	Flotiball	Pisco Demon	None
(* , *)	Flotiball	Pisco Demon	None

\Battle 2

Debug Number: 14

(* , *)	Squidlarkin	N/A	N/A
(* , *)	Flotiball	Female Thief	None
(* , *)	Juravis	Female Thief	None
(* , *)	Pisco Demon	Squidlarkin	None
(* , *)	Pisco Demon	Squidlarkin	None
(* , *)	Pisco Demon	Squidlarkin	None

\Battle 3

Debug Number: 15

(* , *)	Mindflare	N/A	N/A
(* , *)	Sacred	Squidlarkin	None
(* , *)	Vampire	Squidlarkin	None
(* , *)	Ahriman	None	None
(* , *)	Mindflare	None	None
(* , *)	Mindflare	None	None
(* , *)	Mindflare	None	None
(* , *)	Mindflare	None	None
(* , *)	Mindflare	None	None

\Battle 4

Debug Number: 16

(* , *)	Flotiball	N/A	N/A
(* , *)	Bull Demon	Steel Hawk	None
(* , *)	Flotiball	Bull Demon	None

(*,*)	Bull Demon	Steel Hawk	None
(*,*)	Flotiball	Male Archer	None
(*,*)	Steel Hawk	Male Archer	None
(*,*)	Flotiball	Male Archer	None

\West Entrance

\Battle 1

Debug Number: 17

(*,*)	Bull Demon	N/A	N/A
(*,*)	Flotiball	Juravis	None
(*,*)	Flotiball	Juravis	None
(*,*)	Juravis	Flotiball	None
(*,*)	Juravis	Red Panther	None
(*,*)	Pisco Demon	None	None

\Battle 2

Debug Number: 18

(*,*)	Squidlarkin	N/A	N/A
(*,*)	Steel Hawk	Juravis	None
(*,*)	Ahriman	Squidlarkin	None
(*,*)	Flotiball	Female Knight	None
(*,*)	Juravis	Female Knight	None
(*,*)	Flotiball	Female Knight	None

\Battle 3

Debug Number: 19

(*,*)	Steel Hawk	N/A	N/A
(*,*)	Juravis	Cocatoris	None
(*,*)	Juravis	Cocatoris	None
(*,*)	Juravis	Cocatoris	None
(*,*)	Juravis	Ahriman	None
(*,*)	Juravis	Ahriman	None
(*,*)	Juravis	Flotiball	None

\Battle 4

Debug Number: 20

(*,*)	Mindflare	N/A	N/A
(*,*)	Squidlarkin	Gobledygak	None
(*,*)	Mindflare	Goblin	None
(*,*)	Mindflare	Goblin	None
(*,*)	Sacred	Male Summoner	None
(*,*)	Sacred	Male Summoner	None
(*,*)	Minitaurus	Male Summoner	None
(*,*)	Sacred	None	None

\East Entrance

\Battle 1

Debug Number: 21

(*,*) Squidlarkin	N/A	N/A
(*,*) Squidlarkin	Black Chocbo	None
(*,*) Squidlarkin	Pisco Demon	None
(*,*) Squidlarkin	Pisco Demon	None
(*,*) Squidlarkin	Flotiball	None
(*,*) Squidlarkin	Ahriman	None
(*,*) Cocatoris	None	None

\Battle 2

Debug Number: 22

(*,*) Mindflare	N/A	N/A
(*,*) Mindflare	Squidlarkin	None
(*,*) Mindflare	Squidlarkin	None
(*,*) Ahriman	Female Oracle	None
(*,*) Ahriman	Female Oracle	None
(*,*) Ahriman	Morbol	None
(*,*) Ahriman	Morbol	None

\Battle 3

Debug Number: 23

(*,*) Mindflare	N/A	N/A
(*,*) Mindflare	Squidlarkin	None
(*,*) Mindflare	Squidlarkin	None
(*,*) Ahriman	Female Oracle	None
(*,*) Ahriman	Female Oracle	None
(*,*) Ahriman	Morbol	None
(*,*) Ahriman	Morbol	None

\Battle 4

Debug Number: 24

(*,*) Minitaurus	N/A	N/A
(*,*) Bull Demon	Ahriman	None
(*,*) Bull Demon	Steel Hawk	None
(*,*) Bull Demon	Ahriman	None
(*,*) Bull Demon	Steel Hawk	None
(*,*) Bull Demon	Red Panther	None
(*,*) Bull Demon	Red Panther	None

3. Sweegy Woods

"Primeval forest surrounded by a mountain range. Now extinct moogles lived here."

Sweegy Woods looks almost like a swamp, but isn't quite. Monsters here tend to be extremely weak, mainly goblins, skeletons, and bombs, and rarely occur in any great number. The map itself is 11x10, which is fairly average sized. In fact, nothing about the map at all stands out - the rare battle is even of the most common (relatively speaking type). It's accessible from Magic City Gariland (west entrance) and Dorte Trade City (east entrance).

\Rare Battle

\East Entrance

Debug Number: 132

(* , *)	Male Archer	N/A	N/A
(* , *)	Male Archer	N/A	N/A
(* , *)	Female Knight	Female Geomancer	N/A
(* , *)	Female Wizard	Female Time Mage	N/A
(* , *)	Female Summoner	Male Oracle	N/A

\East Entrance

\Battle 1

Debug Number: 25

(* , *)	Black Goblin	N/A	N/A
(* , *)	Black Goblin	Skeleton	None
(* , *)	Black Goblin	Bomb	None
(* , *)	Skeleton	None	None
(* , *)	Black Goblin	None	None
(* , *)	Bomb	None	None

\Battle 2

Debug Number: 26

(* , *)	Skeleton	N/A	N/A
(* , *)	Skeleton	Male Squire	None
(* , *)	Goblin	Male Squire	None
(* , *)	Goblin	Male Squire	None
(* , *)	Black Goblin	Female Archer	None
(* , *)	Black Goblin	Female Archer	None

\Battle 3

Debug Number: 27

(* , *)	Black Goblin	N/A	N/A
(* , *)	Gobledygak	Bone Snatch	None
(* , *)	Skeleton	Woodman	None
(* , *)	Skeleton	Gobledygak	None
(* , *)	Woodman	Woodman	None
(* , *)	Trent	Bull Demon	None

\Battle 4

Debug Number: 28

(* , *)	Black Goblin	N/A	N/A
(* , *)	Grenade	Goblin	None
(* , *)	Grenade	Gobledygak	None
(* , *)	Explosive	Female Wizard	None
(* , *)	Living Bone	Female Wizard	None
(* , *)	Living Bone	Female Wizard	None
(* , *)	Living Bone	Black Goblin	None

\West Entrance

\Battle 1

Debug Number: 29

(* , *)	Black Goblin	N/A	N/A
(* , *)	Black Goblin	Bomb	None
(* , *)	Black Goblin	Bull Demon	None
(* , *)	Skeleton	None	None
(* , *)	Skeleton	None	None
(* , *)	Skeleton	None	None

\Battle 2

Debug Number: 30

(* , *)	Bomb	N/A	N/A
(* , *)	Yellow Chocobo	Male Monk	None
(* , *)	Skeleton	Male Monk	None
(* , *)	Bomb	Male Monk	None
(* , *)	Yellow Chocobo	Skeleton	None
(* , *)	Bomb	None	None

\Battle 3

Debug Number: 31

(* , *)	Living Bone	N/A	N/A
(* , *)	Black Chocobo	N/A	N/A
(* , *)	Living Bone	Cuar	None
(* , *)	Bone Snatch	Grenade	None
(* , *)	Red Panther	Vampire	None
(* , *)	Red Chocobo	Woodman	None

\Battle 4

Debug Number: 32

(* , *)	Gobledygak	N/A	N/A
(* , *)	Black Goblin	Explosive	None
(* , *)	Goblin	Female Knight	None
(* , *)	Explosive	Female Knight	None
(* , *)	Woodman	Male Archer	None
(* , *)	Explosive	Grenade	None

4. Bervernia Volcano

"Largest active volcano in Ivalice. Lava flows covering the sky with smoke and ash."

Bervernia is probably my least favorite of all maps. Lava covers fully half of it, restricting your movement greatly, and the enemies sport an uncomfortable number of Plagues and other floaty or flying monsters. There are also a great many bombs and skeletons, which seem natural amid the rather bleak landscape. The map is 11x9, and accessible from Riovanes Castle (north entrance) and

\Rare Battle

\North Entrance

Debug Number: 95

(*,*) Goblin	Ghoul N/A	
(*,*) Gust	Black Goblin	N/A
(*,*) Revnant	Red Choocobo	N/A
(*,*) Behemoth	Yellow Chocobo	N/A
(*,*) King Behemoth	Black Chocobo	N/A

\North Entrance

\Battle 1

Debug Number: 37

(*,*) Skeleton	N/A	N/A
(*,*) Bone Snatch	Ahriman	None
(*,*) Flotiball	Skeleton	None
(*,*) Flotiball	Bone Snatch	None
(*,*) Skeleton	Bomb	None
(*,*) Bone Snatch	Bomb	None
(*,*) Flotiball	Bomb	None

\Battle 2

Debug Number: 38

(*,*) Bone Snatch	N/A	N/A
(*,*) Skeleton	Ahriman	None
(*,*) Ahriman	Male Oracle	None
(*,*) Ahriman	Male Oracle	None
(*,*) Skeleton	Grenade	None
(*,*) Bone Snatch	Grenade	None
(*,*) Flotiball	Explosive	None

\Battle 3

Debug Number: 39

(*,*) Plague	N/A	N/A
(*,*) Ahriman	Living Bone	None
(*,*) Ahriman	Living Bone	None
(*,*) Ahriman	Living Bone	None
(*,*) Ahriman	Explosive	None
(*,*) Flotiball	Explosive	None
(*,*) Flotiball	Cocatoris	None

\Battle 4

Debug Number: 40

(*,*) Plague	N/A	N/A
(*,*) Grenade	Male Archer	None
(*,*) Ahriman	Male Archer	None
(*,*) Ahriman	Male Archer	None

(*,*)	Ahriman	Explosive	None
(*,*)	Flotiball	Explosive	None
(*,*)	Flotiball	Cocatoris	None

\South Entrance

\Battle 1

Debug Number: 41

(*,*)	Grenade	N/A	N/A
(*,*)	Grenade	Juravis	None
(*,*)	Grenade	Bone Snatch	None
(*,*)	Grenade	Bone Snatch	None
(*,*)	Grenade	Bone Snatch	None
(*,*)	Grenade	Bone Snatch	None

\Battle 2

Debug Number: 42

(*,*)	Bone Snatch	N/A	N/A
(*,*)	Skeleton	Flotiball	None
(*,*)	Bone Snatch	Flotiball	None
(*,*)	Bone Snatch	Grenade	None
(*,*)	Bone Snatch	Bomb	None
(*,*)	Bone Snatch	Bomb	None
(*,*)	Female Geomancer	Behemoth	None

\Battle 3

Debug Number: 43

(*,*)	Living Bone	N/A	N/A
(*,*)	Living Bone	Behemoth	None
(*,*)	Living Bone	Explosive	None
(*,*)	Living Bone	Flotiball	None
(*,*)	Living Bone	Bhehemoth	None
(*,*)	Living Bone	Ahriman	None
(*,*)	Living Bone	Explosive	None

\Battle 4

Debug Number: 44

(*,*)	Living Bone	N/A	N/A
(*,*)	Living Bone	Behemoth	None
(*,*)	Living Bone	Explosive	None
(*,*)	Living Bone	Male Wizard	None
(*,*)	Living Bone	Bhehemoth	None
(*,*)	Living Bone	Male Wizard	None
(*,*)	Living Bone	Explosive	None

"'Death Desert.' Though upwards of 50c in the day, it drops below 0 at night."

Zeklaus Desert is easily one of the largest maps in the game, a whopping 17x9. While mostly flat, it does have a large canyon in the middle and a surprising variety of monsters. Few of the fights are really any great challenge, but it has what is arguably the most interesting rare battle of all: a Knight one-on-one with a Minitaurus. Check it out! It's accessible from Bervernia Volcano (north entrance), Dorter Trade City (south entrance), and Goland Coal City (east entrance).

\Rare Battle

\South Entrance

Debug Number: 156

(*,*) Minitaurus	N/A	N/A
(*,*) Male Knight	N/A	N/A

\North Entrance

\Battle 1

Debug Number: 49

(*,*) Black Goblin	N/A	N/A
(*,*) Black Goblin	Grenade	None
(*,*) Black Goblin	Grenade	None
(*,*) Black Goblin	Juravis	None
(*,*) Black Goblin	Steel Hawk	None
(*,*) Black Goblin	Bone Snatch	None

\Battle 2

Debug Number: 50

(*,*) Bone Snatch	N/A	N/A
(*,*) Bone Snatch	N/A	N/A
(*,*) Bone Snatch	Bull Demon	None
(*,*) Bone Snatch	Bull Demon	None
(*,*) Bone Snatch	Female Archer	None
(*,*) Steel Hawk	Male Knight	None

\Battle 3

Debug Number: 51

(*,*) Explosive	N/A	N/A
(*,*) Explosive	Minitaurus	None
(*,*) Explosive	Minitaurus	None
(*,*) Explosive	Green Dragon	None
(*,*) Cocatoris	Green Dragon	None
(*,*) Cocatoris	Red Dragon	None
(*,*) Minitaurus	None	None

\Battle 4

Debug Number: 52

(*,*) Minitaurus	N/A	N/A
------------------	-----	-----

(*,*) Minitaurus	Bull Demon	None
(*,*) Minitaurus	Bull Demon	None
(*,*) Minitaurus	Male Ninja	None
(*,*) Green Dragon	Male Ninja	None
(*,*) Red Dragon	Male Ninja	None
(*,*) Red Chocobo	Female Summoner	None

\South Entrance

\Battle 1

Debug Number: 53

(*,*) Skeleton	N/A	N/A
(*,*) Skeleton	Bomb	None
(*,*) Skeleton	Skeleton	None
(*,*) Bomb	Juravis	None
(*,*) Bomb	Bull Demon	None
(*,*) Bomb	Juravis	None

\Battle 2

Debug Number: 54

(*,*) Grenade	N/A	N/A
(*,*) Grenade	N/A	N/A
(*,*) Skeleton	Male Wizard	None
(*,*) Skeleton	Male Wizard	None
(*,*) Bone Snatch	Male Wizard	None
(*,*) Bone Snatch	Bull Demon	None
(*,*) Bull Demon	None	None

\Battle 3

Debug Number: 55

(*,*) Minitaurus	N/A	N/A
(*,*) Bull Demon	Minitaurus	None
(*,*) Bull Demon	Minitaurus	None
(*,*) Grenade	Steel Hawk	None
(*,*) Grenade	Juravis	None
(*,*) Grenade	Juravis	None

\Battle 4

Debug Number: 56

(*,*) Minitaurus	N/A	N/A
(*,*) Grenade	Female Archer	None
(*,*) Explosive	Female Archer	None
(*,*) Explosive	Female Archer	None
(*,*) Explosive	Male Monk	None
(*,*) Bull Demon	Male Monk	None

\East Entrance

\Battle 1

Debug Number: 57

(*,*) Steel Hawk	N/A	N/A
(*,*) Juravis	Bone Snatch	None
(*,*) Juravis	Bone Snatch	None
(*,*) Bull Demon	Bone Snatch	None
(*,*) Bomb	Grenade	None
(*,*) Juravis	Bone Snatch	None

\Battle 2

Debug Number: 58

(*,*) Bull Demon	N/A	N/A
(*,*) Bone Snatch	Skeleton	None
(*,*) Bone Snatch	Skeleton	None
(*,*) Grenade	Male Summoner	None
(*,*) Steel Hawk	Bone Snatch	None
(*,*) Steel Hawk	Bone Snatch	None

\Battle 3

Debug Number: 59

(*,*) Explosive	N/A	N/A
(*,*) Cocatoris	Living Bone	None
(*,*) Cocatoris	Living Bone	None
(*,*) Bull Demon	Living Bone	None
(*,*) Bull Demon	Living Bone	None
(*,*) Bull Demon	Living Bone	None

\Battle 4

Debug Number: 60

(*,*) Minitaurus	N/A	N/A
(*,*) Minitaurus	Female Wizard	Cocatoris
(*,*) Minitaurus	Female Wizard	Cocatoris
(*,*) Minitaurus	Female Wizard	Behemoth
(*,*) Minitaurus	Female Wizard	Behemoth
(*,*) Minitaurus	Behemoth	None

6. Lenalia Plateau

"Bare except for some bristles, which cover what resembles gravestones."

Lenalia Plateau is the first truly interesting map you gain access to. Not only are the monsters pleasantly varied, but Morbols and Pisco Demons both put in their first real appearance here. The map itself is 10x10, and covered with a wide range of heights. It's accessible from Magic City Gariland (south entrance) and Fovoham Plains (north entrance).

\Rare Battle

\South Entrance

Debug Number: 84

(* , *) Male Calculator	N/A	N/A
(* , *) Male Calculator	Female Calculator	N/A
(* , *) Male Calculator	Female Calculator	N/A
(* , *) Male Calculator	Female Calculator	N/A
(* , *) Male Calculator	Female Calculator	N/A

\South Entrance

\Battle 1

Debug Number: 61

(* , *) Yellow Chocobo	N/A	N/A
(* , *) Black Goblin	Red Panther	None
(* , *) Black Goblin	Yellow Chocobo	None
(* , *) Black Goblin	Yellow Chocobo	None
(* , *) Red Panther	None	None
(* , *) Red Panther	None	None
(* , *) Green Dragon	None	None

\Battle 2

Debug Number: 62

(* , *) Black Goblin	N/A	N/A
(* , *) Pisco Demon	Black Goblin	None
(* , *) Squidlarkin	Pisco Demon	None
(* , *) Black Goblin	Male Time Mage	None
(* , *) Black Goblin	Male Time Mage	None
(* , *) Black Goblin	Male Time Mage	None

\Battle 3

Debug Number: 63

(* , *) Squidlarkin	N/A	N/A
(* , *) Squidlarkin	Black Goblin	None
(* , *) Ochu	Pisco Demon	None
(* , *) Ochu	Pisco Demon	None
(* , *) Ochu	Red Chocobo	None
(* , *) Morbol	Squidlarkin	None
(* , *) Pisco Demon	Squidlarkin	None

\Battle 4

Debug Number: 64

(* , *) Vampire	N/A	N/A
(* , *) Gobledygak	Female Geomancer	None
(* , *) Gobledygak	Female Geomancer	None
(* , *) Gobledygak	Female Geomancer	None
(* , *) Red Panther	Cuar	None
(* , *) Black Chocobo	None	None
(* , *) Ochu	None	None

\North Entrance

\Battle 1

Debug Number: 65

(* , *)	Red Panther	N/A	N/A
(* , *)	Red Panther	Goblin	None
(* , *)	Red Panther	Goblin	None
(* , *)	Red Panther	Goblin	None
(* , *)	Yellow Chocobo	Pisco Demon	None
(* , *)	Pisco Demon	Yellow Chocobo	None

\Battle 2

Debug Number: 66

(* , *)	Squidlarkin	N/A	N/A
(* , *)	Pisco Demon	Male Knight	None
(* , *)	Pisco Demon	Male Knight	None
(* , *)	Cuar	Male Knight	None
(* , *)	Red Panther	Female Priest	None
(* , *)	Red Panther	Female Priest	None

\Battle 3

Debug Number: 67

(* , *)	Squidlarkin	N/A	N/A
(* , *)	Green Dragon	Pisco Demon	None
(* , *)	Squidlarkin	Pisco Demon	None
(* , *)	Squidlarkin	Pisco Demon	None
(* , *)	Morbol	Gobledygak	None
(* , *)	Morbol	Gobledygak	None
(* , *)	Morbol	Gobledygak	None

\Battle 4

Debug Number: 68

(* , *)	Red Panther	N/A	N/A
(* , *)	Female Archer	None	None
(* , *)	Female Archer	None	None
(* , *)	Female Archer	None	None
(* , *)	Female Priest	Female Wizard	None
(* , *)	Female Priest	Female Wizard	None

7. Zigolis Swamp

"Bloody Battlefield where many died during the war. Later turned into a poisoned swamp."

Whatever route I take to go anywhere, I always seem to bypass this map. The terrain is interesting - if you stop in the swamp, it'll poison you, and it has a good number of strange features, like this one massive root - and while the battles aren't exactly frightening, they can be a good deal of fun and are decently varied. The map is 11x11, and accessible through Goug Machine City (west entrance) and Lionel Castle (east entrance).

\Rare Battle

\West Entrance

Debug Number: 154

(* , *)	Male Knight	N/A	N/A
(* , *)	Male Knight	N/A	N/A
(* , *)	Male Archer	Male Samurai	N/A
(* , *)	Female Lancer	Female Archer	N/A
(* , *)	Female Monk	Female Squire	N/A

\East Entrance

\Battle 1

Debug Number: 73

(* , *)	Skeleton	N/A	N/A
(* , *)	Skeleton	Ghoul	None
(* , *)	Skeleton	Ghoul	None
(* , *)	Bone Snatch	Ghoul	None
(* , *)	Bone Snatch	Ghoul	None
(* , *)	Bone Snatch	Flotiball	None
(* , *)	Bone Snatch	Morbol	None

\Battle 2

Debug Number: 74

(* , *)	Bone Snatch	N/A	N/A
(* , *)	Bone Snatch	Gust	None
(* , *)	Skeleton	Gust	None
(* , *)	Bone Snatch	Bull Demon	None
(* , *)	Bull Demon	Male Time Mage	None
(* , *)	Ghoul	Male Time Mage	None
(* , *)	Ghoul	Male Time Mage	None

\Battle 3

Debug Number: 75

(* , *)	Revnant	N/A	N/A
(* , *)	Explosive	Gust	None
(* , *)	Explosive	Gust	None
(* , *)	Explosive	Gust	None
(* , *)	Explosive	Ghoul	None
(* , *)	Explosive	Ghoul	None
(* , *)	Explosive	Ochu	None

\Battle 4

Debug Number: 76

(* , *)	Ochu	N/A	N/A
(* , *)	Revnant	Gust	None
(* , *)	Revnant	Gust	None
(* , *)	Revnant	Gust	None
(* , *)	Revnant	Female Archer	None
(* , *)	Morbol	Female Archer	None

(* , *) Explosive Male Summoner None

\West Entrance

\Battle 1

Debug Number: 77

(* , *) Ghoul	N/A	N/A
(* , *) Bomb	Skeleton	None
(* , *) Ghoul	Bone Snatch	None
(* , *) Ghoul	Skeleton	None
(* , *) Ghoul	Bone Snatch	None
(* , *) Ghoul	Red Panther	None
(* , *) Ghoul	Bomb	None

\Battle 2

Debug Number: 78

(* , *) Minitaurus	N/A	N/A
(* , *) Bull Demon	Flotiball	None
(* , *) Bull Demon	Ahriman	None
(* , *) Cuar	Flotiball	None
(* , *) Cuar	Ahriman	None
(* , *) Cuar	Red Panther	None
(* , *) Female Geomancer	Gust	None

\Battle 3

Debug Number: 79

(* , *) Living Bone	N/A	N/A
(* , *) Living Bone	Gust	None
(* , *) Living Bone	Gust	None
(* , *) Living Bone	Revnant	None
(* , *) Morbol	Revnant	None
(* , *) Living Bone	Morbol	None
(* , *) Vampire	Cocatoris	None

\Battle 4

Debug Number: 80

(* , *) Morbol	N/A	N/A
(* , *) Cocatoris	Morbol	None
(* , *) Cocatoris	Juravis	None
(* , *) Steel Hawk	Cocatoris	None
(* , *) Juravis	Male Wizard	None
(* , *) Ochu	Male Wizard	None
(* , *) Female Archer	Female Oracle	None

8. Barius Hill

"Hill where St. Ajora's first disciple, Barius was executed by the empire."

Continuing in the tradition of the other later random battle locations, Barius Hill supports a variety of challenging battles. The worst of these is indisputably its rare battle, featuring you and up to two guests against the biggest nasties the game can throw at you. The map is 9x13, and accessible through Zaland Fort City (north entrance) and Lionel Castle (south entrance).

\Rare Battle

\South Entrance

Debug Number: 83

(* , *) Behemoth	N/A	N/A
(* , *) King Behemoth	N/A	N/A
(* , *) Dark Behemoth	N/A	N/A
(* , *) Green Dragon	N/A	N/A
(* , *) Blue Dragon	N/A	N/A
(* , *) Red Dragon	N/A	N/A
(* , *) Hyudra	N/A	N/A
(* , *) Hydra	N/A	N/A
(* , *) Yellow Chocobo	Red Chocobo	None
(* , *) Black Chocobo	Red Dragon	None
(* , *) King Behemoth	Hydra	None

\North Entrance

\Battle 1

Debug Number: 145

(* , *) Bomb	N/A	N/A
(* , *) Bomb	Yellow Chocobo	None
(* , *) Bomb	Yellow Chocobo	None
(* , *) Bomb	Yellow Chocobo	None
(* , *) Bomb	Yellow Chocobo	None
(* , *) Bomb	Yellow Chocobo	None
(* , *) Bull Demon	None	None

\Battle 2

Debug Number: 146

(* , *) Bomb	N/A	N/A
(* , *) Bomb	Minitaurus	None
(* , *) Bomb	Bull Demon	None
(* , *) Juravis	Steel Hawk	None
(* , *) Juravis	Steel Hawk	None
(* , *) Juravis	Steel Hawk	None
(* , *) Male Archer	Female Archer	None

\Battle 3

Debug Number: 147

(* , *) Bomb	N/A	N/A
(* , *) Bomb	Minitaurus	None
(* , *) Bomb	Bull Demon	None
(* , *) Black Chocobo	Steel Hawk	None

(*,*)	Black Chocobo	Steel Hawk	None
(*,*)	Black Chocobo	Steel Hawk	None
(*,*)	Bull Demon	None	None

\Battle 4

Debug Number: 148

(*,*)	Explosive	N/A	N/A
(*,*)	Bomb	Minitaurus	None
(*,*)	Bomb	Male Wizard	None
(*,*)	Black Chocobo	Male Wizard	None
(*,*)	Black Chocobo	Male Wizard	None
(*,*)	Black Chocobo	Yellow Chocobo	None
(*,*)	Bull Demon	None	None

\South Entrance

\Battle 1

Debug Number: 149

(*,*)	Yellow Chocobo	N/A	N/A
(*,*)	Yellow Chocobo	Black Chocobo	None
(*,*)	Yellow Chocobo	Black Chocobo	None
(*,*)	Yellow Chocobo	Black Chocobo	None
(*,*)	Yellow Chocobo	Black Chocobo	None
(*,*)	Yellow Chocobo	Black Chocobo	None
(*,*)	Red Chocobo	None	None

\Battle 2

Debug Number: 150

(*,*)	Minitaurus	N/A	N/A
(*,*)	Bull Demon	None	None
(*,*)	Bull Demon	Female Monk	None
(*,*)	Bull Demon	Famale Monk	None
(*,*)	Bull Demon	Female Time Mage	None
(*,*)	Cuar	Female Time Mage	None
(*,*)	Red Panther	Female Time Mage	None

\Battle 3

Debug Number: 151

(*,*)	Yellow Chocobo	N/A	N/A
(*,*)	Black Chocobo	Minitaurus	None
(*,*)	Red Chocobo	Sacred	None
(*,*)	Bomb	Juravis	None
(*,*)	Grenade	Steel Hawk	None
(*,*)	Explosive	Cocatoris	None
(*,*)	Bull Demon	None	None

\Battle 4

Debug Number: 152

(*,*)	Yellow Chocobo	N/A	N/A
(*,*)	Black Chocobo	Bomb	None

(*,*) Red Chocobo	Male Oracle	None
(*,*) Bomb	Male Oracle	None
(*,*) Grenade	Female Thief	None
(*,*) Explosive	Female Thief	None
(*,*) Yellow Chocobo	None	None

9. Zerekile Falls

"Zerekile Falls flow alluring from Mt. Algot, fall alluringly down star shaped cliffs."

This is one of my favorite maps. The terrain is not only interesting and varied - huge height differences, a waterfall, and a bridge - but the enemies are likewise quite varied, with a good mixing of humans for good measure. Though most of the battles contain too few monsters to really be threatening, they can still be a lot of fun. The map is 9x10, just slightly smaller than average, and is accessible through Araguay Woods (west entrance), Bethla Garrison (east entrance), and Zaland Fort City (south entrance).

\Rare Battle

\East Entrance

Debug Number: 82

(*,*) Male Wizard	N/A	N/A
(*,*) Male Time Mage	N/A	N/A
(*,*) Dark Behemoth	N/A	N/A

\West Entrance

\Battle 1

Debug Number: 133

(*,*) Squidlarkin	N/A	N/A
(*,*) Pisco Demon	Yellow Chocobo	None
(*,*) Pisco Demon	Yellow Chocobo	None
(*,*) Pisco Demon	Flotiball	None
(*,*) Bone Snatch	Squidlarkin	None
(*,*) Bone Snatch	Flotiball	None
(*,*) Yellow Chocobo	None	None

\Battle 2

Debug Number: 134

(*,*) Yellow Chocobo	N/A	N/A
(*,*) Yellow Chocobo	Cuar	None
(*,*) Yellow Chocobo	Cuar	None
(*,*) Squidlarkin	Cuar	None
(*,*) Male Oracle	Flotiball	None
(*,*) Male Oracle	Flotiball	None
(*,*) Squidlarkin	None	None

\Battle 3

Debug Number: 135

(* , *)	Flotiball	N/A	N/A
(* , *)	Ahriman	Squidlarkin	None
(* , *)	Flotiball	Squidlarkin	None
(* , *)	Yellow Chocobo	Black Chocobo	None
(* , *)	Yellow Chocobo	Black Chocobo	None
(* , *)	Yellow Chocobo	Black Chocobo	None
(* , *)	Cuar	None	None

\Battle 4

Debug Number: 136

(* , *)	Flotiball	N/A	N/A
(* , *)	Ahriman	Squidlarkin	None
(* , *)	Flotiball	Squidlarkin	None
(* , *)	Yellow Chocobo	Black Chocobo	None
(* , *)	Yellow Chocobo	Black Chocobo	None
(* , *)	Yellow Chocobo	Female Archer	None
(* , *)	Female Archer	None	None

\East Entrance

\Battle 1

Debug Number: 137

(* , *)	Bone Snatch	N/A	N/A
(* , *)	Yellow Chocobo	Red Panther	None
(* , *)	Yellow Chocobo	Red Panther	None
(* , *)	Bone Snatch	Cuar	None
(* , *)	Bone Snatch	Cuar	None
(* , *)	Bone Snatch	Cuar	None
(* , *)	Morbol	None	None

\Battle 2

Debug Number: 138

(* , *)	Yellow Chocobo	N/A	N/A
(* , *)	Yellow Chocobo	Male Wizard	None
(* , *)	Yellow Chocobo	Male Wizard	None
(* , *)	Cuar	Flotiball	None
(* , *)	Cuar	Ahriman	None
(* , *)	Red Panther	Ahriman	None
(* , *)	Black Chocobo	None	None

\Battle 3

Debug Number: 139

(* , *)	Yellow Chocobo	N/A	N/A
(* , *)	Black Chocobo	Red Panther	None
(* , *)	Red Chocobo	Red Panther	None
(* , *)	Squidlarkin	Cuar	None
(* , *)	Squidlarkin	Cuar	None
(* , *)	Bull Demon	Ahriman	None
(* , *)	Minitaurus	None	None

\Battle 4

Debug Number: 140

(* , *) Yellow Chocobo	N/A	N/A
(* , *) Black Chocobo	Male Knight	None
(* , *) Red Chocobo	Male Knight	None
(* , *) Bull Demon	Female Geomancer	None
(* , *) Bull Demon	Female Geomancer	None
(* , *) Bull Demon	Female Geomancer	None
(* , *) Minitaurus	None	None

\East Entrance

\Battle 1

Debug Number: 141

(* , *) Bomb	N/A	N/A
(* , *) Yellow Chocobo	Bone Snatch	None
(* , *) Yellow Chocobo	Bone Snatch	None
(* , *) Skeleton	Bone Snatch	None
(* , *) Skeleton	Bone Snatch	None
(* , *) Flotiball	Black Chocobo	None
(* , *) Grenade	None	None

\Battle 2

Debug Number: 142

(* , *) Mindflare	N/A	N/A
(* , *) Mindflare	Cuar	None
(* , *) Mindflare	Cuar	None
(* , *) Red Chocobo	Cuar	None
(* , *) Mindflare	Female Time Mage	None
(* , *) Mindflare	Female Time Mage	None
(* , *) Squidlarkin	None	None

\Battle 3

Debug Number: 143

(* , *) Vampire	N/A	N/A
(* , *) Cuar	Squidlarkin	None
(* , *) Bone Snatch	Bull Demon	None
(* , *) Living Bone	Minitaurus	None
(* , *) Living Bone	Bone Snatch	None
(* , *) Living Bone	Bone Snatch	None
(* , *) Pisco Demon	Red Panther	None

\Battle 4

Debug Number: 144

(* , *) Vampire	N/A	N/A
(* , *) Cuar	Red Panther	None
(* , *) Bone Snatch	Red Panther	None
(* , *) Living Bone	Bull Demon	None
(* , *) Living Bone	Bull Demon	None
(* , *) Living Bone	Bone Snatch	None

10. Yuguo Woods

"Virgin forest full of 200 year old Yuguo trees. Scars from the war are still here."

Yuguo woods is a neat map. First off, it has a gigantic tree right smack in the middle. Second, virtually every fight here contains massive numbers of the ghostly Gusts, Ghouls, and Revnants, all of which are relatively common. You can also find a good number of treefolk - Woodmen, Trents, and Taijus - here occasionally. The map is rather small, 11x7, and accessible from Riovanes Castle (west entrance) and Yardow Fort City (east entrance).

\Rare Battle

\East Entrance

Debug Number: 108

(* , *) Male Samurai	Male Samurai	N/A
(* , *) Male Samurai	Male Samurai	N/A
(* , *) Male Samurai	Male Samurai	N/A
(* , *) Male Samurai	Male Samurai	N/A
(* , *) Male Samurai	Male Samurai	N/A
(* , *) Male Samurai	Male Samurai	N/A
(* , *) Male Samurai	Male Samurai	N/A

\West Entrance

\Battle 1

Debug Number: 85

(* , *) Ghoul	N/A	N/A
(* , *) Ghoul	Gust	None
(* , *) Ghoul	Gust	None
(* , *) Ghoul	Gust	None
(* , *) Ghoul	Gust	None
(* , *) Ghoul	Black Goblin	None
(* , *) Ghoul	Woodman	None

\Battle 2

Debug Number: 86

(* , *) Ghoul	N/A	N/A
(* , *) Ghoul	Gust	None
(* , *) Ghoul	Gust	None
(* , *) Ghoul	Gust	None
(* , *) Ghoul	Gust	None
(* , *) Male Time Mage	Black Goblin	None
(* , *) Female Archer	Woodman	None

\Battle 3

Debug Number: 87

(* , *) Revnant	N/A	N/A
(* , *) Gust	Ghoul	None
(* , *) Gust	Ghoul	None
(* , *) Gust	Ghoul	None
(* , *) Gust	Ghoul	None
(* , *) Gust	Ghoul	None
(* , *) Gust	Gobledygak	None
(* , *) Gust	Trent	None

\Battle 4

Debug Number: 88

(* , *) Revnant	N/A	N/A
(* , *) Gust	Ghoul	None
(* , *) Gust	Ghoul	None
(* , *) Gust	Ghoul	None
(* , *) Gust	Ghoul	None
(* , *) Male Wizard	Gobledygak	None
(* , *) Female Summoner	Trent None	

\East Entrance

\Battle 1

Debug Number: 89

(* , *) Skeleton	N/A	N/A
(* , *) Skeleton	Bone Snatch	None
(* , *) Skeleton	Bone Snatch	None
(* , *) Skeleton	Bone Snatch	None
(* , *) Skeleton	Bone Snatch	None
(* , *) Skeleton	Bomb	None
(* , *) Trent	Female Ninja	None

\Battle 2

Debug Number: 90

(* , *) Gust	N/A	N/A
(* , *) Gust	Woodman	None
(* , *) Gust	Black Goblin	None
(* , *) Gust	Black Goblin	None
(* , *) Woodman	Black Goblin	None
(* , *) Woodman	Black Goblin	None
(* , *) Female Wizard	Cuar	None

\Battle 3

Debug Number: 91

(* , *) Revnant	N/A	N/A
(* , *) Revnant	Cuar	None
(* , *) Gust	Vampire	None
(* , *) Trent	Cuar	None
(* , *) Trent	Yellow Chocobo	None
(* , *) Taiju	Yellow Chocobo	None
(* , *) Trent	Yellow Chocobo	None

\Battle 4

Debug Number: 92

(* , *)	Revnant	N/A	N/A
(* , *)	Gust	Ghoul	None
(* , *)	Gust	Ghoul	None
(* , *)	Gust	Female Oracle	None
(* , *)	Ghoul	Female Geomancer	None
(* , *)	Ghoul	Male Monk	None
(* , *)	Ghoul	Male Monk	None

11. Grog Hill

"Largest granary in Lesalia. Most of the crops are sent to the capital, Lesalia.."

Though few people fight here often, this is one of the better known maps. Its rare battle has grabbed a lot of attention: 11 monks. No more, no less, and all male. Otherwise the battles are rather plain: a mixing of bull demons, panthers, chocobos, and flotiballs. It's an 11x12 map, and accessible through Yardow Fort City (west entrance), Lesalia Imperial Capital (south entrance), and Doguola Pass (east entrance).

\Rare Battle

\South Entrance

Debug Number: 94

(* , *)	Male Monk	N/A	N/A
(* , *)	Male Monk	N/A	N/A
(* , *)	Male Monk	N/A	N/A
(* , *)	Male Monk	N/A	N/A
(* , *)	Male Monk	N/A	N/A
(* , *)	Male Monk	N/A	N/A
(* , *)	Male Monk	N/A	N/A
(* , *)	Male Monk	N/A	N/A
(* , *)	Male Monk	N/A	N/A
(* , *)	Male Monk	N/A	N/A
(* , *)	Male Monk	N/A	N/A

\West Entrance

\Battle 1

Debug Number: 109

(* , *)	Yellow Chocobo	N/A	N/A
(* , *)	Yellow Chocobo	Flotiball	None
(* , *)	Yellow Chocobo	Flotiball	None
(* , *)	Bomb	Flotiball	None
(* , *)	Bomb	Grenade	None
(* , *)	Bomb	Grenade	None
(* , *)	Blue Dragon	Red Panther	None

\Battle 2

Debug Number: 110

(* , *)	Black Chocobo	N/A	N/A
(* , *)	Yellow Chocobo	Male Knight	None
(* , *)	Yellow Chocobo	Male Knight	None
(* , *)	Grenade	Male Knight	None
(* , *)	Grenade	Cuar	None
(* , *)	Grenade	Cuar	None
(* , *)	Grenade	Red Panther	None

\Battle 3

Debug Number: 111

(* , *)	Ahriman	N/A	N/A
(* , *)	Grenade	Ahriman	None
(* , *)	Grenade	Ahriman	None
(* , *)	Grenade	Bull Demon	None
(* , *)	Grenade	Bull Demon	None
(* , *)	Bomb	Bull Demon	None
(* , *)	Bomb	Cuar	None

\Battle 4

Debug Number: 112

(* , *)	Revnant	N/A	N/A
(* , *)	Revnant	N/A	N/A
(* , *)	Gust	N/A	N/A
(* , *)	Trent	Female Oracle	None
(* , *)	Trent	Female Oracle	None
(* , *)	Taiju	Yellow Chocobo	None
(* , *)	Trent	Yellow Chocobo	None
(* , *)	Female Oracle	Yellow Chocobo	None

\West Entrance

\Battle 1

Debug Number: 113

(* , *)	Yellow Chocobo	N/A	N/A
(* , *)	Black Chocobo	Woodman	None
(* , *)	Bomb	Flotiball	None
(* , *)	Grenade	Flotiball	None
(* , *)	Flotiball	Grenade	None
(* , *)	Ahriman	Bomb	None
(* , *)	Woodman	Black Chocobo	None

\Battle 2

Debug Number: 114

(* , *)	Cuar	N/A	N/A
(* , *)	Cuar	Male Geomancer	None
(* , *)	Cuar	Male Geomancer	None
(* , *)	Cuar	Female Priest	None
(* , *)	Red Panther	Yellow Chocobo	None
(* , *)	Red Panther	Yellow Chocobo	None

(*,*) Red Panther	Red Chocobo	None
-------------------	-------------	------

\Battle 3

Debug Number: 115

(*,*) Bull Demon	N/A	N/A
(*,*) Bull Demon	Flotiball	None
(*,*) Bull Demon	Flotiball	None
(*,*) Bull Demon	Flotiball	None
(*,*) Bull Demon	Flotiball	None
(*,*) Grenade	Bomb	None
(*,*) Black Goblin	Goblin	None

\Battle 4

Debug Number: 116

(*,*) Bull Demon	N/A	N/A
(*,*) Bull Demon	Ahriman	None
(*,*) Bull Demon	Ahriman	None
(*,*) Bull Demon	Flotiball	None
(*,*) Bull Demon	Flotiball	None
(*,*) Male Archer	Female Summoner	None
(*,*) Female Archer	Male Wizard	None

\West Entrance

\Battle 1

Debug Number: 117

(*,*) Grenade	N/A	N/A
(*,*) Grenade	Yellow Chocobo	None
(*,*) Grenade	Yellow Chocobo	None
(*,*) Grenade	Yellow Chocobo	None
(*,*) Grenade	Yellow Chocobo	None
(*,*) Grenade	Juravis	None
(*,*) Grenade	Juravis	None

\Battle 2

Debug Number: 118

(*,*) Flotiball	N/A	N/A
(*,*) Ahriman	Bomb	None
(*,*) Flotiball	Yellow Chocobo	None
(*,*) Ahriman	Grenade	None
(*,*) Ahriman	Yellow Chocobo	None
(*,*) Ahriman	Cuar	None
(*,*) Female Samurai	Bull Demon	None

\Battle 3

Debug Number: 119

(*,*) Red Chocobo	N/A	N/A
(*,*) Yellow Chocobo	Ahriman	None
(*,*) Black Chocobo	Explosive	None
(*,*) Bomb	Grenade	None

(*,*) Grenade	Bomb	None
(*,*) Explosive	Black Chocobo	None
(*,*) Ahriman	Yellow Chocobo	None

\Battle 4

Debug Number: 120

(*,*) Ahriman	N/A	N/A
(*,*) Grenade	Ahriman	None
(*,*) Grenade	Ahriman	None
(*,*) Grenade	Bull Demon	None
(*,*) Grenade	Bull Demon	None
(*,*) Bomb	Bull Demon	None
(*,*) Male Summoner	Cuar	None

12. Barius Valley

"Barren Valley where St. Ajora's first disciple, Barius hid from the empire."

I swear, whoever made this map was out to irritate me. They're abnormally fond of using the same locations in different battles, which makes it devilishly difficult to ferret out which is which. Ah, well; that's my problem, not yours. An interesting little factoid: the rare battle at this spot is the only random battle in the game where you can actually fight a Tiamat. Weird, huh? Please note that Warjillis is NOT the south entrance to this map; Golgorand Execution site is. Warjillis comes in, on closer inspection, on the east, which leaves the west entrance to Lionel Castle.

\Rare Battle

\South Entrance

Debug Number: 96

(*,*) Ahriman	Yellow Chocobo	N/A
(*,*) Plague	Black Chocobo	N/A
(*,*) Morbol	Red Chocobo	N/A
(*,*) Morbol	Tiamat	N/A
(*,*) Ochu	Tiamat	N/A

\West Entrance

\Battle 1

Debug Number: 181

(*,*) Yellow Chocobo	N/A	N/A
(*,*) Goblin	Pisco Demon	None
(*,*) Red Panther	Yellow Chocobo	None
(*,*) Pisco Demon	Goblin	None
(*,*) Yellow Chocobo	Red Panther	None
(*,*) Goblin	Pisco Demon	None
(*,*) Red Panther	Yellow Chocobo	None

\Battle 2

Debug Number: 182

(* , *) Black Goblin	N/A	N/A
(* , *) Female Monk	Squidlarkin	None
(* , *) Female Monk	Squidlarkin	None
(* , *) Female Monk	Squidlarkin	None
(* , *) Cuar	Black Goblin	None
(* , *) Cuar	Black Goblin	None
(* , *) Cuar	Black Goblin	None

\Battle 3

Debug Number: 183

(* , *) Gobledygak	N/A	N/A
(* , *) Squidlarkin	Red Chocobo	None
(* , *) Squidlarkin	Red Chocobo	None
(* , *) Gobledygak	Squidlarkin	None
(* , *) Gobledygak	Squidlarkin	None
(* , *) Black Goblin	Mindflare	None
(* , *) Behemoth	Blue Dragon	None

\Battle 4

Debug Number: 184

(* , *) Male Wizard	N/A	N/A
(* , *) Squidlarkin	Red Chocobo	None
(* , *) Squidlarkin	Red Chocobo	None
(* , *) Male Wizard	Squidlarkin	None
(* , *) Male Wizard	Squidlarkin	None
(* , *) Pisco Demon	Mindflare	None
(* , *) Behemoth	Blue Dragon	None

\East Entrance

\Battle 1

Debug Number: 185

(* , *) Black Chocobo	N/A	N/A
(* , *) Goblin	Squidlarkin	None
(* , *) Goblin	Pisco Demon	None
(* , *) Red Panther	Cuar	None
(* , *) Cuar	Red Panther	None
(* , *) Pisco Demon	Goblin	None
(* , *) Squidlarkin	Yellow Chocobo	None

\Battle 2

Debug Number: 186

(* , *) Mindflare	N/A	N/A
(* , *) Black Goblin	Mindflare	None
(* , *) Gobledygak	Pisco Demon	None
(* , *) Cuar	Vampire	None
(* , *) Male Archer	Cuar	None
(* , *) Pisco Demon	Goblin	None
(* , *) Mindflare	Male Archer	None

\Battle 3

Debug Number: 187

(* , *) Red Chocobo	N/A	N/A
(* , *) Vampire	Gobledygak	None
(* , *) Vampire	Gobledygak	None
(* , *) Vampire	Gobledygak	None
(* , *) Vampire	Squidlarkin	None
(* , *) Vampire	Squidlarkin	None
(* , *) Gobledygak	Pisco Demon	None

\Battle 4

Debug Number: 188

(* , *) Red Chocobo	N/A	N/A
(* , *) Red Chocobo	Female Summoner	None
(* , *) Black Chocobo	Vampire	None
(* , *) Black Chocobo	Squidlarkin	None
(* , *) Vampire	Squidlarkin	None
(* , *) Female Summoner	Squidlarkin	None
(* , *) Female Summoner	Mindflare	None

\South Entrance

\Battle 1

Debug Number: 189

(* , *) Yellow Chocobo	N/A	N/A
(* , *) Yellow Chocobo	Goblin	None
(* , *) Yellow Chocobo	Goblin	None
(* , *) Yellow Chocobo	Pisco Demon	None
(* , *) Yellow Chocobo	Squidlarkin	None
(* , *) Yellow Chocobo	Pisco Demon	None
(* , *) Yellow Chocobo	Black Goblin	None

\Battle 2

Debug Number: 190

(* , *) Gobledygak	N/A	N/A
(* , *) Female Knight	Cuar	None
(* , *) Juravis	Female Knight	None
(* , *) Gobledygak	Steel Hawk	None
(* , *) Black Goblin	Red Panther	None
(* , *) Red Panther	Steel Hawk	None
(* , *) Cuar	Gobledygak	None

\Battle 3

Debug Number: 191

(* , *) Gobledygak	N/A	N/A
(* , *) Gobledygak	Mindflare	None
(* , *) Gobledygak	Mindflare	None
(* , *) Cuar	Mindflare	None
(* , *) Cuar	Black Goblin	None

(*,*) Cuar	Black Goblin	None
(*,*) Black Chocobo	Cocatoris	None

\Battle 4

Debug Number: 192

(*,*) Cocatoris	N/A	N/A
(*,*) Cocatoris	Morbol	None
(*,*) Juravis	Male Archer	None
(*,*) Steel Hawk	Male Archer	None
(*,*) Ochu	Male Archer	None
(*,*) Ochu	Female Lancer	None
(*,*) Ochu	Female Lancer	None

13. Ararguay Woods

"Vast forest area south of Lesalia. Treasury of animals."

Other than a handful of morbols, this map is rather uninteresting. Mostly flat, some trees in the corner and some small holes in the ground pretty much sum it up. The only real reason for coming here is for the ninja battle (which guess what, happens to be the rare one). The map is 11x9, and accessible through Dorter Trade City (west entrance) and Zerekile Falls (east entrance).

\Rare Battle

\South Entrance

Debug Number: 107

(*,*) Female Ninja	N/A	N/A
(*,*) Male Ninja	Male Ninja	Male Ninja
(*,*) Male Ninja	Female Ninja	Male Ninja
(*,*) Male Ninja	Male Ninja	Male Ninja
(*,*) Male Ninja	Male Ninja	None
(*,*) Male Ninja	Male Ninja	None

\West Entrance

\Battle 1

Debug Number: 97

(*,*) Black Goblin	N/A	N/A
(*,*) Goblin	Juravis	None
(*,*) Goblin	Ghoul	None
(*,*) Goblin	Cuar	None
(*,*) Goblin	Ghoul	None
(*,*) Goblin	Ghoul	None

\Battle 2

Debug Number: 98

(* , *)	Gust	N/A	N/A
(* , *)	Skeleton	Bone Snatch	None
(* , *)	Skeleton	Female Archer	None
(* , *)	Trent	Male Knight	None
(* , *)	Ghoul	Female Archer	None
(* , *)	Ghoul	Female Archer	None

\Battle 3

Debug Number: 99

(* , *)	Revnant	N/A	N/A
(* , *)	Gust	Woodman	None
(* , *)	Ghoul	Ochu	None
(* , *)	Living Bone	Morbol	None
(* , *)	Bone Snatch	Revnant	None
(* , *)	Skeleton	Gust	None
(* , *)	Trent	Ghoul	None

\Battle 4

Debug Number: 100

(* , *)	Gobledygak	N/A	N/A
(* , *)	Revnant	Gust	None
(* , *)	Revnant	Male Knight	None
(* , *)	Revnant	Male Knight	None
(* , *)	Black Goblin	Female Summoner	None
(* , *)	Black Goblin	Female Summoner	None

\East Entrance

\Battle 1

Debug Number: 101

(* , *)	Cuar	N/A	N/A
(* , *)	Red Panther	Bone Snatch	None
(* , *)	Red Panther	Skeleton	None
(* , *)	Ghoul	Red Panther	None
(* , *)	Ghoul	Juravis	None
(* , *)	Ghoul	Cuar	None

\Battle 2

Debug Number: 102

(* , *)	Morbol	N/A	N/A
(* , *)	Bone Snatch	Morbol	None
(* , *)	Female Archer	Morbol	None
(* , *)	Bone Snatch	Morbol	None
(* , *)	Bone Snatch	Morbol	None

\Battle 3

Debug Number: 103

(* , *)	Taiju	N/A	N/A
(* , *)	Trent	Red Panther	None
(* , *)	Woodman	Living Bone	None

(* , *) Cocatoris	Bone Snatch	None
(* , *) Steel Hawk	Skeleton	None
(* , *) Juravis	Red Panther	None
(* , *) Vampire	Steel Hawk	None
(* , *) Cuar	None	None

\Battle 4

Debug Number: 104

(* , *) Female Archer	N/A	N/A
(* , *) Male Archer	Steel Hawk	None
(* , *) Male Archer	Taiju	None
(* , *) Male Archer	Taiju	None
(* , *) Male Archer	Taiju	None
(* , *) Male Archer	Female Archer	None
(* , *) Steel Hawk	None	None

14. Finath River

"Flowing from Mt. Zeara, 6000 durma high, the water temperature goes below zero."

Another good map. Water obscures a large portion of it, slowing your movement somewhat, but a ford-like place serves as something of a bridge. Lots of chocobos and squiddlings here, as well, and a variety of other animals. Battles here tend to be large and relatively dangerous. Watch out for Mindflares! The map is 15x9, and accessible through Bervenian Free City (west entrance), and Zeltennia Castle (east entrance).

\Rare Battle

\East Entrance

Debug Number: 105

(* , *) Behemoth	N/A	N/A
(* , *) Behemoth	N/A	N/A
(* , *) Behemoth	N/A	N/A
(* , *) Behemoth	N/A	N/A
(* , *) Behemoth	N/A	N/A
(* , *) Pisco Demon	N/A	N/A
(* , *) Bull Demon	None	None
(* , *) Bull Demon	None	None
(* , *) Bull Demon	None	None
(* , *) Bull Demon	None	None
(* , *) Goblin	N/A	N/A

\West Entrance

\Battle 1

Debug Number: 193

(* , *) Yellow Chocobo	N/A	N/A
(* , *) Yellow Chocobo	Cuar	None

(*,*) Black Chocobo	Cuar	None
(*,*) Red Panther	Squidlarkin	None
(*,*) Red Panther	Squidlarkin	None
(*,*) Pisco Demon	Squidlarkin	None
(*,*) Pisco Demon	Squidlarkin	None
(*,*) Morbol	None	None
(*,*) Ochu	None	None

\Battle 2

Debug Number: 194

(*,*) Black Chocobo	N/A	N/A
(*,*) Ochu	Male Oracle	None
(*,*) Black Chocobo	Male Oracle	None
(*,*) Ochu	Squidlarkin	None
(*,*) Male Oracle	Pisco Demon	None
(*,*) Pisco Demon	Pisco Demon	None
(*,*) Pisco Demon	Squidlarkin	None
(*,*) Yellow Chocobo	None	None
(*,*) Yellow Chocobo	None	None

\Battle 3

Debug Number: 195

(*,*) Black Chocobo	N/A	N/A
(*,*) Red Chocobo	Pisco Demon	None
(*,*) Red Chocobo	Pisco Demon	None
(*,*) Red Chocobo	Female Archer	None
(*,*) Red Chocobo	Mindflare	None
(*,*) Red Chocobo	Mindflare	None
(*,*) Red Chocobo	Mindflare	None
(*,*) Green Dragon	None	None
(*,*) Green Dragon	None	None

\Battle 4

Debug Number: 196

(*,*) Mindflare	N/A	N/A
(*,*) Mindflare	Male Summoner	None
(*,*) Mindflare	Male Summoner	None
(*,*) Mindflare	Male Summoner	None
(*,*) Squidlarkin	Female Lancer	None
(*,*) Squidlarkin	Female Lancer	None
(*,*) Squidlarkin	Female Lancer	None
(*,*) Green Dragon	Green Dragon	None
(*,*) Green Dragon	Blue Dragon	None

\East Entrance

\Battle 1

Debug Number: 197

(* , *)	Yellow Chocobo	N/A	N/A
(* , *)	Yellow Chocobo	Morbol	None
(* , *)	Yellow Chocobo	Morbol	None
(* , *)	Red Dragon	Ochu	None
(* , *)	Red Chocobo	Morbol	None
(* , *)	Black Chocobo	Morbol	None
(* , *)	Red Chocobo	Morbol	None
(* , *)	Squidlarkin	None	None
(* , *)	Mindflare	None	None

\Battle 2

Debug Number: 198

(* , *)	Cuar	N/A	N/A
(* , *)	Cuar	Squidlarkin	None
(* , *)	Cuar	Squidlarkin	None
(* , *)	Female Knight	Squidlarkin	None
(* , *)	Female Knight	Squidlarkin	None
(* , *)	Squidlarkin	Trent	None
(* , *)	Squidlarkin	Trent	None
(* , *)	Trent	None	None
(* , *)	Trent	None	None

\Battle 3

Debug Number: 199

(* , *)	Cuar	N/A	N/A
(* , *)	Red Panther	Green Dragon	None
(* , *)	Cuar	Green Dragon	None
(* , *)	Red Panther	Green Dragon	None
(* , *)	Red Panther	Green Dragon	None
(* , *)	Red Panther	Yellow Chocobo	None
(* , *)	Red Panther	Yellow Chocobo	None
(* , *)	Red Panther	None	None
(* , *)	Red Panther	None	None

\Battle 4

Debug Number: 200

(* , *)	Trent	N/A	N/A
(* , *)	Trent	Female Ninja	None
(* , *)	Taiju	Female Ninja	None
(* , *)	Woodman	Male Archer	None
(* , *)	Woodman	Male Archer	None
(* , *)	Woodman	Morbol	None
(* , *)	Woodman	Morbol	None
(* , *)	Red Panther	None	None
(* , *)	Red Panther	None	None

"Oldest mountains on the continent. Barren land with little rainfall."

What a map. Interesting battles, the vanish mantle is hidden here - making it the second random battle, after Bervernia, to carry unique equipment - and the chemists in the rare battle will occasionally carry the magical guns, stone gun included (yes, they start petrified =P). The map is 10x11, and accessible through Zarghidas Trade City (north entrance) and Poeskas Lake (south entrance).

\Rare Battle

\North Entrance

Debug Number: 106

(* , *) Male Chemist	Female Chemist	N/A
(* , *) Male Chemist	Female Chemist	N/A
(* , *) Male Chemist	Female Chemist	N/A
(* , *) Male Mediator	Female Mediator	N/A
(* , *) Male Mediator	Female Mediator	N/A

\North Entrance

\Battle 1

Debug Number: 217

(* , *) Red Panther	N/A	N/A
(* , *) Bull Demon	Cuar	None
(* , *) Bull Demon	Cuar	None
(* , *) Green Dragon	Cuar	None
(* , *) Green Dragon	Cuar	None
(* , *) Juravis	Minitaurus	None
(* , *) Juravis	Steel Hawk	None

\Battle 2

Debug Number: 218

(* , *) Behemoth	N/A	N/A
(* , *) Behemoth	Red Panther	None
(* , *) Green Dragon	Female Archer	None
(* , *) Green Dragon	Female Archer	None
(* , *) Cuar	Female Archer	None
(* , *) Cuar	Red Panther	None
(* , *) Cuar	Behemoth	None

\Battle 3

Debug Number: 219

(* , *) Red Dragon	N/A	N/A
(* , *) Juravis	Plague	None
(* , *) Juravis	Plague	None
(* , *) Juravis	Plague	None
(* , *) Juravis	Green Dragon	None
(* , *) Vampire	Red Panther	None
(* , *) Vampire	Steel Hawk	None

\Battle 4

Debug Number: 220

(* , *)	Yellow Chocobo	N/A	N/A
(* , *)	Yellow Chocobo	Male Archer	None
(* , *)	Black Chocobo	Male Archer	None
(* , *)	Black Chocobo	Male Archer	None
(* , *)	Red Chocobo	Male Archer	None
(* , *)	Red Chocobo	Male Wizard	None
(* , *)	Yellow Chocobo	Female Summoner	None

\South Entrance

\Battle 1

Debug Number: 221

(* , *)	Red Panther	N/A	N/A
(* , *)	Bull Demon	Cuar	None
(* , *)	Bull Demon	Cuar	None
(* , *)	Green Dragon	Cuar	None
(* , *)	Green Dragon	Cuar	None
(* , *)	Juravis	Minitaurus	None
(* , *)	Juravis	Steel Hawk	None

\Battle 2

Debug Number: 222

(* , *)	Red Panther	N/A	N/A
(* , *)	Behemoth	Red Panther	None
(* , *)	Bull Demon	Male Monk	None
(* , *)	Bull Demon	Male Monk	None
(* , *)	Cuar	Minitaurus	None
(* , *)	Cuar	Red Panther	None
(* , *)	Cuar	Behemoth	None

\Battle 3

Debug Number: 223

(* , *)	Red Dragon	N/A	N/A
(* , *)	Juravis	Plague	None
(* , *)	Juravis	Plague	None
(* , *)	Juravis	Plague	None
(* , *)	Juravis	Green Dragon	None
(* , *)	Vampire	Red Panther	None
(* , *)	Vampire	Steel Hawk	None

\Battle 4

Debug Number: 224

(* , *)	Green Dragon	N/A	N/A
(* , *)	Green Dragon	Female Archer	None
(* , *)	Green Dragon	Female Archer	None
(* , *)	Green Dragon	Female Archer	None
(* , *)	Green Dragon	Female Monk	None

(*,*) Blue Dragon	Male Lancer	None
(*,*) Red Dragon	Male Lancer	None

16. Bed Desert

"Wild Desert area west of Limberry. An ancient royal palace lies buried in the sand."

I don't like this map, but I have no idea why. The ruins of some fortification make up about half the map, the rest being sand. Monsters consist of a large numbers of dragons, wizards, and birds, mostly. Outside of Mandalia Plains, guest battles are rare - but Bed Desert contains a surprise. Not only is there a guest battle, but its with a Red Dragon, making it one of only two maps to give you an ally who is not the first of their species type. 9x11, and accessible through Bervenja Free City (north entrance) and Bethla Garrison (south entrance).

\Rare Battle

\North Entrance

Debug Number: 129

(*,*) Male Knight	Female Archer	N/A
(*,*) Female Archer	Male Geomancer	N/A
(*,*) Male Knight	Female Summoner	N/A
(*,*) Female Archer	Male Geomancer	N/A
(*,*) Male Geomancer	Female Summoner	N/A

\South Entrance

\Battle 1

Debug Number: 121

(*,*) Bomb	N/A	N/A
(*,*) Grenade	Bomb	None
(*,*) Flotiball	Ahriman	None
(*,*) Bomb	Skeleton	None
(*,*) Grenade	Skeleton	None
(*,*) Flotiball	Skeleton	None
(*,*) Bomb	Bone Snatch	None

\Battle 2

Debug Number: 122

(*,*) Ahriman	N/A	N/A
(*,*) Grenade	Bomb	None
(*,*) Grenade	Ahriman	None
(*,*) Grenade	Skeleton	None
(*,*) Grenade	Skeleton	None
(*,*) Bomb	Skeleton	None
(*,*) Male Thief	Bone Snatch	None

\Battle 3

Debug Number: 123

(* , *) Explosive	N/A	N/A
(* , *) Green Dragon	King Behemoth	None
(* , *) Red Panther	Behemoth	None
(* , *) Living Bone	Grenade	None
(* , *) Living Bone	Grenade	None
(* , *) Living Bone	Grenade	None
(* , *) Living Bone	Grenade	None

\Battle 4

Debug Number: 124

(* , *) Explosive	N/A	N/A
(* , *) Green Dragon	Blue Dragon	None
(* , *) Red Panther	Female Archer	None
(* , *) Grenade	Male Knight	None
(* , *) Grenade	Male Knight	None
(* , *) Grenade	Male Knight	None
(* , *) Grenade	Male Knight	None

\North Entrance

\Battle 1

Debug Number: 125

(* , *) Bone Snatch	N/A	N/A
(* , *) Grenade	Flotiball	None
(* , *) Bone Snatch	Flotiball	None
(* , *) Grenade	Ahriman	None
(* , *) Bone Snatch	Ahriman	None
(* , *) Grenade	Grenade	None
(* , *) Cuar	Behemoth	None

\Battle 2

Debug Number: 126

(* , *) Flotiball	N/A	N/A
(* , *) Steel Hawk	Flotiball	None
(* , *) Flotiball	Steel Hawk	None
(* , *) Ahriman	Steel Hawk	None
(* , *) Ahriman	Female Geomancer	None
(* , *) Ahriman	Female Geomancer	None
(* , *) Vampire	Behemoth	None

\Battle 3

Debug Number: 127

(* , *) Plague	N/A	N/A
(* , *) Explosive	Minitaurus	None
(* , *) Grenade	Bull Demon	None
(* , *) Bomb	Blue Dragon	None
(* , *) Explosive	Green Dragon	None
(* , *) Grenade	Ahriman	None
(* , *) Bomb	Flotiball	None

\Battle 4

Debug Number: 128

(* , *)	Red Dragon	N/A	N/A
(* , *)	Green Dragon	Male Archer	None
(* , *)	Green Dragon	Male Wizard	None
(* , *)	Green Dragon	Male Archer	None
(* , *)	Green Dragon	Male Wizard	None
(* , *)	Green Dragon	Female Oracle	None
(* , *)	Green Dragon	Female Oracle	None

17. Doguola Pass

"Mt. Randoria stands 2000 dorma high. A holy place where priests trained and fasted."

This map marks the beginning of harder times. Across the continent from this point, the battles begin to contain considerably more enemies, and stronger ones at that. This map is rather interesting, with a good number of birdy and floaty monsters around, as well as some dragons and a good splattering of humans. It's small, 9x7, and can be accessed through Grog Hill (west entrance) and Bervenian Free City (east entrance).

\Rare Battle

\West Entrance

Debug Number: 131

(* , *)	Male Monk	Female Time Mage	N/A
(* , *)	Male Monk	Female Time Mage	N/A
(* , *)	Male Monk	Female Time Mage	N/A
(* , *)	Female Archer	Black Chocobo	N/A
(* , *)	Female Archer	Red Chocobo	N/A

\East Entrance

\Battle 1

Debug Number: 169

(* , *)	Yellow Chocobo	N/A	N/A
(* , *)	Yellow Chocobo	Black Chocobo	None
(* , *)	Red Panther	Cuar	None
(* , *)	Red Panther	Cuar	None
(* , *)	Juravis	Steel Hawk	None
(* , *)	Juravis	Steel Hawk	None
(* , *)	Bull Demon	Behemoth	None

\Battle 2

Debug Number: 170

(* , *)	Cuar	N/A	N/A
(* , *)	Cuar	Yellow Chocobo	None

(*,*) Cuar	Yellow Chocobo	None
(*,*) Cuar	Yellow Chocobo	None
(*,*) Cuar	Steel Hawk	None
(*,*) Juravis	Steel Hawk	None
(*,*) Female Archer	Woodman	None

\Battle 3

Debug Number: 171

(*,*) Yellow Chocobo	N/A	N/A
(*,*) Yellow Chocobo	Behemoth	None
(*,*) Yellow Chocobo	Behemoth	None
(*,*) Yellow Chocobo	Behemoth	None
(*,*) Black Chocobo	Behemoth	None
(*,*) Red Chocobo	Behemoth	None
(*,*) Bomb	Behemoth	None

\Battle 4

Debug Number: 172

(*,*) Yellow Chocobo	N/A	N/A
(*,*) Yellow Chocobo	Black Chocobo	None
(*,*) Male Archer	Male Archer	None
(*,*) Male Archer	Male Archer	None
(*,*) Juravis	Steel Hawk	None
(*,*) Juravis	Steel Hawk	None
(*,*) Bull Demon	Behemoth	None

\West Entrance

\Battle 1

Debug Number: 173

(*,*) Yellow Chocobo	N/A	N/A
(*,*) Yellow Chocobo	Black Chocobo	None
(*,*) Red Panther	Cuar	None
(*,*) Red Panther	Cuar	None
(*,*) Juravis	Steel Hawk	None
(*,*) Juravis	Steel Hawk	None
(*,*) Bull Demon	Behemoth	None

\Battle 2

Debug Number: 174

(*,*) Cuar	N/A	N/A
(*,*) Cuar	Yellow Chocobo	None
(*,*) Cuar	Yellow Chocobo	None
(*,*) Cuar	Yellow Chocobo	None
(*,*) Cuar	Steel Hawk	None
(*,*) Juravis	Steel Hawk	None
(*,*) Female Monk	Woodman	None

\Battle 3

Debug Number: 175

(* , *)	Steel Hawk	N/A	N/A
(* , *)	Steel Hawk	Black Chocobo	None
(* , *)	Steel Hawk	Black Chocobo	None
(* , *)	Bomb	Red Chocobo	None
(* , *)	Grenade	Red Chocobo	None
(* , *)	Grenade	Explosive	None
(* , *)	Bull Demon	Behemoth	None

\Battle 4

Debug Number: 176

(* , *)	Yellow Chocobo	N/A	N/A
(* , *)	Yellow Chocobo	Black Chocobo	None
(* , *)	Female Knight	Female Knight	None
(* , *)	Female Knight	Female Knight	None
(* , *)	Juravis	Steel Hawk	None
(* , *)	Juravis	Steel Hawk	None
(* , *)	Bull Demon	Behemoth	None

18. Poeskas Lake

"Once a huge lake, 'Death Lake' is now dried up and covered with white salt."

Poeskas Lake. Home of a number of difficult battles, most notably one with 7 different behemoths, dark behemoths, or king behemoths, supported by the occasional human. Like most maps, the rare battle isn't terribly interesting, but it is there. The map is large, 10x13, and accessible through Germinas Peak (north entrance) and Limberry Castle (south entrance).

\Rare Battle

\North Entrance

Debug Number: 153

(* , *)	Male Wizard	N/A	N/A
(* , *)	Male Wizard	N/A	N/A
(* , *)	Male Time Mage	Male Oracle	N/A
(* , *)	Female Summoner	Female Chemist	N/A
(* , *)	Female Priest	Female Wizard	N/A

\North Entrance

\Battle 1

Debug Number: 205

(* , *)	Bomb	N/A	N/A
(* , *)	Bomb	Bone Snatch	None
(* , *)	Skeleton	Bone Snatch	None
(* , *)	Skeleton	Gust	None
(* , *)	Ghoul	Gust	None
(* , *)	Ghoul	Grenade	None
(* , *)	Male Archer	Grenade	None

(* , *) King Behemoth	None	None
-----------------------	------	------

\Battle 2

Debug Number: 206

(* , *) Cocatoris	N/A	N/A
(* , *) Cocatoris	Bone Snatch	None
(* , *) Skeleton	Bone Snatch	None
(* , *) Skeleton	Male Monk	None
(* , *) Living Bone	Male Monk	None
(* , *) Living Bone	Steel Hawk	None
(* , *) Behemoth	Steel Hawk	None
(* , *) King Behemoth	None	None

\Battle 3

Debug Number: 207

(* , *) Grenade	N/A	N/A
(* , *) Explosive	Living Bone	None
(* , *) Skeleton	Living Bone	None
(* , *) Bone Snatch	Gust	None
(* , *) Ghoul	Gust	None
(* , *) Ghoul	Grenade	None
(* , *) Red Dragon	King Behemoth	None
(* , *) Revnant	None	None

\Battle 4

Debug Number: 208

(* , *) Bomb	N/A	N/A
(* , *) Bomb	Bone Snatch	None
(* , *) Skeleton	Bone Snatch	None
(* , *) Skeleton	Male Summoner	None
(* , *) Grenade	Male Summoner	None
(* , *) Grenade	Grenade	None
(* , *) Behemoth	Grenade	None
(* , *) King Behemoth	None	None

\South Entrance

\Battle 1

Debug Number: 209

(* , *) Grenade	N/A	N/A
(* , *) Explosive	Bomb	None
(* , *) Bone Snatch	Bomb	None
(* , *) Gust	Bomb	None
(* , *) Bone Snatch	Bomb	None
(* , *) Gust	Ghoul	None
(* , *) Explosive	Grenade	None
(* , *) Behemoth	None	None

\Battle 2

Debug Number: 210

(* , *) Grenade	N/A	N/A
(* , *) Explosive	Bomb	None
(* , *) Minitaurus	Revnant	None
(* , *) Gust	Bomb	None
(* , *) Minitaurus	Bomb	None
(* , *) Minitaurus	Bull Demon	None
(* , *) Explosive	Grenade	None
(* , *) Female Chemist	None	None

\Battle 3

Debug Number: 211

(* , *) Grenade	N/A	N/A
(* , *) Explosive	Bomb	None
(* , *) Bone Snatch	Bomb	None
(* , *) Gust	Bomb	None
(* , *) Bone Snatch	Bomb	None
(* , *) Gust	Ghoul	None
(* , *) Explosive	Grenade	None
(* , *) Behemoth	Behemoth	None

\Battle 4

Debug Number: 212

(* , *) Behemoth	N/A	N/A
(* , *) Behemoth	Dark Behemoth	None
(* , *) Behemoth	Dark Behemoth	None
(* , *) Behemoth	Dark Behemoth	None
(* , *) Behemoth	Dark Behemoth	None
(* , *) King Behemoth	Dark Behemoth	None
(* , *) King Behemoth	Male Archer	None
(* , *) Female Archer	None	None
(* , *) Female Wizard	None	None

19. Mandalia Plains

"White limestone plains looking like tusks. Also known as 'Beast Plains.'"

Mandalia Plains is the first map you experience a real battle on, and the first one you can find random battles on at all. It is 10x11, covered with rocks as obstacles, and mostly flat. There are three ways to get into it: from the Thieves Fort (South Entrance), Igros (North Entrance), or Magic City Gariland (West Entrance). Monsters here are generally weak, consisting mostly of goblins, chocobos, and panthers.

\Rare Battle

\South Entrance

Debug Number: 155

(* , *) Red Dragon	N/A	N/A
(* , *) Blue Dragon	Blue Dragon	None
(* , *) Blue Dragon	Blue Dragon	None
(* , *) Blue Dragon	Blue Dragon	None
(* , *) Green Dragon	Green Dragon	None
(* , *) Green Dragon	Green Dragon	None
(* , *) Green Dragon	Green Dragon	None
(* , *) Green Dragon	None	None

\North Entrance

\Battle 1

Debug Number: 157

(* , *) Black Chocobo	N/A	N/A
(* , *) Cuar	N/A	N/A
(* , *) Gobledygak	Black Chocobo	None
(* , *) Black Goblin	Ahriman	None
(* , *) Vampire	Ahriman	None
(* , *) Cuar	Gobledygak	None

\Battle 2

Debug Number: 158

(* , *) Yellow Chocobo	N/A	N/A
(* , *) Yellow Chocobo	Female Archer	None
(* , *) Goblin	Squire	None
(* , *) Goblin	Female Archer	None
(* , *) Goblin	Squire	None

\Battle 3

Debug Number: 159

(* , *) Black Goblin	Cuar N/A	
(* , *) Black Chocobo	Black Goblin	None
(* , *) Yellow Chocobo	Goblin	None
(* , *) Black Goblin	Black Chocobo	None
(* , *) Yellow Chocobo	Cuar	None
(* , *) Morbol	None	None

\Battle 4

Debug Number: 160

(* , *) Gobledygak	N/A	N/A
(* , *) Black Goblin	Male Archer	None
(* , *) Black Goblin	Male Archer	None
(* , *) Black Chocobo	Female Summoner	None
(* , *) Yellow Chocobo	Female Summoner	None
(* , *) Yellow Chocobo	None	None

\South Entrance

\Battle 1

Debug Number: 161

(* , *) Yellow Chocobo	N/A	N/A
(* , *) Yellow Chocobo	Red Panther	None
(* , *) Yellow Chocobo	Red Panther	None
(* , *) Goblin	Yellow Chocobo	None
(* , *) Goblin	Red Panther	None
(* , *) Goblin	Yellow Chocobo	None

\Battle 2

Debug Number: 162

(* , *) Red Panther	N/A	N/A
(* , *) Female Knight	Male Wizard	None
(* , *) Female Knight	Male Wizard	None
(* , *) Red Panther	Male Wizard	None
(* , *) Black Goblin	Goblin	None
(* , *) Red Panther	Black Goblin	None

\Battle 3

Debug Number: 163

(* , *) Black Chocobo	N/A	N/A
(* , *) Black Chocobo	Black Goblin	None
(* , *) Black Goblin	Cuar	None
(* , *) Black Chocobo	Cuar	None
(* , *) Black Goblin	Grenade	None
(* , *) Black Chocobo	Black Goblin	None

\Battle 4

Debug Number: 164

(* , *) Gobledegak	N/A	N/A
(* , *) Gobledegak	Female Lancer	None
(* , *) Gobledegak	Female Lancer	None
(* , *) Black Goblin	Female Lancer	None
(* , *) Vampire	Male Archer	None
(* , *) Vampire	Male Archer	None
(* , *) Cuar	Male Archer	None

\South Entrance

\Battle 1

Debug Number: 165

(* , *) Goblin	N/A	N/A
(* , *) Yellow Chocobo	Red Panther	None
(* , *) Red Panther	Yellow Chocobo	None
(* , *) Yellow Chocobo	Goblin	None
(* , *) Red Panther	None	None
(* , *) Goblin	None	None

\Battle 2

Debug Number: 166

(* , *)	Goblin	N/A	N/A
(* , *)	Goblin	Yellow Chocobo	None
(* , *)	Red Panther	Male Knight	None
(* , *)	Red Panther	Male Knight	None
(* , *)	Yellow Chocobo	Male Knight	None

\Battle 3

Debug Number: 167

(* , *)	Black Chocobo	N/A	N/A
(* , *)	Cuar	Black Chocobo	N/A
(* , *)	Gobledygak	None	None
(* , *)	Black Goblin	Ahriman	None
(* , *)	Vampire	Ahriman	None
(* , *)	Cuar	Gobledygak	None

\Battle 4

Debug Number: 168

(* , *)	Cuar	N/A	N/A
(* , *)	Red Panther	None	None
(* , *)	Male Wizard	Female Knight	None
(* , *)	Male Wizard	Female Knight	None
(* , *)	Male Oracle	Female Knight	None
(* , *)	Male Oracle	Female Knight	None
(* , *)	Vampire	Red Panther	None

20. Deep Dungeon

The Deep Dungeon is something of an enigma: not quite a series of Random Battles, not quite something else. For instance: each battle in the DD follows a specific pattern. Each level has one fight with a massive number of a single enemy, one with 4 enemies, and 2 with mixed humans/monsters. However, all those levels have a total of one "rare" battle. Guess where its located. If you said End, you guessed wrong. It's at Tiger, oddly enough.

Finally, every single monster in the game appears in the DD, with one exception: the Wildbow, which can only be gotten through breeding. This makes it one of the only three possible places to pick up a Tiamat, one of five for uribos, and the only place you'll ever find a porky.

\Rare Battle

\Tiger

Debug Number: ???

(* , *)	Vampire	Cuar	None
(* , *)	Vampire	Red Panther	None
(* , *)	Vampire	Behemoth	None
(* , *)	Vampire	Behemoth	None

(*,*) Vampire	Behemoth	None
(*,*) Vampire	King Behemoth	None
(*,*) Vampire	None	None
(*,*) Vampire	None	None
(*,*) Vampire	None	None
(*,*) Vampire	None	None
(*,*) Vampire	None	None

\Nogias

\Battle 1

Debug Number: 249

(*,*) Goblin	N/A	N/A
(*,*) Goblin	Goblin	None
(*,*) Goblin	Goblin	None
(*,*) Goblin	Goblin	None
(*,*) Goblin	Goblin	None
(*,*) Goblin	Goblin	None
(*,*) Goblin	None	None
(*,*) Goblin	None	None
(*,*) Goblin	None	None
(*,*) Goblin	None	None
(*,*) Goblin	None	None

\Battle 2

Debug Number: 250

(*,*) Goblin	Bomb	N/A
(*,*) Goblin	Male Knight	N/A
(*,*) Goblin	Bomb	N/A
(*,*) Red Panther	Male Knight	N/A
(*,*) Red Panther	Bomb	N/A
(*,*) Red Panther	Male Knight	N/A
(*,*) Cuar	Bomb	N/A
(*,*) Cuar	Bomb	N/A

\Battle 3

Debug Number: 251

(*,*) Black Goblin	Bull Demon	N/A
(*,*) Black Goblin	Bull Demon	N/A
(*,*) Black Goblin	Bull Demon	N/A
(*,*) Black Goblin	Bull Demon	N/A
(*,*) Black Goblin	Male Chemist	N/A
(*,*) Black Goblin	Male Chemist	N/A
(*,*) Black Goblin	Female Monk	N/A
(*,*) Black Goblin	Female monk	N/A

\Battle 4

Debug Number: 252

(*,*) Gobledegak	Bull Demon	Explosive
(*,*) Red Panther	Pisco Demon	Male Squire
(*,*) Male Knight	Female Wizard	Female Time Mage
(*,*) Male Archer	Female Summoner	Female Thief

\Terminate

\Battle 1

Debug Number: 245

(* , *) Goblin	N/A	N/A
(* , *) Goblin	Black Goblin	None
(* , *) Goblin	Black Goblin	None
(* , *) Goblin	Black Goblin	None
(* , *) Goblin	Black Goblin	None
(* , *) Goblin	Black Goblin	None
(* , *) Goblin	None	None
(* , *) Goblin	None	None
(* , *) Goblin	None	None
(* , *) Goblin	None	None
(* , *) Goblin	None	None

\Battle 2

Debug Number: 246

(* , *) Female Archer	Skeleton	N/A
(* , *) Female Archer	Skeleton	N/A
(* , *) Female Archer	Bone Snatch	N/A
(* , *) Female Archer	Bone Snatch	N/A
(* , *) Male Archer	Flotiball	N/A
(* , *) Male Archer	Flotiball	N/A
(* , *) Male Archer	Ahriman	N/A
(* , *) Male Archer	Ahriman	N/A

\Battle 3

Debug Number: 247

(* , *) Skeleton	Ghoul	N/A
(* , *) Skeleton	Ghoul	N/A
(* , *) Skeleton	Ghoul	N/A
(* , *) Bone Snatch	Gust	N/A
(* , *) Bone Snatch	Gust	N/A
(* , *) Bone Snatch	Gust	N/A
(* , *) Male Wizard	Male Monk	N/A
(* , *) Female Time Mage	Female Ninja	N/A

\Battle 4

Debug Number: 248

(* , *) Female Summoner	Male Archer	Green Dragon
(* , *) Female Summoner	Male Archer	Green Dragon
(* , *) Male Knight	Male Archer	Green Dragon
(* , *) Male Knight	Male Archer	Blue Dragon

\Delta

\Battle 1

Debug Number: 241

(* , *)	Pisco Demon	N/A	N/A
(* , *)	Pisco Demon	Squidlarkin	None
(* , *)	Pisco Demon	Juravis	None
(* , *)	Pisco Demon	Steel Hawk	None
(* , *)	Pisco Demon	Cocatoris	None
(* , *)	Pisco Demon	Male Thief	None
(* , *)	Squidlarkin	Female Wizard	None
(* , *)	Squidlarkin	None	None
(* , *)	Squidlarkin	None	None
(* , *)	Squidlarkin	None	None

\Battle 2

Debug Number: 242

(* , *)	Squidlarkin	Mindflare	N/A
(* , *)	Squidlarkin	Mindflare	N/A
(* , *)	Squidlarkin	Cuar	N/A
(* , *)	Squidlarkin	Cuar	N/A
(* , *)	Red Panther	Female Wizard	N/A
(* , *)	Red Panther	Female Wizard	N/A
(* , *)	Bomb	Female Wizard	N/A
(* , *)	Bomb	Grenade	N/A

\Battle 3

Debug Number: 243

(* , *)	Bull Demon	Behemoth	N/A
(* , *)	Bull Demon	Behemoth	N/A
(* , *)	Minitaurus	Behemoth	N/A
(* , *)	Minitaurus	King Behemoth	N/A
(* , *)	Female Archer	Male Knight	N/A
(* , *)	Female Archer	Male Knight	N/A
(* , *)	Female Archer	Male Knight	N/A
(* , *)	Female Archer	Male Knight	N/A

\Battle 4

Debug Number: 244

(* , *)	Male Mediator	Red Panther	Male Squire
(* , *)	Female Oracle	Squirlarkin	Female Knight
(* , *)	Male Geomancer	Living Bone	Male Archer
(* , *)	Female Lancer	Taiju	Female Wizard

\Valkyries

\Battle 1

Debug Number: 237

(* , *)	Morbol	N/A	N/A
(* , *)	Morbol	Morbol	None
(* , *)	Morbol	Morbol	None
(* , *)	Morbol	Morbol	None
(* , *)	Morbol	Morbol	None
(* , *)	Morbol	Morbol	None
(* , *)	Morbol	None	None
(* , *)	Morbol	None	None

(*,*) Morbol	None	None
(*,*) Morbol	None	None
(*,*) Great Morbol	None	None

\Battle 2

Debug Number: 238

(*,*) Morbol	Ochu	N/A
(*,*) Morbol	Ochu	N/A
(*,*) Morbol	Male Archer	N/A
(*,*) Morbol	Male Archer	N/A
(*,*) Juravis	Steel Hawk	N/A
(*,*) Juravis	Steel Hawk	N/A
(*,*) Juravis	Female Summoner	N/A
(*,*) Juravis	Female Summoner	N/A

\Battle 3

Debug Number: 239

(*,*) Female Archer	Male Oracle	N/A
(*,*) Female Archer	Male Oracle	N/A
(*,*) Female Archer	Male Oracle	N/A
(*,*) Female Archer	Male Oracle	N/A
(*,*) Female Wizard	Steel Hawk	N/A
(*,*) Female Wizard	Steel Hawk	N/A
(*,*) Female Wizard	Cocatoris	N/A
(*,*) Female Wizard	Cocatoris	N/A

\Battle 4

Debug Number: 240

(*,*) Male Archer	Flotiball	Hyudra
(*,*) Male Monk	Sacred	Steel Hawk
(*,*) Female Summoner	Sacred	Gobledygak
(*,*) Female Monk	Minitaurus	Mindflare

\Mlapan

\Battle 1

Debug Number: 233

(*,*) Woodman	N/A	N/A
(*,*) Woodman	Taiju	None
(*,*) Woodman	Taiju	None
(*,*) Woodman	Taiju	None
(*,*) Woodman	Trent	None
(*,*) Woodman	Trent	None
(*,*) Woodman	None	None
(*,*) Woodman	None	None
(*,*) Woodman	None	None
(*,*) Woodman	None	None
(*,*) Woodman	None	None

\Battle 2

Debug Number: 234

(* , *) Woodman	Female Wizard	N/A
(* , *) Goblodygak	Male Priest	N/A
(* , *) Trent	Female Wizard	N/A
(* , *) Goblodygak	Male Priest	N/A
(* , *) Taiju	Female Wizard	N/A
(* , *) Goblodygak	Male Priest	N/A
(* , *) Trent	Female Wizard	N/A
(* , *) Goblodygak	Male Priest	N/A

\Battle 3

Debug Number: 235

(* , *) Woodman	Trent	N/A
(* , *) Woodman	Trent	N/A
(* , *) Woodman	Trent	N/A
(* , *) Woodman	Taiju	N/A
(* , *) Woodman	Taiju	N/A
(* , *) Male Knight	Female Monk	N/A
(* , *) Female Summoner	Male Time Mage	N/A
(* , *) Red Panther	Ahriman	N/A

\Battle 4

Debug Number: 236

(* , *) Female Squire	Female Monk	Female Summoner
(* , *) Male Chemist	Male Priest	Male Thief
(* , *) Female Knight	Female Wizard	Female Mediator
(* , *) Male Archer	Male Time Mage	Male Oracle

\Tiger

\Battle 1

Debug Number: 229

(* , *) Vampire	N/A	N/A
(* , *) Vampire	Vampire	None
(* , *) Vampire	Vampire	None
(* , *) Vampire	Behemoth	None
(* , *) Red Panther	Behemoth	None
(* , *) Cuar	Behemoth	None
(* , *) Vampire	Behemoth	None
(* , *) Vampire	King Behemoth	None

\Battle 2

Debug Number: 230

(* , *) Pisco Demon	Plague	N/A
(* , *) Squidlarkin	Flotiball	N/A
(* , *) Squidlarkin	Mindflare	N/A
(* , *) Squidlarkin	Mindflare	N/A
(* , *) Ahriman	Male Archer	N/A
(* , *) Ahriman	Male Archer	N/A
(* , *) Ahriman	Male Archer	N/A
(* , *) Dark Behemoth	Female Wizard	N/A

\Battle 3

Debug Number: 231

(* , *) Goblin	Bull Demon	N/A
(* , *) Black Goblin	Bull Demon	N/A
(* , *) Black Goblin	Minitaurus	N/A
(* , *) Black Goblin	Sacred	N/A
(* , *) Male Ninja	Female Archer	N/A
(* , *) Male Ninja	Female Archer	N/A
(* , *) Male Ninja	Female Archer	N/A
(* , *) Male Ninja	Female Archer	N/A

\Battle 4

Debug Number: 232

(* , *) Dark Behemoth	Yellow Chocobo	Male Samurai
(* , *) Green Dragon	Explosive	Male Knight
(* , *) Black Chocobo	Plague	Female Samurai
(* , *) Red Panther	Behemoth	Female Knight

\Bridge

\Battle 1

Debug Number: 225

(* , *) Skeleton	N/A	N/A
(* , *) Gust	Skeleton	None
(* , *) Skeleton	Revnant	None
(* , *) Gust	Bone Snatch	None
(* , *) Skeleton	Revnant	None
(* , *) Gust	Bone Snatch	None
(* , *) Skeleton	Revnant	None
(* , *) Gust	None	None
(* , *) Skeleton	None	None
(* , *) Gust	None	None

\Battle 2

Debug Number: 226

(* , *) Skeleton	None	N/A
(* , *) Bone Snatch	Female Archer	N/A
(* , *) Behemoth	Male Oracle	N/A
(* , *) King Behemoth	Female Archer	N/A
(* , *) Bone Snatch	Male Oracle	N/A
(* , *) Living Bone	Female Archer	N/A
(* , *) Skeleton	None	N/A
(* , *) Skeleton	None	N/A
(* , *) Male Oracle	None	N/A
(* , *) Female Archer	None	N/A
(* , *) Male Oracle	None	N/A

\Battle 3

Debug Number: 227

(* , *) Male Wizard	Sacred	N/A
---------------------	--------	-----

(* , *)	Male Wizard	Sacred	N/A
(* , *)	Male Monk	Sacred	N/A
(* , *)	Male Monk	Minitaurus	N/A
(* , *)	Male Monk	Minitaurus	N/A
(* , *)	Female Thief	Minitaurus	N/A
(* , *)	Female Thief	Bull Demon	N/A
(* , *)	Female Thief	Bill Demon	N/A

\Battle 4

Debug Number: 228

(* , *)	Female Summoner	Bull Demon	Pisco Demon
(* , *)	Male Archer	Female Archer	Hyudra
(* , *)	Female Priest	Green Dragon	Mindflare
(* , *)	Female Lancer	Male Archers	Squidlarkin

\Voyage

\Battle 1

Debug Number: 213

(* , *)	Male Archer	N/A	N/A
(* , *)	Male Archer	Female Archer	N/A
(* , *)	Male Archer	Male Archer	N/A
(* , *)	Female Archer	Male Archer	N/A
(* , *)	Male Archer	Male Archer	N/A
(* , *)	Male Archer	Female Archer	N/A
(* , *)	Male Archer	None	N/A
(* , *)	Female Archer	None	N/A
(* , *)	Male Archer	None	N/A
(* , *)	Male Archer	None	N/A
(* , *)	Male Archer	None	N/A

\Battle 2

Debug Number: 214

(* , *)	Red Panther	Grenade	N/A
(* , *)	Cuar	Explosive	N/A
(* , *)	Bomb	Trent	N/A
(* , *)	Bomb	Taiju	N/A
(* , *)	Cuar	Woodman	N/A
(* , *)	Red Panther	Woodman	N/A
(* , *)	Bomb	Female Summoner	N/A
(* , *)	Bomb	Female Summoner	N/A

\Battle 3

Debug Number: 215

(* , *)	Morbol	Red Dragon	N/A
(* , *)	Ochu	Hyudra	N/A
(* , *)	Great Morbol	Hydra	N/A
(* , *)	Behemoth	Ochu	N/A
(* , *)	King Behemoth	Red Dragon	N/A
(* , *)	Dark Behemoth	Morbol	N/A
(* , *)	Green Dragon	Behemoth	N/A
(* , *)	Blue Dragon	Green Dragon	N/A

\Battle 4

Debug Number: 216

(* , *)	Female Summoner	Female Wizard	Female Calculator
(* , *)	Female Summoner	Female Wizard	Female Calculator
(* , *)	Female Summoner	Female Wizard	Female Calculator
(* , *)	Male Summoner	Male Wizard	Male Calculator

\Horror

\Battle 1

Debug Number: 201

(* , *)	Female Wizard	N/A	N/A
(* , *)	Female Wizard	Male Archer	N/A
(* , *)	Female Wizard	Red Chocobo	N/A
(* , *)	Female Wizard	None	N/A
(* , *)	Male Knight	Yellow Chocobo	N/A
(* , *)	Male Knight	Black Chocobo	N/A
(* , *)	Male Knight	None	N/A
(* , *)	Male Knight	None	N/A
(* , *)	Male Archer	Black Chocobo	N/A
(* , *)	Male Archer	None	N/A
(* , *)	Male Archer	None	N/A

\Battle 2

Debug Number: 202

(* , *)	Cocatoris	N/A	N/A
(* , *)	Cocatoris	Male Lancer	N/A
(* , *)	Cocatoris	Male Lancer	N/A
(* , *)	Blue Dragon	Male Lancer	N/A
(* , *)	Blue Dragon	Cocatoris	N/A
(* , *)	Blue Dragon	Green Dragon	N/A
(* , *)	Male Lancer	Green Dragon	N/A
(* , *)	Female Lancer	Red Dragon	N/A
(* , *)	Female Lancer	Blue Dragon	N/A

\Battle 3

Debug Number: 203

(* , *)	Female Ninja	Female Samurai	N/A
(* , *)	Male Ninja	Male Samurai	N/A
(* , *)	Female Ninja	Female Samurai	N/A
(* , *)	Male Ninja	Male Samurai	N/A
(* , *)	Female Ninja	Female Samurai	N/A
(* , *)	Male Ninja	Male Samurai	N/A
(* , *)	Female Ninja	Female Samurai	N/A
(* , *)	Male Ninja	Male Samurai	N/A
(* , *)	Female Ninja	Female Samurai	N/A

\Battle 4

Debug Number: 204

(*,*) Female Summoner	Male Time Mage	Red Panther
(*,*) Female Summoner	Male Time Mage	Hyudra
(*,*) Female Oracle	Male Summoner	Sacred
(*,*) Female Oracle	Male Summoner	Behemoth

\End

\Battle 1

Debug Number: 177

(*,*) Hyudra	N/A	N/A
(*,*) Hyudra	Hydra	N/A
(*,*) Red Dragon	Hydra	N/A
(*,*) Hyudra	Hydra	N/A
(*,*) Hyudra	Hydra	N/A
(*,*) Red Dragon	Hydra	N/A
(*,*) Hyudra	None	N/A
(*,*) Hyudra	None	N/A
(*,*) Red Dragon	None	N/A
(*,*) Hyudra	None	N/A
(*,*) Hyudra	None	N/A

\Battle 2

Debug Number: 178

(*,*) Uribo	Male Archer	N/A
(*,*) Uribo	Female Oracle	N/A
(*,*) Uribo	Male Wizard	N/A
(*,*) Uribo	Male Archer	N/A
(*,*) Uribo	Female Oracle	N/A
(*,*) Uribo	Male Wizard	N/A
(*,*) Uribo	Porky	N/A
(*,*) Uribo	Porky	N/A

\Battle 3

Debug Number: 179

(*,*) Yellow Chocobo	Black Chocobo	N/A
(*,*) Yellow Chocobo	Black Chocobo	N/A
(*,*) Yellow Chocobo	Black Chocobo	N/A
(*,*) Yellow Chocobo	Black Chocobo	N/A
(*,*) Yellow Chocobo	Black Chocobo	N/A
(*,*) Yellow Chocobo	Female Priest	N/A
(*,*) Yellow Chocobo	Female Priest	N/A
(*,*) Yellow Chocobo	Female Priest	N/A

\Battle 4

Debug Number: 180

(*,*) Female Wizard	Male Wizard	Tiamat
(*,*) Female Time Mage	Male Time Mage	Tiamat
(*,*) Female Summoner	Male Summoner	Tiamat
(*,*) Female Oracle	Male Oracle	Tiamat

F. Story Battles

Story battles occur when you move onto a red colored dot on the world map. They are individually scripted, and usually contain some sort of interaction beyond just the monsters appearing and you killing them.

In addition, the enemies in plot battles are fixed, with two exceptions: the Finath River battle, and the Zigolis Swamp battle, both of which use the appearance of a rare battle to conceal the fact that Uribos can appear there. Check the sections on those battles for more information.

Enemy monsters in plot battles will mimic your level; enemy humans and demi-humans, however, will not. And despite the fact that the appearance of these enemies is predetermined, some of the rest of it is often still random, such as equipment, skills, zodiac symbol, brave/faith, names, and stats. Some are more random than others; in general, the more generic a character is, the more randomly generated it becomes.

Also, please note that the game uses the debug battles to generate conversation as well. This causes some discrepancies between characters in the lists (not all of which are used) and characters in the debug party. Story battles are completely unlike plot battles in many regards, and this also causes a number of small discrepancies. I've decided to forgo going strictly by the debug battle in favor of the actual battle, but I'll include the number in case you want to reference it.

1. Chapter 1

\Orbonne Monastery

Debug Number: 387
(* , *) Female Holy Knight
(* , *) Male Dark Knight
(* , *) Female Knight
(* , *) Female Knight
(* , *) Male Knight
(* , *) Male Archer
(* , *) Male Archer
(* , *) Male Archer
(* , *) Male Chemist
(* , *) Male Squire
(* , *) Male Squire

\Mandalia Plains

Debug Number: 388
(* , *) Male Squire
(* , *) Male Squire
(* , *) Male Squire
(* , *) Male Chemist
(* , *) Female Squire

\Mandalia Plains

Debug Number: 389
(* , *) Male Squire
(* , *) Male Thief
(* , *) Male Squire

(* , *) Male Squire
(* , *) Male Squire
(* , *) Male Squire
(* , *) Red Panther

\Dorter Trade City

Debug Number: 385
(* , *) Male Knight
(* , *) Male Archer
(* , *) Male Archer
(* , *) Male Archer
(* , *) Male Wizard
(* , *) Male Wizard

\Sand Rat Cellar

Debug Number: 386
(* , *) Male Knight
(* , *) Male Archer
(* , *) Male Monk
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Monk

\Thieves Fort

Debug Number: 395
(* , *) Female Knight
(* , *) Female Priest
(* , *) Female Priest
(* , *) Male Thief
(* , *) Male Thief
(* , *) Male Thief

\Lenalia Plateau

Debug Number: 399
(* , *) Female Knight
(* , *) Female Knight
(* , *) Male Wizard
(* , *) Female Time Mage
(* , *) Male Wizard
(* , *) Female Knight

\Windmill Shed

Debug Number: 400
(* , *) Male White Knight
(* , *) Yellow Chocobo
(* , *) Female Knight
(* , *) Female Monk
(* , *) Female Monk

\Fort Zeakden

Debug Number: 401
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Wizard
(* , *) Male Wizard
(* , *) Male Squire
(* , *) Male Squire

2. Chapter 2

\Araguay Woods

Debug Number: 404
(* , *) Yellow Chocobo
(* , *) Black Goblin
(* , *) Goblin
(* , *) Goblin
(* , *) Goblin
(* , *) Goblin
(* , *) Goblin
(* , *) Goblin
(* , *) Goblin

\Araguay Woods

Debug Number: 405
(* , *) Male Holy Knight
(* , *) Female Princess
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Knight
(* , *) Female Holy Knight
(* , *) Male Dark Knight

\Zaland Fort City

Debug Number: 407
(* , *) Male Engineer
(* , *) Male Knight
(* , *) Male Wizard
(* , *) Male Wizard
(* , *) Male Knight
(* , *) Female Archer
(* , *) Female Archer
(* , *) Female Archer

\Barius Hill

Debug Number: 409
(* , *) Male Knight

(* , *) Male Archer
(* , *) Male Archer
(* , *) Female Summoner
(* , *) Female Summoner
(* , *) Male Knight

\Zigolis Swamp

Debug Number: 410

(* , *) Bone Snatch
(* , *) Skeleton
(* , *) Skeleton
(* , *) Ghoul
(* , *) Ghoul
(* , *) Flotiball

Morbol

Uribo

\Goug Machine City

Debug Number: 411

(* , *) Male Thief
(* , *) Male Thief
(* , *) Female Archer
(* , *) Female Archer
(* , *) Male Summoner
(* , *) Male Summoner

\Barius Valley

Debug Number: 413

(* , *) Male Knight
(* , *) Male Knight
(* , *) Female Archer
(* , *) Female Archer
(* , *) Male Wizard
(* , *) Male Wizard

\Golgorand Execution Site

Debug Number: 414

(* , *) Male Dark Knight
(* , *) Female Archer
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Knight
(* , *) Female Archer
(* , *) Female Time Mage
(* , *) Female Time Mage

\At the Gate of Lionel Castle

Debug Number: 415

(* , *) Male Dark Knight
(* , *) Male Archer
(* , *) Male Archer
(* , *) Female Knight

(* , *) Female Knight
(* , *) Female Knight
(* , *) Male Summoner

\Inside Lionel Castle

Debug Number: 416
(* , *) Impure King

3. Chapter 3

\Goland Goal City

Debug Number: 417
(* , *) Male Astrologist
(* , *) Female Thief
(* , *) Male Chemist
(* , *) Male Chemist
(* , *) Female Thief
(* , *) Female Thief
(* , *) Male Mediator

\Back Gate of Lesalia

Debug Number: 420
(* , *) Female Cleric
(* , *) Male Holy Priest
(* , *) Male Knight
(* , *) Male Knight
(* , *) Female Monk
(* , *) Male Knight
(* , *) Female Monk

\Underground Book Storage Second Floor

Debug Number: 422
(* , *) Male Lancer
(* , *) Male Lancer
(* , *) Male Lancer
(* , *) Male Chemist
(* , *) Male Time Mage
(* , *) Male Time Mage

\Underground Book Storage Third Floor

Debug Number: 423
(* , *) Male Knight Blade
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Summoner
(* , *) Male Archer
(* , *) Male Archer

\Underground Book Storage First Floor

Debug Number: 424
(* , *) Male White Knight
(* , *) Female Knight
(* , *) Female Knight
(* , *) Female Archer
(* , *) Female Wizard
(* , *) Female Archer

\Grog Hill

Debug Number: 426
(* , *) Male Squire
(* , *) Male Chemist
(* , *) Male Squire
(* , *) Male Chemist
(* , *) Female Thief

\Grog Hill

Debug Number: 428
(* , *) Female Heaven Knight
(* , *) Male Hell Knight
(* , *) Male Ninja
(* , *) Female Summoner
(* , *) Male Ninja
(* , *) Female Summoner
(* , *) Male Ninja

\Yuguo Woods

Debug Number: 430
(* , *) Male Wizard
(* , *) Female Time Mage
(* , *) Male Wizard
(* , *) Female Time Mage
(* , *) Ghoul
(* , *) Gust
(* , *) Revnant

\At the Gate of Riovanes Castle

Debug Number: 431
(* , *) Male Hell Knight
(* , *) Female Archer
(* , *) Female Archer
(* , *) Female Archer
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Knight

\Inside of Riovanes Castle

Debug Number: 432

(* , *) Male White Knight
(* , *) Warlock
(* , *) Archaic Demon
(* , *) Archaic Demon
(* , *) Archaic Demon

\Riovanes Rooftop

Debug Number: 433
(* , *) Female Heaven Knight
(* , *) Male Arc Knight
(* , *) Female Assassin
(* , *) Female Assassin

4. Chapter 4

\Doguola Pass

Debug Number: 442
(* , *) Male Knight
(* , *) Male Wizard
(* , *) Male Archer
(* , *) Male Wizard
(* , *) Male Lancer
(* , *) Male Lancer

\Bervenian Free City

Debug Number: 443
(* , *) Female Divine Knight
(* , *) Female Summoner
(* , *) Female Archer
(* , *) Female Archer
(* , *) Female Summoner
(* , *) Female Ninja

\Finath River

Debug Number: 444
(* , *) Yellow Chocobo Red Chocobo
(* , *) Yellow Chocobo Red Chocobo
(* , *) Yellow Chocobo Red Chocobo
(* , *) Yellow Chocobo Red Chocobo
(* , *) Yellow Chocobo Black Chocobo
(* , *) Yellow Chocobo Uribo

\Outside of the Church

Debug Number: 445
(* , *) Male Holy Knight
(* , *) Male Holy Priest
(* , *) Male Oracle
(* , *) Male Oracle
(* , *) Male Knight

(* , *) Male Knight
(* , *) Male Knight

\Bed Desert

Debug Number: 447
(* , *) Male Engineer
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Wizard
(* , *) Male Archer
(* , *) Male Archer
(* , *) Male Knight

\South Wall of Behtla Garrison

Debug Number: 448
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Archer
(* , *) Male Archer
(* , *) Male Ninja
(* , *) Male Thief

\North Wall of Behtla Garrison

Debug Number: 449
(* , *) Male Archer
(* , *) Male Lancer
(* , *) Male Lancer
(* , *) Male Archer
(* , *) Male Summoner
(* , *) Male Monk

\North Wall of Behtla Garrison

Debug Number: 450
(* , *) Male Archer
(* , *) Male Archer
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Wizard
(* , *) Male Wizard
(* , *) Male Knight
(* , *) Male Knight

\Germinas Peak

Debug Number: 452
(* , *) Male Ninja
(* , *) Male Thief
(* , *) Male Thief
(* , *) Male Archer
(* , *) Male Archer

(* , *) Male Archer

\Poeskas Lake

Debug Number: 453

(* , *) Male Oracle

(* , *) Male Archer

(* , *) Male Archer

(* , *) Female Summoner

(* , *) Revnant

(* , *) Revnant

\At the Gate of Limberry Castle

Debug Number: 454

(* , *) Female Assassin

(* , *) Female Assassin

(* , *) Apanda

(* , *) Apanda

(* , *) Apanda

(* , *) Apanda

\Inside of Limberry Castle

Debug Number: 456

(* , *) Male Arc Knight

(* , *) Female Assassin

(* , *) Female Assassin

(* , *) Ultima Demon

(* , *) Ultima Demon

\Underground Cemetery of Limberry Castle

Debug Number: 457

(* , *) Angel of Death

(* , *) Male Knight

(* , *) Male Knight

(* , *) Living Bone

(* , *) Bone Snatch

(* , *) Skeleton

(* , *) Female Divine Knight

\Inside of Igros Castle

Debug Number: 459

(* , *) Male Arc Knight

(* , *) Male Lune Knight

(* , *) Male Knight

(* , *) Male Knight

(* , *) Male Knight

(* , *) Male Knight

(* , *) Male Knight

(* , *) Ghost of Fury

\Murond Holy Place

Debug Number: 460

(* , *) Male Priest
(* , *) Male Summoner
(* , *) Male Geomancer
(* , *) Male Geomancer
(* , *) Male Mediator
(* , *) Male Mediator

\Hall of St. Murond Temple

Debug Number: 461

(* , *) Male Divine Knight
(* , *) Male Divine Knight
(* , *) Male Sorcerer

\Chapel of St. Murond Temple

Debug Number: 462

(* , *) Male Arc Knight
(* , *) Archaic Demon
(* , *) Archaic Demon
(* , *) Ultima Demon

\Underground Book Storage Fourth Floor

Debug Number: 435

(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Knight
(* , *) Male Monk
(* , *) Male Monk
(* , *) Male Archer

\Underground Book Storage Fifth Floor

Debug Number: 436

(* , *) Male Divine Knight
(* , *) Male Wizard
(* , *) Male Wizard
(* , *) Male Summoner
(* , *) Male Time Mage
(* , *) Male Summoner

\Murond Death City

Debug Number: 438

(* , *) Male Sorcerer
(* , *) Male Time Mage
(* , *) Male Time Mage
(* , *) Male Ninja
(* , *) Male Ninja
(* , *) Male Samurai
(* , *) Male Samurai

\Murond Death City

Debug Number: 439
(* , *) Male Engineer
(* , *) Male Chemist
(* , *) Hyudra
(* , *) Hydra
(* , *) Tiamat
(* , *) Dark Behemoth

\Graveyard of Airships

Debug Number: 440
(* , *) Regulator

\Graveyard of Airships

Debug Number: 441 & 471
(* , *) Female Cleric
(* , *) Ultima Demon
(* , *) Ultima Demon
(* , *) Ultima Demon
(* , *) Ultima Demon
(* , *) Holy Angel
(* , *) Arch Angel

5. Optional Battles

\Colliery Underground Third Floor

Debug Number: 463
(* , *) Male Chemist
(* , *) Male Chemist
(* , *) Male Chemist
(* , *) Male Chemist
(* , *) Male Chemist

\Colliery Underground Second Floor

Debug Number: 464
(* , *) Male Chemist
(* , *) Male Thief
(* , *) Male Thief
(* , *) King Behemoth
(* , *) Behemoth

\Colliery Underground Second Floor

Debug Number: 465
(* , *) Male Chemist
(* , *) Male Chemist
(* , *) Uribo

(* , *) Blue Dragon
(* , *) Blue Dragon

\Underground Passage in Goland

Debug Number: 466
(* , *) Holy Dragon
(* , *) Archaic Demon
(* , *) Ochu
(* , *) Plague
(* , *) Ochu
(* , *) Plague
(* , *) Plague

\Nelveska Temple

Debug Number: 468 & 472
(* , *) Steel Giant
(* , *) Cocatoris
(* , *) Cocatoris
(* , *) Cocatoris
(* , *) Hyudra
(* , *) Hyudra
(* , *) Goblin

\Zarghidas Trade City

Debug Number: 419
(* , *) Male Soldier
(* , *) Male Monk
(* , *) Male Thief
(* , *) Male Thief
(* , *) Male Thief
(* , *) Male Squire
(* , *) Male Squire

\End

Debug Number: 402 & 473
(* , *) Serpentarius
(* , *) Apanda
(* , *) Apanda
(* , *) Apanda
(* , *) Apanda
(* , *) Apanda
(* , *) Apanda
(* , *) Apanda
(* , *) Byblos

G. Credits

SquareSoft (www.SquareSoft.com)

The creators of Final Fantasy Tactics. Thanks for all the laughs, all the fun, and the chance to create this guide at all. If it hadn't been

for you, this would never have come about.

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Foliver <>

The creator of the Debug Menu FAQ. Thanks for getting me started with that line of logic, which in the end patched up a number of holes.

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