

LICENCES

Your party members can encounter a wide variety of abilities, weapons, protectives and Magicks during their travels in Ivalice, but the vast majority of these cannot be used unless you acquire an appropriate Licence. To unlock squares on the

Licence Board you must obtain Licence Points by defeating enemies. For a basic introduction to this feature, turn to page 12. This section is dedicated to studying individual aspects of the Licence Board in greater detail.

THE LICENCE BOARD

The Licence Board is the same for every character, and is divided into two main sections. The upper part contains Licences for Magicks, Technicks, Augments and Accessories, while the lower part contains Licences for weapons and protectives (head armour, chest armour, and shields). Quickenings are distributed over both boards, while Esper Licences are only available after you defeat specific bosses.

Party members have very few Licences when they join your party, so their evolution during the course of the adventure is entirely up to you. One of the biggest challenges presented by the Licence Board system is the inability to “see” the function of squares that aren’t adjacent to a Licence a character owns. For this reason, we have included the full Licence Board here for you to study. If you would like to know how each party member’s attributes develop as they gain levels, you can refer to the Characters chapter (see page 58). It’s not mandatory that each character must “specialise” in a particular role – such as a tank, damage dealer, spellcaster or support character – but you’ll definitely benefit from steering them in specific directions.

No matter the paths you decide for each party member, be sure to spend your hard-earned Licence Points carefully during the early stages of your adventure. Most enemies are worth 1 LP when you defeat them, but you’ll need a massive 13,180 LP to unlock every regular Licence on a single board. This total doesn’t include the maximum three Quickenings per character (3 x 50 LP), and the additional 805 LP required to unlock every (optional) Esper! However, you should note that collecting LP becomes a less pressing concern once you can acquire the Golden Amulet Accessory, which doubles the LP earned by the wearer at all times – even when they are placed in reserve.

In general though, you really don’t need huge amounts of LP to progress in the adventure, as Licences are only relevant if you own the particular Technick,

AUGMENTS

Unlike many other Licences, Augments are activated immediately once unlocked. As they have a direct and palpably beneficial effect, it’s in your best interests to acquire them as soon as you can. Early in the adventure you should concentrate on acquiring Augments that are relevant to a party member’s specialist role; later, when it becomes easier to acquire large sums of LP, you can take the time to improve their all-round ability.

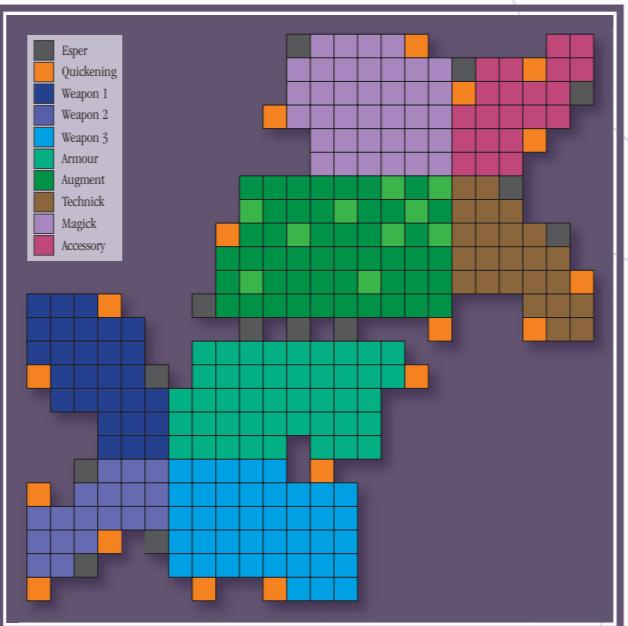
Table 1 details all Augments, their effects, the character types that should acquire them as a priority, and a grading of how useful they are. You can use this information to determine your priorities for each party member. To learn more about the suggested character roles, turn to page 33.

Acquiring certain Augments can also provide you with a greater range of tactical options during battles.

The “HP Critical Technique”

This can be a powerful way to increase the damage inflicted by your party. To accomplish it, you’ll need to take the following steps:

- Have a damage dealer in your party, and equip that character with a potent weapon and heavy armour to increase his or her Strength attribute.
- Have the character obtain the Adrenaline and Last Stand Licences.
- Deactivate your team’s general healing Gambits.
- Manually attack your damage dealer until he or she reaches the HP Critical state (less than 20% of max HP).



Magick, or piece of equipment that they unlock. Essentially, the evolution of your party is more profoundly influenced by the story-oriented milestones you pass, the foes you defeat, and the funds (in the form of Gil) you invest in improved equipment and abilities. If you’d like to learn more about developing your characters, turn to page 35.

- If possible, cast Decoy on your tank to attract the attention of foes, drawing them away from your damage dealer.

Your damage dealer will inflict twice the usual amount of damage with every blow, including Critical hits. If you equip them with a ranged weapon they are less likely to be targeted by enemies (especially if your tank has the Lure status effect active), and their heavy armour and doubled Defence stat should enable them to survive most attacks. You can then top up their HP gauge as required with weak potions or the Cure Magick. For more information on this strategy, see page 55.

The “Full HP Technique”

This alternative technique is less risky, but also far less efficient:

- Have a damage dealer in your team and equip that character with a powerful ranged weapon and heavy armour for an additional Strength boost.
- Have that character obtain the Focus Licence.
- Set up a Gambit to heal him or her whenever they lose HP.
- If possible, cast Decoy on your tank to attract the attention of enemies you encounter.

Your damage dealer will inflict 20% more damage than usual with every single blow (even Critical hits) whenever his or her HP gauge is full. If you can also cast status effects such as Haste, Bravery and/or Berserk, they will be even more powerful. For more details on this, see page 56.

Boosting Curative Items

By learning Lore Augments on the Licence Board, characters can greatly increase the effectiveness of restorative items. In challenging battles where MP gauges can be depleted at a ferocious rate, being able to extract every last drop of potential from consumable objects is a definite advantage.

Licence	Items	Effect
Potion Lore 1	Potion, Hi-Potion and X-Potion	Potion items restore 10% more HP
Potion Lore 2		Potion items restore 15% more HP
Potion Lore 3		Potion items restore 25% more HP
Ether Lore 1	Ether and Hi-Ether	Ether-type items restore 10% more MP
Ether Lore 2		Ether-type items restore 15% more MP
Ether Lore 3		Ether-type items restore 25% more MP
Phoenix Lore 1	Phoenix Down	Phoenix Downs restore 10% more HP
Phoenix Lore 2		Phoenix Downs restore 10% more HP
Phoenix Lore 3		Phoenix Downs restore 10% more HP
Remedy Lore 1	Remedy	Remedies additionally cure Sleep, Sap, Immobilise and Disable
Remedy Lore 2		Remedies additionally cure Petrify, Confuse and Oil
Remedy Lore 3		Remedies additionally cure Stop, Doom and Disease

A character who acquires all these Licences will be able to cure practically every status ailment with a single Remedy, and will restore...

- ...50% more HP when using Potion-type items.
- ...50% more MP when using Ether-type items.
- ...50% HP when reviving KO’d characters with a Phoenix Down, instead of the normal 20%.

If you can have at least one party member learn all of these Licences - preferably a support character - you will have a very efficient alternative to Magick-based healing. This can be handy in a wide variety of situations, especially when your use of Magicks is restricted by, for example, low MP, enemies who drain MP, or the Silence status ailment. As items are used almost instantaneously, they can help you to avert imminent disaster in a way that Magicks cannot.

Endless MP Source

If you supply a “tank” with the Headsman, Martyr and Inquisitor Licences, they will gain a regular supply of MP during battles. In dangerous locations filled with monsters, this can act as a vital source of Mist Points, reducing your reliance on costly Ether-type items. You can use this MP in two ways:

- Assign Gambits to your tank to give them the responsibility of casting most positive status effects, particularly those that work on an area-effect basis. This reduces the pressure on the MP gauges of your Magick users; as a fringe benefit, you’ll spend less time pausing during long journeys to enable allies to cast area-effect Magicks on the entire party.

SERENITY	ETHER LORE 3	WARMAGE	CHANNELLING	MAGICK LORE	ETHER LORE 1	GAMBIT SLOT	+50 HP	GAMBIT SLOT
LP 70	LP 70	LP 30	LP 30	LP 40	LP 20	LP 20	LP 30	LP 15
GAMBIT SLOT	MAGICK LORE	CHANNELLING	ETHER LORE 2	GAMBIT SLOT	SPELLBREAKER	MAGICK LORE	GAMBIT SLOT	POTION LORE 1
LP 70	LP 55	LP 50	LP 35	LP 40	LP 65	LP 25	LP 30	LP 20
QUICKENING	MAGICK LORE	CHANNELLING	GAMBIT SLOT	+150 HP	SWIFTNESS	HEADSMAN	GAMBIT SLOT	BATTLE LORE
LP 50	LP 80	LP 80	LP 50	LP 70	LP 30	LP 30	LP 35	LP 25
MAGICK LORE	BRAWLER	REMEDY LORE 3	SWIFTNESS	POTION LORE 3	SPELLBOUND	POTION LORE 2	PHOENIX LORE	REMEDY LORE 1
LP 120	LP 90	LP 70	LP 50	LP 70	LP 30	LP 35	LP 30	LP 20
BATTLE LORE	GAMBIT SLOT	+200 HP	FOCUS	PHOENIX LORE	SHIELD BLOCK	GAMBIT SLOT	MARTYR	ADRENALINE
LP 120	LP 100	LP 100	LP 70	LP 90	LP 45	LP 45	LP 30	LP 65
ZODIARK	SWIFTNESS	+500 HP	BATTLE LORE	SHIELD BLOCK	BATTLE LORE	REMEDY LORE 2	INQUISITOR	PHOENIX LORE
LP 200	LP 80	LP 155	LP 80	LP 75	LP 55	LP 30	LP 50	LP 70
QUICKENING	LP 50							

TABLE 1: AUGMENTS

Augment	LP Cost	Effect	Usefulness	Priority	Acquire When?
Swiftness (x3)	30/50/80	Reduces the charge time of all actions by 10%	*****	All characters	As soon as possible
Gambit Slot (x10)	15-100	Adds a Gambit Slot	****	All characters	Progressively as you gain access to new Gambits
Spellbound	30	Increases the duration of positive status effects by 50%	*****	All characters	As soon as possible
+HP (x5)	30-155	Increases the character’s max HP	*****	All characters	As soon as possible
Headsman	30	The character gains MP by defeating foes	***	Damage dealers and tanks	Once you begin using Magicks more frequently
Martyr	30	The character gains MP by taking damage	***	Tanks (especially if you cast Decoy on them)	Once you begin using Magicks more frequently
Inquisitor	30	The character gains MP by dealing physical damage	***	Damage dealers and tanks	Once you begin using Magicks more frequently
Shield Block (x3)	25/45/75	Increases chance to block with a shield by 5%	***	Tanks and characters that regularly use shields	As soon as possible
Battle Lore (x5)	25-120	Adds 1 to the character’s Strength	**	Damage dealers and tanks	When you feel that a party member will benefit from a Strength boost
Brawler	90	Increases Attack Power when fighting empty-handed	*	Characters who you would like to operate as bare-knuckle specialists	Only if you decide to have a party member regularly engage in unarmed combat
Channelling (x3)	30/50/80	Reduces MP cost of Magicks by 10%	*****	All Magick users	As soon as possible
Magick Lore (x5)	25-120	Adds 1 to the character’s Magick Power	***	Spellcasters and support characters	When you feel that a party member will benefit from a Magick Power boost
Warmage	30	The character gains MP by dealing Magick damage	***	Spellcasters	Once you begin using Magicks more frequently
Potion Lore (x3)	20/35/70	The character restores more HP when using Potions	***	Any character	When you need to use items instead of curative Magicks
Ether Lore (x3)	20/35/70	The character restores more MP when using Ethers	***	Any character	If you are consuming MP at a rapid rate during battles
Phoenix Lore (x3)	30/50/90	The character restores more HP when reviving an ally with Phoenix Downs	***	Any character	When you need to use items instead of curative Magicks
Remedy Lore (x3)	20/30/70	The character removes more status ailments when using Remedies	***	Any character	When you need to use items instead of curative Magicks
Adrenaline	65	Doubles the character’s Strength when they’re HP Critical	***	Tanks and damage dealers	As soon as possible if you want to use the “HP Critical technique” (see previous page)
Last Stand	70	Doubles the character’s Defence when they’re HP Critical	***	All characters	As soon as possible if you want to use the “HP Critical technique” (see previous page)
Spellbreaker	65	Doubles the character’s Magick Power when they’re HP Critical	***	Magick users	As soon as possible if you want to use the “HP Critical technique” (see previous page)
Focus	70	Increases the character’s Strength by 20% when their HP is full	**	Tanks and damage dealers	As soon as possible if you want to use the “Full HP technique” (see previous page)
Serenity	70	Increases the character’s Magick Power by 20% when their HP is full	**	Magick users	As soon as possible if you want to use the “Full HP technique” (see previous page)

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MAIN CHARACTERS

Over the following pages the main characters are described in brief, with just enough information for you to understand who they are, or where they come from. You can therefore read each one safely without fear of spoiling important plot developments.

Each character is introduced with details on how their attributes develop as their level increases. You can use this information to discover who is naturally gifted in which areas (Strength, Magick Power, Max HP, et al.) and decide which role each member shall play in your party – and, therefore, which type of Licences your characters will need.

In Final Fantasy XII, Magicks, Technicks, weapons and equipment are not exclusive to individual characters. In other words, the development of your characters is primarily governed by the choices you make on each party member's Licence Board. As Licence Boards are all identical in both layout and content (Espers and Quickenings aside), you could, in theory, make Basch your main spellcaster, or Ashe your primary melee fighter. However, you should be mindful of the fact that your team members do have innate strengths and weaknesses that are defined by their attributes. It's entirely your decision, but it would be a shame not to make the most of each character's potential.

This is the information covered by this chapter:

- **Level:** The characters' level when you take control of them.
- **LP:** The amount of Licence Points available for you to spend on the Licence Board when the character first joins your party.
- **Magicks/Technicks:** The Magicks and/or Technicks the characters already know when they join your party.
- **Items/Gil:** The items or the amount of Gil a character brings to the party.
- **Gambits:** The default Gambits that a character can use.
- **Equipment:** This details the weapons and protectives characters own when they join the party, as well as their effects (such as attribute bonuses and special properties). Some of these effects are not visible in the game. For example, "CT" is an abbreviation of Charge Time, which governs a character's attack speed while using a weapon. For more information on this feature, refer to page 78.
- **Licences:** The Licences characters already have, and the equipment they are able to use.

The figures specified apply to "naked" characters. If your HP values don't seem to match the figures in a table, this is most likely due to the fact that your characters are wearing equipment with HP-enhancing effects.

○ Quickenings are unique to each character. However, they all function in the same way: they are physical attacks without elemental properties. There are three ranks of Quickenings, each with a specific power (level 1 = 90, level 2 = 140, level 3 = 230), Mist Charge consumption (between one and three), and LP cost (50). For more information, turn to page 52 in the Tactics chapter.

○ **Experience Points:** All characters require the same amount of EXP to gain levels. The table to the right of this text provides a useful overview of the EXP totals required to reach each level, up to the maximum 99.

LEVELS & EXPERIENCE POINTS

Level	EXP	Level	EXP
1	0	51	1,249,580
2	51	52	1,338,271
3	169	53	1,431,529
4	386	54	1,529,506
5	735	55	1,632,355
6	1,253	56	1,740,233
7	1,978	57	1,853,298
8	2,950	58	1,971,710
9	4,213	59	2,095,633
10	5,812	60	2,225,232
11	7,796	61	2,360,676
12	10,215	62	2,502,135
13	13,121	63	2,649,781
14	16,570	64	2,803,790
15	20,619	65	2,964,339
16	25,329	66	3,131,609
17	30,762	67	3,305,782
18	36,982	68	3,487,042
19	44,057	69	3,675,577
20	52,056	70	3,871,576
21	61,052	71	4,075,232
22	71,119	72	4,286,739
23	82,333	73	4,506,293
24	94,774	74	4,734,094
25	108,523	75	4,970,343
26	123,665	76	5,215,245
27	140,286	77	5,469,006
28	158,474	78	5,731,834
29	178,321	79	6,003,941
30	199,920	80	6,285,540
31	223,368	81	6,576,848
32	248,763	82	6,878,083
33	276,205	83	7,189,465
34	305,798	84	7,511,218
35	337,647	85	7,843,567
36	371,861	86	8,186,741
37	408,550	87	8,540,970
38	447,826	88	8,906,486
39	489,805	89	9,283,525
40	534,604	90	9,672,324
41	582,344	91	10,073,124
42	633,147	92	10,486,167
43	687,137	93	10,911,697
44	744,442	94	11,349,962
45	805,191	95	11,801,211
46	869,517	96	12,265,697
47	937,554	97	12,743,674
48	1,009,438	98	13,235,398
49	1,085,309	99	13,741,129
50	1,165,308		



REKS

Reks is the first character you control at the very beginning of the game. Several menu options are not available at this time, including Licences, Quickenings and Gambits.

Reks doesn't receive EXP until he fights alone against three Imperial Soldiers near the end of his short episode. After that, you are free to turn back, fight some more soldiers and receive further EXP. However, as Reks's stats and items are not carried over to Vaan, there really isn't any point in doing so.

EQUIPMENT

Category	Name	Effect
Weapon	Mythril Sword	Attack Power +13, Evade +5, CT 35, Multiple Hits 5
Off-Hand	Buckler	Evade +10
Helm	Leather Cap	Magick Resist +4, Max HP +10
Armour	Leather Clothing	Defence +4, Max HP +10
Accessory	—	—

ATTRIBUTES

Level	Max HP	Max MP	Strength	Magic Power	Vitality	Speed
3	112-118	32-35	24	22	23	35
4	129-139	34-39	25	22	24	35
5	148-160	35-42	25	23	24	35
6	168-183	37-45	26	23	24	35
99	4,401-5,188	233-378	74	67	55	46

EQUIPMENT

- This chapter not only offers extremely useful information on all items in Final Fantasy XII, but also where (and, if relevant, how) you can obtain them. You can usually acquire new items from a number of sources. These are specified in the Obtained columns.
- Shops:** You can either buy regular wares from merchants, with each one having their own specific range, or check the Bazaar option (which is identical for all stores across Ivalice – see page 48) to gain access to special items.
 - Enemies:** You can acquire objects from your foes by picking up items that they drop, or by using the Steal and Poach Technicks. The exact probability that a monster will yield a particular item can be found in the Bestiary chapter.
 - Treasure:** The possible contents of treasure containers are revealed throughout the Walkthrough chapter. See page 175 to learn more.

WEAPONS

Weapons are defined primarily by their Attack Power rating, though many also raise the Evade attribute of the characters who wield them. Some have additional special effects – for example, they may also be capable of inflicting status ailments.

However, judging the effectiveness of a weapon isn't just a simple matter of considering its innate Attack Power and the Defence rating of a foe. In actual fact, an enemy may have several characteristics that influence the final damage inflicted (see page 23), so you also need to take the following crucial factors into account:

• The weapon's Charge Time ("CT") determines how long it takes for a character to actually launch an attack with that weapon. The lower this figure, the more frequent the attacks. In some cases, a weapon with a low Attack Power rating but a short Charge Time can actually be more powerful overall. Naturally, two attacks that deal 10 HP damage each are better than one attack that deals 15 HP damage in the same amount of time.

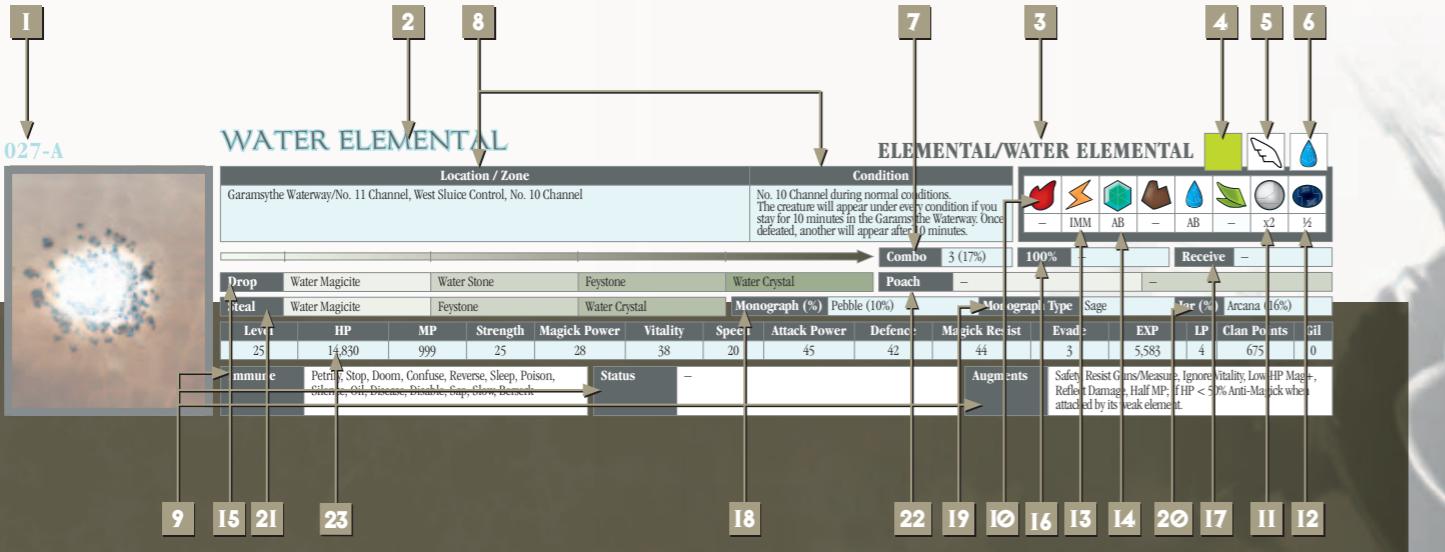
• Many weapons have a chance of delivering more than one blow during a single attack, thus multiplying the damage inflicted. A weapon with a high Multiple stat can be devastating in the right hands. The higher the value, the greater the chance that a character can perform more than one strike. If you don't mind the occasional bout of mental arithmetic, you can calculate the actual probability as a percentage by multiplying the total specified by 0.7. If a character has the Genji Gloves Accessory equipped, you should multiply by 1.8.

NAME	Attack Power	Evade	Element	Special	MP	Magick Power	CT	Multiple	Metal Value	Buy	Sell	Licence	LP
Treasure & Reward													

SWORDS

Type: One-handed weapons Governing attribute: Strength															
Special hits type: Multiple Range: 1 Knockback: 10															
MYTHRIL SWORD	13	5	-	-	-	-	-	35	5	0	-	150	Small swords	5	
Initial weapon used by Vaan and Reks													Omega Mark XII (292)		
BROADSWORD	15	5	-	-	-	-	-	35	5	1	400	200	Swords 1	15	
Map 4-4a Gizas South Bank (Southeast), No. 18													Cactite (001-A), Cactoid (001-B), Sleinpir (012)		
LONGSWORD	19	5	-	-	-	-	-	35	5	1	700	350	Swords 1	15	
Map 6-7a No. 11 Channel (East), No. 17													Rabanastre, Nalbina Town, Dreadnought Leviathan ...		
IRON SWORD	24	5	-	-	-	-	-	35	5	2	1,200	600	Swords 2	25	
Rabanastre, Nalbina Town, Dreadnought Leviathan ...; Bazaar goods													Mimic (030), Seeker (056), Razorfin (317)		
MYTHRIL BLADE	22	5	-	-	-	-	-	35	5	0	-	750	Small swords	5	
Initial weapon used by Basch															
ZWILL BLADE	29	5	-	-	-	-	-	35	5	1	1,700	850	Swords 2	25	
Map 15-3 East Junction (North), No. 12													The Tomb of Raithwall, Rabanastre, Dreadnought Leviathan ...		
ANCIENT SWORD	35	5	-	-	-	-	-	35	5	1	2,400	1,200	Swords 2	25	
Map 4-5 Sub-control Room (East), No. 11 • Map 16-3 Withering Shores (East) No. 4													Emeralditan (202-B)		
BLOOD SWORD	41	5	-	-	-	-	-	35	5	1	5,000	2,500	Blood sword	30	
Rabanastre, Bazaar goods													Seeker (056)		
LOHENGREN	47	5	-	-	-	-	-	35	5	1	4,500	2,250	Swords 3	40	
Rabanastre, Jahara, Mt Bur-Omisace													Twintania (088)		
FLAMETONGUE	53	5	Element: Fire	-	-	-	-	35	5	1	5,200	2,600	Swords 3	40	
Rabanastre, Nalbina Town, Mt Bur-Omisace ...; Bazaar goods													Jelly (080)		
DEMONSBANE	59	5	-	-	-	-	-	35	5	1	6,000	3,000	Swords 3	40	
Map 17-4 Royal Passage (East), No. 5													Yeti (095)		
ICEBRAND	65	5	Element: Ice	-	-	-	-	35	5	2	7,000	3,500	Swords 4	40	
Defeat Mark: Ring Wynn													Zombie Warrior (100)		
PLATINUM SWORD	70	5	-	-	-	-	-	35	5	0	9,000	4,500	Swords 4	40	
Phon Coast, Archades													Mandragora (127)		
BASTARD SWORD	75	5	-	-	-	-	-	35	5	2	11,000	5,500	Swords 5	50	
Archades													Skulwym (164)		
DIAMOND SWORD	80	5	-	-	-	-	-	35	5	0	12,500	6,250	Swords 5	50	
Balfonheim Port; Bazaar goods															
RUNEBLADE	85	5	-	-	-	-	-	35	5	2	14,500	7,250	Swords 6	60	
Balfonheim Port													Babil (208)		
DEATHBRINGER	90	5	-	-	-	-	-	35	5	2	16,000	8,000	Swords 6	60	
Map 38-8 The Edge of Reason (Middle), No. 26 • Map 42-34 Abyssal - South (West), No. 43													Ithuno (322)		
STONEBLADE	95	0	-	-	-	-	-	35	10	2	-	9,750	Swords 7	80	
Map 40-53 Uldobi Phullam Udiipraa No. 9															
DURANDAL	99	5	-	-	-	-	-	35	5	2	-	12,000	Swords 7	80	
Bazaar goods															

Type: Two-handed weapons Governing attribute: Strength														
Special hits type: Multiple Range: 1 Knockback: 10														
CLAYMORE	82	10	-	-	-	-	-	30	7	2	10,500	5,250	Greatswords 1	50
Spee (313)														
DEFENDER	91	35	-	-	-	-	-	30	5	2	13,000	6,500	Greatswords 2	70
Map 44-5 Cloister of Distant Song (North), No. 17													Leynir (205)	
SAVE THE QUEEN	100	10	-	-	-	-	-	30	7	2	15,500	7,750	Greatswords 2	70
Map 42-31 Umbra - South (East), No. 27 • Defeat Mark: Goliath													Veletu (356)	
RAGNAROK	109	10	-	-	-	-	-	30	7	2	-	10,000	Greatswords 3	90
Defeat Mark: Ixion														
ULTIMA BLADE	118	10	-	-	-	-	-	30	7	2	-	12,500	Greatswords 3	90
Map 42-30 Umbra - North (East), No. 26														
EXCALIBUR	128	10	Element: Holy	-	-	-	-	30	7	2	-	0	Excalibur	160
Map 40-41 Sirhru Jilaam Prati'vaa, No. 8														
TOURNESOL	140	25	-	-	-	-	-	30	12	0	-	0	Tournesol	225
Bazaar goods														
WYRMHERO BLADE	130	50	Element: Holy	Equip: Bravery, Faith	-	-	-	99	80	2	-	0	Bazaar goods	-
Receive from Occuria in Giruvegan														
TREATY-BLADE	30	30	-	-	-	-	-	30	25	5	-	-	Knockback: 0	-
Visit map 27-13 Vault of the Champion														
SWORD OF KINGS	30	30												



1 Number

The number assigned to the foe at the in-game Bestiary screen. When there are variants of a particular enemy type that don't have separate entries in the Clan Primer, a letter is added to the number to help you to differentiate between each sub-genus – for example, "003-A: Wolf" and "003-B: Alpha Wolf". In the Clan Primer, you'll only find "003: Wolf".

Enemies are also listed under the headings used in the Clan Primer. Often it's the name of an area, such as The Dalmasca Sands or Giza Plains. However, there are other categories such as Bosses, Marks and Rare Game. You'll only meet these foes on special occasions (see "Location/Zone/Condition").

2 Name

The name of the enemy. During battles, you can see this name in the Target Info window, as well as in the target menu.

3 Genus/Classification

Genus tells you which family a foe belongs to, such as Beast, Undead or Elemental. Classification is a subgroup within the family. If you defeat more than one enemy of the same Classification in a row, you'll create a Battle Chain (see page 37).

4 Attack Type

The colour of this box reveals the behaviour of a foe. Orange means that it will attack your party on its own initiative ("hostile"); green means that it will only attack after being attacked (or otherwise provoked) by one of your characters ("neutral").

5 Flying

This wing icon means that the foe is airborne, and cannot be harmed by regular melee attacks and many Technicks. See page 22 for details.

6 Strong Element

When monsters launch attacks that correspond with their strong element, the damage is increased by 50%.

7 Combo

Certain foes can launch a combo attack – that is, a single attack that consists of more than one individual blow. The first number is the maximum number of possible attacks in one combo, and the second reveals the probability (expressed as a percentage) that a monster will perform a combo instead of a normal attack.

8 Location/Zone/Condition

These cells help you to locate every foe. When a creature can be found in different places, letters (A, B...) enable you to identify what its characteristics are in each one of them. There are sometimes very specific conditions that have to be fulfilled before an enemy will reveal itself, such as defeating a specific number of other monsters, clearing an area or waiting for a certain amount of time. For example:

"Monster X will only appear after you have defeated 10 specimens of monster Y". Such conditions are not stored when you save your progress. Each time you load a game, you'll have to start the process all over again.

9 Augments/Immune/Status

You'll genuinely benefit from studying your foes' special characteristics. Some may benefit from special Augments that, for example, enable them to launch stronger attacks when their HP is low. Many assailants you encounter may be immune to certain status effects, such as Silence or Sleep. Others may sometimes (but not always) enter battles with positive status effects, such as Haste or Protect. With this knowledge at your fingertips, you can plan your battle strategy accordingly – and, of course, avoid unpleasant surprises...

10 Elemental Characteristics

Reveals the special elemental affinities of each enemy. There are eight elements, each one being the opposite of another:

	(Fire)		(Water)
	(Lightning)		(Ice)
	(Earth)		(Wind)
	(Holy)		(Dark)

Use this knowledge to your advantage during battles by employing elemental Magicks or weapons to exploit weaknesses, or by avoiding the use of less effective weapons or Magicks. As well as the standard "neutral" sensitivity, foes can have one of four special reactions to each element:

11 x2

The enemy is weak to the element. Attacks of this element inflict twice their normal damage.

12 1/2

The enemy is resistant to the element. Attacks of this element inflict only half the usual damage.

13 IMM

The enemy is immune to the element. Attacks of this element inflict no damage at all.

14 AB

The enemy absorbs the element, which will restore its HP.

15 Drop

Defeated enemies often drop Loot or items of varying quality and value (for more clarity, pieces of equipment are written in red in all monster boxes). The likelihood of these spoils appearing is indicated by the cell they appear in. Essentially, the further to the right they are in the monster box, the more infrequently the monster will

drop them. The arrow above the "Drop" line represents the degree of rarity of each item mentioned, and therefore the chance you have of receiving it:

- Very Common: There's a 40% to 55% chance that the foe will drop this item.
- Common: There's a 25% to 40% chance that the foe will drop this item.
- Rare: There's a 3% to 12% chance that the foe will drop this item.
- Very Rare: There's a 1% to 5% chance that the foe will drop this item.

Note that the probability of gaining items will increase if you build Battle Chains (see page 37). With a high Chain Level, a foe is far more likely to drop more than one item. If you see a letter next to the name, the item concerned is only dropped by monsters in the corresponding area.

16 100%

The defeated foe always drops the item.

17 Receive

When you defeat certain monsters, you will sometimes receive an important item after the battle. Such items are mentioned in this cell.

18 Monograph (%)

If you own the appropriate Monograph (a Key Item that you can acquire in the Bazaar section of shops after fulfilling certain requirements – see page 88), there is a probability (expressed as a percentage) that the enemy will drop the item specified.

19 Monograph Type

This tells you the type of Monograph you need to have in order to potentially obtain the item shown in the "Monograph" cell.

20 Jar (%)

If you own the Canopic Jar (see page 88), there is a probability (expressed as a percentage) that the enemy will drop the item specified.

21 Steal

By using the Steal Technick, you can acquire items from your foes while you fight them (but, as a general rule, only once per individual monster). There is a 55% chance that you will receive a "very common" item (cell to the left), a 10% chance that you will receive a "common" item (cell in the middle), or a 3% probability that you will receive a "rare" item (cell to the right). You can improve your character's chances of obtaining higher quality items by equipping the Thief's Cuffs Accessory; the probability changes to 80% for very common items, 30% for common items, and 6% for rare items. You may even receive more than one item at a time.

22 Poach

By using the Poach Technick on HP Critical foes, you can acquire common items (95% chance - cell to the left) or rare items (5% chance - cell to the right) from them.

23 Attributes

Your enemies are defined by the same attributes as your characters: Level, HP, MP, Strength, Magick Power, Vitality, Speed, Attack Power, Defence, Magick Resist and Evade (for more information, turn to page 10). If a particular value is not entirely predetermined and can vary slightly within a certain range, the lowest and the highest possible figures will be specified.

Certain enemies can be encountered at different levels (for example, at level 33 at one point in the game, and at level 63 much later). The experience points (EXP), Licence Points (LP), Clan Points and Gil you obtain for defeating them will be adjusted accordingly.

To defeat an enemy you must reduce its HP to 0. The EXP reward is then divided between all members of the active party (including guests, but excluding reserve members), whereas the LP total will be given to every member of the team, irrespective of their role in the party. Characters that are KO'd, turned to stone or otherwise incapacitated do not receive EXP or LP.



In addition to their individual repertoires of Magicks and physical attacks, the enemies you will encounter in Ivalice also possess powerful Augments. Some Augments are active throughout a battle; others are temporary, or are activated when specific conditions are met (such as an enemy reaching the HP Critical status). As they can have a profound influence on the potential difficulty of a battle, especially against the most dangerous Marks, Rare Game and bosses, we reveal which Augments every enemy can call upon in this chapter. The following table explains the function of each Augment.

AUGMENTS

Augment Name	Effect
0 MP	Magicks used by the enemy do not consume MP while this Augment is active
Anti-Magick	The enemy will be immune to Magicks for two minutes
Attack CT0	The enemy needs no Charge Time when it uses the Attack command. The enemy will be much less inclined to use Magicks and Technicks if this Augment is active
Brawl	The enemy's Attack Power will be the average value of its Strength and Level
Counter	When you Attack the monster, it can potentially perform a counterattack with a probability of half its Speed in percent. The counterattack is immediate, and is performed without a Charge Time delay
Counter+	The probability that the monster will perform a counter is quadrupled
Evade+	Evade will rise by 25 (exception: when the Evade value is 0)
Full-HP ATK+	When the enemy has 100% HP, it will deal 20% more damage than usual
Half MP	Halves the enemy's MP consumption
HP Attack	The damage dealt by the enemy with normal attacks is doubled. However, as well as hurting you, damage will also be sustained by your aggressor. The damage to the attacker will be the same amount of damage suffered by the affected party member(s)
Ignore Evade	Normal attacks and some Technicks will hit with 100% accuracy (the sole exception to this rule being if the monster is suffering from the Blind status effect)
Ignore Reflect	Ignores the status effect Reflect; enemy magic will penetrate this barrier
Ignore Vitality	There are two kinds of attack that can cause a status ailment: those that inflict a status ailment only, and those that both damage HP and cause a status ailment. With the Ignore Vitality Augment active, Magicks and Technicks that inflict status effects only will not take a target's Vitality rating into consideration. (Another exception is when your character has the status effect Shell)
Ignore Weather & Landscape	Environmental factors are not taken into account when an enemy launches an attack. (For example, Fire attacks are 20% stronger and Water attacks are 50% weaker when the sun is shining – see page 32 for further details.)
Low-HP ATK+	When the enemy is in the HP Critical state, it will deal 20% more damage with normal attacks and Technicks than usual
Low-HP Def+	When the enemy is in the HP Critical state, damage inflicted by your attacks will be reduced to one third of its potential level
Low-HP Mag+	When the enemy is in the HP Critical state, Magick attacks will deal 20% more damage than usual. The amount of HP restored by using healing Magicks will increase by 50%. Additionally, the hit ratio of status ailments will be doubled
Magick Wall	The enemy will be immune to physical attacks for two minutes
Magic CT0	The enemy can launch Magicks without the usual Charge Time delay
Medicine Lore	When the enemy uses healing items, they will restore 50% more HP than usual. When the enemy uses attacking items such as Red Fang, Blue Fang and White Fang, the damage sustained by your party will be increased by 50%
No Knockback	The Knockback effect (which prevents potential counterattacks) will not work on this enemy
Normal Damage+	Normal attacks and some Technicks will deal 20% more damage than usual
Reduce Damage	The damage you can inflict will be reduced by 30% (exception: the 1000 Needles Technick)
Reflect Damage	When you attack an enemy with this Augment active, the party member responsible will sustain 5% of the total damage inflicted upon the enemy
Resist Guns/Measure	If a party member attacks with Guns, Measures, the Healing Rod or the Rod of Faith, the monster will receive 1/8 of the usual damage
Reverse Medicine	When you use healing items (such as a Potion or Hi-Potion), they will deal damage while this Augment is active. Items used to cure status effects will instead cause those effects. For example, Eye Drops would cause the Blind status ailment, and a Remedy would inflict a wide variety of unpleasant maladies
Safety	The enemy has immunity to the following attacks: <ul style="list-style-type: none"> ◦ Magicks, Technicks and weapons that cause the KO status (such as Death) ◦ Magicks, Technicks or items that cause the enemy to disappear (Warp, Poach) ◦ Magicks, Technicks or items that cause percentage-based damage (such as Gravity, Red Fang) ◦ Magicks or Technicks that reduce an enemy's HP to a value between 0 and 8 (such as Sight Unseeing, or Renew on Undead creatures) ◦ Syphon, Numerology, Charm, Achilles, Wither, Addle
Shield+	Evade will increase by 10 (but only if the enemy's Evade is greater than 0)
Shift	The monster will change its elemental weakness once you exploit this vulnerability. One element will become the monster's weak point, while another will be absorbed
Status+	The duration of positive status ailments (such as Haste and Reflect) will be increased by 50%
White Wind	The monster will become immune to status ailments for two minutes. (There is one exception: the Red Chocobo will be immune for the entire battle.)

USING THE WALKTHROUGH

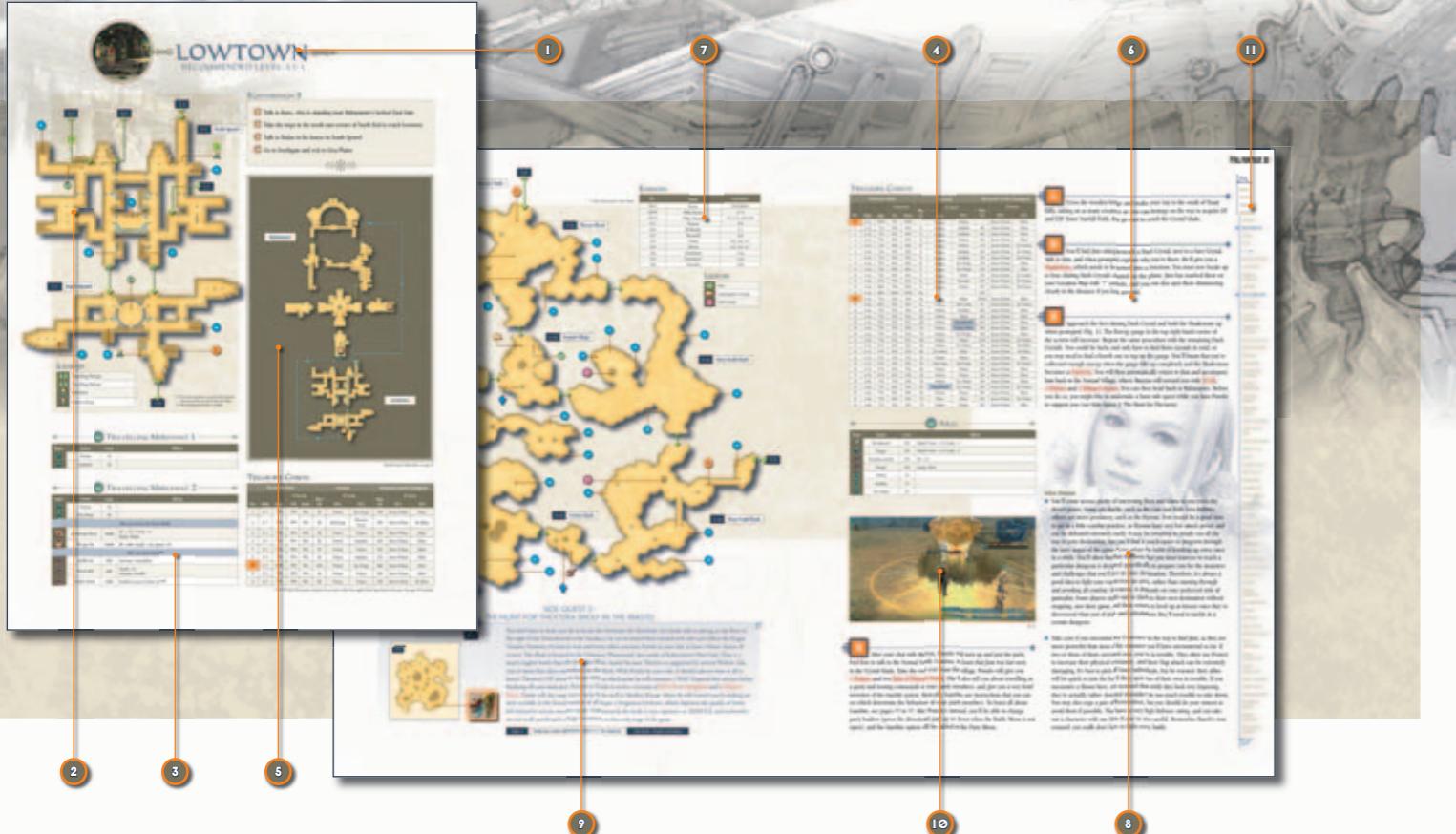
Final Fantasy XII is a complex, feature-packed adventure, but we've taken every step to ensure that the Walkthrough chapter is extremely easy to use. However, we advise that you read the following series of short explanations before you begin your journey.

This chapter has been carefully crafted to enable readers of all abilities to choose the level of assistance they require.

- If you would prefer to finish the game quickly, with a minimum of guidance or potential spoilers, you can use the "Runthrough" tables at the beginning of each

section. These have been designed to offer tips on the most direct route through the main adventure.

- If you would like to follow our expert guidance at all times, use the step-by-step Walkthrough. It contains information on all story-related game events, including expert boss tactics and a huge variety of useful tips, tricks and strategies.
- If you will settle for no less than 100% completion, with a view to exploring every last inch of Ivalice, you will also find guides to all side-quests and optional endeavours located at the most appropriate points in the Walkthrough.



1 Section Headlines

The Walkthrough is divided into manageable bite-sized pieces, each corresponding to a location in the game. Every section begins with a headline and suggests a recommended average level for your party at that point in the adventure.

2 Maps and Legends

Every time you visit a new location during the normal course of the adventure, the Walkthrough provides a complete annotated map. These maps are naturally the same as those that appear in the game, but they feature a greater wealth of information.

- Zone names:** Each area map consists of several smaller "zones". You can see these when you press **SELECT** to access the Location Map screen. Throughout this guide, each zone map is given a number (for example, "2-2", or "23-4") as an aid to easy reference. For more on this, consult the World Map that follows this introduction.

- Zone links:** Green arrows show the connections between zones. When an arrow points to a number, it means that it is linked to that particular zone, which may appear in a different area.

- Conditions:** Certain areas can only be accessed once specific conditions have been met. This is indicated by the appearance of a green square containing a number. Read the corresponding note at the bottom of the map to learn what these requirements are.

- Icons:** Shops, Save Crystals, interactive objects, treasure chests and other points of interest are represented by icons on the guide maps. To know their meaning, you can either refer to the nearby map legend or study the following table to learn the purpose of common symbols. Note that when an icon appears several times on one map, each symbol is accompanied with a number to aid easy identification.

Icon	Represents
Save Crystal	
Gate Crystal	
Map Urn or Candle Um	
Strahl boarding point	
Chocobo Stable	
Respawning treasure container	
Single-use treasure container	
Trap	
Interactive object (for example, a switch)	

3 Shop Lists

Certain maps are accompanied by lists of goods that are sold by merchants in that area. Each trader's wares are presented in table form and, as many stores update their stock after certain milestones are passed, occasionally grouped in the chronological order that they become available. The prerequisites that must be met before certain items are sold are specified in each instance.

Shop lists also offer information on notable characteristics of equipment to make shopping for weapons and armour easier, and to prevent constant back-and-forth flicking between other sections of the guide. The effect of generic (consumable) items is generally more obvious. If you'd like to know more about a specific item (or, indeed, all wares that you can buy from merchants) refer to the Inventory chapter.

We use icons to help you identify the categories that goods belong to. The following table provides an explanation for each one.

Icon	Article Category	Icon	Article Category	Icon	Article Category
Sword					
Dagger					
Axe					
Hammer					
Mace					
Measure					
Greatsword					
Katana					
Ninja Sword					
Spear					
Pole					
Staff					
Bow					
Crossbow					
Gun					
Hand Bomb					
Arrow					
Bolt					
Shot					
Bomb					
White Magick					
Accessory					
Loot item					
Black Magick					
Helm Armour (light)					
Helm Armour (mystic)					
Helm Armour (heavy)					
Green Magick					
Rod					
Arcane Magick					

4 Treasure Tables

Each location map also features a table that reveals the possible contents of treasure containers. These tell you everything that you'll need to know about each one.

Treasure Data: Later in your adventure, you can acquire an Accessory – the Diamond Armlet – that changes the items you can acquire from treasure containers. The following information applies irrespective of whether you have one equipped or not.

- Number (No.):** To find a particular treasure container on the map, simply search for the icon with the same number. Blue treasure chest icons will reappear once opened; orange ones can only be opened once. To make this perfectly clear, the numbers of the latter type of one-shot treasure containers are highlighted in orange whenever they appear in the tables.

- Map:** The zone that a treasure container appears in.

- Appearance Probability (App.):** Reveals the likelihood that a treasure container will appear. If it isn't there (or, with respawning containers, if you didn't find the reward that you were seeking), you can move three zones away and then return to try again.

- Contents:** Most chests contain Gil or an item. These two columns express your chance of finding either as a percentage.

Normal / Diamond Armlet Equipped: The "Diamond Armlet Equipped" heading only applies if you are currently using that Accessory. At all other times, refer to the "Normal" category.

- Max Gil:** Relates the maximum monetary reward you can gain if the treasure is Gil.

- If Item:** Reveals the items you can find in the container, with the probability shown in the heading.

To summarise, treasure containers are governed by a number of preset probabilities: the chance that the container will appear ("App." column), the chance that they will contain either Gil or an item ("Contents" column), and, if an object is inside, which one will be obtained; if the Diamond Armlet is equipped,

the contents will differ. Note that certain cells are highlighted to help you find notable treasures: red for equipment, blue for Gambits.

5 Runthrough Tables & Mini-Maps

Every time you reach a new section in the Walkthrough, you will encounter a Runthrough table and a Mini-Map. Runthrough tables detail the actions you need to complete in order to progress in the main adventure, and do not include optional tasks. Mini-Maps indicate the route you should follow to complete the requirements listed in the Runthrough tables. A letter is assigned to every entry in each Runthrough table. These appear on the Mini-Maps, and show you where to perform the specified activities.

If you want to finish the game quickly, Runthrough tables and Mini-Maps provide a bare minimum of information designed solely to help you to advance through the main storyline. You can therefore jump directly from one Runthrough to the next, avoiding potential spoilers. Should you become stuck, you can refer to the corresponding lettered paragraph in the Walkthrough text.

6 Walkthrough Text

The Walkthrough text explains everything you'll need to do in order to complete the main storyline, with the letters that appear at the start of each section corresponding with those used in the Runthrough tables and on Mini-Maps. In essence, each Walkthrough section is a detailed guide to accomplishing the tasks that appear in the Runthrough tables.

Note that any item name written in red in the Walkthrough text is an object that you will receive during the course of the adventure if you follow all instructions.

7 Enemy Tables

Another useful feature that appears with each location map is the enemy table. This lists all potential adversaries that you can encounter in that location.

- Number (No.):** The identifying number used in the Bestiary chapter.

- Name:** You can learn the names of enemies you encounter by referring to the Target Info display, or the target list that appears when you launch an attack.

- Location:** Where you can meet each creature. Some foes only appear when certain conditions are met, so don't be surprised if you can't find them on your first visit. To find detailed information for each monster, refer to their entry in the Bestiary chapter.

8 Tip Paragraphs

Countless "optional" paragraphs punctuate the Walkthrough text, offering tips on local monsters, puzzles, noteworthy levelling-up spots, and much more. While you don't actually need to read these if you're content to make your way through the main storyline only, some provide important information that, for example, enables you to obtain notable treasures and equipment. These particular boxes are always positioned before the appropriate lettered Walkthrough section to offer prior warning.

9 Side-Quest Boxes

Final Fantasy XII's side-quests are all introduced and explained during the course of the main Walkthrough. They appear in distinct boxes with blue backgrounds and numbered headlines. Note that some side-quests cannot be finished immediately, and may be divided into numerous sections that must be completed at different times. The "Hunt" mission, for example, lasts for practically the entire game, and is labelled as "Side-Quest 2". Whenever a side-quest can be resumed, you'll find guidance at the most appropriate point in the Walkthrough chapter.

10 Screenshots and Diagrams

Screenshots and diagrams are used to illustrate specific tips or instructions offered during the Walkthrough, and can be located by using the handy "(Fig. #)" reference numbers.

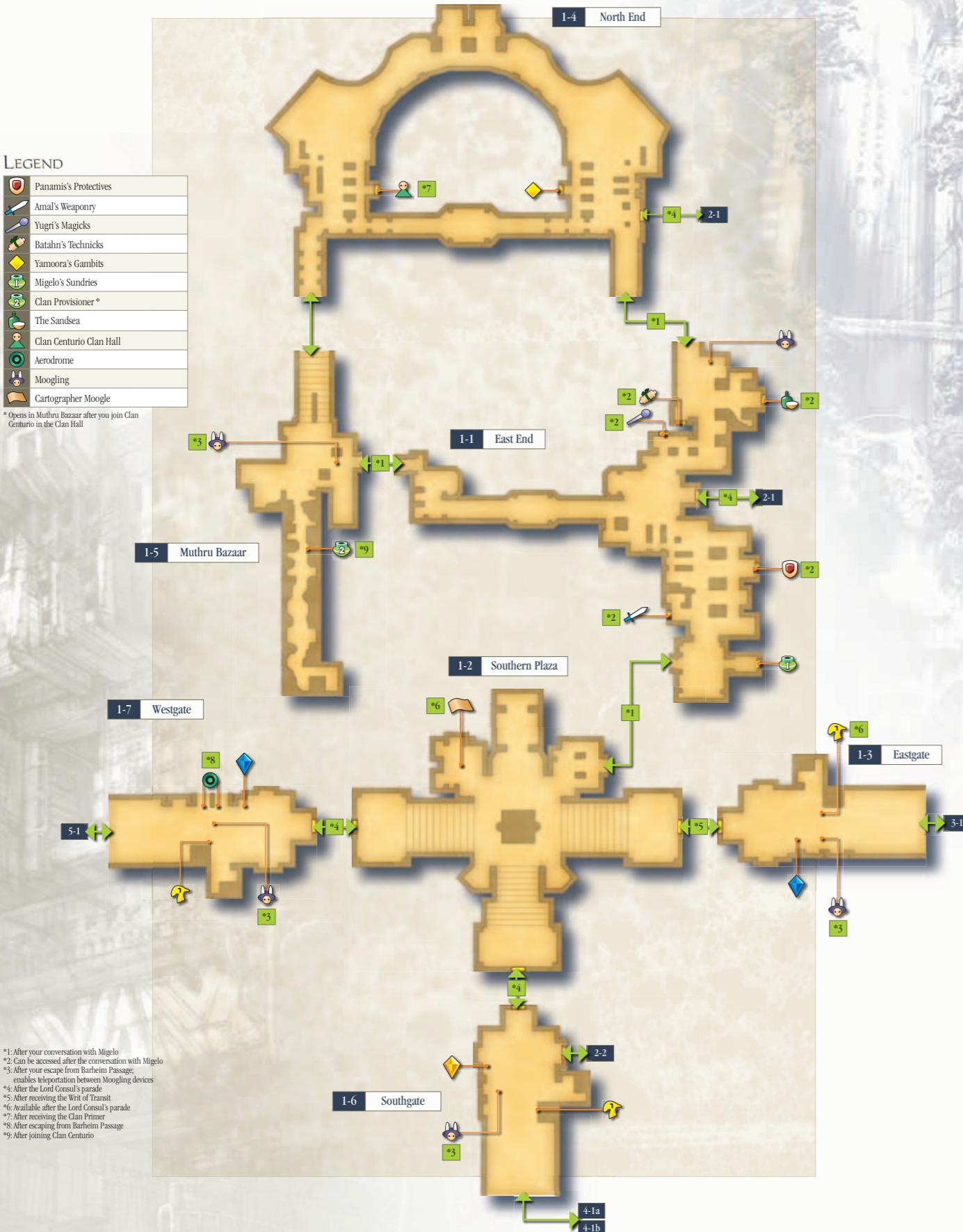
11 Tab System

The tab system that appears throughout the Walkthrough chapter follows the route taken through the main adventure. This tool is especially useful if you are searching for a specific area map, information on treasure containers, or a list of monsters that populate a particular location.

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SKYFERRY
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NECROHOL OF NABUDIS
NABREUS DEADLANDS
SKY FORTRESS BAHAMUT

RABANASTRE

RECOMMENDED LEVEL: LV 1



RUNTHROUGH 3

- A** Learn how to use the World Map
- B** Visit Migelo at his shop
- C** Go to the Sandsea bar in the north-east corner of town and talk to Kynes; learn about hunting and Licences from Tomaj; receive the Clan Primer and the Writ of Transit
- D** Go to the East Gate and head for the Dalmasca Estersand



Type	Name	Cost	Effect
Clan Rank: Moppet			
Potion	70	-	
Clan Rank: Hedge Knight			
Hi-Potion	210	-	
Clan Rank: Rear Guard and higher			
Gysahl Greens	108	-	
Clan Rank: Vanguard and higher			
Teleport Stone	200	-	
Clan Rank: Headhunter and higher			
Reverse	7,600	-	
Clan Rank: Ward of Justice and higher			
Nihopalaoa	30,000	Reverses effects of restorative items such as potions used by the wearer	
Clan Rank: Order of Ambrosia			
Bubble	3,300	-	

* Not at Paragon of Justice rank

Type	Name	Cost	Effect
Clan Rank: Brave Companion and higher			
Faith	5,800	-	
Clan Rank: Riskbreaker and higher			
Bravery	5,800	-	
Bubble Belt*	19,800	Equip: Bubble	
Clan Rank: Paragon of Justice and higher			
Warp Mote	100	-	
Clan Rank: High Guardian and higher			
Cat-ear Hood	30,000	Vitality +20, Speed +50	
Clan Rank: Knight of the Round and higher			
Knot of Rust	6	-	
Clan Rank: Order of Ambrosia			
Dark Matter	2	-	



AMAL'S WEAPONRY

Type	Name	Cost	Effect
After you defeat Judge Bergan			
Broadsword	400	Attack Power +15, Evade +5	
Dagger	200	Attack Power +14, Evade +5	
After Barheim Passage			
Shortbow	500	Attack Power +17	
Altair	500	Attack Power +6, Evade +10	
Longsword	700	Attack Power +19, Evade +5	
Mage Masher	700	Attack Power +19, Evade +5 On hit: Silence	
Silver Bow	1,000	Attack Power +22	
Iron Sword	1,200	Attack Power +24, Evade +5	
Oak Staff	400	Attack Power +18, Evade +8, Magick Power +2	
Javelin	1,400	Attack Power +30, Evade +8	
Assassin's Dagger	1,400	Attack Power +25, Evade +5 On hit: KO	
Capella	1,400	Attack Power +10, Evade +10	
Oaken Pole	1,300	Attack Power +27, Evade +25	
After the Leviathan			
Aevis Killer	1,500	Attack Power +27	
Zwill Blade	1,700	Attack Power +29, Evade +5	
Cherry Staff	800	Attack Power +24, Evade +8, Magick Power +3 Wind elemental damage +50%	
Killer Bow	2,000	Attack Power +33	
Spear	2,200	Attack Power +36, Evade +8	
Handaxe	2,200	Attack Power +47, Evade +6	
Chopper	2,200	Attack Power +31, Evade +5 On hit: Sap	
Cypress Pole	2,000	Attack Power +33, Evade +25 Element: Earth	
Mace	1,800	Attack Power +24, Evade +4	
Ancient Sword	2,400	Attack Power +35, Evade +5 On hit: Petrify	
Vega	2,400	Attack Power +14, Evade +10	
After you defeat Belias			
Longbow	3,000	Attack Power +39	
After you defeat Judge Bergan			
Broadaxe	4,200	Attack Power +59, Evade +6	
Serpent Rod	2,100	Attack Power +34, Evade +6, Magick Power +2, MP +10 Element: Ice	
Lohengrin	4,500	Attack Power +47, Evade +5	
Heavy Lance	4,800	Attack Power +48, Evade +8 On hit: Slow	
Osaune	4,800	Attack Power +54, Evade +5	
Gladius	4,800	Attack Power +45, Evade +5 Element: Wind	
Musk Stick	4,300	Attack Power +45, Evade +25	
Gilt Measure	4,000	Attack Power +5, Evade +25 On hit: Protect	
Bhuj	4,100	Attack Power +36, Evade +4	
Flame Staff	2,400	Attack Power +33, Evade +8, Magick Power +4 Fire elemental damage +50%	
Ras Algethi	7,000	Attack Power +26, Evade +10	
Sakura-saezuri	7,000	Attack Power +56, Evade +20 Element: Dark	
Glacial Staff	2,400	Attack Power +38, Evade +8, Magick Power +6 Ice elemental damage +50%	

MORE SAMPLE PAGES AVAILABLE AT
WWW.PIGGYBACKINTERACTIVE.COM

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PANAMIS'S PROTECTIVES

Type	Name	Cost	Effect
Leather	Leather Cap	100	Magick Resist +4, HP +10
Leather	Leather Clothing	100	Defence +4, HP +10
Cotton	Cotton Cap	100	Magick Resist +4, Magick Power +2
Cotton	Cotton Shirt	100	Defence +4, Magick Power +1
After you receive the Sunstone and Penelo leaves your party			
Leather	Headgear	200	Magick Resist +5, HP +20
Leather	Chromed Leathers	200	Defence +5, HP +20
Leather	Magick Curch	200	Magick Resist +5, Magick Power +2, MP +5
Leather	Light Woven Shirt	200	Defence +5, Magick Power +2
Leather	Leather Helm	500	Magick Resist +5, Strength +2
Leather	Leather Armour	500	Defence +6, Strength +2
Leather	Escutcheon	300	Evade +6
After Barheim Passage			
Leather	Headguard	300	Magick Resist +6, HP +30
Leather	Leather Breastplate	300	Defence +6, HP +30
Leather	Pointy Hat	300	Magick Resist +6, Magick Power +2
Leather	Silken Shirt	300	Defence +6, Magick Power +2
Bronze	Bronze Helm	700	Magick Resist +6, Strength +2
Bronze	Bronze Armour	700	Defence +7, Strength +2
Leather	Leather Shield	600	Evade +8
Leather	Leather Headgear	500	Magick Resist +8, HP +40
Bronze	Bronze Chestplate	500	Defence +8, HP +40
Leather	Topkapi Hat	500	Magick Resist +8, Magick Power +3
Leather	Kilimweave Shirt	500	Defence +8, Magick Power +3
Leather	Sallet	1,000	Magick Resist +7, Strength +3
Leather	Scale Armour	1,000	Defence +9, Strength +3, Speed +3
Leather	Buckler	1,000	Evade +10
After the Leviathan			
Leather	Horned Hat	700	Magick Resist +10, HP +50
Leather	Ringmail	700	Defence +10, HP +50, Strength +1
Leather	Calot Hat	700	Magick Resist +10, Magick Power +3

Type	Name	Cost	Effect
Leather	Shepherd's Bolero	700	Defence +10, Magick Power +3
Leather	Iron Helm	1,400	Magick Resist +9, Strength +3
Leather	Iron Armour	1,400	Defence +11, Strength +3
Bronze	Bronze Shield	1,200	Evade +12
Leather	Balaclava	1,000	Magick Resist +12, HP +90, Strength +1
Leather	Windbreaker	1,000	Defence +10, HP +100 Half damage: Wind element
Leather	Wizard's Hat	1,000	Magick Resist +12, Magick Power +4
Leather	Wizard's Robes	1,000	Defence +12, Magick Power +4, MP +5
Leather	Barbut	1,900	Magick Resist +11, Strength +4
Leather	Linen Cuirass	1,900	Defence +13, Strength +4
Leather	Round Shield	1,600	Evade +14
After you defeat Belias			
Leather	Soldier's Cap	1,400	Magick Resist +14, HP +110
Leather	Heavy Coat	1,400	Defence +14, HP +120
Leather	Lambent Hat	1,400	Magick Resist +15, Magick Power +4, Speed +3
Leather	Chanter's Djellaba	1,400	Defence +14, Magick Power +4, Vitality +5
Leather	Winged Helm	2,500	Magick Resist +13, Strength +5, Speed +3
Leather	Chainmail	2,500	Defence +16, Strength +3
Leather	Green Beret	1,900	Magick Resist +14, HP +130, Speed +3
Leather	Survival Vest	1,900	Defence +16, HP +140, Vitality +5
Leather	Feathered Cap	1,900	Magick Resist +18, Magick Power +5
Leather	Traveller's Vestment	1,900	Defence +16, Magick Power +5
Leather	Golden Helm	3,200	Magick Resist +15, Strength +5
Leather	Golden Armour	3,200	Defence +20, Strength +4
Leather	Golden Shield	2,100	Evade +16
After you defeat Judge Bergan			
Leather	Red Cap	2,500	Magick Resist +14, HP +150, Vitality +3
Leather	Brigandine	2,500	Defence +18, HP +160

YUGRI'S MAGICKS

Type	Name	Cost
Healing	Cure	200
Healing	Fire	200
Healing	Thunder	200
Healing	Blizzard	200
After you receive the Sunstone and Penelo leaves your party		
Healing	Poisona	200
Healing	Blindna	200
Healing	Slow	200
Healing	Blind	200
Healing	Protect	200
After Barheim Passage		
Healing	Immobilise	600
Healing	Disable	600
Healing	Poison	500
Healing	Shell	300
Healing	Dark	500
After the Leviathan		
Healing	Vox	300
Healing	Stona	800
Healing	Raise	1,900
Healing	Cura	1,500
Healing	Water	800
Healing	Break	900
Healing	Reflect	800
Healing	Warp	1,700
Healing	Bleed	1,100
Healing	Silence	400

MIGELO'S SUNDRIES

Type	Name	Cost
Food	Sleep	700
Food	Oil	600
Food	Berserk	1,000

After you defeat Belias

After you receive the Sunstone and Penelo leaves your party

After Barheim Passage

After you defeat Judge Bergan

Type	Name	Cost
Food	Potion	70
Food	Antidote	50
Food	Eye Drops	50

After you defeat Belias

After you receive the Sunstone and Penelo leaves your party

After Barheim Passage

After you defeat Judge Bergan

Type	Name	Cost
Food	Regen	1,900
Food	Esuna	2,800
Food	Aero	1,200
Food	Balance	1,500
Food	Confuse	1,400
Food	Gravity	2,800

After you defeat Judge Bergan

Curaga

Dispel

Fira

Thundara

Blizzara

Bio

Float

Haste

Countdown

Stop

Toxify

Decoy

Drain

Vanish

Death

Vanishga

Type	Name	Cost
Food	Alarm Clock	50
Food	Handkerchief	50
Food	Hi-Potion	210
Food	Onion Shot*	100

After you defeat Belias

Phoenix Down

Onion Arrows*

Echo Herbs

Gold Needle

Remedy

Chronos Tear

Type	Name	Cost
Food	After the Leviathan	
Food	After you defeat Belias	
Food	After Barheim Passage	
Food	After you defeat Judge Bergan	

After you receive the Sunstone and Penelo leaves your party

After Barheim Passage

After you defeat Judge Bergan

After you receive the Sunstone and Penelo leaves your party

After Barheim Passage

After you defeat Judge Bergan

First Aid

Shear

Achilles

Gil Toss

Charm

Sight Unseeing

Infuse

Addle



If you like, you can take time to explore Rabanastre. You probably won't have much money, but there's no harm in doing a little window shopping and familiarising yourself with the layout of the city. You can also have a lot of fun talking to the local population, some of whom may have useful tips for you. When you're ready to go Rogue Tomato hunting, head for the south-east corner of the city and leave via the Eastgate area.

Just for fun!

If you've left Rabanastre and have decided that you'd like to do a little more exploring in the city before heading into the desert, you'll find the gate is already locked and that you can't get back in. However, if you talk to the Queue Watch Imperial at the end of either queue, he will ask you if you are "Lookin' to get inside?" If you tell him that you are, he will step away and let you take his place. Wait for a few moments, move up the queue, and you will eventually be let back inside the city. If you keep going back and forth, the Imperials will become suspicious when they notice that Vaan isn't actually carrying any goods...

A quick delivery?

On your way to the East Gate, you might like to help out the Desert Merchant Bangaa who is arguing with an Imperial on the north-east side of the Southern Plaza. Talk to him and he'll ask you to take something to his friend, a Bangaa in the Eastgate area. Well, you're going there anyway, so why not? If you agree, he will give you a Small Package. You can then give the package to the Hapless Merchant when you leave the city. All you'll get for your troubles is his thanks, and a brief lecture on the importance of healing yourself during battle – as if you didn't know that already! If you feel like making a little extra cash, however, you can instead pay a visit to the nearest shop and sell the parcel for 150 Gil, even though the Desert Merchant specifically asked you not to. The choice is up to you and your conscience!



SIDE-QUEST 1: CLAN CENTURIO

Once you have received the Clan Primer from Tomaj, you can visit the Clan Hall in the North End area of Rabanastre. The Clan Hall won't show up on the Location Map until after you've visited it for the first time. This is because finding the Clan Hall is one of the tests of membership. It's located just north of Muthru Bazaar. Outside you'll see a green sign; examine it, and you'll encounter the message: "??? (You're not sure what this sign is for)". Talk to the Conspicuous Bangaa lurking outside the door and ask him to let you in. Once inside, you'll find a wonderful secret society: Clan Centurio. If you join the clan you'll kick off a massively rewarding chain of events and side-quests that will last until very late in the game. To get the ball rolling, go up the stairs and talk to the dapper Moogle who is standing on the balcony railing, surveying his domain. This is Montblanc, the esteemed founder and leader of Clan Centurio.

Montblanc informs you that the Clan Shop in Muthru Bazaar is now open for business. Initially you can only buy Potions there, but later on you'll be able to buy some very rare goods; the quality of the items on offer depends on your Clan Rank. Talk to Montblanc again to receive **3 Potions** as a gift for joining Clan Centurio. He'll reward you every time you attain a new Clan Rank. Your Clan Rank and Clan Points total are shown in the bottom right-hand corner

of the Clan Primer screen, and also at the bottom right-hand corner of the Save Screen. To rise through the ranks, you must earn Clan Points by defeating Marks and regular monsters. It's a good idea to visit Montblanc often, especially after you reach a new Clan Rank, as he will usually reward you for your efforts. He will also occasionally award you with additional prizes to acknowledge other milestones you pass, such as defeating specific bosses and acquiring a certain number of Esper Licences.

You can also get exclusive hunt assignments from Montblanc which will not be available on the regular Noticeboards. Furthermore, if you talk to the other members of Clan Centurio inside the hall, particularly Ma'kenroh, you will receive useful tips on where to find the Mark you're hunting, and sometimes how to beat it. You'll also find that the higher your rank, the more respect the members of the Clan will show you. They're initially pretty dismissive of your hunting skills, so don't talk to them if you're easily offended! Detailed information on Clan Centurio starts on page 326 of the Extras chapter, including details of all rewards. Tips on individual hunts and tasks associated with Clan Centurio can also be found in this Walkthrough.

SIDE-QUEST INDEX

No.	Side-Quest	Earliest Possible Starting Point	Earliest Possible Finishing Point
1	Clan Centurio	After you receive the Clan Primer from Tomaj in the Sandsea	After Bahamut has been activated
2	The Hunt	After Tomaj tasks you with hunting the Rogue Tomato	After Bahamut has been activated
3	The Dalmascian Patient	After the Lord Consul's Parade	After you receive the Dawn Shard
4	No More Heroes?	After the Lord Consul's Parade	After you visit Draklor Laboratory
5	Conversations with Kijn	After you leave Barheim Passage and return to Rabanastre	After defeating Judge Bergan
6	Ann and Her Sisters	After you leave Barheim Passage and return to Rabanastre	After you visit Draklor Laboratory
7	Diary of a Moogle	After the party is attacked by Ba'Gannan in Lhusu Mines	Same as starting point
8	Make Your Own Sunstone	After the escape from Ondore's Estate	Same as starting point (can be repeated as often as you like)
9	Hidden Esper	After you receive the Dawn Shard	After you receive the Treaty-Blade
10	The Case of the Missing Cactoid	After you receive the Dawn Shard	Same as starting point
11	Bhuja-heim Madhu Madness	After you receive the Dawn Shard	Same as starting point
12	Defeat the Earth Tyrant	After you receive the Dawn Shard	Same as starting point
13	Help July the Streetcar	After you receive the Dawn Shard*	After you visit Archades
14	Viera Dating Agency	After you visit the Great-chief in Jahaara	Same as starting point
15	Nabudis Medallion Hunt	After you defeat Judge Bergan**	After you visit Archades
16	Phon Coast Hunt Club	After you visit Draklor Laboratory	When Balthier's Airship, the Strahl, becomes available for free travel around the world
17	Stop that Cockatrice!	After you visit Draklor Laboratory	Same as starting point
18	Gone Fishin'	After you visit Draklor Laboratory	Same as starting point, and as often as you like after that
19	Pirate Olympics	After you visit Draklor Laboratory	Same as starting point, and as often as you like after that
20	The Wym Philosopher	After you visit Draklor Laboratory	Same as starting point
21	Omega Mark XII	After Bahamut has been activated	Same as starting point

* You must start this side-quest before you defeat Judge Bergan; you cannot start it afterwards

** You can actually start side-quest 15 earlier, after you've obtained the Dawn Shard, if you have completed side-quest 10 or side-quest 12 (or if side-quest 13 is in progress)

SIDE-QUEST 1: CLAN CENTURIO (SEE PAGE 186)

Place	The Clan Hall in Rabanastre	Starting Point	After you receive the Clan Primer from Tomaj in the Sandsea	Reward	See tables
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Clan Centurio is a club that hunts monsters for Petitioners. The headquarters is the Clan Hall in Rabanastre, and the first membership test administered to prospective hunters – including Vaan – is to actually locate this HQ! If you talk to Montblanc on the first floor of this splendid building, he will examine you to ascertain if you're suitable material for Clan Centurio. Don't worry – it's hardly a rigorous test! Once accepted into its ranks, you can enjoy the surroundings of the Clan Headquarters and mix with your fellow hunters. Some of them will offer you advice and support, while others may be a little less encouraging at this stage. As a Clan member, you enjoy the following benefits:

- You have access to special Hunts, reserved solely for Clan members (see side-quest 2). Montblanc will personally brief you on these exclusive Priority Petitions.
- You obtain rewards after you have defeated specific enemies or have acquired a certain number of Esper Licences.
- You receive a reward when your Clan Rank increases.
- You can shop at the Clan Provisioner's stall in Muthru Bazaar. This merchant stocks a range of Magicks and items – some exclusive – that become available for purchase once you reach an appropriate Clan Rank.

- You receive hints from fellow Clan members on the whereabouts of Marks; sometimes they will even join in the Hunt with you.
- You receive information on which requirements must be fulfilled in order to achieve a higher Clan Rank.

CLAN RANK

Your Clan Rank will increase when you defeat "standard" monsters that you encounter on your travels, as well as the Marks that you are tasked to hunt by Petitioners. You can view your current Rank in the Clan Primer, and at the Save Screen. Not merely an indication of your hunting prowess, your Clan Rank also determines:

- Which Hunt Bills are available to you (both from Clan Centurio and from the Hunt Noticeboards).
- What goods the Clan Provisioner sells.

Your Clan Rank automatically increases once you exceed a set number of Clan Points and defeat a specific number of Marks, as Table 1 reveals.

THE CLAN PROVISIONER

After you join Clan Centurio, you will be granted the right to purchase goods from the Clan Provisioner in Muthru Bazaar (Fig. 1). At first, only Potions are sold there, but as your Clan Rank increases, better items and Magicks will become available. Some of the goods this merchant has in stock are both unique and extremely useful (see Table 2), so it's usually worth paying him a visit whenever you reach a higher Clan Rank.



TABLE 1: CLAN CENTURIO RANKS

Clan Rank	Requirements	
	Defeated Marks	Clan Points
1. Moppet	-	0
2. Hedge Knight	2	700
3. Rear Guard	4	8,000
4. Vanguard	8	20,000
5. Headhunter	10	30,000
6. Ward of Justice	12	40,000
7. Brave Companion	14	100,000
8. Riskbreaker	16	200,000
9. Paragon of Justice	24	250,000
10. High Guardian	28	300,000
11. Knight of the Round	32	500,000
12. Order of Ambrosia *	44 **	1,000,000

* As well as defeating 44 Marks and achieving 1,000,000 Clan Points, you must also complete the Sky Pirate's Den

** You don't have to defeat Belito to gain this rank

TABLE 2: CLAN PROVISIONER STOCK LIST

Goods	Price	Clan Rank Required
Accessories		
Nihopalaoa	30,000	Headhunter and higher
Bubble Belt	19,800	Riskbreaker and higher (not available at Paragon of Justice rank)
Cat-Ear Hood	30,000	High Guardian and higher
Items		
Potion	70	Moppet
Hi-Potion	210	Hedge Knight
Gysahl Greens	180	Rear Guard and higher
Teleport Stone	200	Vanguard and higher
Warp Mote	100	Paragon of Justice and higher
Knot of Rust	6	Knight of the Round and higher
Dark Matter	2	Order of Ambrosia
Magicks		
Reverse	7,600	Headhunter and higher
Bubble	3,300	Ward of Justice and higher
Faith	5,800	Brave Companion and higher
Bravery	5,800	Riskbreaker and higher

Your Clan Rank automatically increases once you exceed a set number of Clan Points and defeat a specific number of Marks, as Table 1 reveals.

THE CLAN PROVISIONER

After you join Clan Centurio, you will be granted the right to purchase goods from the Clan Provisioner in Muthru Bazaar (Fig. 1). At first, only Potions are sold there, but as your Clan Rank increases, better items and Magicks will become available. Some of the goods this merchant has in stock are both unique and extremely useful (see Table 2), so it's usually worth paying him a visit whenever you reach a higher Clan Rank.

REWARDS

You can obtain rewards from Montblanc for particular tasks that you complete: when your Clan Rank increases (see Table 3), when you defeat certain monsters, and after you obtain a certain number of Esper Licences (see Table 4). If you haven't visited Montblanc for a while, you'll usually

have the pleasure of receiving a variety of gifts when he next greets you – the honourable Moogle will not forget past achievements. Montblanc will also relate messages of congratulations to you – along with rewards – from grateful parties that have benefited from your exploits.

TABLE 3: CLAN RANK REWARDS

Clan Rank	Montblanc's Reward
1. Moppet (on joining the clan)	Potion x 3
2. Hedge Knight	Warp Mote x 2, Teleport Stone x 2
3. Rear Guard	Remedy x 3, Teleport Stone x 2
4. Vanguard	Hi-Potion x 3, Teleport Stone x 2
5. Headhunter	Ether x 2, Teleport Stone x 2
6. Ward of Justice	X-Potion x 2, Teleport Stone x 2
7. Brave Companion	Hi-Ether x 2, Teleport Stone x 3
8. Riskbreaker	Elixir x 2, Teleport Stone x 3
9. Paragon of Justice	High Arcana, Teleport Stone x 3
10. High Guardian	Empyrean Soul, Teleport Stone x 3
11. Knight of the Round	Megalixir, Teleport Stone x 3
12. Order of Ambrosia	Centurio Hero's Badge, Teleport Stone x 3

TABLE 4: PRESENTS

Requirement	Presents
Defeat the four Flans in Garamsythe Waterway	150 Gil
Defeat Firemire in Garamsythe Waterway	200 Gil
Defeat Mimic Queen in Barheim Passage	300 Gil
Defeat the 1st Demon Wall in Tomb of Rathwall	1,200 Gil, Electrum
Defeat the 2nd Demon Wall in Tomb of Rathwall	600 Gil, Warp Mote
Defeat Earth Tyrant in Dalmaska Westersand	1,200 Gil
Defeat Tiamat in Henne Mines	900 Gil
Defeat the Elder Wyrm in Golmire Jungle	800 Gil
Defeat Vinuskar in Stilshrine of Miriam	1,100 Gil
Defeat Fury in Necrohol of Nabudis	2,100 Gil, Bacchus's Wine
Defeat Humbaba Mistant in Necrohol of Nabudis	2,100 Gil
Obtain 1 Esper Licence	Arcana x 2, Teleport Stone x 2
Obtain 4 Esper Licences	High Arcana, Teleport Stone x 2
Obtain 8 Esper Licences	Gemsteel, Teleport Stone x 2
Obtain all 13 Esper Licences	Serpentarius, Teleport Stone x 2

Requirement	Presents
Defeat Hell Wyrm in Sochen Cave Palace	50,000 Gil
Defeat Rafflesia in the Feywood	1,800 Gil
Defeat Daedalus in Giruvegan	1,900 Gil
Defeat Tyrant in Giruvegan	1,900 Gil
Defeat Hydro in Pharos – First Ascent	2,000 Gil
Defeat Fury in Necrohol of Nabudis	2,100 Gil, Bacchus's Wine
Obtain 1 Esper Licence	Arcana x 2, Teleport Stone x 2
Obtain 4 Esper Licences	High Arcana, Teleport Stone x 2
Obtain 8 Esper Licences	Gemsteel, Teleport Stone x 2
Obtain all 13 Esper Licences	Serpentarius, Teleport Stone x 2

SIDE-QUEST 2: THE HUNT (SEE PAGE 189)

Place	All over Ivalice	Starting Point	After Tomaj tasks you with the Rogue Tomato Hunt	Reward	See Table 5
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COURSE OF EVENTS

Your goal in this massive side-quest is to defeat 45 Mark monsters, including Yiazmat. The Rogue Tomato is the first Mark you will be asked to hunt in the course of the main quest, in this case by Tomaj (the Petitioner) in Rabanastre's Sandsea tavern. This begins a mission that runs for almost the entire duration of your adventure in Ivalice. The Priority Petitions offered by Montblanc at the Clan Hall are also part of this side-quest, with the primary difference between the two being that regular Hunt assignments (known as Bills) appear on Noticeboards, whereas Priority Petition Bills can only be received directly from Montblanc. The same Hunts will appear on all Noticeboards, so it doesn't matter which one you use. Noticeboards can be found in the following locations:

- Rabanastre, The Sandsea
- Nalbina Town, Jajim Bazaar
- Bhujera, The Cloudborne
- Phon Coast, Hunters' Camp
- Archades, Granch's Requisites
- Balfonheim Port, The Whitecap

MARKS

Marks are the monsters that you are asked to hunt by Petitioners. By looking at the individual Hunt Bill on a Noticeboard, you can determine the Mark's vital statistics, including its name and rank. There are eight different ranks of Mark: I, II, III, IV, V, VI, VII, VIII, with I being the lowest, and VIII the highest. Generally speaking, Marks are stronger than run-of-the-mill monsters, with the higher level Marks being much more powerful than anything else you can expect to face in the field. We have taken care to ensure that each Mark Hunt is only introduced in the Walk