
Final Fantasy Tactics: War of the Lions *Guide to Acquiring All Rare Items* *& Completing All Errands and Quests*

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Introduction and Purpose of this Guide

FFT is an amazing game that allows for incredible freedom of play style, but it also contains a fair amount of easily missable content. So many of us face a dilemma—we want to express our own unique style of play, but we also don't want to miss any content. How do we resolve this quandary?

Why this Guide was Made

The very simple reason I, Brumbek, compiled this guide was to solve the above quandary—to create a concise reference guide to follow while playing to ensure a 100% complete play-through.

I initially looked for but couldn't find such a guide since the current guides were either fancy HTML walkthroughs missing key details or way overkill super-comprehensive guides.

Thus, out of necessity this guide was born with the goal of providing everything you need to know to complete 100% of FFT, while presenting the information as conveniently as possible to minimize reading and maximize playing.

How this Guide was Made

I must now note that the content of this guide is almost entirely taken from [Fritz Fraundorf's \(aka Qu Marsh\) FFT: War of the Lions FAQ](#) from GameFaqs.com. This tremendous guide covers nearly everything you'd ever want to know about FFT.

For my guide, I spent probably 30 hours distilling his roughly 700 page guide down to about 40 pages of the bare essentials so I wouldn't miss any rare items or events. So obviously I only used a small fraction of his content and put it in this nice streamlined format, while adding a few new things of my own. Still, he deserves credit for the vast majority of the details of this guide.

What this Guide Is and Isn't

This guide is a "pure" guide that doesn't spoil the joy of playing and learning on your own, but this guide also makes sure you experience everything the developers created. Note that this guide contains virtually no spoilers—no boss names or story character names are given at least until they are already revealed in the game.

Also note that this guide contains very little strategies or tips on playing the game. It's up to you to decide how to play and how to master the intricacies of FFT's deep combat. This means your success is largely up to you, as it should be. There may be game mechanics this guide mentions but doesn't explain. Again it is up to you to learn this mechanics on your own since this is part of the joy playing.

But remember, you can rest assured that this guide will guarantee you find all items, characters, and quests.

How to Use this Guide

It's recommended you print this guide in color if possible using front and back printing, which makes the guide a very short and easily stapled 21 pages.

Note that this guide is meant to be read as you progress in the game. No skipping around or ahead is necessary. Simply read the information about each location/battle before entering that area to ensure you are prepared to follow this guide's instructions.

Also note this guide assumes you will add every unique story character when they ask to join and assumes you will never dismiss them. Some of them are required in order to get side-quests and rare items later, so keep them all around since this guide won't specify who is required for what. However, the guide will occasionally mention when you can safely dismiss certain units if you wish.

How the Item Reference System Works in this Guide

The main purpose of this guide is to make sure you get all the rare items. To achieve this goal, the majority of this guide is devoted to listing all the Treasure Hunter items you can find on battlefields. Nearly all battlefields have four treasure locations, with either good or bad items you can find on each spot. This guide lists both good and bad items, the good item first then the bad item following the "or" designation.

To simplify things, this guide splits all items into four groups: common, common but recommended, **rare**, and ultra-rare.

Common Items

Common items are items that can be purchased at Outfitter stores. All common items listed in this guide are written in regular type with no special designation. Prices for all common items are provided next to the item name (except for the bad Treasure Hunter items, which are very low value consumable items).

Common items aren't worth trying to get. If you can easily grab them, then fine, but don't go to much effort since they can be easily bought at stores.

Common but Recommended Items

Common but recommended items are items that can be purchased at Outfitter stores but are particularly worth getting because they either are powerful or valuable for selling. All common but recommended items listed in this guide are written in underlined type for easy recognition. Prices for these items are also provided next to the item name.

Common but recommended items are recommended to try and get since they are either fairly powerful for the stage of the game you're at, unable to be bought for a while, or relatively valuable and worth grabbing to sell. Still, don't worry if you miss these items since they are, after all, common.

Rare Items

Rare items are items that cannot be purchased at Outfitter stores but have an unlimited supply through stealing or poaching (and perhaps catching). All **rare** items listed in this guide are written in **bold** type for easy recognition.

Rare items are ones you want to go out of your way to grab. It may be true you can later get an unlimited supply through stealing or poaching (and perhaps catching), but these methods range from mildly tedious to extremely time consuming. Therefore, grab all the **rare** items you can, but you don't need to reset the game and try again if you miss one since you can get as many as you want through the methods just listed.

Ultra-Rare Items

Ultra-rare items are items that cannot be purchased at Outfitter stores and have a limited supply in the game (for instance only one or two copies exist in the entire game). All ultra-rare items listed in this guide are written in **bold and underlined** type for easy recognition.

(Please note that there are exactly ten items designated by this guide as **ultra-rare** even though they can be gotten in unlimited supply from using the advanced strategy of catching items thrown by level 90+ enemy Ninjas. This strategy is covered in the [Midlight's Deep Interlude section](#) but is ignored for item classification purposes by this guide since most players won't want to use this tedious strategy.)

Ultra-rare items are must-have items! Do not every miss any! These items are worth resetting the game and trying again to get! Note the first **ultra-rare** item doesn't appear until shortly after Chapter IV.

Chapter I: The Meager

1. Gariland (One Time Only Battlefield)

There are no treasures to find on this map.

After this mission it is VERY important to teach your Chemists the Phoenix Down ability. This is one of the few general tips this guide will give.

2. Mandalia Plain

Put this corner at screen bottom: Height 1, Stone Outcropping

(4, 8)	Broadsword 200g	or	Hi-Potion
(0, 12)	Dagger 100g	or	Potion
(8, 6)	Oak Staff 120g	or	Eye Drops
(4, 0)	Rod 200g	or	Antidote

Pick the top option to kill the enemies instead of helping Argath to get some extra (negative) dialogue at the end of Chapter I. The dialogue is nothing special though, and morally good players might not want to pick the top option.

3. The Siedge Weald

Put this corner at screen bottom: Height 4.5, Grassland

(0, 10)	Bowgun 400g	or	Echo Herbs
(6, 5)	Leather Cap 150g	or	Hi-Potion
(1, 3)	Escutcheon 400g	or	Phoenix Down
(5, 0)	Leather Helm 200g	or	Potion

What Are "One (or Two) Time Only Battlefields"?

Many battles in FFT are "One Time Only Battlefields" meaning you can only play them once, which means you must get all four treasure hunter items in the single time you play the maps or you can't ever get them. A handful of maps are "Two Time Only Battlefields", which logically means you visit that map exactly twice and have two opportunities to grab the Treasure Hunter items. For instance the next map, Dorter Slums, is a "Two Time" battlefield because you first play it now and then much later as an optional story mission.

With this in mind, if you absolutely wanted to get every single Treasure Hunter item in the game, you'd need to create a Low-Bravery character (explained [at the start of Chapter II](#)) before battle 5, "The Sand Rat's Siech" (the first "One Time" map). However, none of the items in the maps in Chapter I are important to get, plus it's very tedious to create a Low-Bravery character at this point, so it's recommended to not even try for the Treasure Hunter items until Chapter II or later.

4. Dorter Slums (Two Time Only Battlefield)

Put this corner at screen bottom: Height 1.5, Soil

(0, 4)	Leather Armor 200g	or	Antidote
(6, 1)	Mythril Knife 500g	or	Echo Herbs
(4, 12)	Clothing 150g	or	Eye Drops

(7, 14) Longsword 500g or Phoenix Down

5. The Sand Rat's Siech (One Time Only Battlefield)

Put this corner at screen bottom: Height 3, Soil

(4, 5) Bronze Helm 500g or Potion
(2, 6) Plumed Hat 350g or Hi-Potion
(0, 10) Linen Cuirass 600g or Antidote
(9, 10) Leather Clothing 300g or Eye Drops

Extra Battlefield - Zeklaus Desert

Put this corner at screen bottom: Height 1, Sand

(2, 8) Blind Knife 800g or Phoenix Down
(0, 11) Battle Boots 1000g or Echo Herbs Battle Boots are a good item you could try to get unless you already bought enough of them
(6, 8) Thunder Rod 400g or Hi-Potion
(6, 17) Iron Sword 900g or Potion

6. Brigands' Den (Two Time Only Battlefield)

Put this corner at screen bottom: Height 2, Wooden Floor

(0, 0) Longbow 800g or Phoenix Down
(8, 10) Flame Rod 400g or Antidote
(4, 9) White Staff 800g or Echo Herbs
(7, 10) Ice Rod 400g or Eye Drops Requires Jump of 4

Strip Argath of all his equipment after this battle.

7. Lenalian Plateau

Put this corner at screen bottom: Height 7.5, Grassland

(6, 6) Iron Helm 1000g or Hi-Potion
(4, 8) Buckler 700g or Potion
(4, 0) Bronze Armor 800g or Eye Drops
(0, 5) Red Hood 800g or Antidote

8. Windflat Mill (One Time Only Battlefield)

Put this corner at screen bottom: Height 1, Grassland

(6, 9) Mage Masher 1500g or Hi-Potion
(3, 5) Hempen Robe 1200g or Phoenix Down
(0, 0) Leather Plate 500g or Echo Herbs
(5, 1) Shoulder Cape 300g or Potion

Extra Battlefield - Fovoham Windflats

Put this corner at screen bottom: Height 10.5, Grassland

(0, 2) Silver Bow 1500g or Phoenix Down
(2, 7) Battle Axe 1500g or Eye Drops
(5, 8) Mythril Sword 1600g or Antidote
(11, 4) Knightslayer 1500g or Echo Herbs

A Note on Maximum Party Size & Character Roster Order

FFT for PSP increased your maximum party size to 24. This was done to allow you to have room to keep all starting characters and acquire every single story character. Some players will plan on keeping all characters and never allowing a character to die or leave. This results in having Ramza as #1, the six starting generic characters as #2-7, three more pseudo-

story generic characters as #8-10, a Chocobo as #11, and story characters as #12-24. One nice benefit of keeping all units is you end up with 9 generic units total, which means you can be working on three errands at once since you'll use three generic units per errand (errands are explained [after the first battle in Chapter II](#)).

Also note that annoyingly FFT displays five characters per row, and since five doesn't divide into 24 evenly, a full roster will have a fifth row with only four characters.

The Unit Numbering Issue

In FFT, each character is assigned a permanent roster number when they join, and one of FFT's quirks is you cannot renumber party members. This can cause some strange ordering issues if you ever dismiss or lose characters.

To illustrate the numbering problem let's say you dismissed units #2 & #4. Now you have an awkward gap in numbering and the next unit to join, whether generic human, story human, or creature, will fill in the #2 spot (and the next fills spot #4). This is undesirable for those of us who want our units cleanly organized in order of generics then story characters in the order they join during the story.

Keeping Only Four Generics

Considering you can only ever have 5 units in battle and Ramza being one of those units for all story battles, then it's most efficient to only keep four generic units and use them every battle. Some people prefer to have a large roster and rotate between units, but this means it takes a lot longer to level up each character.

So if you want to be most efficient, then you'll want to dismiss two of the starting six generic characters and focus all your efforts on your remaining four generics. But remember, deleting units causes the numbering issue.

Preparing for Chapter II New Generics

To complicate the numbering issue, [at the start of Chapter II](#), three generic units will join, two of which you need for an important side-quest later in the game. Therefore, if you wish to have perfect numbering of your units, you need to plan ahead before the next battle, Ziekden Fortress.

If you are planning to only keep four generic units, you need to make sure spots #3, #4, and #5 are available before the next battle. To do this, make sure you have characters in spots #6 and #7. If not, go to the Warriors' Den in any city and hire enough generic units to fill up to spot #7. Then dismiss the characters in spots #3-5 (yes, these will perhaps be your best characters; you'll have to train from scratch the new generics who join at the start of Chapter II). Now make sure the #6 and #7 characters are well-equipped (it's suggested to use the Knight class and equip the best equipment you can buy from Eagrose Castle) in order to survive the next battle.

Doing the above will make it so at the start of Chapter II, Ladd will join in spot #3, and the two female units who're required for a [later side-quest](#) will join in #4 and #5. Now you will have a perfectly ordered party with two generic males in #2 and #3 and two generic (albeit pseudo-story character) females in #4 and #5. Now you can dismiss your other generics in spots #6 and #7. You will now have an unbalanced team of generics with probably only the original spot #2 male being high level, but soon enough they'll balance out. Congrats on having a clean, well-ordered top row of generic fighters!

Note that you will never again have any generic characters offer to join during the story. So you can use these four generics as your permanent party if you are doing a generic only play-through. Now if you wish to use the much more powerful (mostly overpowered actually) story characters as they join, that's your decision but now at least your entire party will be numbered properly.

Also note if you ever do decide to dismiss the generic characters, your ordering will be messed up again and whatever next story character you get will take their spot. This is annoying because it's more appealing to have the characters numbered in the order they join in the story.

A Note on Creatures who Join the Roster

Creatures that are enticed/tamed and then added to the roster at the end of a battle will fill in the first empty spot available. So if you tame a creature and then a unique story character joins, when you poach/lose/dismiss that creature, the ordering will be messed up. So if this matters to you, be sure to get rid of any creature that may have joined before you get your next story character, whoever that may be.

If you want to keep and level up a creature permanently to use in battle, then you'll have to make sure you have room for this. As has been stated, you only have 24 total slots, and these completely get filled if you accept all units throughout the story. Here is another reason to dismiss some of the generic units early on so you have room to have a few permanent creatures in your list. If you followed the four generic characters instructions, then you'll have five available slots not taken by story units.

9. Ziekden Fortress (One Time Only Battlefield)

Put this corner at screen bottom: Height 1, Snow

(0, 0)	Silken Robe 2400g	or	Eye Drops
(2, 6)	Chainmail 1300g	or	Hi-Potion
(5, 4)	Ringmail 900g	or	Antidote
(9, 5)	Bronze Shield 1200g	or	Potion

Chapter II: The Manipulator & The Subservient

Be sure to take Alicia and Lavian in order to do a [later side-quest](#), but Ladd is optional and just a generic male character.

Creating a Low-Bravery Treasure Hunter

The start of Chapter II provides the first fairly painless way to create a Low-Bravery Treasure Hunter character. You need low Bravery because the likelihood of finding the better item on each Treasure Hunter tile is 100% minus your Bravery. So to get the most likely chance of 90%, you need a Bravery of 10 (lower than 10 makes you an uncontrollable chicken!).

Therefore, at this point it's recommended you pick one character and lower his or her Bravery to 10 and assign him or her the Chemist's Treasure Hunter ability before every battle that has Treasure Hunter items you want to get. Some will say you can wait [until a bit into Chapter IV](#) to create this character since there aren't any **rare** or **ultra-rare** items to be picked up until then, but if you desire to be a full-fledged OCD Tactics player, you'll want to try to pick up as many good items as possible, even if they are common.

To create this Low-Bravery character, you need the Mystic job class available for any of your characters. To get this, level any character's Chemist's job level to 2 to unlock the White Mage job. Then level the White Mage job level to 3 (will take 3-4 random battles usually), then switch to the Mystic job class. Now earn another 100 JP in order to learn Trepidation. Then cast this over and over on the character you've selected to be the Treasure Hunter.

Note that Trepidation lowers Bravery by 30, and for every 4 Bravery you lower in battle, 1 Bravery is lowered permanently after the battle. So each successful casting lowers your Treasure Hunter character's Bravery by 7. Once your Treasure Hunter character turns into a chicken, finish the battle immediately. Keep doing this for several battles to permanently lower his or her Bravery to exactly 10, ideally, although a Bravery value lower than 16 will cause the end of battle "Desertion Threat" messages. So you could go with 16 Bravery if the message annoys you, but at 16 you'll only have a 84% chance of the good item instead of 90%.

It helps to have many Ether items on hand to refill MP in case Trepidation misses, but you can't buy Ethers until after battle 14. You could use the Monk's Chakra skill to refill MP as well.

Note that there are other ways to lower Bravery, and a later story character you get has an immediately accessible ability to lower Bravery. So again, you could wait to create this Low-Bravery Treasure Hunter if you wish. If you want to wait, then just pick whoever already has the lowest Bravery (usually around 50) as your Treasure Hunter for now.

10. Merchant City of Dorter (One Time Only Battlefield)

Put this corner at screen bottom: Height 16, Chimney

(9, 8)	Ice Bow 2000g	or	Potion	Requires Jump of 4
(6, 0)	Round Shield 1600g	or	Ether	
(4, 6)	Shuriken 50g	or	Hi-Potion	
(0, 0)	Barbut 1500g	or	Echo Herbs	Requires Jump of 5

Errands Now Available - Part 1

There are 96 Errands in the game. None are missable, and none can be permanently failed. The errands contain zero items, and are solely done to earn gil, Job Points, and for the fun of it. Throughout this guide, new errands will be listed as they become available. You can decide to do them immediately or wait until any time.

There's a complex formula to determine if an errand succeeds and what your reward will be, but all you really need to know is what the best job classes are to use (this guide lists in bold lettering the recommended jobs for each errand). Then just make sure to send the max party size of three units always and for the max amount of days in order to maximize your reward (if you can only increase the days you can send them by exactly one day, there's no extra benefit and you can send the default days).

To review: look at what classes are recommended in bold, switch three generic units to these classes if not already, send them for the maximum days, go walk around preferably between two blue map points until the days are completed, then return to the Tavern and get the report.

Errand: **Mount Gulg Mother Lode** Location: **Eagrose**
Best Jobs: 1) **Monk**; 2) **Squire**; 3) Knight, Geomancer, Samurai, Ninja

Errand: **Bandits** Location: **Dorter**
Best Jobs: 1) **Samurai, Ninja**; 2) **Summoner**; 3) Squire

Errand: **Shoreline Defense** Location: **Gariland**
Best Jobs: 1) **Orator**; 2) **White Mage**; 3) Squire

Errand: **Miner's Tale** Location: **Gariland**
Best Jobs: 1) **Geomancer**; 2) **Squire, Thief**; 3) Chemist, Monk, White Mage, Mystic

Errand: **The Gariland Magick Melee** Location: **Gariland** Requirement: **Month of Virgo**
Best Jobs: 1) **Samurai**; 2) **Time Mage, Ninja**; 3) Squire

11. Araguay Woods

Put this corner at screen bottom: Height 17, Cross Section

(5, 3)	Headgear 1200g	or	Gold Needle
(2, 4)	Mythril Armor 2000g	or	Phoenix Down
(5, 8)	Mythril Vest 1500g	or	Potion
(9, 11)	Spiked Boots 1200g	or	Hi-Potion

Pick the second option at start of battle to not lose Bravery. You can then dismiss Boco after the battle if you want.

Strip Gaffgarion of all equipment before the next battle!

12. Zierchele Falls

Put this corner at screen bottom: Height 7, Stone Outcropping

(1, 3) Leather Cloak 800g or Ether
(5, 2) Platinum Dagger 1800g or Echo Herbs
(7, 4) Coral Sword 3300g or Gold Needle
(8, 4) Poison Rod 500g or Phoenix Down

Remove all of Ovelia's equipment before the next battle!

13. Zaland (One Time Only Battlefield)

Put this corner at screen bottom: Height 0, Grassland

(2, 0) Serpent Staff 2200g or Potion
(6, 7) Mythril Helm 2100g or Echo Herbs
(9, 0) Cypress Pole 1000g or Hi-Potion
(12, 4) Mythril Shield 2500g or Ether

Errands Now Available - Part 2

Errand: **The Hindenburg**

Location: **Zaland**

Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Chemist**; 3) Squire

Errand: **Zaland Embassy Antiques**

Location: **Zaland**

Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Squire, Thief**; 3) Chemist, Knight, Monk

Errand: **The Zaland Melee**

Location: **Zaland**

Requirement: **Month of Aries**

Best Jobs: 1) **Knight, Monk, Dragoon, Ninja**; 2) **Samurai**; 3) Squire

14. Balias Tor

Put this corner at screen bottom: Height 3.5, Stone Outcropping

(6, 3) Wizard's Hat 1800g or Gold Needle
(0, 8) Plate Mail 3000g or Phoenix Down
(6, 11) Adamant Vest 1600g or Potion
(2, 13) Power Gauntlet 5000g or Hi-Potion Recommended to try to get Power Gauntlet

Before going to Lionel Castle, unequip Agrias and also Ovelia if you didn't already.

Errands Now Available - Part 3

Errand: **My Little Carrot**

Location: **Lionel**

Best Jobs: 1) **Orator**; 2) **Thief, Bard, Dancer**; 3) Squire

15. Tchigolith Fenlands

Put this corner at screen bottom: Height 2.5, Wasteland

(1, 11) Ashura 1600g or Ether
(4, 8) Kotetsu 3000g or Echo Herbs
(6, 0) Giant's Axe 3000g or Gold Needle
(11, 10) Romandan Pistol 5000g or Phoenix Down Recommended to try to get Romandan Pistol

The Pig monster may appear, although it's unlikely! The Pig won't [reappear until Chapter IV](#) so this is a very great opportunity to breed and poach some **rare** items such as **Cachusha** (Pig), **Chantage** and **Nagnarok** (Swine), and **Ribbon** and **Fallingstar Bag** (Wild Boar). Entice or tame it so you can breed and poach. To do this you need an Orator job class, which requires a level 3 Mystic, which you should already have if you created a [Low-Bravery character](#).

Before going to Goug, make sure all characters are back from errands otherwise you won't get them back until much later!

16. Goug Lowtown (One Time Only Battlefield)

Put this corner at screen bottom: Height 0.5, Wooden Floor

(0, 2)	Battle Folio 3000g	or	Echo Herbs
(6, 4)	Lamia's Harp 5000g	or	Ether
(8, 5)	Crossbow 2000g	or	Potion
(8, 8)	Lightning Bow 3000g	or	Hi-Potion

Errands Now Available - Part 4

Errand: **Miner Shortage**

Location: **Goug**

Best Jobs: 1) **Geomancer**; 2) **Squire, Thief**; 3) Chemist, Monk, White Mage, Mystic

Errand: **Artificers' Contest**

Location: **Goug**

Requirement: **Month of Sagittarius**

Best Jobs: 1) **Knight, Monk, Dragoon, Ninja**; 2) **Squire**; 3) Archer, Time Mage, Thief, Orator, Samurai, Bard

Errand: **The Highwind**

Location: **Warjilis**

Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Chemist**; 3) Squire

17. Balias Swale

Put this corner at screen bottom: Height 8, Grassland

(2, 1)	Battle Bamboo 1400g	or	Phoenix Down
(11, 0)	Javelin 1000g	or	Gold Needle
(7, 11)	Flameburst Bomb 250g	or	Potion
(11, 11)	Snowmelt Bomb 250g	or	Hi-Potion

Creating a Stealing Character

The next battle has one of the first **rare** items equipped on an enemy. Soon many enemies will have **rare** equipment equipped that you can't buy but can steal. Therefore, it is highly recommended to now develop a stealing specialist, if you haven't already. Technically, none of the **ultra-rare** stuff to steal appears [until later in Chapter IV](#), but if you're OCD, you'll want to steal everything this guide recommends.

To create this character, simply train a level 3 Archer, then switch to the Thief class and learn all the "Steal XXX" abilities (learning them all takes a lot of JP). Also, it really helps to learn either Concentration (Archer skill, so save your Archer JP for this) or Brawler (Monk skill), either of which will improve your stealing success rate.

Note: You get a [story character in Chapter IV](#) that has a special 10% more effective stealing ability called "Plunder", but for now the above instructions are the most effective way to build a Stealing Character.

18. Golgolada Gallows (One Time Only Battlefield)

Put this corner at screen bottom: Height 1, Brick

(2, 7)	Golden Helm 2800g	or	Gold Needle
(3, 4)	Golden Shield 3500g	or	Echo Herbs
(8, 7)	Green Beret 3000g	or	Phoenix Down
(8, 0)	Spark Bomb 250g	or	Ether

Deploy Agrias to see special dialogue between her and Ramza regarding his family.

Steal the bosses **rare Blood Sword!** Refer to the [prior section on creating a Stealing Character](#). At the bare minimum, make sure you have a Thief who knows "Steal Weapon". It is also easiest to steal by targeting enemies from behind, and/or after you've put them to sleep. Zodiac compatibility also plays a role, so for this boss specifically a Taurus, Capricorn, or female Pisces will be at an advantage for stealing from him.

19. Lionel Castle Gate (Two Time Only Battlefield)

Put this corner at screen bottom: Height 5, Grassland

(2, 6)	Wizard's Robe 4000g	or	Ether
(7, 5)	Rubber Boots 1500g	or	Echo Herbs
(7, 7)	Golden Armor 3600g	or	Potion
(13, 6)	Wizard Clothing 1900g	or	Hi-Potion

The boss has an Ancient Sword (5000g), which isn't **rare** but is better than your current swords. So consider stealing it.

20. Zierchele Falls

There are no treasures to find on this map.

21. Lionel Castle Oratory (Two Time Only Battlefield)

Put this corner at screen bottom: Height 1, Flagstone - on Ramza's left at start

(6, 3)	<u>Guardian Bracelet</u> 7k	or	Potion	Recommended to try to get <u>Guardian Bracelet</u>
(6, 4)	Mage's Cloak 2k	or	Ether	
(8, 3)	Protect Ring 5k	or	Hi-Potion	
(8, 4)	Osafune 5k	or	Remedy	

Chapter III: The Valiant

Now we are getting into more serious battles with much better equipped enemies who have **rare** items to steal. So if you haven't created your Stealing Character, do so now, although remember no ultra-rare items can be stolen [until later in Chapter IV](#). Also, if you haven't created a Treasure Hunter character, you may want to now, although there still aren't any **rare** or **ultra-rare** items to find [until a bit into Chapter IV](#).

Errands Now Available - Part 5

Errand: **Frontier Marathon** Location: **Dorter**
Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **Second Frontier Marathon** Location: **Dorter** Requirement: **Do "Frontier Marathon"**
Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **Third Frontier Marathon** Location: **Dorter** Requirement: **Do "Second Frontier Marathon"**
Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **Stolen Tomes** Location: **Gariland**
Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Squire, Thief**; 3) Chemist, Knight, Monk

Errand: **Minstrel in Distress** Location: **Eagrose**
Best Jobs: 1) **Chemist**; 2) **Orator**; 3) Squire

Errand: **Mameco the Minstrel** Location: **Eagrose** Requirement: **Do "Minstrel in Distress"**

Best Jobs: 1) **Thief, Orator**; 2) **Bard, Chemist, Dancer**; 3) Squire

Errand: **Lorraide Mine** Location: **Zaland**

Best Jobs: 1) **Monk**; 2) **Squire**; 3) Knight, Geomancer, Samurai, Ninja

Errand: **The Dawn Queen** Location: **Lionel**

Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Squire, Thief**; 3) Chemist, Knight, Monk

Errand: **Zerro's Challenge** Location: **Lionel**

Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) Samurai

Errand: **Mesa's Legacy** Location: **Goug**

Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Squire, Thief**; 3) Chemist, Knight, Monk

Errand: **Clockwork Faire** Location: **Goug**

Best Jobs: 1) **Thief, Orator**; 2) **Bard, Chemist, Dancer**; 3) Squire

Errand: **Merchant's Regret** Location: **Warjilis**

Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

22. Gollund (One Time Only Battlefield)

Put this corner at screen bottom: Height 1.5, Snow

(2, 2)	Close Helmet 4k	or	Hi-Potion
(5, 1)	Iron Flail 1.2k	or	Holy Water
(5, 6)	Spear 2k	or	Potion
(9, 9)	Mage's Staff 4k	or	Phoenix Down

Steal both chemists' Mythril Guns if you feel like it. They aren't rare, but they're expensive (15000g).

Additionally, you can grab an Orichalcum Dirk (4000g, a good dagger) and Germinas Boots (5000g, boots that boost both your Move *and* Jump) from the Orator. The Thieves may also carry Jujitsu Gis (4000g). Especially later in the battle, when your guest character may have paralyzed lots of enemies, try to steal some of this gear if you can!

23. Lesalia

Put this corner at screen bottom: Height 0, Soil

(9, 10)	Brigandine 2.5k	or	Ether
(0, 10)	Ancient Sword 5k	or	Holy Water
(0, 8)	Ninja Blade 3k	or	Phoenix Down
(1, 0)	Diamond Bracelet 5k	or	Remedy

Be sure to de-equip Alma's **Healing Staff**, **Barette**, and Red Shoes (10000g) before going to the Orbonne Monastery. If you don't do so, don't panic, the Red Shoes can be purchased later, the **Healing Staff** is a rare poach from Dryads, and the **Barette** is a rare poach from Red Chocobos.

Errands Now Available - Part 6

Errand: **Old Toppa's Will** Location: **Gollund**

Best Jobs: 1) **Monk**; 2) **Squire**; 3) Knight, Geomancer, Samurai, Ninja

Errand: **Salvage Expedition** Location: **Lesalia**

Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Squire, Thief**; 3) Chemist, Knight, Monk

Errand: **Abandoned Mine**

Location: **Lesalia**

Best Jobs: 1) **Geomancer**; 2) **Squire, Thief**; 3) Chemist, Monk, White Mage, Mystic

24. Monestary Vaults Second Level (One Time Only Battlefield)

Put this corner at screen bottom: Height 9, Brick - closest to open door at bottom

(9, 0)	Murasame 7k	or	Potion
(4, 9)	Musk Pole 2.4k	or	Remedy
(3, 4)	Poison Bow 4k	or	Hi-Potion
(0, 5)	Mythril Bow 5k	or	Ether

25. Monestary Vaults Third Level (One Time Only Battlefield)

Put this corner at screen bottom: Height 8, Book - the corner where you start

(0, 0)	<u>Croakadile Bag</u> 53k	or	Phoenix Down	Recommended to try to get <u>Croakadile Bag</u>
(5, 4)	Ice Shield 6k	or	Holy Water	
(9, 1)	Flame Shield 6.5k	or	Potion	
(11, 3)	Headband 5k	or	Hi-Potion	

26. Monestary Vaults First Level (One Time Only Battlefield)

Put this corner at screen bottom: Height 0, Brick - on Ramza's left at start

(0, 0)	<u>Nu Khai Armband</u> 10k	or	Holy Water	Recommended to try to get <u>Nu Khai Armband</u>
(2, 6)	<u>Reflect Ring</u> 10k	or	Phoenix Down	Recommended to try to get <u>Reflect Ring</u>
(6, 0)	<u>Magpower Glove</u> 20k	or	Remedy	Recommended to try to get <u>Magpower Glove</u>
(7, 11)	Winged Boots 2.5k	or	Ether	

Errands Now Available - Part 7

Errand: **Guard Duty**

Location: **Eagrose**

Best Jobs: 1) **Chemist**; 2) **Orator**; 3) Squire

Errand: **The Siedge Weald**

Location: **Zaland**

Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **Trick of the Light**

Location: **Lionel**

Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **Fenland Mystery**

Location: **Lionel**

Best Jobs: 1) **Black Mage, Geomancer**; 2) **Mystic, Arithmetician**; 3) Squire

27. Zeklaus Desert

Put this corner at screen bottom: Height 1, Sand

(2, 8)	Blind Knife 800g	or	Phoenix Down
(0, 11)	Battle Boots 1000g	or	Echo Herbs
(6, 8)	Thunder Rod 400g	or	Hi-Potion
(6, 17)	Iron Sword 900g	or	Potion

This is the same battlefield that opened up as [a random encounter in Chapter I](#), so you may have already gotten the Treasure Hunter items.

All three types of Behemoths appear here and all have rare poaches. Use tame/entice on them or poach them directly in the battle. None of these monsters are ones you could otherwise find at this point in the game, and the Behemoth King and Dark Behemoth are particularly rare. If any of them appear, it's best to tame/entice them to breed

more behemoths and poach them for rare items! It is easiest to breed level 3 (most powerful) types of monsters from level 2 monsters strangely, so capture the King Behemoth and keep him to breed over and over.

Luso also automatically poaches any enemy he kills, so watch to see if kills any of the behemoths here.

Luso is fantastic for poaching since he intrinsically will poach even without the ability, as stated above. Consider adding him to your permanent party if you're not doing a generic only play-through. Also, you may want to de-equip Luso's Icebrand sword (14000g) and give it to Agrias since it will make her Holy Sword techniques extremely powerful!

28. Grogh Heights

Put this corner at screen bottom: Height 8.5, Grassland

(11, 1)	Sleep Blade 5k	or	Ether
(11, 10)	Main Gauche 3k	or	Potion
(4, 1)	Ama-no-Murakumo 8k	or	Remedy
(0, 10)	Kunai 5k	or	Hi-Potion

29. Yardrow (One Time Only Battlefield)

Put this corner at screen bottom: Height 1.5, Grassland

(9, 4)	<u>Mythril Gun</u> 15k	or	Potion	Recommended to try to get <u>Mythril Gun</u>
(4, 7)	Slasher 12k	or	Phoenix Down	
(4, 11)	Flame Mace 4k	or	Holy Water	
(9, 9)	Hunting Bow 8k	or	Hi-Potion	

It's possible to steal the Japa Mala (15000g) accessory from one of the Ninjas and the Magick Ring (10000g) from one of the Summoners. Although both of these items are already in stores, they're pretty expensive, so you may want to try stealing them. The Japa Mala is particularly useful.

Do not equip Rapha with any custom equipment because you'll lose it when she joins as a regular member.

Errands Now Available - Part 8

Errand: **Diving Expedition**

Location: **Yardrow**

Best Jobs: 1) **Monk, Knight**; 2) **Squire**; 3) Time Mage, Geomancer, Ninja, Arithmetician

Errand: **The Yardrow Melee**

Location: **Yardrow**

Requirement: **Month of Cancer**

Best Jobs: 1) **Knight, Monk, Dragoon, Ninja**; 2) **Samurai**; 3) Squire

30. Zeltennia Castle Chapel Ruins (One Time Only Battlefield)

There are no treasures to find on this map.

31. The Yuguewood

Put this corner at screen bottom: Height 2, Grassland

(2, 5)	Damask Cloth 7k	or	Holy Water
(4, 5)	Iron Fan 4k	or	Phoenix Down
(7, 2)	Mythril Spear 4.5k	or	Remedy
(11, 1)	Bestiary 6k	or	Ether

32. Riovanes Castle Gate (One Time Only Battlefield)

Put this corner at screen bottom: Height 3, Grassland

(0, 11)	Celebrant's Miter 6k	or	Remedy
(4, 4)	Diamond Helm 6k	or	Ether

(8, 3) Aegis Shield 10k or Hi-Potion Recommended to try to get Aegis Shield
(11, 11) Fuma Shuriken 300g or Potion

33. Riovanes Castle Keep (One Time Only Battlefield)

Put this corner at screen bottom: Height 3, Flagstone - on Ramza's left at start

(4, 5) Chameleon Robe 5k or Ether
(6, 2) Jujitsu Gi 4k or Hi-Potion
(9, 0) Diamond Armor 6k or Potion
(9, 7) Germinas Boots 5k or Remedy

34. Riovanes Castle Roof (One Time Only Battlefield)

Put this corner at screen bottom: Height 1.5, Stone Wall - on Ramza's left at start

(3, 3) Elven Cloak 8k or Phoenix Down
(3, 5) Orichalcum Dirk 4k or Potion
(3, 7) Kodachi 7k or Hi-Potion
(10, 3) Jade Amulet 10k or Maiden's Kiss Recommended to try to get Jade Amulet

If you deploy Luso in his Game Hunter job, **he can learn Ultima should Celia or Lettie cast it on him.** (Ramza can't learn it until Chapter IV, but if you have Luso learn it here, he can teach it to Ramza as soon as you reach Chapter IV.) If you're fully equipped with Jujitsu Gis and Jade Armlets, Celia and Lettie's Stop or KO attacks won't work on you and instead they will almost always cast Ultima. Move Luso in range of whomever they target to make sure he gets hit with the magick. It's not easy to learn Ultima here since Rapha is so vulnerable, so you're probably better off skipping it—you'll have easier [opportunities to learn Ultima in Chapter IV](#) that don't involve a suicidal Rapha.

It's also possible to steal Celia's **Cachusha** and Lettie's **Barette**. Since these are **rare** items neither is ever sold at the Outfitter, but stealing these can be EXTREMELY annoying since Rapha is so easily killed. You will get more opportunities for these items later, both from other stealing chances and poaching.

You'll want to take Rapha. Her low Bravery makes her ideal for using Treasure Hunter if you haven't already made a [Low-Bravery Treasure Hunter](#). Marach basically stinks, but if you don't have a full roster already, there's no harm in signing him up. He's pretty similar to Rapha in that his abilities strike random tiles. What's interesting is that they do more damage to enemies with LOW Faith and get stronger when Marach has LOW Faith, the reverse of most magick abilities. (Rapha's abilities simply ignore Faith entirely.) If you have an Orator, lower Marach's Faith so you can use Marach to attack enemies with magick while being resistant to magick himself ... but the randomness of his abilities still makes him not too useful.

Chapter IV: In the Name of Love

Now that you're in Chapter IV, a much wider variety of monsters will appear in random battles, even at locations you've already visited. This makes random battles tougher, but is good news for poaching! On rare occasions, you can also get into "special" random battles against unique enemy parties. Although these special battles don't have any functional significance, they can be a fun extra challenge and often let you recruit/Poach rare monsters. Check the [Special Random Encounters section](#) for a list of these special battles.

A reminder note on party size: Remember the maximum roster size of 24 is just big enough to keep the 18 story characters (including Boco and Ladd) plus the 6 generic characters you start Chapter I with. So, if you want to keep all these characters, finish breeding monsters to poach BEFORE you fill up the last two slots on your roster. On the other hand, Boco, Ladd, and the initial 6 generics have no special characteristics and you don't miss anything if you dismiss them, although this will mess up roster numbering as [discussed much earlier in this guide](#).

Also, at the start of Chapter IV several side-quests open up. It should be noted that the side-quests never go away, so you don't have to do them right away. However, this guide will instruct you to do all side-quests immediately when they become available. Hence, after the list of new errands below the first side-quest will be explained.

Errands Now Available - Part 9

Chapter IV opens with many new errands available. The quickest way to do errands is to hire temporary generic units so you can send out four or five groups at a time on errands. This is particularly helpful for errands in cities that don't have two blue locations close by (use two blue locations to avoid random battles). This also works well because nearly all errands have the Squire class as either the 2nd or 3rd best job class to use, so you can send out one of your high-level generics using the 1st best job class combined with two fresh Squire units. This way you are certain to get good success.

- Errand: **Gleddia Isle** Location: **Riovanes**
Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Chemist**; 3) Squire
- Errand: **Foundered Vessel** Location: **Riovanes** Requirement: **Do "Gleddia Isle"**
Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Chemist**; 3) Squire
- Errand: **Fia's Wish** Location: **Riovanes**
Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) Squire, Thief
- Errand: **Secret Society** Location: **Riovanes**
Best Jobs: 1) **Squire**; 2) **White Mage, Orator, Dragoon, Ninja**
- Errand: **Lettre d'amour** Location: **Riovanes**
Best Jobs: 1) **Thief, Orator**; 2) **Bard, Chemist, Dancer**; 3) Squire
- Errand: **Arithmetic Tutor Wanted** Location: **Gariland**
Best Jobs: 1) **Chemist**; 2) **Orator**; 3) Squire
- Errand: **Hellspawned Beast** Location: **Eagrose**
Best Jobs: 1) **Samurai, Ninja**; 2) **Summoner**; 3) Squire
- Errand: **Metamorphosed Misery** Location: **Eagrose** Requirement: **Do "Hellspawned Beast"**
Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) Squire, Thief
- Errand: **Count Minimas (1)** Location: **Dorter**
Best Jobs: 1) **Thief**; 2) **Squire**; 3) Chemist, Orator, Ninja, Bard, Dancer
- Errand: **Count Minimas (2)** Location: **Dorter** Requirement: **Do "Count Minimas (1)"**
Best Jobs: 1) **Thief**; 2) **Squire**; 3) Chemist, Orator, Ninja, Bard, Dancer
- Errand: **Count Minimas (3)** Location: **Dorter** Requirement: **Do "Count Minimas (2)"**
Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) Squire, Thief
- Errand: **Father's Nightmare** Location: **Lionel**
Best Jobs: 1) **Orator**; 2) **Thief, Bard, Dancer**; 3) Squire
- Errand: **The Durga** Location: **Goug**
Best Jobs: 1) **Monk, Knight**; 2) **Squire**; 3) Time Mage, Geomancer, Ninja, Arithmetician
- Errand: **Devil in the Dark** Location: **Goug**

Best Jobs: 1) **Orator**; 2) **White Mage**; 3) Squire

Errand: **Rain-Swept Slopes**

Location: **Warjilis**

Best Jobs: 1) **Knight, Archer, Dragoon**; 2) **Squire**; 3) Monk, Black Mage, Geomancer, Ninja

Errand: **True Romance**

Location: **Warjilis**

Requirement: **Do "Lettre d'amour" (Riovanes)**

Best Jobs: 1) **Thief, Orator**; 2) **Bard, Chemist, Dancer**; 3) Squire

Errand: **In the Darkness**

Location: **Warjilis**

Best Jobs: 1) **Samurai, Ninja**; 2) **Summoner**; 3) Squire

Errand: **Wandering Gambler (1)**

Location: **Warjilis**

Best Jobs: 1) **Thief, Orator**; 2) **Bard, Chemist, Dancer**; 3) Squire

Errand: **Coal Miners Wanted**

Location: **Gollund**

Best Jobs: 1) **Monk**; 2) **Squire**; 3) Knight, Geomancer, Samurai, Ninja

Errand: **More Coal Miners Wanted**

Location: **Gollund**

Requirement: **Do "Coal Miners Wanted"**

Best Jobs: 1) **Monk**; 2) **Squire**; 3) Knight, Geomancer, Samurai, Ninja

Errand: **Lamzen the Adventurer**

Location: **Gollund**

Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **Frontier Expedition**

Location: **Lesalia**

Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **The Falcon**

Location: **Yardrow**

Best Jobs: 1) **Monk, Knight**; 2) **Squire**; 3) Time Mage, Geomancer, Ninja, Arithmetician

Side-quest - Agrias' Birthday

This side-quest gives you the very valuable **Tynar Rouge** accessory. In order to do this you must have Agrias, Mustadio, Alicia, and Lavian in your roster and have 500,000g in War Funds (although you will only lose 50,000g from the quest). This event occurs on 1 Cancer, which follows the month of Gemini, which follows Taurus. So, if you're in Gemini or Taurus, be careful not to miss 1 Cancer.

Once you've met the above requirements, you must land on a town, city, or castle (i.e., any place with a store) on the world map on 1 Cancer. There are three towns that DO NOT work for this: Eagrose Castle, Merchant City of Dorter, and Zeltennia Castle. (These locations have their own new side-quests.) Any OTHER town or castle BESIDES those three is fine.

The easiest way to ensure that you land on a correct town on the 1 Cancer date is to simply move back and forth between Gollund Coal City and Lesalia, since both these cities work for the quest.

When you start the very short side-quest, there's no way to fail and it's just a series of conversations. Congrats on getting the awesome **Tynar Rouge**. Alicia and Lavian are no longer needed for anything, but they do appear [in a later scene](#) if you keep them around (no gameplay effect though).

Side-quest - Gollund Colliery

The Gollund Colliery side-quest is available at the beginning of this chapter by going to Goug. This is the first in a series of three side-quests and leads into the [Nelveska Temple](#) and [Cloud](#) quests.

After going to Goug, go to Gollund, listen to the rumor in the Tavern. Go north to Lesalia and a scene will start. When Beowulf asks you to take him with you, pick yes! Now go to Gollund.

Gollund Colliery Battle 1: Gollund Colliery Floor (One Time Only Battlefield)

Put this corner at screen bottom: Height 0, Snow

(2, 2)	Mythril Knife 500g	or	Gold Needle
(5, 3)	Mythril Sword 1600g	or	Gold Needle
(6, 9)	Mythril Gun 15000g	or	Gold Needle
(1, 10)	Mythril Bow 5000g	or	Gold Needle

All items in this side-quest are Mythril items and therefore, highly useless except for selling.

Gollund Colliery Battle 2: Gollund Colliery Slope (One Time Only Battlefield)

Put this corner at screen bottom: Height 18.5, Snow

(11, 9)	Mythril Shield 2500g	or	Gold Needle
(7, 1)	Mythril Armor 2000g	or	Gold Needle
(2, 5)	Mythril Helm 2100g	or	Gold Needle
(1, 1)	Mythril Vest 1500g	or	Gold Needle

The Chemist here has a **Glacial Gun** that you may want to steal though if he happens to start with the Maintenance ability, you're out of luck. Don't worry though, there's several more you can get in regular battles, or it can be stolen or dropped in the [special Mount Germinas](#) random encounter.

Since the Behemoth King is a somewhat rare monster, you may also want to entice/tame it onto your team. Alternately, poach it and you'll score either an **Artemis Bow** or a **Cherche** perfume.

Gollund Colliery Battle 3: Gollund Colliery Ridge (One Time Only Battlefield)

Put this corner at screen bottom: Height 2, Snow

(8, 2)	Mythril Gun 15000g	or	Gold Needle
(11, 0)	Mythril Knife 500g	or	Gold Needle
(10, 5)	Mythril Sword 1600g	or	Gold Needle
(3, 6)	Mythril Bow 5000g	or	Gold Needle

If you entice the Pig to your team, you can breed and Poach pigs for great items, so this is a great opportunity to recruit one! If you already have a Pig on the team from [the Chapter II encounter](#), you can just axe this one.

Gollund Colliery Battle 4: Gollund Coal Shaft (One Time Only Battlefield)

Put this corner at screen bottom: Height 0, Soil

(0, 0)	Mythril Vest 1500g	or	Remedy
(4, 3)	Mythril Shield 2500g	or	Remedy
(1, 7)	Mythril Armor 2000g	or	Remedy
(3, 15)	Mythril Helm 2100g	or	Remedy

You will want to try enticing/taming the Plague Horrors. Upon poaching they sometimes yield the **Zwill Straightblade**, the best knife in the game. Or you can try to breed a Plague Horror from its second rank cousin, the Ahriman, by enticing/taming one at [Fovoham Windflats](#) or other places.

Now return to Goug. After the final scene, a new side-quest to recruit Balthier opens, however, it can't be done until completing [Fort Besselat](#). So back to the main quest for now.

Extra Battlefield - Mount Bervenja

Put this corner at screen bottom: Height 3, Basalt

- (1, 9) **Materia Blade**
- (4, 1) Flameburst Bomb 250g or X-Potion
- (6, 10) Flameburst Bomb 250g or X-Potion
- (5, 11) Impossible to get

This battlefield appears as a green dot at the start of Chapter IV in-between Riovanes Castle and Zeklaus Desert.

The **Materia Blade** here is the first one you will get. You can technically get an unlimited supply from catching them from level 96 or above Ninjas, but this can be tedious (this strategy is explained in the [Midlight's Deep Interlude section](#) of this guide).

You can also find a Plague Horror fairly frequently on this map, which when poached provides the **Zwill Straightblade**, the best knife in the game. Or you can try to breed a Plague Horror from its second rank cousin, the Ahriman, by enticing/taming one at [Fovoham Windflats](#) or other places.

35. Dugeura Pass

Put this corner at screen bottom: Height 1, Grassland

- (4, 0) Diamond Sword 8k or Ether
- (1, 5) Wizard's Rod 8k or Remedy
- (7, 6) Golden Staff 7k or Maiden's Kiss
- (0, 9) Windslash Bow 8k or Phoenix Down

36. Bervenja

Put this corner at screen bottom: Height 1.5, Grassland

- (2, 7) Partisan 7k or Ether
- (8, 0) Bloodstring Harp 10k or Potion
- (7, 5) Papyrus Codex 10k or Hi-Potion
- (10, 9) Gokuu Pole 7.5k or Remedy

Consider using Safeguard so your stuff doesn't get broken. Also, steal **Defender Sword** and **Chantage** from the boss, however, these items can be obtained elsewhere such as through poaching. To help in stealing, raise your speed with Tailwind, using Concentration or Brawler, use Amshot to disable, put her to sleep, turn her to chicken.

Errands Now Available - Part 10

Errand: **Endless Caverns** Location: **Bervenja**
Best Jobs: 1) **Geomancer**; 2) **Squire, Thief**; 3) Chemist, Monk, White Mage, Mystic

Errand: **Past Glory** Location: **Bervenja**
Best Jobs: 1) **Monk**; 2) **Squire**; 3) Knight, Geomancer, Samurai, Ninja

Errand: **Beddha Sandwaste** Location: **Bervenja**
Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **Adventurers Wanted** Location: **Bervenja**
Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **Shadows from the Past** Location: **Bervenja**
Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Side-quest - Balthier, Sky Pirate

Also, now that you've completed the battle at Bervenia, you can begin the subquest to recruit Balthier (this side-quest has no other requirements). Go trek back to visit either the Magick City of Gariland, the Mining Town of Gollund, or the Royal City of Lesalia. Read the "Rash of Thefts" rumor in just one of these cities. Now go to Dorter and the new rumor there ("A Call for Guards") that will have appeared if you've read "Rash of Thefts." Now simply try to leave Dorter.

Balthier Side-quest Battle: Dorter Slums (One Time Only Battlefield)

Put this corner at screen bottom: Height 1.5, Soil

(0, 4)	Leather Armor 200g	or	Antidote
(6, 1)	Mythril Knife 500g	or	Echo Herbs
(4, 12)	Clothing 150g	or	Eye Drops
(7, 14)	Longsword 500g	or	Phoenix Down

Balthier's "Plunder" abilities are a little better than regular Stealing—when it comes to stealing equipment, Plunder is 10 percentage points more likely to succeed than Steal. So, if a Steal would have, say, a 36% success rate, Plunder will have a 46% success rate, for instance. Overall, Balthier is a great character and definitely worth a spot on your roster.

Balthier also comes equipped with a **Ras Algethi** gun and **Mirage Vest**, two items you can't find anywhere else (except in the multi-player modes)! Both are quite strong, so even if you don't plan on using Balthier, you should at least give his gear to someone else.

37. Finnath Creek

Put this corner at screen bottom: Height 2, Grassland

(14, 3)	Black Cowl 7k	or	Potion
(5, 1)	Pantherskin Bag	or	Maiden's Kiss
(4, 9)	Power Garb 7k	or	Hi-Potion
(1, 2)	Diamond Shield 12k	or	Phoenix Down

20% chance of Pig appearing. Entice/tame it if you haven't gotten a Pig for breeding yet.

38. Outlying Church (One Time Only Battlefield)

Put this corner at screen bottom: Height 1.5, Grassland

(5, 4)	Magick Ring 10k	or	Remedy
(2, 4)	Assassin's Dagger 5k	or	Phoenix Down
(6, 8)	White Robe 9k	or	Ether
(5, 5)	Japa Mala 15k	or	Maiden's Kiss

Errands Now Available - Part 11

Errand: **Rhana Strait** Location: **Zeltennia**
Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Chemist**; 3) Squire

Errand: **Zerro Strikes** Location: **Zeltennia** Requirement: **Do "Zerro's Challenge" (Lionel)**
Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) Samurai

Errand: **Nightwalker** Location: **Zeltennia**
Best Jobs: 1) **Orator**; 2) **White Mage**; 3) Squire

39. Beddha Sandwaste

Put this corner at screen bottom: Height 1, Sand

- | | | | |
|--------|------------------|----|-----------|
| (3, 4) | Yagyu Darkrood1k | or | Hi-Potion |
| (3, 8) | Yagyu Darkrood1k | or | Hi-Potion |
| (7, 3) | Yagyu Darkrood1k | or | Hi-Potion |
| (8, 8) | Yagyu Darkrood1k | or | Hi-Potion |

You may also want to try stealing from the boss. You can snag a **Glacial Gun**, though you'll find others later. His Lambent Hat and Luminous Robe are also nice, but you'll be able to buy them shortly in stores. Stealing the **Glacial Gun** takes away his range attack, but he can still Immobilize and Disable you at close range with his punches. As with prior bosses, pumping up your Speed or equipping Martial Arts and Concentration will improve your stealing success rate. And if you've [already recruited Balthier](#), his Plunder abilities are more effective than a regular Steal. Unfortunately, this boss is immune to the status conditions that would improve your odds of stealing from him.

The next mission "Fort Besselat" lets you choose whether to attack the South or North wall, so you can't play both maps, only one. Neither map has unique items to find, however, the North Wall items are worth more and the Angel Ring from the North Wall is nice. But the choice really doesn't matter too much beyond minor item differences.

40a. Fort Besselat - South Wall (One Time Only Battlefield)

Put this corner at screen bottom: Height 10, Brick

- | | | | |
|---------|---------------------|----|--------------|
| (2, 7) | Carabineer Mail 13k | or | Hi-Ether |
| (4, 2) | Platinum Shield 16k | or | Hi-Potion |
| (7, 4) | Gold Hairpin 12k | or | X-Potion |
| (11, 1) | Yagyu Darkrood1k | or | Phoenix Down |

40b. Fort Besselat - North Wall (One Time Only Battlefield)

Put this corner at screen bottom: Height 1, Grassland

- | | | | |
|----------|--------------------|----|--------------|
| (1, 0) | Kiku-ichimonji 22k | or | X-Potion |
| (9, 3) | Air Knife 8k | or | Phoenix Down |
| (2, 7) | Runeblade 20k | or | Hi-Potion |
| (12, 10) | Angel Ring 20k | or | Remedy |

41. Fort Besselat Sluice (One Time Only Battlefield)

Put this corner at screen bottom: Height 1, Flagstone

- | | | | |
|---------|--------------------|----|--------------|
| (1, 4) | Crystal Shield 21k | or | Hi-Ether |
| (5, 7) | Crystal Helm 14k | or | Remedy |
| (8, 5) | Lambent Hat 16k | or | Phoenix Down |
| (11, 0) | Crystal Mail 19k | or | Hi-Potion |

At your next stop, the Trade City of Sal Ghidos, you'll run into what is probably a familiar face ... it's Aerith! **Choose the SECOND option to buy a flower from her.** You'll need to buy the flower if you want to complete several side-quests, including [Nelveska Temple](#) and [Cloud's side-quest](#), and this is your **ONLY** chance to buy the flower!

Side-quest - Nelveska Temple

Assuming you bought Aerith's flower, you can now complete the Nelveska Temple side-quest, though this also requires you to have finished the [Gollund Colliery side-quest](#) first. The Nelveska Temple nets you one character upgrade, as well as the chance to acquire some very good **rare** and **ultra-rare** items via the Treasure Hunter ability.

To start the quest, go to Goug and watch a scene with Besrudio. You'll have already seen this scene if you followed this guide so far, so you can skip this step. Now go back to Zeltennia Castle and listen to the rumor "Cursed Isle of Nelveska."

Be sure you've created a [Low-Bravery Treasure Hunter](#) before this next battle. Rapha is great for this purpose since her Bravery already starts pretty low. Now go to Nelveska when ready.

Nelveska Temple Battle: Nelveska Temple (One Time Only Battlefield)

Put this corner at screen bottom: Height 4, Grassland

- | | | | |
|--------|-----------------------|----|---------------|
| (1, 9) | Javelin II | or | Javelin |
| (5, 9) | Escutcheon II | or | Escutcheon |
| (3, 3) | Nagnarok | or | <u>Elixir</u> |
| (1, 1) | Sasuke's Blade | or | <u>Elixir</u> |

All four items on this map are items that you cannot buy elsewhere, three being **ultra-rare**. However, the best item is the particularly awesome **Escutcheon II** found nowhere else but on a pillar in this map! To get up on top of the pillar, you will need to use a large monster (such as Reis or Construct 8) as a stepping-stone to get up on top of the pillar. So move Construct 8 or Reis (or another large monster) next to the pillar as a stepping-stone. You'll need at least a jump of 4 to get up using the stepping-stone method.

A note on the version "II" items: because the "good" Javelin and Escutcheon have the same exact names as the regular Javelin and the Escutcheon, it's hard to tell which one you've picked up. The **Javelin II** is gray instead of silver and has a fatter point, and the **Escutcheon II** has gold trim (instead of silver) and an extra vertical bar on its face.

You cannot ever come back to this map, so you must get the **Escutcheon II** the single time you play this map! If you don't get it and get the regular version (with same exact name but worse stats), it's highly recommended you reset and try again. This is a bit annoying but worth it.

Note you can get the **Sasuke's Blade** and **Javelin II** from catching them from high-level ninja's, but this can be tedious (this is covered in the [Midlight's Deep Interlude section](#) of this guide). You can also get another **Sasuke's Blade** from stealing from an enemy during the ["Disoder in the Order" side-quest](#).

Still, it's recommended you attempt to get all three **ultra-rare** items in the one and only play-through of this map. The **Nagnarok** can be fairly easily poached from Swine (and it sort of stinks, no pun intended), so don't sweat that one.

Side-quest - Cloud, What Game is this?

Now go to Goug and return the stone you got from [Nelveska Temple](#). Now go to the Trade City of Sal Ghidos.

Cloud Side-quest Battle 1: Sal Ghidos (One Time Only Battlefield)

Put this corner at screen bottom: Height 0, Flagstone

- | | | | |
|---------|------------------|----|--------------|
| (9, 2) | Reflect Ring 10k | or | Gold Needle |
| (9, 9) | Protect Ring 5k | or | Holy Water |
| (9, 10) | Magick Ring 10k | or | Remedy |
| (0, 12) | Angel Ring 20k | or | Phoenix Down |

The main concern here is the three Thieves, who may try to steal your stuff. If you've got any rare gear, you'll probably want to equip Safeguard to make sure you don't lose it.

Now if you have followed this guide, you've already played the [Mount Bervenja](#) level toward the start of Chapter IV and have received the **Materia Blade**. If not, play it now and acquire the blade using the Treasure Hunter ability. But honestly, Cloud isn't that great, plus for lore purists/nerds, Cloud is very silly to have in FFT (as are Luso and Balthier since the [Ivalice timelines](#) don't match up). You can dismiss Cloud if you wish because he serves no further purpose.

Errands Now Available - Part 12

Errand: **Zerro's Return**

Location: **Lesalia**

Requirement: **Do "Zerro Strikes" (Zeltennia)**

Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) **Samurai**

Errand: **Zerro Strikes Again** Location: **Eagrose** Requirement: **Do "Zerro's Return" (Lesalia)**
Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) Samurai

Errand: **Himca Cliffs** Location: **Sal Ghidos**
Best Jobs: 1) **Geomancer**; 2) **Squire, Thief**; 3) Chemist, Monk, White Mage, Mystic

Errand: **Ore of the Gods** Location: **Sal Ghidos**
Best Jobs: 1) **Geomancer**; 2) **Squire, Thief**; 3) Chemist, Monk, White Mage, Mystic

42. Mount Germinas

Put this corner at screen bottom: Height 1, Grassland

(0, 7)	Platinum Sword11k	or	Hi-Potion
(5, 2)	Invisibility Cloak	or	Ether
(7, 4)	Morning Star 9k	or	Remedy
(8, 1)	Ninja Longblade 10k	or	Potion

The **Invisibility Cloak** is an **ultra-rare**, one-of-a-kind item in the single-player game (although it's also found in multi-player mode). Get it or reset and try again (although you can try for it later since this map is replayable).

There is a pair of Thieves in this battle, so either take them out quickly or equip Safeguard to keep them from nabbing your stuff. You don't want to lose any rare items to them!

The Archer that starts in the back corner is carrying an **Artemis Bow**, a rare, strong bow, which you may want to steal, although it can be poached from the Behemoth King.

You can also replay this map by coming from the North to try to find a Plague Horror, which when poached provides the **Zwill Straightblade**, the best knife in the game. Or you can try to breed a Plague Horror from its second rank cousin, the Ahriman, by enticing/taming one at [Fovoham Windflats](#) or other places.

43. Lake Poescas

Put this corner at screen bottom: Height 1.5, Salt Flat

(5, 6)	Circlet 10k	or	Potion
(13, 3)	Cashmere 15k	or	Maiden's Kiss
(12, 5)	Platinum Helm 8k	or	Phoenix Down
(13, 8)	Platinum Armor 9k	or	Hi-Potion

The archers are likely to have **Artemis Bows** if you're in the mood for a little stealing.

44. Limberry Castle Gate (One Time Only Battlefield)

Put this corner at screen bottom: Height 1, Grassland

(4, 7)	Hermes Shoes 7k	or	Maiden's Kiss	
(6, 2)	Gaia Gear 10k	or	Ether	
(10, 7)	Bracer 50k	or	Phoenix Down	Recommended to try to get valuable Bracer
(13, 3)	Black Robe 13k	or	Remedy	

Because this battle is fairly easy, **it's your best chance to learn Ultima**. You can learn this magick if Ramza is a Squire or if Luso is a Game Hunter and Celia or Lettie casts the magick on them. If Ramza is protected against KO and Stop (from equipping a Jujitsu Gi and a Jade Amulet), Celia is almost guaranteed to cast the magick on him on her first turn. Luso can also learn the magick, but it's probably easiest to just have Ramza learn it here and then later teach it to Luso by having Ramza cast it on him. Ramza or Luso must survive the spell in order to learn it!

45. Limberry Castle Keep (One Time Only Battlefield)

Put this corner at screen bottom: Height 4, Flagstone - on Ramza's left at start

(2, 6)	Icebrand 14k	or	Ether
(4, 3)	Spellbinder 16k	or	Hi-Potion
(0, 9)	Muramasa 15k	or	Remedy
(10, 0)	Vampire Cape 15k	or	Potion

If you didn't learn Ultima during the prior battle, you can also learn it here.

You cannot steal any of the boss's Genji equipment, unlike the original version of FFT for PSX.

45a. Limberry Castle Inner Court (One Time Only Battlefield)

Put this corner at screen bottom: Height 10, Brick

(0, 0)	Hi-Potion 200g	or	Potion
--------	----------------	----	--------

45b. Limberry Castle Undercroft (One Time Only Battlefield)

Put this corner at screen bottom: Height 4, Flagstone - on Ramza's left at start

(3, 1)	Eight-fluted Pole 20k	or	Hi-Ether	
(3, 4)	Obelisk 10k	or	X-Potion	
(1, 4)	Gastrophetes 20k	or	Hi-Potion	
(10, 5)	<u>Hydrascale Bag</u> 58k	or	Remedy	Recommended to try to get valuable <u>Hydrascale Bag</u>

Extra Battlefield - Dorvauldar Marsh

Put this corner at screen bottom: Height 1, Soil

(7, 12)	<u>Elixir</u>	or	Potion
(7, 2)	<u>Elixir</u>	or	Potion
(0, 3)	<u>Elixir</u>	or	Potion
(0, 0)	<u>Elixir</u>	or	Potion

Pigs or Swine may rarely appear here, but there are better places to find them. Bring a poacher if you wish.

Errands Now Available - Part 13

Errand: **Lake Poescas Depths** Location: **Limberry**
Best Jobs: 1) **Knight, Archer, Dragon**; 2) **Squire**; 3) Monk, Black Mage, Geomancer, Ninja

Errand: **Cellar Dungeon** Location: **Limberry**
Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **Uninvited Guests** Location: **Limberry**
Best Jobs: 1) **Orator**; 2) **White Mage**; 3) Squire

Errand: **Gysahl Greens** Location: **Limberry**
Best Jobs: 1) **Thief**; 2) **Squire**; 3) Chemist, Orator, Ninja, Bard, Dancer

Errand: **Wandering Gambler (2)** Location: **Limberry** Requirement: **Do "Wandering Gambler (1)" (Warjilis)**
Best Jobs: 1) **Thief, Orator**; 2) **Bard, Chemist, Dancer**; 3) Squire

Errand: **Zerro's Final Heist** Location: **Limberry** Requirement: **Do "Zerro Strikes Again" (Eagrose)**
Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragon**; 3) Samurai

Errand: **Ancient Wonder** Location: **Eagrose**
 Best Jobs: 1) **Archer**; 2) **Black Mage, Geomancer**; 3) Squire

Errand: **Cattedona** Location: **Zaland**
 Best Jobs: 1) **Chemist**; 2) **Orator**; 3) Squire

Errand: **Lionel Emissary** Location: **Lionel**
 Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Squire, Thief**; 3) Chemist, Knight, Monk

Errand: **Twilight Gustkov** Location: **Gollund**
 Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) Squire, Thief

Errand: **Terror's Maw** Location: **Gollund**
 Best Jobs: 1) **Samurai, Ninja**; 2) **Summoner**; 3) Squire

Errand: **Miner's Dream** Location: **Gollund** Requirement: **Do "Terror's Maw"**
 Best Jobs: 1) **Geomancer**; 2) **Squire, Thief**; 3) Chemist, Monk, White Mage, Mystic

Errand: **Ducal Disaster** Location: **Lesalia**
 Best Jobs: 1) **Orator**; 2) **Thief, Bard, Dancer**; 3) Squire

Errand: **Young Lord Pappal** Location: **Lesalia** Requirement: **Do "Ducal Disaster"**
 Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) Samurai

Errand: **Cries in the Dark** Location: **Lesalia**
 Best Jobs: 1) **Orator**; 2) **White Mage**; 3) Squire

Errand: **Salvage Work** Location: **Yardrow**
 Best Jobs: 1) **Time Mage, Geomancer, Arithmetician**; 2) **Squire, Thief**; 3) Chemist, Knight, Monk

Errand: **Coal Mining Expedition** Location: **Yardrow**
 Best Jobs: 1) **Geomancer**; 2) **Squire, Thief**; 3) Chemist, Monk, White Mage, Mystic

Errand: **Second Coal Mining Expedition** Location: **Yardrow** Requirement: **Do "Coal Mining Expedition"**
 Best Jobs: 1) **Geomancer**; 2) **Squire, Thief**; 3) Chemist, Monk, White Mage, Mystic

Errand: **Historic Revolt** Location: **Riovanes**
 Best Jobs: 1) **Orator**; 2) **White Mage**; 3) Squire

Errand: **Tutoring** Location: **Riovanes**
 Best Jobs: 1) **Chemist**; 2) **Orator**; 3) Squire

Errand: **The Behemoth** Location: **Bervenia**
 Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) Samurai

Errand: **Dredge Work** Location: **Zeltennia**
 Best Jobs: 1) **Monk, Knight**; 2) **Squire**; 3) Time Mage, Geomancer, Ninja, Arithmetician

Errand: **Missing Boy** Location: **Zeltennia**
 Best Jobs: 1) **Orator**; 2) **Thief, Bard, Dancer**; 3) Squire

Errand: **Appraisal** Location: **Zeltennia**

Best Jobs: 1) **Orator**; 2) **White Mage**; 3) Squire

Errand: **Death's Gorge** Location: **Sal Ghidos**

Best Jobs: 1) **Geomancer**; 2) **Squire, Thief**; 3) Chemist, Monk, White Mage, Mystic

Errand: **The Typhoon** Location: **Sal Ghidos**

Best Jobs: 1) **Ninja**; 2) **Knight, Monk, Dragoon**; 3) Samurai

Errand: **Beastly Trail** Location: **Sal Ghidos**

Best Jobs: 1) **Chemist**; 2) **Orator**; 3) Squire

Errand: **Memories** Location: **Sal Ghidos**

Best Jobs: 1) **Thief, Orator**; 2) **Bard, Chemist, Dancer**; 3) Squire

48. Dorter (Optional) (Two Time Only Battlefield)

Put this corner at screen bottom: Height 1.5, Soil

(0, 4)	Leather Armor 200g	or	Antidote
(6, 1)	Mythril Knife 500g	or	Echo Herbs
(4, 12)	Clothing 150g	or	Eye Drops
(7, 14)	Longsword 500g	or	Phoenix Down

Treasure Hunter items are the same as [the first time around](#).

This mission is optional. You can avoid it by taking the long route back to Eagrose. But why miss a cool story mission?

Cletienne has a **Dragon Rod**, a **rare** rod that you can steal. This weapon can also be found as a rare poach from Blue Dragons, but it's easiest to steal.

49. Eagrose Castle Keep (One Time Only Battlefield)

Put this corner at screen bottom: Height 8, Flagstone

(0, 6)	Thief's Cap 35k	or	X-Potion
(3, 4)	Blood Sword	or	Hi-Ether
(6, 3)	Healing Staff	or	Remedy
(6, 9)	Featherweave Cloa 20k	or	Hi-Potion

There are two **rare** items you can pick up here using Treasure Hunter. A **Blood Sword** (also can be poached from Hydras) is located in the rectangular area where you start, but in the corner furthest from your starting point. This one's pretty easy to get to.

There's also a **Healing Staff** (also can be poached from Dryads) that's much harder to reach; it's one of the two "nubs" next to the bridge on the upper level, with a height of 10. Of the two nubs, it's the one further from where you start. This one is pretty tricky to reach since you have to climb up all the stairs to get to it.

The boss has a **Defender Sword** (also can be poached from Elder Treants) you can steal.

50. Mullonde Cathedral (One Time Only Battlefield)

Put this corner at screen bottom: Height 7, Tree

(2, 1)	Hi-Potion 200g	or	Hi-Ether
(11, 1)	<u>Elixir</u>	or	Hi-Potion
(9, 7)	<u>Elixir</u>	or	X-Potion
(10, 7)	<u>Elixir</u>	or	Phoenix Down

The Summoner has another **Dragon Rod** you can steal.

51. Mullonde Cathedral Nave (One Time Only Battlefield)

Put this corner at screen bottom: Height 11, Cross Section - on Ramza's left at start

(0, 4)	<u>Elixir</u>	or	Remedy
(4, 4)	<u>Elixir</u>	or	Hi-Potion
(8, 4)	<u>Elixir</u>	or	Phoenix Down
(12, 4)	<u>Elixir</u>	or	X-Potion

Deploy Meliadoul for some extra mid-battle dialogue.

51. Mullonde Cathedral Sanctuary (One Time Only Battlefield)

There are no treasures to find on this map.

The Ultima Demon here **is your last chance to learn (and keep) Ultima in the single-player game**; if you haven't gotten it yet, deploy Ramza or Luso in their base job (Squire or Game Hunter) and you can learn the magick should the Ultima Demon cast it on them. The Ultima Demon needs at least 10 MP to cast Ultima; use Ethers or Chakra to restore their MP if it runs low.

Side-quest - Disorder in the Order

Go to Zeltennia Castle. If Alicia and Lavian are still around they'll participate in the cutscene. Now head to the Magick City of Gariland or Eagrose Castle and listen to the "Disorder in the Order" rumor. Now go to the Brigands' Den south of Mandalia Plain.

Disorder in the Order Battle: Brigands' Den (Two Time Only Battlefield)

Put this corner at screen bottom: Height 2, Wooden Floor

(0, 0)	Longbow 800g	or	Phoenix Down
(8, 10)	Flame Rod 400g	or	Antidote
(4, 9)	White Staff 800g	or	Echo Herbs
(7, 10)	Ice Rod 400g	or	Eye Drops

Requires Jump of 4

The Treasure Hunter items won't be here if you already [collected them way, way back](#).

If you bring Orlandeau along as well, you can see a few extra lines of dialogue.

This battle is **a stealing extravaganza!** Every enemy here has at least one rare item that you can't find in the Outfitter (although all these items are also available in at least one other place in the game as well).

The Squires have **Blaze Guns** and **Glacial Guns** respectively, the Ninja has a **Sasuke's Blade** (one of two in the game, apart from catching from Ninjas as explained in the [Midlight's Deep Interlude section](#) of this guide), the Monk has **Ninja Gear** (one of only two in the game) and a **Barette**, and the Knights have a **Venetian Shield** (the only one in the entire game!) and a **Kaiser Shield** (one of only two in the game). So absolutely get the shields and **Ninja Gear**.

Since there's a LOT to steal here, equipping Concentration or Martial Arts to boost your success rate be helpful. Don't forget that raising your Speed also helps you steal items, so use Ramza and Luso's Tailwind (or the Bard's Rousing Melody) to crank up your Speed stat. Balthier's Plunder skills are also advantageous here-they're more likely to successfully steal than a regular Steal. Sleep works on the Ninja and Knights.

All the enemies in this battle act as "special" characters who will never crystallize or turn into chests. This can be handy if you want to steal from them. You can knock out all but one enemy, then revive just the enemy you want to steal from, pilfer what you want, KO the enemy again, and repeat.

Alicia and Lavian no longer serve any story purpose. They can be dismissed since they are just generic characters.

Side-quest - Lionel's New Liege Lord

This quest can be done any time after the final [Mullonde Cathedral battle](#). To activate the quest, listen to the "Lionel's New Liege Lord" rumor that appears in any Tavern after you've completed the story battle at [Bervenia Free City](#). After hearing the rumor, go to Lionel Castle to start the side-quest.

Lionel's New Liege Lord Battle 1: Lionel Castle Gate (Two Time Only Battlefield)

Put this corner at screen bottom: Height 5, Grassland

(2, 6)	Wizard's Robe 4000g	or	Ether
(7, 5)	Rubber Boots 1500g	or	Echo Herbs
(7, 7)	Golden Armor 3600g	or	Potion
(13, 6)	Wizard Clothing 1900g	or	Hi-Potion

The Treasure Hunter items won't be here if you already [collected them way, way back](#).

The boss has Safeguard so you can't steal his Genji gear, sadly.

You get the **Genji Armor** as a battle trophy. This is the only one you can get in the single-player game.

Lionel's New Liege Lord Battle 2: Lionel Castle Oratory (Two Time Only Battlefield)

Put this corner at screen bottom: Height 1, Flagstone - on Ramza's left at start

(6, 3)	Guardian Bracelet 7k	or	Potion
(6, 4)	Mage's Cloak 2k	or	Ether
(8, 3)	Protect Ring 5k	or	Hi-Potion
(8, 4)	Osafune 5k	or	Remedy

The Treasure Hunter items won't be here if you already [collected them way, way back](#).

The Samurai to the boss's right (the left side of the screen when the battle begins) has a stealable **Masamune**. The only other way to get a **Masamune** in the single-player game is to catch it when thrown by level 95 enemy Ninjas (this strategy is explained in the [Midlight's Deep Interlude section](#) of this guide).

The Mystic on his left (again, the right side of the screen initially) is equipped with **Chantage**. Steal it!

Other rare items available here are a **Cachusha** and **Barette**--stolen from the Mystics on the boss's right and left, respectively. These are also available from poaching (Pig and Red Chocobo, respectively). There's also a **Sortile'ge** perfume, also stolen from the Mystic on the boss's right (can be also poached from Red Dragons). You'll be receiving a **Sortile'ge** and Hydrascale Bag for completing this quest anyway, though, so these are pretty skippable.

You get a **Zeus Mace** as a battle trophy. This is one of only two in the game, the other being found in [Midlight's Deep Floor 3](#) (this guide is ignoring the [third and final copy you can find](#) past the point of no return at the end of the game).

At this point, Beowulf and Reis are no longer required for any other quests, so you COULD delete them if you wanted, but you won't be able to get them back!

Side-quest - Midlight's Deep, the Real Final Dungeon

Go to the Port City of Warjilis and watch the scene. Then go to Midlight's Deep, which has appeared on your map.

The Darkness Explained

Every floor of Midlight's Deep is completely dark and filled with random enemies. You can see your team and the enemies, but you can't see the terrain. Crystals left by dead enemies will light up much of the area, but there's an even easier way to see your way around. Select an attack with a really long range, like a gun attack, Beowulf's Vengeance, Construct 8's Dispose, or best of all, Teleport (which lights up the *whole* map). When the game then prompts you to choose a target, most of the panels on the battlefield will be highlighted, giving you a chance to study the terrain. You don't even have to USE the selected attack, just select it, look at the map, and then cancel back to the menu. Since you can do this every round, you shouldn't have too much trouble seeing what you're doing.

Finding the Exit

Not only do you have to beat the enemies on each level, you ALSO have to find the exit to open up the next level. If you kill all enemies but don't find the exit, then you can't go to the next level and have to replay the current map. Use toad or chicken on the last enemy to give you time to go space by space until you find the exit. You don't need Treasure Hunter to find the exit.

Treasure Hunting is Key

Nearly every Treasure Hunter item in all 10 floors are **rare** or **ultra-rare**! So, if you want to get all the items, you may want to save pretty frequently and only try picking up one or two items at a time. That way, it's easy to reset and try again if you don't get the item you want.

Beware that enemy characters with Treasure Hunter can also pick up the items, which will prevent you from ever getting them! At the start of each battle, you may want to check all the enemy humans to see if they have Treasure Hunter. If they do, either KO or Immobilize those enemies quickly to prevent them from beating you to the loot!

It is essential you have [a 10 Bravery character](#), preferably with Germinas Boots equipped. An agile class helps like Thief, Dragoon, or Monk. Rapha is a good story character to use, or just use a generic if you are doing a generic only play-through. You could also have the character ride a Black Chocobo for these maps, but sometimes it's more hassle than it's worth (3 turns to mount, move, dismount). You could also equip the Invisibility Cloak or even better Ninja Gear to make your treasure hunter invisible.

Note that you can also still pick up items as a Chicken, although you can't control the character. Since Chicken-ified characters usually run into a corner, you can use this tactic for picking up items in the corner of a map. Chickens have a Bravery below 10, which gives you a 90% chance of getting the good item.

Poaching and/or Breeding

There are also a number of rare monsters in Midlight's Deep, and poaching them can get you some **rare** items.

If you're serious about poaching (and have space on your roster), the best tactic for getting these rare items is to recruit a monster from the species using the Orator abilities Entice or Tame. (The Dragon's Charm ability possessed by Reis can also be used to recruit dragons and hydras, and works 100% of the time.)

Once you've recruited the monster, just walk back and forth between Warjilis and the Deep. As the days pass, the monster will lay eggs and the eggs will hatch into new monsters.

In fact, breeding monsters is the **ONLY** way to get a Wild Boar, which in turn is your only source in the single-player game for two **rare** items (the **Ribbon** and the **Fallingstar Bag**).

You can also use Reis's Dragon's Charm to recruit a Tiamat. They're THE best monster in the game, and they're almost as strong as Orlandeau!

Enemies

On each floor, you'll encounter 1 of 4 different possible enemy parties, randomly determined each time you enter the floor. Within those parties, there is also some randomness in exactly what enemies you face.

As in random battles in the overworld, enemy levels in Midlight's Deep are not pre-set. Instead, they are based on the highest experience level you have on your own roster, even if that character is not deployed in the battle!

Floor 1: The Crevasse

Put this corner at screen bottom: Height 0, Moss

(2, 2)	Glacial Gun	or	Phoenix Down
(9, 0)	Blaze Gun	or	Phoenix Down
(4, 9)	Kiyomori 10k	or	Phoenix Down
(6, 0)	<u>Elixir</u>	or	Phoenix Down

Potential Exit Locations

(6, 9)	Height 17, Moss
(3, 8)	Height 7, Moss
(0, 9)	Height 2, Moss
(1, 3)	Height 1, Stalactite
(1, 1)	Height 1, Stalactite

Floor 2: The Stair

Put this corner at screen bottom: Height 2, Stalactite)

(2, 7)	Blood Sword	or	Phoenix Down
(6, 10)	<u>Elixir</u>	or	Phoenix Down
(8, 1)	Save the Queen	or	Phoenix Down
(4, 0)	<u>Elixir</u>	or	Phoenix Down

The **Save the Queen** here is the second one you will get, the first being equipped on a late-game character who joins you (also note this guide is ignoring the [third copy you can find](#) past the point of no return at the end of the game). Also you can technically get an unlimited supply from catching them from level 95 Ninjas, but this can be tedious (explained [directly after the Floor 9 section](#) of this guide).

Potential Exit Locations

(8, 9)	Height 8, Stalactite
(7, 4)	Height 5, Stalactite
(2, 1)	Height 1, Moss
(8, 0)	Height 1, Stalactite
(0, 0)	Height 2, Stalactite

Floor 3: The Hollow

Put this corner at screen bottom: Height 0, Stone Outcropping - the one where cursor is blue

(4, 3)	<u>Elixir</u>	or	Phoenix Down
(8, 6)	Zeus Mace	or	Phoenix Down
(7, 15)	<u>Elixir</u>	or	Phoenix Down
(2, 9)	Yoichi Bow	or	Phoenix Down

The **Yoichi Bow** here is the only one you can get so far, however it can be stolen from or dropped by high-level enemy Archers on "[Floor 8: The Switchback](#)" in Midnight's Deep.

Potential Exit Locations

- (6, 11) Height 1, Stalactite
- (1, 8) Height 0, Stone Outcropping
- (2, 8) Height 6, Stalactite
- (8, 1) Height 0, Stone Outcropping
- (1, 2) Height 0, Stone Outcropping

Floor 4: The Catacombs

Put this corner at screen bottom: Height 9, Stone Outcropping

- | | | | | |
|---------|----------------------|----|--------------|------------------------------------------------|
| (3, 8) | <u>Elixir</u> | or | Phoenix Down | |
| (11, 2) | Rod of Faith | or | Phoenix Down | One and only location of Rod of Faith |
| (10, 0) | Kaiser Shield | or | Phoenix Down | One of only two in the game |
| (10, 1) | Faerie Harp | or | Phoenix Down | Faerie Harp can be poached from Treants |

Potential Exit Locations

- (8, 0) Height 3, Stalactite
- (11, 7) Height 3, Stalactite
- (13, 8) Height 2, Stalactite
- (14, 6) Height 1, Stone Outcropping
- (15, 4) Height 1, Stone Outcropping

Floor 5: The Oubliette

Put this corner at screen bottom: Height 7, Stalactite

- | | | | | |
|---------|------------------|----|--------------|-------------------------------------------|
| (2, 3) | Excalibur | or | Phoenix Down | |
| (6, 0) | <u>Elixir</u> | or | Phoenix Down | |
| (0, 0) | Iga Blade | or | Phoenix Down | One and only location of Iga Blade |
| (0, 11) | <u>Elixir</u> | or | Phoenix Down | |

The **Excalibur** here is the second one you will get, the first being equipped on a late-game character who joins you. You can technically get an unlimited supply from catching them from level 96 Ninjas, but this can be tedious (explained [directly after the Floor 9 section](#) of this guide).

Potential Exit Locations

- (3, 7) Height 10, Stalactite
- (1, 9) Height 0, River
- (4, 9) Height 0, River
- (6, 7) Height 0, Stalactite
- (6, 11) Height 1, Stalactite

Floor 6: The Palings

Put this corner at screen bottom: Height 5, Stalactite

- | | | | | |
|--------|--------------------|----|--------------|---------------------------------------------|
| (0, 9) | <u>Elixir</u> | or | Phoenix Down | |
| (0, 8) | Blaster | or | Phoenix Down | |
| (1, 8) | Cursed Ring | or | Phoenix Down | One and only location of Cursed Ring |
| (1, 9) | Ninja Gear | or | Phoenix Down | One of only two in the game |

The **Blaster** is the first one you will get. You can technically get an unlimited supply as stolen from or dropped items from enemy Chemists in the [special random encounter Mount Geminus](#), which occurs at low odds when you enter the mountain coming from Sal Ghidos.

Potential Exit Locations

- (5, 7) Height 2, Stalactite
- (8, 2) Height 0, Stone Outcropping
- (10, 0) Height 0, Stone Outcropping
- (9, 7) Height 0, Stone Outcropping
- (10, 9) Height 0, Stone Outcropping

Floor 7: The Crossing

Put this corner at screen bottom: Height 2, Stone Outcropping

- | | | | | |
|---------|--------------------------------------|----|--------------|---------------------------------------------------------------|
| (4, 4) | Elixir | or | Phoenix Down | |
| (4, 10) | Staff of Magi | or | Phoenix Down | One and only location of Staff of Magi |
| (4, 12) | Koga Blade | or | Phoenix Down | |
| (4, 14) | Elixir | or | Phoenix Down | |

The **Koga Blade** here is the first one you will get. You can technically get an unlimited supply from catching them from level 96 or above Ninjas, but this can be tedious (explained [directly after the Floor 9 section](#) of this guide).

Potential Exit Locations

- (3, 6) Height 7, Stone Outcropping
- (4, 2) Height 5, Stalactite
- (6, 8) Height 2, Stalactite
- (6, 13) Height 0, Stalactite
- (8, 14) Height 0, Stalactite

Floor 8: The Switchback

Put this corner at screen bottom: Height 5, Stalactite

- | | | | | |
|---------|------------------------------------|----|--------------|-------------------------------------------------------------|
| (3, 4) | Perseus Bow | or | Phoenix Down | One and only location of Perseus Bow |
| (3, 5) | Lordly Robe | or | Phoenix Down | One and only location of Lordly Robe |
| (9, 0) | Ragnarok | or | Phoenix Down | |
| (10, 3) | Elixir | or | Phoenix Down | |

The **Ragnarok** here is the first one you will get. You can technically get an unlimited supply from catching them from level 97 Ninjas, but this can be tedious (explained [directly after the Floor 9 section](#) of this guide).

Potential Exit Locations

- (2, 10) Height 9, Stone Outcropping
- (4, 5) Height 3, Stalactite
- (11, 10) Height 3, Stalactite
- (11, 13) Height 3, Stalactite
- (12, 13) Height 3, Stalactite

The Type C party features some of the game's toughest monsters: Malboros, Behemoths, Dragons, and Hydras (oh my!). When you see these guys, you may want to forestall hunting for items or the exit and just focus on surviving. On the other hand, this is a great opportunity to go Poaching or monster recruiting (refer to the [Poaching section](#) of this guide for more details).

You can also sometimes encounter an archer here that has a **Yoichi Bow** you can steal.

Floor 9: The Interstice

Put this corner at screen bottom: Height 0, Darkness - rotate so party is facing down & to the left at battle start

(3, 4)	Grand Helm	or	Phoenix Down	One and only location of Grand Helm
(3, 5)	Venetian Shield	or	Phoenix Down	One of only two in the game
(9, 0)	Maximillian	or	Phoenix Down	One and only location of Maximillian
(10, 3)	Elixir	or	Phoenix Down	

Potential Exit Locations

- (9, 1) Height 4, Stalactite
- (11, 3) Height 2, Stalactite
- (9, 5) Height 2, Moss
- (11, 8) Height 1, Moss
- (1, 7) Height 2, Moss

Interlude on Catching Items from Ninjas

It is possible when fighting against level 90+ enemy Ninjas to catch a number of rare weapons using the "Sticky Fingers" Thief ability. However, this is tedious and requires you power level up to level 90+ for at least one of your characters. Hence, most players won't care to bother with catching items. However, for the sake of completeness, this guide will briefly cover the basics of catching items in the next sub-sections.

Before getting to the details, please note: **This guide is pretending catching items doesn't exist when it comes to determining unlimited or limited supply status of rare items.** Therefore, there are ten weapons designated "**ultra-rare**" by this guide even though technically you could get an unlimited supply from catching them.

Also note all **rare** weapons you can catch can already be found elsewhere in the game either from Treasure Hunter items, stealing, or poaching. Therefore, you don't need to ever catch items to have a complete collection of **rare** items.

Where's the Best Place to Catch Items?

[Midlight's Deep Floor 9: The Interstice](#) is the best place to catch items in the single-player game, hence why this interlude is placed at this location in the guide. Note that there's a better place to catch items in the multi-player mode, but this guide doesn't cover multi-player.

For Floor 9, there's four different enemy variations you might meet. One of these consists of Ninjas and Samurais (a 25% chance). Keep replaying or resetting the game until you get the battle with the Ninjas and Samurais.

What Items Can be Caught?

There are a total of nineteen different **rare** weapons you can catch listed next with the required Ninja character level in parentheses: **Scorpion Tail** (90-99), **Defender** (92-94), **Zwill Straightblade** (95-99), **Sasuke's Blade** (95), **Nagnarok** (95), **Save the Queen** (95), **Masamune** (95), **Omnilex** (95-99), **Holy Lance** (95), **Ivory Pole** (95), **Koga Blade** (96-99), **Materia Blade** (96-99), **Excalibur** (96), **Chirijiraden** (96-99), **Dragon Whisker** (96), **Whale Whisker** (96-99), **Ragnarok** (97), **Javelin II** (97-99), and **Chaos Blade** (98-99).

Of the above list, here's the items you can also [get from poaching](#): **Scorpion Tail**, **Defender** (also can steal two), **Zwill Straightblade**, **Nagnarok** (also can find one), **Omnilex**, **Holy Lance**, **Ivory Pole**, **Dragon Whisker**, **Whale Whisker**.

Of the above list, here's the items you can only get exactly two of unless you catch more: **Sasuke's Blade**, **Save the Queen** (not counting [the final one you find](#) past the point of no return), and **Excalibur**.

Of the above list, here's the items that you can only get exactly one of unless you catch more: **Masamune**, **Koga Blade**, **Materia Blade**, **Chirijiraden**, **Ragnarok**, **Javelin II**, and **Chaos Blade**.

In summary, there are exactly ten **ultra-rare** weapons that you could technically try to catch in order to get an unlimited supply, but you'll have at least one of every weapon in the game even without catching anything.

Strategies for Catching Items

First kill off all the Samurais and you're free to catch items. It's also a good idea to put a sturdy character, like a female with **Chantage**, on the Death Trap tile. That keeps the enemy Ninjas from accidentally killing themselves with the trap.

The specific weapons that enemy Ninjas will throw at you are determined by two factors: A) What abilities the enemy Ninja has been randomly assigned (e.g. the Ninja must have the ability "Polearm" to throw polearms); B) The enemy Ninja's experience level.

There's no way to control what abilities an enemy Ninja has learned, so you can't change what TYPES of weapons they will throw. However, you CAN change the enemy's levels.

So, the best strategy if you want to acquire a particular weapon is to look for a Ninja that can throw the right weapon type. Then, adjust his/her level until it matches what you want in the table above. For example, if you want an **Excalibur**, find a Ninja that sometimes throws Knight's Swords. Then level up or level down that Ninja until it is at level 96.

To LEVEL UP the enemy ninjas, let them land successful attacks on you. **Chantage** (or any Reraise/healing ability, really) can be helpful in surviving repeated attacks.

To LEVEL DOWN the enemy ninjas, bring a Mindflayer monster and have it stand next to someone with the Beastmaster ability. This will allow the Mindflayer to use its Level Drain ability, which reduces an enemy's level by 1. (You'll only need the Mindflayer if the item you want is not thrown at level 99.)

Ninjas are more apt to throw powerful weapons when your HP is high. When you're low on HP, the Ninjas will just try to finish you off with a throwing star/bomb or the weaker **Nagnarok**. So, keep your HP if you want to earn powerful weapons!

Floor 10: Terminus

Put this corner at screen bottom: Height 0, Darkness - rotate so party is facing down & to the left at battle start

(7, 10) Elixir	or	Phoenix Down
(5, 12) Chirijiraden	or	Phoenix Down
(7, 12) Elixir	or	Phoenix Down
(5, 10) Chaos Blade	or	Phoenix Down

The **Chirijiraden** here is the first one you will get. You can technically get an unlimited supply from catching them from level 96 or above Ninjas, but this can be tedious.

The **Chaos Blade** here is the first one you will get. You can technically get an unlimited supply from catching them from level 98 or above Ninjas, but this can be tedious.

There's a boss encounter the first time you enter here, and **it's your one chance in the single-player game to learn the game's best Summon, Zodiark**. If you want to learn it, deploy your best Summoner (with Summoner as his/her current job) and arm him/her with the Time Mage ability Mana Shield for protection. To help survive Zodiark, Construct 8 and one or more characters with Reraise may also be helpful.

The purple monster behind you, the Byblos, is NOT an enemy; it's a Guest fighting on your side. Don't kill it; it's your friend! (The personal name of the Byblos is random, but it can be identified by its "Byblos" monster type and purple color.) The Byblos is pretty slow-moving, but it can heal you from afar. Keep it alive and it will join you afterwards.

The four hidden items are all located on the platform where the boss starts. You'll have a much easier time finding them if you come back AFTER you beat him, instead of trying to get them during the battle with the boss.

Poaching for Final Rare Items

If you've followed this guide, you've probably bred and poached several rare monsters and received several **rare** items. However, there are several monsters not discussed so far that can be poached for otherwise unattainable items. Follow this next list to make your collection of **rare** items 100% complete.

Items Only Attainable by Poaching

The **Zwilling Straightblade**, the best knife in the game, is a rare poach from Plague Horrors. Plague Horrors are best found at the north entrance to [Mount Germinas](#) (i.e., from Sal Ghidos). They can also be found commonly at [Mount Bervenja](#). Or you can try to capture its second rank cousin, the Ahriman at [Fovoham Windflats](#) and breed a Plague Horror.

The **Scorpion Tail** flail is a rare poach from Hydras. Hydras can easily be found in random battles at [Midlight's Deep Floor 10: Terminus](#), after you defeat the boss there. They can also be found less frequently on a few other floors.

The **Stoneshooter** gun is a rare poach from Dark Behemoths. Dark Behemoths can best be found in random battles at the south entrance to [Lake Poescas](#) (i.e., enter from Limberry Castle). You can also poach or recruit a Dark Behemoth earlier in the Chapter III story battle at [Zeklaus Desert](#) (where you meet Luso), but they do NOT appear in random battles here. (Technically this gun can be stolen from a Chemist during the [rare "special" encounter](#) that sometimes occurs at the north entrance to Mount Germinas.)

The **Omnilex** book is a rare poach from the Greater Malboro. Greater Malboros are pretty rare, but you can find them on [Midlight's Deep Floor 4: The Catacombs](#), or [Floor 8: The Switchback](#), or by obtaining a Malboro and having it breed.

The **Holy Lance** polearm is a common poach from Sekhrets. Sekhrets are generally fairly rare, but you can find it reasonably frequently in random battles at [Fovoham Windflats](#) if you enter from Ziekden Fortress. You can also get a Minotaur on your team and wait for it to breed a Sekhret.

The **Dragon Whisker** polearm is a rare poach from Red Dragons. Red Dragons appear in random battles at [Mount Germinas](#) (either entrance), and in [Midlight's Deep Floors 8: The Switchback](#) and [Floor 10: Terminus](#).

The **Ivory Pole** polearm is a rare poach from Sekhrets. Sekhrets are generally fairly rare, but you can find it reasonably frequently in random battles at [Fovoham Windflats](#) if you enter from Ziekden Fortress. You can also get a Minotaur on your team and wait for it to breed a Sekhret.

The **Whale Whisker** polearm is a rare poach from Tiamats. Tiamats are best found on [Midlight's Deep Floor 10: Terminus](#) in random battles after you defeat the boss there.

The **Wyrmsweave Silk** is a common poach from Tiamats. Tiamats are best found on [Midlight's Deep Floor 10: Terminus](#) in random battles after you defeat the boss there.

The **Fallingstar Bag** is a rare poach from Wild Boars. Wild Boars NEVER appear in the wild. The only way to find one is to breed one from a Swine.

The **Ribbon** hair adornment is a common poach from Wild Boars. Wild Boars NEVER appear in the wild. The only way to find one is to breed one from a Swine.

The **Rubber Suit** clothes is a rare poach from Greater Hydras. Greater Hydras are best found in random battles on [Midlight's Deep Floor 10: Terminus](#) after you defeat the boss there.

The **Cherche** perfume is a common poach from the Behemoth King. Behemoth Kings can be found in random battles at [Lake Poescas](#) (either entrance).

The **Septie`me** perfume is a common poach from Greater Hydras. Greater Hydras are best found in random battles on [Midlight's Deep Floor 10: Terminus](#) after you defeat the boss there.

Other Rare Items from Poaching also Attainable Elsewhere

This next list is of items that you may wish to get through poaching, although every one of these items can also be obtained in the regular single-player game and you will already have 100% of these items if you followed my guide to this point. It is provided merely for reference, or in case you really love on specific item and demand 100 of them!

The **Nagarok** (you'll have a maximum of 1 of these already) is a rare poach from Swine. Swine appear in random battles on [Midlight's Deep Floor 10: Terminus](#).

The **Blood Sword** (you'll have a maximum of 3 of these already) can be poached from Hydras, which can easily be found in random battles at [Midlight's Deep Floor 10: Terminus](#) after you defeat the boss there. They can also be found less frequently on a few other floors.

The **Defender Sword** (you'll have a maximum of 2 of these already) can be poached Elder Treants. There are a couple good places to find Elder Treants in random battles in Chapter IV: the west entrance to [Araguay Woods](#) (from Dorter), and [Midlight's Deep Floor 5: The Oubliette](#). In Chapter III, Elder Treants won't appear in random battles, but you can recruit a regular Treant from the west entrance to [Araguay Woods](#) and use it to breed an Elder Treant.

The **Dragon Rod** (you'll have a maximum of 2 of these already) is a rare poach from Blue Dragons. Blue Dragons appear frequently at the west entrance to [Dorvauldar Marsh](#).

The **Healing Staff** (you'll have a maximum of 2 of these already) is a rare poach from Dryads. Dryads show up very frequently on [Midlight's Deep Floor 5: The Oubliette](#).

The **Artemis Bow** (you'll have a maximum of 3 of these already) is a rare poach from the Behemoth King, although you had the chance to steal three of these already. Behemoth Kings can be found in random battles at [Lake Poescas](#) (either entrance).

The **Faerie Harp** (you'll have a maximum of 1 of these already) is a rare poach from Treants. Treants appear very frequently in random battles on [Midlight's Deep Floor 5: The Oubliette](#), and can also be found frequently in the Yuguewood.

The **Cachusha** (you'll have a maximum of 2 of these already) hair adornment is a rare poach from Pigs. You can find Pigs in the story battles at [Tchigolith Fenlands](#) (sometimes), [Gollund Colliery Ridge](#), or [Finnath Creek](#) (sometimes), or in random battles at [Dorvauldar Marsh](#) (west entrance) or [Midlight's Deep Floor 10: Terminus](#).

The **Barette** (you'll have a maximum of 3 of these already) hair adomment is a rare poach from Red Chocobos. In Chapter III, Red Chocobos can be found at the south entrance to [Balias Tor](#) (from Lionel). In Chapter IV, Red Chocobos appear fairly frequently in random battles at the east entrance to [Balias Swale](#) (from Warjilis).

The **Chantage** (you'll have a maximum of 2 of these already) perfume is a common poach from Swine. Swine appear in random battles on [Midlight's Deep Floor 10: Terminus](#).

The **Sortile'ge** (you'll have a maximum of 2 of these already) perfume is a common poach from Red Dragons. Red Dragons appear in random battles at [Mount Geminus](#) (either entrance), and on [Midlight's Deep Floor 8: The Switchback](#) and [Floor 10: Terminus](#).

Preparing for the Final Battles

Before you go to Orbonne, make sure you're ready. Your main team of characters should be at least level 40. Equip yourself with all your best abilities, and change to your best jobs. Earning JP doesn't matter now. You may also want to buy a couple pairs of Winged Boots since they'll be helpful in one of the upcoming battles. Definitely purchase some Thief's Caps if you haven't already. In truth, though, the last sequence of battles isn't all that difficult, just long.

Once you enter Orbonne, there is NO way to return to the world map. If you want to be able to continue playing the game on the world map, you must keep a save from before you entered the Monastery. Once you enter the Monastery, save in a DIFFERENT slot. **Do NOT save over your main save file or you will NOT be able to return to the world map or enter the bonus dungeon. Use a NEW save file.**

53. Monastery Vaults - Fourth Level (One Time Only Battlefield)

Put this corner at screen bottom: Height 7, Book

(0, 0) [Elixir](#)

(5, 4) [Elixir](#)

(0, 13) [Elixir](#)

(0, 15) [Elixir](#)

You can steal a **Yoichi's Bow**, which is even stronger than the **Artemis Bow**, from the Archer ... of course, since you're past the point of no return, there's no need to bother with this unless someone in your main squad can use it.

54. Monastery Vaults - Fifth Level (One Time Only Battlefield)

Put this corner at screen bottom: Height 3, Book

(0, 14) [Elixir](#)

(11, 14) [Elixir](#)

(5, 6) [Elixir](#)

(6, 6) [Elixir](#)

You can steal a **Save the Queen** sword, but since you're past the point of no return, what is the point?

55. The Necrohol of Mullonde (One Time Only Battlefield)

Put this corner at screen bottom: Height 0, Waste - only corner tile with blue cursor

(4, 2) [Elixir](#)

(0, 0) [Elixir](#)

(0, 8) [Elixir](#)

(3, 11) [Elixir](#)

You can steal a **Zeus Mace**, but since you're past the point of no return, what is the point?

56. Lost Halidom (One Time Only Battlefield)

Put this corner at screen bottom: Height 1.5, Flagstone

(4, 0) [Elixir](#)

(0, 6) [Elixir](#)

(5, 11) [Elixir](#)

(7, 8) [Elixir](#)

57. Airship Graveyard (One Time Only Battlefield)

Put this corner at screen bottom: Height 0, Darkness - on Ramza's left at start

(0, 4) [Elixir](#)

(1, 4) [Elixir](#)

(15, 1) [Elixir](#)

(15, 7) [Elixir](#)

58. Airship Graveyard (One Time Only Battlefield)

Put this corner at screen bottom: Height 0, Darkness - on Ramza's left at start

(0, 4) [Elixir](#)

(1, 4) [Elixir](#)

(15, 1) [Elixir](#)

(15, 7) [Elixir](#)

Congratulations!

Nice work, you've just completed one of the greatest games ever created and have acquired every single **rare** and **ultra-rare** item! **You are a video game god!**

Tribute to the Man, the Legend: Yasumi Matsuno

Isn't FFT one of the best games ever? Yes, it is. And this is in no small part due to the creative genius of [Yasumi Matsuno](#). This man is responsible for several of the greatest games ever. Now that you've finished FFT, I highly, highly, suggest you also play [Tactics Ogre: Let us Cling Together](#) for the PSP, a remastered version of Matsuno's Super Nintendo classic, Tactics Ogre. FFT is the spiritual successor to Tactics Ogre, and both are extremely excellent in similar but different ways.

Also, highly consider playing [Ogre Battle: Limited Edition](#) for the PSX (Matsuno's first entry in the Ogre series), [Ogre Battle 64](#) for the N64 and Wii Virtual Console (done without Matsuno technically but copies most of the original Ogre Battle's design), [Vagrant Story](#) for the PSX, and [Final Fantasy XII](#) for the PS2 (Matsuno's last major game, although he had to quit work on it half-way through). Thank you for all these amazing games Yasumi, thank you very much.

What Else Can I Do in FFT? It Mustn't End!

Now that you've completed the hardest levels in FFT single player (the Co-Op final mission are the truly hardest), what more is there to do?

Special Random Encounters

Each wilderness location has a "special" random battle that you can occasionally run into. Some of these, like the infamous all-Monk melee on [Grogh Heights](#), can be pretty challenging. The special battle at [Mount Germinas](#) also pits you against some gun-wielding Chemists and Orators, where you can steal additional copies of the magick guns and sometimes the **Stoneshooter**. The [Araguay Woods](#) special battle is another place to encounter Ninjas and catch weapons from them. At [Dorvauldar Marsh](#) a Swine can be recruited, allowing you to breed and poach pig monsters for **rare** items. This is the only Swine that appears in random battles outside of [Midlight's Deep Floor 10: Terminus](#).

Rare Breeding and Poaching

You can also continue poaching monsters if haven't yet completed your collection of items. If you followed this guide's [Poaching section](#) located just after the [Midlight's Deep section](#), then you already have 100% of all **rare** items, but it can be fun to continue poaching to see how many of each item you can get.

Catching Weapons: Gotta Catch 'em All?

If you're crazy-hardcore, you can level up your party to at least level 90 and then go catch items thrown by enemy Ninjas. It's the only way to get multiple copies of several weapons. The best places to do this are either [Midlight's Deep Floor 9: The Interstice](#) or [Araguay Woods](#). Read the [Midlight's Deep Interlude](#) section for more information.

Unfinished Side-quests or Errands

You can do any other side-quests or errands you may not yet have done. There are a total of four errands that can only be done in certain months, so you may have missed the following: **The Gariland Magick Melee (Virgo)**, **The Zaland Melee (Aries)**, **Artificers' Contest at Goug (Sagittarius)**, and **The Yardrow Melee (Cancer)**.

Multiplayer

You can (hopefully) find a friend and play the multiplayer modes. The Co-Op missions are some of the biggest challenges in the game, and you can win a lot of super-powered equipment not available in the single-player game.

Replay with New Challenges!

Why not do it all over again by replaying the game with custom rules for yourself to make the game harder. For instance, FFT can be very, very easy if you use the story characters, so do a play-through using only generic characters (and Ramza of course). Or do a play-through where you never play a single extra mission besides the main quest in order to try to beat the main story at a very low level. Or rotate between characters every battle so you never use a character twice in a row besides Ramza (requires you to hire at least two more generic characters at the start of the game). Or do a play through where you only pick one class for each character and never switch, like old school Final Fantasy 1. Or do a play-through where you only use 4, 3, or 2 characters for each story mission (use generics only for a massive challenge).

Diagram the Story, What Does it Teach us About Life, the Universe, and Everything?

FFT has a notoriously complicated story (much more understandable in the PSP version) with many characters and factions. If you can't connect every single character with every single event then you aren't a truly obsessive fan! Go back and read/watch all the entries in the Chronicle log, and then replay the entire game!

Move On but Cherish FFT Forever

Or really lastly, you can move on and stop playing FFT but always cherish it and think upon it very fondly for the rest of your life, revisiting it every few years to remember what SRPG gaming perfection is.

Credits

As stated in the Introduction to this guide, the content of this guide is almost entirely taken from [Fritz Fraundorf's \(aka Qu_Marsh\) FFT: War of the Lions FAQ](#) from GameFaqs.com. This tremendous guide covers nearly everything you'd ever want to know about FFT.

For my guide, I spent probably 30 hours distilling his roughly 700 page guide down to about 40 pages of the bare essentials so I wouldn't miss any rare items or events. So obviously I only used a small fraction of his content and put it in this nice streamlined format, while adding a few new things of my own. Still, he deserves credit for the vast majority of the details of this guide.