



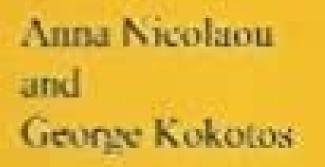
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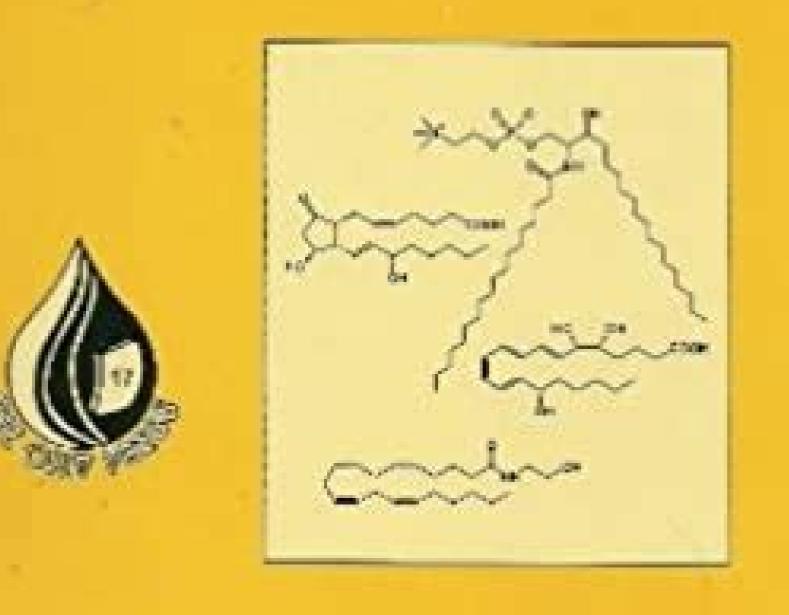
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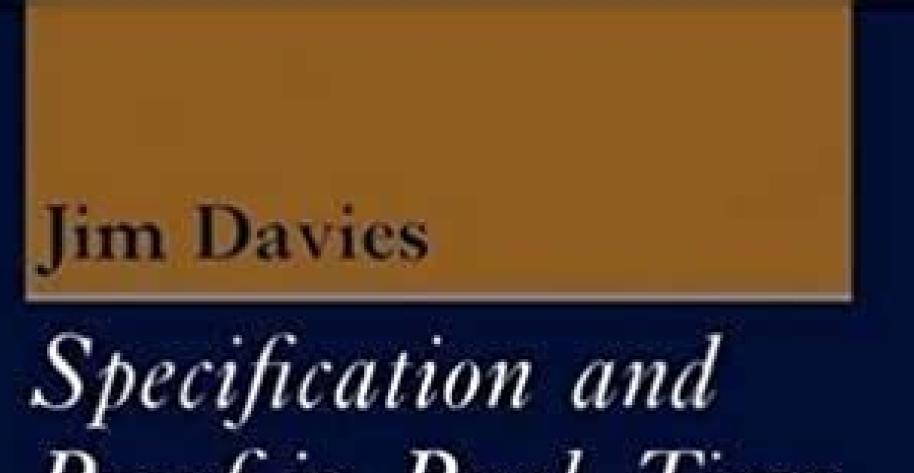




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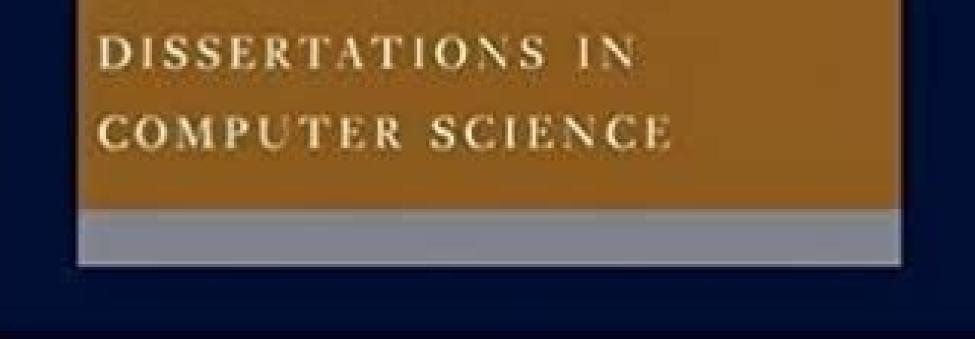






Proof in Real-Time CSP

DISTINGUISHED



Shops in Eruyt Village, Mt Bur50 Omisace, Mosphoran Highwaste, Phon Coast and Archades. Haste increases cl1arge speed by 50% and removes..stow. Applies Slow to one target. "The Tutor" (Proud Mother and Tutor) Again, there are other matches in other districts, a grand total of 28 in all. ZODIAC JOB SYSTEM ASSIGNMENTS ARE PERMANENT Repeat: permanent! Once you've assigned a Job (or a second Job) to a character, this action cannot be undone! They're locked Into that license board forever, Including for Trial Mode battles. ~ ~ EYE DROPS Remove Blind from one ally. 4. NAME LICENSE REQUIRED I I I LP LOCATION COST I I MP I AREA I POWER I ELEMENT! -Ac~fl~!cv - [EFFECTS Applies Haste to one target Haste increases charge speed by 50% and remov~s Slow. Refrain from using Esper summons or Quickening attacks in Sochen Cave Palace until reaching the Mandragoras. Teleport to Eruyt Village and head for the Feywoocl. Pharos at Ridorana-Station of Ascension Treasure 10 Diameter 6 -Expends Gil to do damage at a 1 to 1 ratio. NAME LP LOCATION Steal 20 - 25 Shops in Rabanastre, Giza Plains, Nalbina, Barheim Passage, BhuJerba, Dreadnought Leviathan. Ranged weapons require ammunition: arrows for bows, bolts for crossbows, shot for guns, and incendiaries for hand-bombs. 157 Holy 100% Deals Holy elemental damage to one target. You couldn't move them around, issue them commands, or alter their gambits. DK/Prima Games, a division of Penguin Random House LLC 6081 East 82nd Street, Suite #400 Indianapolis, IN 46250 PRODUCTION DESIGNERS Julie Clark Wil Cruz PRODUCTION Beth Guzman © 2006, 2017 SQUARE ENIX CO., LTD.)> G) o " (j) Items are quick, disposable, and usable by all party members. In some situations (e.g., against enemies that can inflict effects like Disable or Stop to multiple characters at once), this can be a lifesaver. Use the North Lift Terminal to take the lift up to 67F. Meanwhile, in the Border-Skies, the rebel fleet under the command of Marquis "-'-I Ondore is mustering its strength. Potions deal damage, Phoenix Down may KO on contact like a Death spell, and status-curing items become status-inflicting poisons (for example, Echo Herbs cause Disease). This chapter describes the basic concerns of Job assignment and party building, as well as crucial longterm implications, which are not apparent early on. 226 I IIIHD ASCI-:N I f\~I 11:- OF DYNAS I Y I ' I t ,_, - I. 10 Single 80% Hits distant and/or flying enemies without needing to equip a ranged weapon. Get to the border gate. Don't pass them by! ""I O ::JC DC OiJ O 207 Fight your way down the first ramp to the Paron Gate Stone, which is protected by two more Mythri I Golems 10°/o 1 70°/o 40% -280 Hi-Potion Potion Knot of Rust Meteorite IA) 2 70°/o 8 40% -280 Hi-Potion Eye Drops Knot of Rust Meteorite IA) 2 70°/o 8 40% -280 Hi-Potion Hi-Potion Hi-Potion 40% 70°/o 8 40% -280 Hi-Potion 40% 70°/o 8 40% -280 Hi-Potion Hi-Potion 40% 70°/o 8 40% -280 Hi-Potion 40% 70°/o 8 40% -280 Hi-Potion 40% 70°/o 8 40% -280 Hi-Potion Hi-Potion 40% 70°/o 8 40 -280 Hi-Potion Bowline Sash Knot of Rust Meteorite I,A) Potion Knot of Rust Meteorite IA) @tl = These color chests wil I reappear on the maps. NO IMMUNITY AFTER THE FACT Items like the Sash, which provide immunity to certain status effects, only work if equipped before the wearer is hit with the status ailment in question. However, this is the last Save Crystal you'll see for a long time, so it's best that you hammer the bug into submission. Beasley To the Imperial City ALLEY OF LOW WHISPERS To Sochen Cave Palace Get Pastthe City Guards Check out the Stranded Merchant just around the corner. Nothing is immune. FFXII Is an enormous game, so It's worth the time to make sure you're happy with your warriors early on. After reading it, enter the room and get the treasure. Keep climbing all the way to the Save Crystal on 98F, which is truly a welcome sight at this point. We would caution you about delving too far into most chapters before you've seen the content yourself, to avoid potentially spoiling the experience, but that's not the case here. For old fans, THE ZODIAC AGE adds many new features and goodies to the FINAL FANTASY XII experience you'll remember. - 48 Single - - - - 70% Applies Confuse to one target. If you do choose to hit an opponent with a rod, your character's strength, the rod's attack rating, and the enemy's defense are used to determine the damage dealt. The game will indicate when you have the requisite three. Phan Coast and Archades. Go north to the Way Stone and touch it to teleport to the Way Stone and touch it to teleport to the Ward of Measure, which takes you back to where you started. Defense + 1, MP + 30 Giza Plains (Rains), Oglr Yensa sanosea, Phan Coast. From this location, you can use the nearby yellow Way Stone to exit the Tomb and use the Save Crystal, if you want. After a countdown, the Doomed target is KO'd. you'll find that the dragons are much easier to KO. Well, sort of ... 60 > - 14 Black Magick 7 () ;;; 1200 Shops in Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast and Archades. Now take a moment to find the area map. The great Imperial sky fortress is on the move over Dalmasca. x3, Demon Tall x7, Dark Crystal x10 Coeurl Pelt x6, Tanned Tyrant Hide x2, Storm Magicite x5 Horn x2, Foul Flesh x2, Wind Stone x3 Arcana x1 O. The geography alters considerably once the rainy season kicks in; the "wadis" are swollen with the deluge. The altar only sinks halfway into the floor, however, so you can't enter the passage just yet. Damage ceiling aftecred by cumulative damage Inflicted with Knots of Rust since last Dark Matter use. Extremely rare equipment can also be found throughout the steppe, but only with the Diamond Armlet accessory equipped. It also boosts the power of the elemental "Fang" items by 50°/ci, too. 0 JJ -..., o: Now for the good news! Ranged weapons allow attacks from a distance, often out of harm's way. After tile event, the party appears outside in the port city, speaking with Rikken, Raz, and Elza, three of Reddas's followers. As such, the tale begins. This returns you to the adventure with Trial Mode item and LP spoils intact. Also, use them to great effect in conjunction with the Warmage and Headhunter Augment abilities. I. Luxollld; Cerobi Steppe, The Great Crystal JJ > z 0 I > o o.,, (f) (f) This weapon class offers many benefits over more traditional fare, with a few negatives to balance things out. 14 Diameter 8 - - 500/0 Applies Disable to all targets in range. I Shops in Eruyt Vill~e, Mt Bur-Omisace. osphoran 2700 24 Hiahwaste. Baltbier suggests that Belias has been guarding the Dynast-King's treasure, but Ashe corrects him: "Not so. Invisible targets cannot be seen by enemies. Even regular enemies like the Bunes in the Pharos can drop your characters in seconds with Bravery on. When you encounter hostile resistance along the way, you can simply press and hold the R2 button and flee. A new set of monsters roams the swampy plains, and treasure locations have changed. Slow reduces movement and halts all ~mers. NORTHFALL PASSAGE JEWEL Go down the steep north staircase and turn right. Each successful match earns you a Pinewood Chop. Or mixing weapon and armor types that don't normally get to blend. Pharos • Third Ascent 3000 Accessories 11 45 Doubles patency of restorative items such as potions, Defense + 1 Jahara, RIdorana Cataract. 232 SIDI- EVEN IS PETITIONER: Galsly (Rabanastre/The Sandsea) REWARD: 500 gil, Headguard, Teleport Stone Accept Ille hunt from Gatsly in The Sandsea in Rabanastre. After touching it, tile Crystalbug will attack your party! Its magick attacks are brutal, so you may need to retreat and recharge your party at some point. After Vinuskar falls, proceed to the ancient door behind it and enter the back room. You should have a lot of loot to sell ancl plenty of LP to license new gear, so do it now. Eye Drops, [a](b)(d](e] Blood-darkened Bone, [c] Sturdy Bone, Bone, [c 16555 4256 4616 ATT. Single - - - Removes Blind from one ally. The inscription on it provides directions for the moves you just completed. Pharos • Subterra Accessories 12 60 Immune: Oil, Defense +3. These can be useful for "tank" characters who are taking most of the party's hits, and focusing on dishing out melee damage to enemies; you won't want these characters to get too bogged down with assisting the entire party, but it's quite useful for them to keep an eye out for themselves, especially at critical HP. Take some time to upgrade everything! ACTION CHECKLIST 1. We had the opportunity to make a huge impact and try something very new and unique. Applies Berserk to one target. From Cold Distance, go down the corridor and take the first right into the next room, Walk of Prescience. It's a rejuvenation trap and it heals your party! The traps down the two side halls are explosive, though, so carefully maneuver around whichever route you take. 3 Single - Restores HP to an ally in Critical condition. Strength+ 1, Speed +10 Mosphoran Highwaste, Rldorana Cataract, Pharos • Subterra Accessories 12 60 Move safely past1raps, Magick Resist +2 Rabanastre Accessories 6 1200 600 1000 "0:10:JCOCODO 287 Berserker Bracers Indigo Pendant Fuzzy Miter 60 Wearer. All rights reserved, including the right of reproduction in whole or in part in any form. While this fight is straighttoiward, note that the nearly defeated Thextera uses a lethal Saber attack. Upon doing so, a green walkway appears beneath the party. For permission to use the ratings icons, please contact the ESA at ISBN: Collector's Edition 978-0-7 440-1873-8 Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. If you talk to someone with an unrelated phrase also highlighted in yellow, you can choose to memorize that phrase instead and start looking for the corresponding person. And in addition to being controllable, Espers now stick around much longer! Reshuffled Treasure Locations: Treasure chests are in many new locations, are more numerous, and more generous. This long bridge at Halny Crossing leads north to the Salikawood. Summon help to open the gate to Giruvegan. o/o GIL 0/o AMT. Take the first right to find the elevator lobby. Once the last Rook falls, you'll be in much better shape, even if your party looks depleted. All the merchants in the game take part in the Bazaar system. That doesn't sound good either. Bravery increases physical damage done by 30% --- of Nabudis70 Necrohol Hall of the Ivory Covenant Treasure Plains-Rains-Nomad Village, 50 Giza Tchita Uplands-The Lost Way Treasure 24 Single --- I 1400 Single ~-- at Ridorana100 Pharos Wellspring Ravel-3rd Flight Applies Shell status to one target. Continue down the ramp to see the last gate in the area. Charge 30 Shops in Rabanastre, Nalbina, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand, Jahara, Mt Bur-Omisace, Mosphoran Highwaste. Characters can't dish out pain when they're KO'd, after all. [a] Bronze Annor, (b] Flre Crystal, lal Phoenix Down, [b] emon Feather Sfeal: Demon Feather Sfeal: Demon Feather Poach: Demon Feather Poach: Demon Feather Poach: Demon Feather Poach: Demon Tail 328-340 6786-6798 240.280 11-13 999 32-34 AIT. 11m Flying-Telekinesis This technick is incredibly useful. Reddas knows of a "Mist-stonn that surges and seethes" in a corner of the Feywood. - - - Shops in Rabanastre, Nalbina Market, White Magick 3 25 Bhujerba. When you reach me next area, tl1e circular interior hub called the fortress. Talk to the Cab Guide. NORTHERN SKIRTS Weathered rock TRAIL OF SKY-FLUNG STONE Wandering Chocobo BABBLING VALE ~ ~ Luccio the Merchant RAYS OF ASHEN LIGHT ~ SKYREACH RIDGE SUMMIT PATH To the Estersand SOUTHERN SKIRTS ~ 176 MOSPHORAN IIIGII\1/AS 11: Elixir To Nalbina Fortress Reflectga Mote Hike Throughthe Highwaste Mosphoran Highwaste. WARP MOTE - Banish all toes in range. The character won't just uselessly use Phoenix Downs on upright fighters. -I : Jl 0 c 4. Yes, the road out of the Pharos lighthouse is a very difficult one. Glruvegan, Pharos • Subterra Accessories 9 30 Immune: Disable & Immobilize, Defense + 1. Recommended. - Treasure - Applies Faith to one target. I One Dragon Aevis is bad enough, but three of them may be too much unless you Disable them first, or you have multiple characters with Quickenings to cast. Just watch each character closely and ensure that he or she reacts as anticipated. -ooOOCi.: JCOOC 149 sparkling elementals that drift randomly through certain areas, like the Storm Elemental that appears when it's raining in Giza Plains. This is not as significant as those changes listed above, though. Chat with the highlighted clue. This boss starts moving toward to receive a gift. Often, there's a side quest associated with the highlighted clue. This boss starts moving toward to receive a gift. Crossbow xi Firefly x1 Parallel Arrows xt, Shortl>ow xt Artemis Bow x1 Amber Armlet x1 Venetian Shield x1 Flametongue x1 Soleil Fang x5 300 9200 600 3800 12800 11220 1200 400 9300 3000 7500 2025 980 295 NAME LOOT ' Bumfshed Protectives Chain-link Belt Chronos Tear Pack (repeatable) Comfy Headgear Crimson Blade Cursed Necklace Darksteel Blade Devastating Incendiaries Double-bladed Knife Dragon Crest Elegant P.ole Emboldening Arms Engraved Spear Esoteric Draught Exquisite Ring Eye Drop Set Eye Openers Feathered Boots Fire-b1rd's Whisper First-aid Kit Flask of Olly Liquid Flask ot Vlscous liquid Forbidding Shield "Forked Spear Gigas Gear Gilt Phylactery • 296 Wyrm Carapace x2, Quality Hide x2, Earth Magicite x4 Battlewyrm Carapace x2, Adamanlite x1 Eye of the Hawk x1 White Incense x2, Einherjarlum x2, Virgo Gem x7 Solid Stone x2, Caraba Stone x2, Ca east exit into the Ward of Steel and go downstairs. And thus begins another boss battle. Go north into the Ward Vinuskar waits with its magnetic field ready to weigh you down. EFF.:. Then take the first left and go upstairs to use the Save Crystal in the Walk of Revelation. - - Removes Stone or Petrify from one ally. "The Anniversary" (Poor Husband and Poor Wife) 2. ;;; J - 0 '- 36 Featl1ered '.2: Traveler's Vestment Q - Knot of Rust Meteorite (A) Knot of Rust Meteorite (C) Green Beret Knot of Rust Meteorite (C) Green Beret Knot of Rust Meteorite (C) Green Beret Knot of Rust Meteorite (A) Knot of Rust Meteorite (C) Green Beret Knot Traveler" (Avid Traveler and Traveling Gentleman) 3. Navigate through the palace. After you tell Beasley who took his money, his rage triggers a distraction for the guards. ~ ~ PRINCE'S KISS Remove Sleep from one ally. But when you approach, something happens. Putrid Liquid ..., OJ CJ) Steal: Aquarius Gem, Elixir. Defense +2, Magick Power +5 Phares · Subterra Accessories 21 130 Reverses effects of restorative Items such as Potions, Phoenix Downs, and Remedies; affects allies and toes alfke. Watch carefully and prepare for a boss fight, which is then followed by another boss fight. This means that each one will have specific needs: > Your frontline fighters need heavier armor, hard hitting melee weapons, and good shields and accessories that enhance overall strength and durability. ("Element-vulnerable" gambits.) "Foe: HP = 1 OOo/o-Steal" is an interesting gambrt that requires some discretion and babysitting, but is well worth it to always assign to one (and only one) member of the current battle party. The Aowering Cactoid lurks north of the OUlpost in Ille Yardang Labyrinth along the north edge of the middle area, likely with lesser Gactoids. If you find the correct match, you earn one chop. He's Reddas, a sky pirate based at the Port of Baltonheirn. Load a main game save into Trial Mode to start an endurance attempt at stage 1. Those few who migrate into the world of Humes, though, often dye their locks. More directly, they wonder about Cid's destination: Giruvegan. He explains that the gate leads to the Pilon Coast. Due to the impending difficulty spike in this area, it is important to use this lull in the story progression to perform some of these side guests. Find a Palace Map OPTIONAL! Solve the WaterfallPuzzle From the Save Crystal (formerly the Crystalbug) in the Acolyte's Burden area, take the east door to enter the main palace. Then take the first right, going down another staircase. and you will not be able to win with a single Gambit pattern even at max level. Fire damage lalved Giruvegan, Pharos • Second Ascent, Phares - Subterra Accessories 19 100 Equip: Roat. Don't take it lightly, it's a bit stronger than most enemies and runs away to heal itself. KNOT OF RUST Deal physical damage lo one target. your MP to full Mist Charges. Use the elevators and bulkhead controls to access the 70'11 floor. The stability bestowed upon lvalice in the founding days of the Dynast-King has been darkened by the likelihood of war between empires. Applies Bravery to one target. SILVER HAIR There is no individual hair color in tile Viera race, as all Viera have silver hair. WEAK MODE A mode that you can select after clearing the Trial mode, where your characters will not gain any experience points, and will stay at their default level in the main game. Touch the luminous crimson jewel on the Northfall Pedestal to lower the nearby Mystic Altar, a large stone carved with faces blocking a secret passage to the west. These are areas that you can reach by finding the hidden paths. Takes a Foe to extremely low HP. Disable prevents All actions. 8000 White Magick 1 15 Vox White Magick 2 20 Siona White Magick 5 40 - . Once he knows you're not one of Cid's lackeys, he backs off and rushes toward the Energy Transitarium. 22:26 24-32 24-8 13-21 Drop: Quality Stone, Dark Crystal, Antares. This crew may be too tough right now, but you can run away from this boss tight if you get overwhelmed. Silence prevents casting of Magick - Applies Sleep to one tart. This might be a good time to use the Way Stone network to teleport back to the Save Crystal in front of the tomb. If the flame turns blue, though, the Demon Wall actually speeds up! It's risky, but there are more "halt" torches, so it's worth a try. Applies Regen to one target. Shear 50 Barfleim Passage-The Zeviall Span Treasure - Single 70% Lowers the Magick Resist stat of one Foe to 90% of current. ~ OBJECTIVE TRACK CID TO THE ANCIENT CITY OF GIRUVEGAN Dr. Cid has the stone-the deifacted nethicite-and it must be destroyed! Track him through the misty, mysterious Feywood to the ancient city of Giruvegan. Battle Lore 30-100 Increases Strength by 1. FINAL FANTASY XII was a unique and major turning point for Square Enix and game design at large, far enough ahead of its time that it has not suffered trom ne decade since the original release. Depending on a character's function in your party, this may be something else equally important. The faster you htt the Rooks, the better shape you'll be in. After events at Ridorana, all -+----~:::.,. LICENSE REQUIRED NAME I LP !LOCATION Cure White Magick 1 Cura White Magick 4 Curaga White Magick 4 Curaga White Magick 6 Shops in Rabanastre, Giza Plains, Market, Barheim Passage, 15 Nalbina Bhu~rba, Dreadnought Leviathan and the almasca Westersand. called the Periphery follow the path and take the first left; it leads inward, toward the central hub. The Southtall Passage is a mirror image of the Northfall Passage, so follow the same steps as in the last section, only in reverse. "The Mummer" (Reminiscing Lady and Family-Minded Girl) ".... 7800 34 Single 133 - 100% Deals damage to one target. EXP LP CP GIL 6 6 0 0 5 50 3960 a Steal: St.1- Potion, X-Potion, 2000 gl; St.2- Genji Shield; St.4- Genji Gloves 0 ATI. War seems all but inevitable. The battles toward the end of this mode stand witll the toughest elite mark hunts and Esper battles of ne core game. For Just 2500 git (a bargain), Jules explains how to get chops in Archades. Spend a little time thinking about what you want from your party. AERO MOTE 48POW Deal wind damage to all toes in range. Two of their bungalows are side by side, in the Garden of Decay. SOLEIL FANG Deal fire damage to all foes in range. Two of their bungalows are side by side, in the Garden of Decay. heaviest magick user in your party. Some technicks can cause damage in unusual ways, or save your character in an emergency when items and MP are strained. Upon reaching the Way Stone, note that the Mystic Altar in this room has been lowered halfway already; you did this when you touched tile crimson jewel in Northfall. SPEARS 1 I SPEARS 2 JAVELIN SPEARS 3 I SPEAR +26 Garamscythe Waterway Rabanastre. You can't get there just yet, however. Those rare Viera who do leave the forest become objects of contempt within their race. Even with characters assigned jobs focused on damage dealing, like Foebreaker or Black Mage, you'll want some sort of focus on stability prioritized over attacks. I hope that your adventure in lvalice will become a wonderfully fulfilling experience and will be enhanced even further with this strategy guide. This will enable them to heal your party from a distance, while still getting in a few good shots during combat. "A Trinket from Giza" (Daughter-in-Law and Man from Giza) 7. Oddly enough, the pursuit halts as you cross the zone line into the Central Lift area. (The guide maps in this book show the parameters of secret areas, however.) Open the Ancient Door to trigger an event. And it does not just end there. Talk to the pacing Forest Traveler to learn about the hunters' camp on the Phan Coast to the east-the party's interim destination. Silence prevents casting of Magick 8 70 Necrohol of NabudisCloister of the Highborn Sleep Black Magick 3 25 Hills - Black Magick 3 25 Hills - Black Magick 4 30 Dreadnought Leviathan-starboard Section, Ogir- Yensa SandseaPlatform 1-East Tanks Sleepga Black Magick 1 o 90 Poison Black Magick 5 40 Toxify Black Magick 11 Passagl7100 Bameim East-West Bypass Treasure 22 Diameter 8 - - 65% Applies Silence to all targets in range. Make sure the encounter is under control before deciding if you should manually attempt to Steal. Read the hunt bulletin board more than 20 ttmes. " hunt for Overlord. A Wraith wanders tile Garamsythe Waterway in Storehouse 5 near Ille doors to the sluiceway controls. Generally speaking, it's best to start by placing crucial gamlJits for Cure and attacks on the ga1nbit palettes, then fill out re1naining slots with status buffs and enfeeble erasers. In the Mirror of the Soul, go north through the ancient door to the path split. SWIVEL THAT CAMERA SIDE OUEST: THE WESTERN MENACE You can see the Hall of the Wroth God on your Area Map at this point. When tough encounters are out of the way, enable the Steal gambit again. Shops in Rabanastre, Bhujerba, 30 Oalmasca Westersand, Jahara and Archades in Mt Bur-Omisace, Mosphoran 50 Shops Highwaste, Phan Coast and Archades Curaja White Magick 9 80 Shop in Balfonheim Port COST I I MP I I POWER I ELEMENT I ACCURACY BASE AREA 200 8 Single 20 - - Restore HP to target or deals damage if target is undead. The most basic ally-targeting conditions will involve restoring HP. Unfortunately, this also releases a bunch of oil-spewing Liches into the room. The doors in the northeast are still locked. Find the Sword of Kings Upon exiting the Ward of Steel, a brief event shows the Colossus raise its massive stone sword, thus unblocking the Feather of the Flock is one part of the Cockatrice side quest. (It's flashing right next to Rabanastre.) Note the next message that appears: Once you leave for Bahamut, you can't return. You can use this as your guide to progress through the main story, but I'd love for you to make use of it for other elements in the game such as Mob Hunts, battles against Espers, and to explore the depths of the Necrohol of Nabudis and other dungeons. 3800 24 Diameter 10 - - - Reflect Time Magick 2 Sandsea 30 OQir-Yensa Pnmary Tank Complex Treasure 12 Single - - - Reflectga Time Magick 3 Sandsea-Demesne of 40 Nam-Yensa the Sandgueen Treasure 18 Diameter 8 - - 100% Applies Sap lo one target. Find Dr. Cid You don't actually have to knock Dr. Cid down to zero HP to win this Finally, a Save Crystal! Before you proceed into Dr. Cid's den, head east fight. Next, head straight up the walkway to the northeast; veer east at the intersection to exit Into Diverging Way. When I received the opportunity to create the HD remaster of this title with members from the original development team from over 1 O years ago, the first thing that I thought was "to not only improve visual and sound expression, but also to reconstruct the game design itself so that the players can experience a new FINAL FANTASYXII as a modern game." In order to do so. Eliminate them and use Handkerchiefs to clean off any lingering Oil status. ;;;; -..; J. They make intelligent choices based upon the gan1bits created. After selling certain combinations of loot to merchants, they are assembled or synthesizen into Special items and packages. In the next area. Exit the caves into Old Archades. The Telekinesis technick can also be found in Old Elanise Road. Continue to hug the right wall while .noving north across the zone line into the next area. Falls of Time. 50 Black Magick 1 O I COST -oooococooo 291 Designed for warping the fabric of time and space. this school of magick allows for the hastening of your allies and the slowing of your allies and the slowing of your allies area. center of the shrine, the Colossus raises its sword to open a new passage south. 8. Since you have accomplished quite a bit in the palace, especially if you solved the waterfall puzzle, you may want to return south to the Acolyte's Burden Save Crystal to save your garne. 5146 I-II 'III 'IV-V /I ' / 1-V II PETITIONER: Dantro (Dalmasca Estersand/Outpost) REWARD: 500 git, Potion x1 O (Extra: Cactus Flower) Find Dantro in Ille small outpost in Datmasca Estersand's south side. First Aid is also faster than Cure spells, but the amount of HP restored may not be enough to get the victim entirely out of immediate trouble. Last Stand 70 Halves physical damage received when in HP Critical status. 172 SIILSIIRINE: 01- t/1111-'llAM What was it? It has been a wonderful ride and I met some amazing people along the way. Before engaging this boss, make sure that your active party members are wearing light or mystic armor. Soon the party finds itself before Judge Ghis once again. Looks like their business is finished. All rods add 6 to Evasion. 200 8 Single 23 Lightning 100% Deals Lightning damage to a target. -oooOCi.: JCOOC 195 Exit 6704 East and go next door to 6703 East. As before, after enough game progression, you'll be able to assign each of the six main heroes with a permanent Job, granting them access to that Job's license board. Normal hunts are found on the Notice Board. Giruvegan has a headless entry guardian. WINGS Small wings, not unlike those of a bat. During this New Game+ playthrough, every character will Join the party at level 90! Because of this, NG+ after the main adventure is sometimes called "Strong Mode.",0::10:JCOCOOO 231 Hunts Hunters of Clan Centuria earn extra experience, gil, and items, making hunts a very unportant part of FINAL FANTASY XII. FINALFANTASY XII THE ZODIAC AGE Producer Hiroaki Kato I Welcome to the official strategy guide for one of the most breathtaking games in the main FINAL FANTASY canon. Now follow the narrow, grimy streets and talk to everybody. Guest ally gambits can also be adjusted, though only using the technicks and magick a guest already knows, since new licenses cannot be acquired for guests. IF GIL 50°/o 50% 4 W/DIAMOND ARMLET 90°/o 10% 1 80% 30% -320 Potion Echo Hems Knot of Rust Meteorite IA) 2 800/o 30% -320 Potion Echo Hems Knot of Rust Meteorite IA) 2 800/o 30% -320 Potion Echo Hems Knot of Rust Meteorite IA) 2 800/o 30% -320 Potion Echo Hems Knot of Rust Meteorite IA) 2 800/o 30% -320 Potion Echo Hems Knot of Rust Meteorite IA) 2 800/o 30% -320 Potion Echo Hems Knot of Rust Meteorite IA) 2 800/o 30% -320 Potion Echo Hems Knot of Rust Meteorite IA) 2 800/o 30% -320 Potion Echo Hems Knot of Rust Meteorite IA) 2 800/o 30% -320 Potion Echo Hems Knot of Rust Meteorite IA) 2 800/o 30% 1,A) Echo Hems Knot of Rust Meteorite IA) 14 7QO, {, 50% -280 Echo HertJs Hi-Potion Knot of Rust Meteorite I,A) Iii-Potion Knot of Rust Meteorite I,A) Iii-Potion Knot of Rust Meteorite IA) 14 7QO, {, 50% -280 Echo HertJs Hi-Potion Knot of Rust Meteorite I,A) Iii-Potion Knot of Rust Meteorit Down 5 80% 30% -320 Potion Echo Hent S Knot of Rust Meteorite (B) 6 80% 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot Of Rust Meteorite (A) 19 70•A, 35% -360 Phoenix Down Echo Hert S Knot Of Rust Meteorite (A) 19 70•A, 35% -360 Phoen 0% Stamp S1amp 8 75% 40% -290 Potion Golden Staff Knot of Rust Meteorite IA) 80% 0% 9 80°, {, 35% -360 22 50% 500 10 80% 35% -360 Chrones Tear Bio Mote 100% 0% 12 80% 0% 12 80% 0% Meteorite (A) 100% 100% 6636 60% 30% -400 Chrones Tear Echo HertJs Knot of Rust Meteorite I,A) Hi-Potion Knot A, A Hi-Potion Knot A, Cuffs Turtleshell Choker Phoenix Down Tu rtleshell Choker Turtleshell Have one party member cast Haste on himse~/herse~ and then cast it on the other two allies. After "memorizing" a phrase. First, proceed due west from Trant into Molberry. CID'S LAB The urgency is growing. 230 SKY I-OR I RI:SS BAllAt-.i!I] I VAYNE NOVUS/SEPHIRA THE UNDYING After viewing the ending sequences and credits, you'll have the option to begin New Game+. ELIXIR Fully restore one ally's HP and MP. ;;; -.;; -':;; Talk to everyone in the streets to pick up juicy bits of info. Raithwall's alliance included the city-states of Archadia and Rozarria, and his era of peace and prosperity endured for a long time. "A Knack for Magick" (Talented Woman and Akademician) 6. Rewards: 5200 gil, Stink Bomb Pulrid Liquid Steal: Dark Crystal, Foul Liquid, Putrid Liquid ATI. Quickenings will hurt Ahriman, but probably not enough to unleash them · until Ahriman's HP bar drops below half. There's a nod to party stability in the form of the Hi-Potion gambit first, but without any innate healing abilities, that's as much as the Black Mage will do (unless assigned a second job with healing abilities, of course). treasure coffer. Get Pastthe Demon Walls Revisit the courtyard to see Dyce, the traveling merchant, again. ~ ~ ~ ~ ANTIDOTE Remove Poison from one alfy. RUN AROUND FOR MP Remember that you build MP by moving around. Move on to find the Save Crystal in the southwest alley, then continue up the stairs to the Imperial guards blocking the path. Take a breath. A connection, perhaps? Vavne most likely already has both the Dusk Shard and the Midlight Shard. The nomads have packed up and left until the rains end, but the Save Crystal is still here. IOBS OF THE ZODIAC AGE Archer Black Mage Bushi Foebreaker Knight Machinist Monk Red Battlemage Shikari Time Battlemage Uh Ian White Mage A HISTORY OF UPDATES 2006: FINAL FANTASYXII In the original release of FFXII, all characters were developed on an enormous license board. You automatically receive a Lab Access Card and a Draklor map. Talk to any merchant over 100 times. Restores 100% of max HP to a KO'd character.Will KO undead targets with base accuracy of 35%. Important! The first citizen listed is the one you must talk to first, because he or she is the person who provides the topic to "memorize." 1 . FLOOR 68 The party arrives in the north lift lobby. 2400 24 Single 86 - Restore HP to a target or deals damage if target is undead. Cross the jungle heading south into the Feywood. Green Magick may be limited, but it's essential to keeping a team running smoothly. Removes negative status effects from all allies in ranie. Veer right at the first fork, then go right two more times to find the Map Urn that holds the full map of the Salikawood. Ta ong most actions removes JllLs status Applies Reflect to one target. but you can manipulate their kxenon: by simply moving from room to room. Although the use of magicks can duplicate the effect of many items, these goodies take far less trne to use. Notably high efficiency. Tllis is not a problem in The Zodiac Age, and you're free to craft Ule party Al you like. Feystone, Dark Crystal Steal: Dark Magicite, Feystone, Dark: Crystal Rewards: 3100 gil, Giant's Helmet, Mythril Steal: Fire Stone, Iron Ore, Fire Crystaf 8875.9055 7598-7958 ATT. Return to the Archadian Wayfarer in the Chosen Path of the Tchita Uplands to receive a reward: 1000 gil and three Remedies! Heal and save at the crystal, then return to the Hall of Lambent Darkness (where you fought the Mandragora bosses) in the Sochen Cave Palace. Your magick 5 60 Break nme Magick 6 70 Countdown nme Magick6 70 Berserk Time Magick6 70 Berserk Time Magick 7 in Mt Bur-Omisace, Mosphoran 80 Shops Highwaste, Phon Coast and Archades. THE MOLBERRY MATCHES Now it's time to check out the other establishments in the city. Get to the CentralLift ASAP The party starts in the Antechamber. 6800 38 Diameter 8 120 Fire 100% Deals Fire damage to targets In range. IF GIL 50°/o 50°/o W/DIAMOND ARMLET 90o/o 10°/o 16 65°/o 50% -280 Ether Dark Mote Knot of Rust Meteorite IA) 34 75°/o 90% -200 Knot of Rust Meteorite (C) 35 60% 60% -150 Handkerchief Dark Mote Knot of Rust Meteolite IA) 18 65% 50% -280 Ether Ether Knot of Rust Meteorite IA) 36 50% 60% -230 Ether Phoenix Down Knot of Rust Meteorite IA) 37 70% 50% -23 Rust Meteorite IA) 21 65% 50% -280 Ether Nu Khai Sand Knot of Rust Meteorite IA) 40 60% 550/0 -500 Ether Nu Khai Sand Knot of Rust Meteorite IA) 40 60% 550/0 -500 Ether Balance Mote Knot of Rust Meteorite IA) 40 60% 550/0 -280 Ether Nu Khai Sand Knot of Rust Meteorite IA) 40 60% 550/0 -500 Ether Sol 45% -280 Ether Nu Khai Sand Knot of Rust Meteorite IA) 40 60% 550/0 -500 Ether Sol 45% -280 Ether Nu Khai Sand Knot of Rust Meteorite IA) 40 60% 550/0 -500 Ether Sol 45% -280 Ether Nu Khai Sand Knot of Rust Meteorite IA) 40 60% 550/0 -500 Ether Sol 45% -280 Ether Sol 45% -280 Ether Nu Khai Sand Knot of Rust Meteorite IA) 40 60% 550/0 -500 Ether Sol 45% -280 Ether Sol 45% -280 Ether Sol 45% -280 Ether Sol 45% -260 Ether Nu KhaiSand Knot of Rust Meteorite (A) 24 75% -290 Potion Knot of Rust Meteorite (A) 42 70% 45% -260 Ether HI-Potion Knot of Rust Meteorite (B) 43 70% 45% -260 Ether HI-Potion Knot of Rust Meteorite (B) 43 70% 45% -260 Ether HI-Potion Knot of Rust Meteorite (A) 42 70% 45% -260 Ether HI-Potion Knot of Rust Meteorite (A) 42 70% 45% -260 Ether HI-Potion Knot of Rust Meteorite (A) 42 70% 45% -260 Ether HI-Potion Knot of Rust Meteorite (A) 42 70% 45% -260 Ether HI-Potion Knot of Rust Meteorite (A) 45% -260 Ether HI-Potion Knot IA) 44 70% 45% -260 Ether Remedy Knot of Rust Meteorite IA) 27 70% 50% -270 Ether Nu Khai Sancl Knot of Rust Meteorite (A) 45 70% 45% -260 Ether Phoenix Down Knot of Rust Meteorite (A) 4 ;:: 29 70% 50% -270 Ether 30 70% 50% -270 Ether Remedy 32 70% 50% -270 Ether Remedy 32 70% 50% -270 Ether Remedy 32 70% 50% -270 Ether Knot of Rust Meteorite (A) 47 70% 45°/0 -260 Ether Knot of Rust Meteorite (B) 50 the elevator platforn. Sa~ continuously deals damage and removes egen. Phan coast, Tchtta UplandS. They're tougher than they look, though, especially when they swarm their targets in groups of three or more. 32 BUT WHAT TEAM DO I MAKE? This is the home of a mighty (and optionaQ boss called the Hell Wyrm. The party enters a foggy area.

2017: FINAL FANTASYXII THE ZODIACAGE With this new, remastered FINAL FANTASY THE ZODIACAGE edition, these issues are addressed. You start ramps guarded by right off with a boss fight-Daedalus. 1. ',O:::JO::JCOLOCO 189 Survive the Palace Exit There is still no Save Crystal in sight yet, so stay alert! Watch out for lots of explosive traps at intervals in the passage ahead. It certainly has its special uses, but fighting isn't one of them. GARDEN OF DECAY LIVING CHASM SUN-DAPPLED PATH To the Phon Coast TRUNKWALL ROAD PATH OF HOURS THE OMEN-SPUR S:: J To the MosphoranHighwaste 178 1 85°/o 50% -290 Ether Antidote Knot of Rust Meteorite (A) 9 75°/o 50% -300 Ether 2 85°/o 50% -270 Ether Eve Drops Knot of Rust Meteorite (A) 11 65°/o 50% -300 Ether Andkerchief Knot of Rust Meteorite (A) 11 65°/o 50% -280 Ether Bandkerchief Knot of Rust Meteorite (A) 12 65% 50% -280 Ether Dark Mote Knot of Rust Meteorite (A) 14 750/o 55°/o -280 Ether Bandkerchief Knot of Rust Meteorite (A) 14 65°/o 50% -280 Ether Bandkerchief Knot of Rust Meteorite (A) 14 65% 50% -280 Ether Bandkerchief Knot of Rust Meteorite (A) 14 65°/o 50% -280 Ether Bandkerchief Knot of Rust Meteorite ((A) 5 750/0 50% -300 Ether Knot of Rust Meteorite (A) 13 65% 50% -280 Ether Phoenix Down Knot of Rust Meteorite (A) 14 65% 50% -280 Ether 8 75% 50% -280 Ether 8 75% 50% -300 Ether I I I E SAi IKAWOOD Hi-Potion Vanishga Mote Knot of Rust Meteorite (8) Hi-Potion Dark Mote Knot of Rust Mete their time. sounds like a good idea, but he stacks them up way too guickly and you'll almost certainly be overwhellned. Doubles magick damage, increases chance of landing status effects when in H · ca1 status. The party is sent off to the Light Cruiser Shiva Shard. Figure out a way to slip past the Imperial soldiers guarding the entrance to the city. They greatly enhance the frequency and quality of loot from particular kinds of monsters and are worth obtaining as soon as possible. Follow it downward to trigger a short event in which the team considers their ultimate destination in the city as they gaze across the chasm at the Great Crystal. - Lightning >- -Black Magick 13 Deals Fire damage to a target. You must first complete some tasks amongst the Cerobi Steppe windmills, including the hunt for Vyraal. Also, check for gambits that repeat themselves endlessly, making a character nearly worthless during a fight. Restores all HP to all targets in range. Returnto Mt Bur-Omisace After the event, head north to the Way Stone. Slow reduces movement speed, reduces charge speed by 50% and removes Haste. Fight past the Zombie Warriors and floating Imps while descending the slope. If you don't have the gil for Jules, then you can't move on to Draklor Laboratory. You can exit to the south into the Ozmone Plain from Starfall Field. "Foe: character HP/MP" gambits can be useful to direct characters to use Drain or Syphon when their Health Points or Mist Points are low enough. This can be very strong and very expensive. Stock up on goods and equipment. Scales with Strength and level. A treasure chest is hidden at the bottom of this path, as well as an excellent area to acquire EXP, LP, and loot slaying strange fiends. Damage is equal to 2 % of their Max H. At this point, a new objective appears on the Location Map. Find the Gran Kiltias Anastasis. EVA EXP LP 12 6 11-15 3-5 154-166 1 55 26 29-33 7-9 1943-1955 1 43 20 26 5 412 1 24 53 51 CP 47-105 299-357 62 16 21 20 GIL 0 0 0 Drop: [a) Bomb Ashes, [a)[b] Fire Stone, [b] Fire Magicile, [a] Echo Herbs, [a) Leather Gorge!, lhl Bomb Shell, Sfeat: (a)lcl Fire Stone, [a][b] Bomb Ashes, [b][c) Fire Magicile, (a] Gold Needle, [b] Bomb Ashes, [c] Pebble, [a][b] Bomb Ashes, [c] Pebble, [a][b] Bomb Ashes, [b][c) Fire Magicile, (a] Cold Needle, [b] Bomb Ashes, [c] Pebble, [a][b] Bomb Ashes, [b][c) Fire Magicile, (a] Cold Needle, [b] Bomb Ashes, [c] Pebble, [a][b] Bomb Ashes, [b][c) Fire Magicile, (a] Cold Needle, [b] Bomb Ashes, [b] Cold Needle, [b] Bomb Ashes, [b] Cold Needle, [b] Bomb Ashes, [c] Pebble, [a][b] Bomb Ashes, [c] Pebble, [a][b] Bomb Ashes, [b] Cold Needle, [b] Bomb Ashes, [c] Pebble, [a][b] Bomb Ashes, [c] Pebble, [a][b] Bomb Ashes, [b] Cold Needle, [b] Bomb Ashes, [c] Pebble, [a][b] Bomb Ashes, [b] Cold Needle, [b] Bomb Ashes, [c] Pebble, [a][b] Bomb Ashes, [b] Cold Needle, [b] Co 10772 999 11122-11302 999 13262-13622 999 25-27 25-27 28-30 26-28 30-34 24-25 24-25 30-31 29-30 32-34 32.34 29-31 37.39 38-40 46-50 41.42 41-43 20.22 17. 19 23.25 21-23 37.41 2661-2821 799-959 4636-4796 4233-4393 5503-5823 6739.6979 6739. 7219 700-707 700. 714 32-34 46-50 ATT. Based on a qame rated by the ESRB: Please be advised that the ESRB ratings icons, "EC". Use the Paron Gate Stone to open the Gate Paron and eventually gain access to the treasure. For casters, a gambit of "Self-Echo Herbs," or even "Self: item AMT ;;;: 10-Echo Herbs"). You may want to return to the hall and run around to rebuild MP levels before you battle the bug. It was not a book I wanted to write. Speed Mode: Play at double or quadruple speed! Greatly reduce the amount of time it takes to traverse large areas, search for treasure, or build up big chains defeating foes. Iât m nothing more than a guy that loves video games. I managed a software store in Indianapolis when I encountered Bradyât ms publisher. New Game+ and New first printing of the book occurred in 2017. However, the imperial conflagrations of recent years, with much of the great forest burnt and villages lost, have awakened many more Viera to doubts about their tradition of seclusion. a series of descending Guess what? BUBBLE MOTE Double max HP of one ally. Open the stone door and exit into Old Archaces, the slum on the outskirts of the imperial city, where the party can finally breathe some fresh air. Fire Stone x3 Electrum x2, Broken Greatable) Hollow-shaft Arrows Huntsman's Crossbow Iron-forged Blade Iron-forged Pole Jag-tooth Ninja Sword Jewel of Creation (repeatable) Jewel of the Serpent (repeatable) Large Gloves Late-model Rifle Iron Carapace x3, Tanned Hide x2. If you use the characters with the strongest weapons, stock up on Eye Drops and Hi-Potions, and read the walkthrough, you can do it. If no allies require healing attention, she'll proceed to her attack gambit. An obvious adaptation to their small size this mechanical skill puts them on equal terms with other races. then it's time to attack. In the original release of FINAL FANTASYXII, you'd sometimes be bottlenecked in gambit freedom because some gambits weren't acquired till very late in the adventure. Enter the room and switch the bulkhead controls back to red, thus opening the blue bulkheads. Have potions ready for healing. Unfortunately, only one Way Stone works and you must acffvate the other two from elsewhere in the tomb. Snowily x1 Bat Fang x1, Rat Pelt x2, Dark Stone x2 Solid Horn x5, Moondust x2, Sylphi Halcyon x1 Gimble Stalk x2 Ancient Turtle Shell x2. There, you'll find an Um that holds an item called the Feather of the Flock. There are also three extremely powerful Silicon Tortoises, all at Level 37 and most likely too tough to fight at this stage of the game. This is your party's next destination. SIDE QUEST: THE WIND SHRINES If you acquire the Mosphoran Highwaste map from the moogle in the Babbling Vale and examine it, you will see a number of seemingly unconnected areas tucked in and around the main areas of the Highwaste. Just keep her healed, as she can dish out a lot of hurt to the bad guys. Jallara, EruytVIllage, 50 Mt Bur-Omisace, Mosphoran ighwaste, Phon Coast. 0/o GIL 0/o AMT. However, his silver-tongued speech doesn't fully convince Vaan, an orphaned street boy who sees the Empire as a thieving bully that has robbed his country of wealth and dignity. Gerobi Steppe Rods Rods are similar to maces in that they are ideal for supporVmagick-oriented characters. IF of Rust Meteorite (.A) Dispel Mote Aqua Mote 8 55°/0 0% Cura Mote 9 55°/0 0% Cura Mote 10 55% 0% Balance Mote ;::: -I Knot of Rust 0% - Meteorite/fl.) Aeroga Mote 4 4 4 4 a Mote 9 55°/0 0% Cura Mote 3 5 0% Cura Mote 9 55°/0 0% Cura Mote Vaan tells him about info he's learned. Dalmasca Westersand. Shield Block 25-75 Increases chance to block with a shield by 5% per license. In fact, numerous waterfalls block passages between the areas. Thus, items can be very handy during emergency situations. Fortunately, Jules intervenes again and says that Balthier is waiting for everyone in Central. Tai k to the Cab Guide and select "You know where to go." Confirm your selection by choosing "Let's go," and you're off to Draklor. Try reducing the target's magick evade while increasing the caster's magick power with equipment and Faith to make the spells miss less often. DISABLE THE DRAGONS The Dragon Aevis is one type of foe that is susceptible to most Time magicks (most importantly Disable and Immobilize). Touch the Avrio Gate Stone to deactivate the Gate Avrio barrier. Tchita Uplands-Fields of Eternity Treasure 20 Diameter 8 - - 65% Applies Blind to all targets in range. As noted earlier, make sure your party leader is equipped with the Dawn Shard, then touch the pedestal to activate two hidden staircases back in the Ward of Velitation-yes. Each individual Moogle has its own color of Porn-Porn. There must be an elevator somewhere ... You'll run into the lumbering Atomos along the way through Northern Skirts, if you've triggered that hunt. You'll probably tinker with these often, as enemies in one area rnay use Sleep often, while in another region the main danger is Petrification, and so on. "0:JO:JCOCOCJO 191 OBJECTIVE FIND A WAY TO SNEAK INSIDE THE D LORLABORATORY It's not easy to get inside an Imperial weapons lab. Final Fantasy projects now require a team of authors, but lât m proud of what we accomplished given the resources available. Move up against the ravine walls and carefully move past the traps. Trade information to earn the "chops" you need to reach Draklor. Defeat Judge Bergan. See the Trial Mode chapter for more details. Remedy Lore 1: Sleep, Sap, Immobilize, Disable Remedy Lore 2: Petrify, Confuse, 011 Remedy Lore 3: Stop, Doom, Disease Increase HP granted to revived allies to 30/40/50°/owith each additional Phoenix Lore. you should prioritize Grimoire acquisition over new gear, magicks, or technicks. The more specific ally-status qarnbits can be used if you want more specific and situational status-curing solutions For example, a gambit of "Ally: any-Remedy/ Esuna" will be triggered by many debuffs. Before you start throwing your gil around the posh Imperial city stores, however, know that you can afford. This item allows for quirky setups where a character serves as main healer on an unconventional, non-magickal Job, like Machinist or Archer. 150 (, ZA PLAII\IS (IHI: RAINS) You can certainly explore any of the areas not mentioned in this walkthrough, seeking EXP, LP, dropped items. She speaks of vengeance-but does she know how to use the stone? 2900 18 Diameter 8 68 Lightning 1 OOo/o Deals Lightning damage to targets in range. Because the Viera see themselves as an inextricable part of "tl1e Wood," almost as a biological component of a greater being. The map will be very helpful in tl1e next areas. While in Living Chasin, you can see tl1e huge gate in the cliff wall up ahead. ITEMS VS. Taking mQSUI.C.ti_QilS-1!ml.OYe.SJh...!S--5latu.S Applies Invisible to all targets in range. Deals damage to enemies, doubles with each successive hit when used repeatedly. Ashe asks to be taken there, beyond Ozmone Plain. Ring Wyrm Liver x2, Undin Halcyon x1 Lumber x2, Undin Halcyon x1 Lumber x2, Undin Halcyon x1 + Spica xt Fiery Arrows xt, Long Bow x1 Artemis Arrows x1 Leather Breastplate x1, Leather Headgear x1 Save the Oueen x1 Battle Harness x1 Chaos Bombs x1, Caldera x1 Black Mask x1. This information will be very valuable shortly. This room holds a treasure chest with an item inside. Use those spells and manually target attacks until all the monsters are disabled. Our publisher made it clear I didnâ E^{mt} t have a choice. Enemies must close the gap to counter-attack. It is a destiny that includes an exhilarating adventure in the company of sky pirates, a princess. Believe it or not, you're safe for now. The best you can do is usually to set a low-priority Steal gambit with "Foe: HP = 100%," so your character rushes in early in battles to Steal from fresh foes. For example, the spell Blizzaga will cause far more damage when cast with an Ice Staff than without it. Upon reaching the Gate of the Soul Ward at the north end of the cavern, use the Soul Ward at the north end of the cavern, use the Soul Ward at the north end of the cavern with an Ice Staff than without it. strongly suggested that you read through the chapters on "Gambits" and the "Zodiac Job System" before you ship off for the sky fortress. The strength of Potions, Phoenix Down, Remedies, and Ethers are affected by special augmentations on the license board. Stock Up and Upgrade Yes, your primary objective is complete, but there is one last boss to face before you can move on to the next objective. When control returns, go forward through the door into the Chamber of First Light. Here, Balthier is a White Mage later in the game. One tactic to try is to hold allies with Quickenings in reserve. It's another boss battle! Cross the green walkway to a large floating ptattorm, and prepare to meet the Tyrant. PRIMA GAMES STAFF VP & PUBLISHER Mike Degler EDITORIAL MANAGER Tim Fitzpatrick DESIGN AND LAYOUT MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida Boroumand OPERATIONS MANAGER Tracy Wehmeyer LICENSING Paul Giacomotto MARKETING Julie Asbury Tim Cox Shaida the following individuals at Square Enix for their help and support on this project: Wilson Ho Jeana Braun Bryan D. The party discovers the Dawn Shard. Shows Foe's HP, statuses, and level as well as reveals traps. Approach the nearby forest bungalow and talk to the three "layabout" moogles inside. (Several characters tell you as much!) 190 OLD ARCIIADES YELLOW WORD CLUES In general, any yellow highlighted word or phrase in a character's text dialogue indicates a significant connection to another character or event somewhere. Next, continue east to the Phon Coast. WEST STATUE Turn right and go to the northernmost aisle, turn left, and head west to the wall. We encourage you to read the whole chapter, but this wil get you going right this minute. 76:82 74-77 70-76 91:94 19-23 18-20 19-23 20:22 31-33 33-34 0 0 0 36-40 35-37 32-36 24-28 23:25 31-35 EXP LP CP GIL 2693-3013 2403-2563 3838:4158 4584-4745 1 1 1 378:664 362-505 378:664 417-560 0 0 0 0 Drop: Dark Crystal, Forbidden Flesh, Prince's Kiss, Capricorn Gem Steal: Dark Crystal, 200 Gil, Caprtcom Gem Poach: Maggoty Flesh, Forbidden Flesh Rewards: 500 gil Potion x10 Steal: Storm Mag1c11e, Storm Crystal. 142 I OMB OF HAI I HWAI I. The "Mote" items ignore Reflect, too, . When needed, toggling Speed Mode on or off is as easy as tapping L 1. ACTION CHECKLIST 1 20°, {, 0% 2 5% 7% -300 3 50/0 95% 5 100% 100% 5840 5 50% 70% -50 6 50% 70% -50 Bacchus's Wine Meteorite Domaine allowing for creative offensive and defensive applications. 26 Diameter 8 - - 55% Applies Poison to all tar~ts in range. - _ GalVados Meteorite Knot of Rust Dark Matter Meteorite (B) (C) (A) (D) Knot of Rust Scathe Mote 1 . RES. Go around the hub and run across the zone line onto the platform. You can choose to "Commit this tale to memory" or "Do nothing." If you commit it to memory, the highlighted phrase of dialogue appears in the upper-left corner of the screen. Open up the Area Map to see new flashing icons that indicate where the nine moogles are holed up. -oooocucooc 229 When your party reaches 100 percent HP and MP, approach the Lift Controls panel JUDGE GABRANTH and select "Engage the lift." This brings Judge Gabranth back into the picture. Controllable Guest Characters and Espers: Before, temporary allies (whether human or supernatural) were outside your control. From here you can go north through the ancient door into the picture. north via the main door to save at the orange Save Crystal. Saflkawood WHALE WHISKER +91 SWEEP +83 \ Wind element Ba!t\eim Passage, Paramina Rift Giza Plains (Rains), Zertinan caverns Oglr-Yensa Sanctsea +88 \ Feywoocl ' Cerobi StepP\!, Ridorana cataract KANYA +112 +108 lmmoblrize Steal from rare monster 357, Vagrant Soul; steal from rare monster 332, Abelisk; Cerobi Steppe Sell Mythrfl x3, Corpse Fly x3, Aquarius Gem xt to Bazaar Ulusu Mines. [bl Zeus Mace, Cancer Gem Steal: Iron Ore, Haslega Mote 6-7 5 7 9 17 44 Steal: Pebble, Knot of Rust, Potion Poach: Pebble, Knot of Rust ATT. U you purchased the Remedy Lore 3 license, ese a Remedy to remove its Doom effect by the count of 10 or suffer instant death. See also: Syphon. AQUARAMOTE 60POW Deal water damage to all foes in range. When red doors are open, blue doors are closed and vice versa. Bow damage is determined by the attack power of the bow and arrow, your character's strength and speed, and the enemy's defense. It turns out he knows Balthier, who calls Jules a "streetear"-a peddler of information. 5000 0 First Aid 20 Shops in Rabanastre, Giza Plains, Nalbina, Barheim Passage, Bhujerba, Dreadnou~ht Leviathan, Dalmasca Westersand, Mosphoran Hig waste, Pilon Coast, Archades and Balfonhelm. OOOOCi.: JCOOC 279 YOICHI BOW +92 Ridorana cataract SEITENGRAT \ +109 Sell Great Serpent's Fan~ x2, Moondust x2, Sylph, HaJycon x1 to Bazaar ~ ;;..;.., Save your game! After doing so, return and go through the secret passage now revealed behind the lowered Mystic Altar. Go to the northwest corner of the room and head down the west stairs. This path leads to the Pilgrim's Door. The enemies here are the same as your earlier trip through Go/more, plus the following: THE NEEDLEBRAKE THE PARTING GLADE To Paths of Chained Light To Giruvegan Boss Chamber Waystone XIX to XI becomes a two-way route after using it once. EFF. Horakhty's Flame, Unpuritied Ether Steal: Phoenix Down, caramel, Slime Oil DEF. This chapter is a lot to take in all at once. After your victory, continue south through the door into the Vault of the Champion. Return to the while Ghis orders his science staff to assess the Dawn Shard's powers. If you have any Dark-type spells on hand, use them on the Blood Gigas guards. Spellbound 30 Ether Lore 2 35 Increases MP Restoration of Ethers/Hi-Ethers by 20%. Defeat Ahriman. Deals MP damage to one target. Get to the lift platform in the central hub. +HP 20.220 Adds maximum Health Points in the amount listed. You will eventually return here to speak to Otto for part of the hidden medallion quest. Use it to teleport back to But as the Imperial nethicite research begins, Fran, sensitive to the Mist, is the Hall of the Destroyer, then use the next (yellow) Way Stone to teleport out of suddenly stricken. Rotate it until it faces west. Meanwhile, back in Dalmasca, the party discusses the Dawn Shard's awesome destructive force. He writes of leaving Bhujerba, seeking to bring together scattered pockets of the Resistance throughout lvalice into a unified movement. Jules then demands 2500 gil for the info you need regarding chops. Gambits like "Ally: item AMT~ 1 O" can also li1nit waste and ensure that the party doesn't run out of a critical item in the middle of a battie. Berserk causes the target to only use the attack command, deal 50% more damage and iucs~s.e_chargesrt;~t.bY-1.!J..Q% Applies Roat to al targets in range. ' ~ @v = These color chests will reappear on the maps. Beware the Fire Elemental floating around this area. Ready? Many new hunts, gear pieces, and magicks are available. If you build a ga1nbit of "Ally: any-Phoenix Down," that character will only use a Phoenix Down, " that character will only use a Phoenix Down," that character will only use a Phoenix Down, " that character will only use a Phoenix Down," that character will only use a Phoenix Down, " that character will only use a Phoenix Do Confuse, and Oil. In this case, for example, equipping the Sash on a character already afflicted with Slow does nothing. In fact. But some are less obvious, like choosing a pair of Jobs based on what you'll unlock by giving that character a particular Esper, adding unique capabilities to that combination. Open the now unlocked door and enter Cold Distance. Keep some profits from loot sales handy, since Curaja, Blizzaga, Slowga, and Darkga are all just over 7000 gil each. Or, you can use them to shore up deficiencies, like adding heavy armor capability to a fragile white or black mage. look different in the olcl city, as they're crystalshaped and float. After the battle, watch the next event to see the fate of the Gran Kiltias and learn what happened to young Lord Larsa. For example, an Ex-Broker up in the northeast corner of the Alley of Low Whispers is remorseful for all of the former clients he bilked. Upgrade equipment and magick and expend your LP on licenses. -= Red Gate -= Blue Gate POP IF POP, NORMAL LOOT ODDS GIL ODDS & AMT # APP. It often misses and doesn't last long, but it can be beneficial when facing a particularly difficult enemy. Often, this approach will lead to Fran using a Potion to temporarily relieve an ally near death; she'll then follow up with a Cure spell to get them into a comfort zone. Ranged weapons prevent a party member from equipping a shield and, for the most part, they do not enhance Evasion in a meaningful way. Mt Bur-Omisace, Mosphoran Highwaste, hon coast, Archades and Balfonheim. Yellow Liquid xt, Water Magicite x3 Bundle of Needles xt , Festering Flesh x2. Open the Secret Passage to the Dawn Shard. Take them down quickly. @ti= These color chests will reappear on the maps. Tame the Crystalbug This room features a tough, tricky crystal. When the scene ends, the party appears at the taxi platform. This action starts a landslide that opens a secret route back to tile Rays of Ashen Light area. FORREST WALKER To the family I grew up with and the family I've made. To do so, select "Examine the Statue" and then "Rotate the Statue" so it faces east. Before leaving, heed Balthier's words of wisdom: "Better go prepared." By now you should be developing your characters with distinctive roles in mind. These two modes highlight the true appeal, or even the true worth, of the Gambit system-the battle system used in FINAL FANTASY XII. The Dawn Shard can be seen emerging as well, and soon they are after it. Most enemies are immune. The most noteworthy addition you can pick up here is the black Mages a non-elemental area-of-effect nuke that also might inflict Sap on targets. It's almost always worth having a Steal gambit active for one person in the party, but it'll require a little babysitting sometrnes. SWiftness Charge TI me on all actions by -10°/o 30.80 Reduces (mileage varies depending on battle speed setting). ~ s ~ ~ Increase Ether potency 10/20130% with Ether Lore 112/3 REMEDY ~ PHOENIX DOWN ~ Remove Blind, Poison, Silence, and Slmv from one ally. - in Phon Coast. Follow the corridor around the first corner and knock out the two big Ragohs. The loot you sell is used to make item packages that are often cheaper than normal, or exclusive to the Bazaar. NAME Fire I LICENSE REQUIRED I Black Magick 1 Fira Black Magick 5 Rraga Black Magick 9 Black Magick 1 Thundara Black Magick 6 Thundaga Blizzard Blizzard Blizzard Blizzara Blizzara Blizzara, 15 Nalbina, Bhujerba, Dreadnought Leviathan, ...Dalmasca Westersand. Bow accuracy is also affected by the weather in a given region. Follow it over to the next set of ramps, the Aadha Water-Steps. Having MP as a li1niting factor prevents magicks from being too powerful and forces you to carefully manage MP. Tchita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First Ascent 1200 Accessories 7 40 Immune: Silence, Defense +2, Magid < Power + 1 Giza Plains (Rains), Sallkawooct, Tcllita Uplands, Pharos • First the "Colossus" (the huge statue in the center of the shrine) has undergone some change. Worthy of their name "forest hunters, • Viera can detect even the most subtle sounds. Also, talk to the "Lucky Man," the one who confides in you how he found a "bag o' money" in a barrel. Dispel White Magick 5 Tomb of Raithwall40 The Royal Passage Treasure 16 Single - - - Removes Slow, Stop, and any positive status effects from a target. Ultimately, these items become available in the Bazaar. ;, :: -I. J.. 30 The Salikawoocl--Ouietened Trace Treasure 3 Single 90% Inflicts Confuse on one Foe. Rotate the Three Statues and rotate them to face the center of the Stilshrine. Fran tells Penelo it is not fog, but "Mist." It is dangerous, but dense Mist also allows for the working of powerful magicks, which could be helpful. SIDE QUEST: WITHERED TREE BRIDGE A number of Withered Trees-six, to be exact-sit on the banks of the water in various parts of the Giza Plains. You also want all of the Ether upgrades. Focus 70 Increases physical damage dealt by 1.5x when HP is full. At least when you realize this is happening, you'll have a few items left in reserve, to hopefully tide you over till you can reach a teleport crystal or the Strahl, so you can get back to an item shop somewhere and replenish your disposable item stock. His magick creates foul undead minions called Ghasts. Talk to any armor merchant more than 15 times. Potion Lore 2 35 Increases HP restoration of Potions/Hi-Potions.IX-Potions by 30%. Or, at least, make two Save Files-one to back out of Pharos and go about grinding levels and hunting rnarks, and the other to continue to the story's conclusion now. Rose Corsage)> Jl - :IJ If you do attract an elementats attention, there are usually zone lines nearby and you can always run into the next area. ;;; -I. I. And to Zodiark for always keeping those precepts. Meanwhile, things are going crazy on the bridge of the Leviathan. Uh oh-another Demon Wall! And this time there's no escape. 2. After defeating the King Bomb, you can e to the Corridor of Ages and find Braegh, the mark in the "Rodeo to the Death" hunt. Defeat Dr. Cid. and treasure, all of which are useful and necessary for success. Round up the moogle apprentices to finish fixing the gate. After a countdown, a Petrified enemy becomes S10ne•.1e1no'lingthem]r.o.ro..combat Applies Doom general, it's wise to avoid elementals in the early going. z (J) Deals Ice damage to targets in range. An~oe able to do so wil attack this ally. Stranger still is the Nhopalaoa accessory (found in chests in the Henne Mines, and Pharos Subterra). THE CID AND FAMFRIT, DARKENING CLOUD Once Judge Gabranth goes down, the party receives another happy visit from fne good doctor. A fellow named Jules sits on a crate and speaks of the "market" for information, offering to pay for good tips. 8500 48 Diameter 8 142 - 100% Deals damat to all targets in range and applies p. 11'11 (Melee specialist's name}-Berserk This tricky gambit sacrifices control of one character in favor of drastically increasing his/her attack power, speed, and combos. Enter the Mosphoran Highwaste. First, eliminate the Wolves around Tilextera; they fall quickly, drastically reducing the party's sustained damage. Use only need to deactivate one unless you want the treasure in the upper west area. If you meet the requirements to find the mark and defeat it, return to the petitioner for a reward and maybe extra infonnation leading to another event in the game. Jt (.. Except for the 'Morbid Urn' package, the criteria for revealing all of these Grimoires can be fulfilled in one town visit very early in the game. Jt (.. Except for the 'Morbid Urn' package, the criteria for revealing all of these Grimoires can be fulfilled in one town visit very early in the game. Jt (.. Except for the 'Morbid Urn' package, the criteria for revealing all of these Grimoires can be fulfilled in one town visit very early in the game. chests containing the Sakura-saezuri ninja sword and 1000 Needles tech nick, and venture south into the cave. y damage taken is Increased by 50% but removes Sleep. It was a learning experience for everyone involved. I continued to write for several years with Conan being my final project. RAISE THE HP BAR Stay close to the right-hand railing until you reach a section where there's no railing. Whenever a guest joins, take a moment to check their gambits and adjust to your liking, and to best augment your existing party. (If you took off your Bangle for the boss fight, equip it now to locate the traps or use Libra.) Fight through the Strikers and Irnps guarding the long passage that slopes up into a large room, then exit north into the Chamber of the Chosen. You'll be better off spending a little time thinking about party makeup early, rather than wishing you'd made different choices 100 hours later. - Single - - - Removes Disease from one ally. "n::JO::JCOCOiJO 145 As the apparition drifts away past the party, Lady Ashe is left holding the Dawn Ashe turns over the stone. Fight down the first ramp to reach the first barrier, Gate Avrio. Cross the rainy Giza Plains. Gann~t remove Oil, Stone, Slow, Stop, oom Disease, or X-Zone. Montblanc (in The Clan Hall) hands out the elite marks, which are real challenges. (You can also buy a map of the Tchita Uplands, if you have the extra gil.) Each of the four Archadian districts has several pairs of people you can match up to earn one chop. The purpose of this chapter Is to help you make lasting, effective, and fun choices for your combat party. Pharos · Second Ascent. ShoCis in Eruyt VIII~e, Mt ur-Omisace, osphoran 1000 J:llgti.waste, J:llo[), Doastan.d Arcbad..es. THE MANDRAGORAS .--, OODOCOCDOC 187 Remember, the Mandragora bosses were a mark for a hunt you agreed to do. You can choose to turn left (north) and head up to the next sigil platform, fighting through a painful Purobolos swarm (five of them!) to use the Green Sigil. AEROGAMOTE 102 POW Deal heavy wind damage to all roes in range. When Thextera's HP is low, it calls In more Wolves. "The Eight & Twenty Chops" (Ardent Woman and Ardent Man) The Cab Guide says a taxi ride is a million gil! It's either that, or three chops. Add a hunt to the Clan Primer by agreeing to speak to the petitioner, and use its map to help find each person in need of your skills. 196 DR AK LOR I ABO RA I ORY After the fight, you see a brief glimpse of what's behind Dr. Cid's maniacal drive for mastery of nemicite. Prima Games® is a registered trademark of Penguin Random House LLC. Talk to any weapon merchant more than 30 times. Prep for the Journey Take some time in Rabanastre to visit Montblanc at the Clan Hall for rewards, upgrade equipment, and shop for magicks, technicks, and gambits. You can put this to work by intentionally blinding the character and giving him or her a gambit such as this one. Defeat the Crystalbug Exit the Hall of Lambent Darkness via either side door (east or west) into the Acolyte's Burden area. Finally, climb the stairs and use the Dais of Ascendance elevator. Many staves actually power up certain elements. Go downstairs and enter the next roo1n, the Ward of the Sword-King. If you strike a Withered Tree, it falls into the water and floats downstream, snagging at a spot in the Gizas South Bank. WALL FACTS You can complete the Tomb of Raithwall level without fighting the first Demon Wall. Immobilize prevents movement. I I OBJECTIVE FIND THE HUNTERS' CAMP ON THE ARCHADIAN BORDER The ultimate goal here is the Draklor Laboratory in Archades. RACES OF IVALICE Hume Some call it the race of "dominance." Many Humes have an abiding attraction to power, much more so than the other races of lvalice. Enter to trigger a short event showing Balthier examining notes in Dr. Cid's ransacked office. and use the Chthes Gate Stone to open the next gate on the ramp system. If you want to go the extra ,nile and defeating attraction to power, much more so than the other races of lvalice. Bellas to create a perfect save with all twelve assignments available, the Demon Wall will be a challenge. or X-Zone. Still, when targeting specific packages, it's better not to sell all loot indiscriminately. @ti = These color chests will reappear on the maps. 24 Diameter8 91 Dark 100% Deals Dark damage to all targets in range. Dreadnought Leviathan, Dalmasca Westersand and Archades. :: D 0 1. But now, not long after that, you'll be able to assign a second Job board is gained at the same time as access to the first Esper. DARK MATTER Deal potentially massive damage to all foes in range. Applies Haste to all targets In range At the far northern edge of the palace is the Hall of Shadowlight, where a boss battle looms. Keep cl1ecking tne board and visiting Montblanc for regularly updated hunt opportunities. DISPEL MOTE - Remove beneficial status effects from one foe. Continue working your way down the ramps until you reach what seems like tile end of the final platform. ::;; 0 c HIDDEN JEWEL PASSAGE G) If you defeat both demon walls, a Hidden Jewel appears that opens the way to a looping hidden path below. like having melee fighters watch themselves for Blind status, ready to clean it up with Eye Drops. Talk to the soldier on the left, who asks for credentials. Regen restores HP over lime and removes Sap status. First, you may want to head back east to the last Way Stone. Single - - - Removes Silence from one ally. Killing the peripheral monsters he summons, whetller for fun. Pharos - Subterra Accessories 1 O 40 Immune: Sleep, Maglck Resist + 1, Magick Power + 3 Phan coast, Tchlta Uplands, Pnaros · Third Ascent 800 Accessories 11 45 Raises strength when character has full HP. -I (}) Disabling Gambits aren't always a good thing. Somehow, Balthier manages to pilot a craft out of the inferno. 170 SI ILSIIRINE:: 01- MIRIAM 'A ghastly and powerful creature called the Negalmuur may appear in tile Ward of tile Sword-King hallway. While the FINAL FANTASYXII INTERNATIONAL ZODIAC JOB SYSTEM introduced lots of new gameplay variation, it also created new issues: with six characters and 12 Jobs, It wasn't possible to enjoy all the abilities and weapons available in one playthrough. Try keeping a reserve party with Mist Charges ready if possible, and swap them in for a Quickening chain when Ahriman's HP drops below one-quarter. ', ... You must first reach the Phon Coast hunters' camp, though, traveling on foot from Nalbina Fortress via the Mosphoran Highwaste and the Salikawood. They reduce Ice damage by half, which helps against the Ice Azers and when Mateus unleashes tl, e frigid super attack, Blizzaja. ~ CJ> 0 (I (I BACCHUS'S WINE Cause one ally to mindlessly attackwith weapon In hand. Upon reaching the end of the last platform, step off again to trigger a green floating walkway. Monsters typically have a common loot drop but, in addition, they can also drop special stones and gems imbued with magickal power (such as the Dark Stone, Wind Magicite, Fire Crystal, etc). you must go back downstairs to the dragon room. It's time to check out those areas. 10°/0 50% 0% Reverse Mote Aeroga Mote Knot of Rust Meteorite I.A) 100% 0% Holy Mote Holy Mote Holy Mote Holy Mote Knot of Rust Meteorite I.A) 100% 0% Hastega Mote Hastega Mote Hastega Mote Hastega Mote Get to the Top Floor FLOOR 66 When the party arrives on the 66th Floor, head work your way north through the corridors (past some dead and wounded Imperial soldiers) to the northernmost lift. Roat causes immunity to traps and Earth e.Jementat.maglci.. It is easy to get overwhelmed in this situation, especially if the Vlvians spew Stop, Sleep, or Immobilize on multiple party members. Walk forward to the spinning gear mechanism to trigger an event in which Ashe seizes the Sword of Kings at last. -' -: Jl 0 c CHECK THE MAP A yellow arrow located at the statue's location on the area map indicates which way the statue is currently facing. no matter what. After that, an array of status-curing gambits help keep the party in top fighting shape. If you chopped down all six of the Beast. Tanned Hide, Aries Gem Rewards: 3500 gil, Hi-Ether Teieport Slone Steal: Forbidden Flesh, Fire Crystal, Jeminii Gem Rewards: 3500 gil, Halberd. When you've finished shopping, head to the northeast district, Sea Breeze Lane. Jallara, Eruyt Villa~e. Topping off characters who lose some, but not most, of their Health Points keeps the party more stable, and helps keep licenses activated that confer some bonus at full HP. Shoot them out of the sky and move to the east exit. When this titanic battle ends, a spectacular event plays, containing the dramatic resolution of certain matters. Several waterfalls block passages between areas of the Sochen Cave Palace. (now deactivated) and go on throuon. Back in the Archadian Senate, the Emperor hears reports of Rozarrian war exercises. Take the taxi to Tsenoble. It not, teleport to Rabanastre and exit the city via Eastgate into the Dalmasca Estersand. Re lect causes magick to change target fi:011LalJy to_too.OL'liQe..ve.c_sa. It's especially effective against enemies with a high defense. CONTINUES ON NEXT PAGE -ooOOCi.: JCOOC 177 CONTINUED FROM PREVIOUS PAGE TREASURE TABLE LEGEND: It = These color chests only appear once on the map. Jules says that a squad of Judges is at Oraklor, but his connections are cold as to the actual research being conducted. Solve the Feywood shrine puzzle to reveal the gate. In this way, anywhere there is a Save Crystal, Trial Mode can be employed for sparring practice and extremely efficient LP farming. Reduces MP to O on a failure. Note that there are no Save Crystals in the fortress! The key is to get into the central 11ub as quickly as possible; the longer you take, the more forces will swarm your party's position. ;;; J 0 c CJ 42 70% 50% -340 Hi-Potion Gold Needle Knot of Rust Meteorite (A) 45% 0°/0 0% -420 Hi-Potion Ether Reverse Mote Hastega Mote Reverse Mote Hastega Mote Knot of Rust Meteorite (A) Reverse Mote Hastega Mote Reverse Mote Hastega Mote 100% 0% Bubble Mote Feather.Wind Stone, Taurus Gem Rewards: 1200 gll, Hi-Potion x2 Hea'ti' Coat Steal: Potion, Turtle Shell, Aged Turtle Shell Rewards: 7000 git, Assassin's Arrows, Teleport Stone Steal: Pebble, HFPotion, Ring Wyrm Scale 324 2 3 7 - :? Start with a threesome wearing light or mystic armot if at all possible. You've been almost everywhere, so it doesn't reveal too much, but you can see two areas way down on the southern end of the shrine, south of the Sword of Justice that was blocking the hall earlier. A handful of enemies also received minor stat or drop changes. Next, go south down that ramp and then south again down the next one. The south against the Ice element, however, so if you have Blizzaga in your arsenal, you can deal big damage to multiple Behemoths. It was simply an amazing opportunity. at of ramps. So, an author. 36 38 38 EVA. Then, the primary nukes, tailored to trigger against foes who will take extra damage. Its gate stone is located up the next set of ramps. So, if you flip the order of Cure and Potion here, Penelo may be able to quickly restore a desperate ally's HP before the enemy lands a final blow. @;e = These color chests will reappear on the maps. Regardless of your make your way back to the south a little ways, an event follows in which Jules appears and talks to your party. Go north and climb back up one ramp, then turn left and descend the other side. Her first priority is to use Cure to restore any allies who are hurt just a bit. Ice Magicite x5 Iron Scraps x3, Foul Flesh x2, Earth Stone x3 Sturdy Bone x5, Demon Eyeball x3, Fire Magicite x5 Iron Scraps x3, Foul Flesh x4, Dark Magicite x5 Iron Scraps x3, Foul Flesh x2, Earth Stone x3 Sturdy Bone x5, Demon Eyeball x3, Fire Magicite x5 Iron Scraps x3, Foul Flesh x4, Dark Magicite x5, Foul Flesh x2, High Arcana x1 Snake Skin x4, Serpent Eye x2, High Arcana x1 Bent Staff x3 Wyvern Wing x2, Yensa Fin x2, Salarnand Halcyon x1 Broken Sword .. MEGALIXIR Fully restore all allies' HP and MP. Well . The nethicite is overloading the ship's systems, the power test is spinning out of control and Ghis gets hts proof of the Dynast-King's power. Treasure 10 Diameter 6 - 6000 0 Single - The Zertinan Caverns-canopy of Clay Treasure 0 Single 20% Requires user to be Blind to take effect. If a friend is badly da1naged, Fran will use a Potion instead, which is faster. Archades and 70 Shops Balfonheim Port. Apparently, Vayne wants all three of the great nethicite shards. It's impossible to account to be Blind to take effect. for EVERY status ailment in one gambit palette. Here you find the last of the three Stone Brave statues. REVERSE MOTE Cause healing and damage to have the problem of not allowing for strong customization and distinct roles between characters, but it was never released in English-speaking markets (though many fans acquired the Japanese version to play anyway, which used English language cutscenes-hence "International" in the title for the Japanese re-release). Exit the Babbling Vale to the north into the coolest-sounding area so tar, the Trail of Sky-flung Stone. Go forward and read the Carven Pillar to receive your last clue in the phrase "untainted by tint or color." When you approach the final sigil platform, you will see the usual four colors-nothing colorless. Sophisticated and stable internal political systems, stunning and nuanced architecture, and the dogged pursuit of a better, more secure life are the culmination of the Hurne race. 3. You can think of these Jobs as FFXI-style "subjobs," using them to bolster the strengths of your "main" Job, like granting more battle and swiftness lores than would normally be available. Finally, turn around and go back west to the Ward of the Sword-King and head down to the door at tile south encl of the corridor. (Healing late!) Monk Foebreaker 50 Chaos Zod'lal1a Knot of Rust Meteorite 1/"J Gravity Mote Flame Staff Knot of Rust Meteorite 1/"J 16 100% 80% -100 Polian Hi-Potion Knot of Rust Meteorite 1/"J 16 100% 80% -100 Polian Hi 80% -150 PoUon Hi-Potion Knot of Rust Meteorite (/:>: J 17 100% 80% -280 19 80% 30% -280 100% 0% Shades of Black Shades Shades of Black Shades Shades Shades S (C) Balance Mote Phoenix Down Heavy Coat Knot of Rust Meteorite (A) Phoenix Down Phoenix Down Phoenix Down Blood Sword Blood S Dynast-King's treasure." Balthier, of course, is a bit disappointed. Alternatively, change the restorative gambits of your non-Reversed party members to "Self: HP< 50%-Curaga" so that they don't undermine your efforts. The Royal Passage has a map and three Way Stones. Lady Ashe claims to hear the Dawn Shard's call, and so onward they go. This triggers another event. Activate the lift to trigger your first in a final series of boss battles. But this is a "story walkthrough," so this section presents the most of your gil income; this can basically be doubled if you make sure to also Steal as often as possible. Once purchased for one character, he'll disappear on the boards of all other characters-Espers can only be acquired once, for each ally. Be aware that a Mastiff will break the chain, however. once again. Henne Mines, Qua\$imodo Boots AGcessorfes 21 130 ln,mune: Sapi HP +500 U,usu Mines. 7500 38 Diameter 8 130 Dark 100% Deals Dark damage to all targets in range. -'- ;; J 0 c I The map of the Mosphoran Highwaste shown here reflects only the areas of the main routes that are directly connected. You can also use the zone exit here right next to U1e King Bomb to allow repeated Steal attempts against the boss. Scathe 100% 125 70 Black Magick 12 Fire 22 Diameter 8 Black Magick 8 Flare Single EFFECTS 42 Aeroga Scourge I POWERI ELEMENT! Ac~t~acv 7300 30 Shock 6 AREA Shop in BaJfonheim, after Draklor. OHAN USHA -----, +224 EVA+75 COST LOCATION' (Re9u1res Diamoncl Armleij In ve1y rare, NVISIBLE treasure chest found on t11e bae1 Embroidered Tippet Accessories 5 35 Doubles EXP earned 0 0 Nam-Yensa Sandsea HP= 100%-Charm - Party leader-Reverse I Reverse MP upon being damaged. Faith increases m~ick damage and healing done by 30% to 0°/o de nding on the spell ca~t. Stilshrine of Miriam DRAGON WHISKER \\ Pilon Coast, Tchita Uplands ZODIAC SPEAR \ Cerobi Steppe, Lhusu Mines \ \ Ridorana Cataract Pharos - First Ascent VRSABHA +141 Disable +100 Disable Feywood Henne Mines +108 Disable, '2-/A +40 Orap from enemy 337, Evil Spirit "0:JO:JCOi....000 277 Poles Like katana and ninja swords, it's easy to combo attack with poles on a frequent basis. Meteorite (B) :;; J Knot of Rust - 0 Meteorite I.A) '-- Q ODDS GIL ODDS & AMT # APP. You want your mages to have the ability to defend themselves against a close rush of White Wolves or Zombies. Phan Coast, Tchita Uplands, Nabreus Deadlands, Pharos - Second Ascent Accessories 15 70 Equip: Reflect Stli~rine ct Miriam, Pharos - Second Ascent, Phares - Subterra Accessories 16 70 Improves chance to hit, Maglck Power +3 Barheim Passage. Next, turn east and stay close to fne easternmost (right) wall as you move toward an alcove with a Map Urn that is guarded by three Gorgimeras. Oispelga White Magick 1 o F8:aoocl90 The White agick's Embrace Treasure 32 Diameter 10 - - - Removes Slow, Stop, and any positive status effects from all targets in range. Aqua I Shops in Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast and Archades. FEET Viera have pointed feet. If an ally is reduced to between 20-300/0 HP, Penelo lacks enough MP for Cure, she'll instead go down the list to using a Potion. Immediately following the Curaga gambit is a Hi-Potion gambit for extremely low HP; in this case, Potions are faster, so the lower an ally is, the more worthwhile it is to consider Potions over spells. Absolb: Holy Henne Mines, Stilshrine of Mirlam, Phares · Subterra Accessories 15 70 Immune: Confuse, and talk to the moogle boss to get a thankyou gift: a Sash, and talk to the more worthwhile it is to consider Potions over spells. accessory that makes the wearer immune to Slow. Proceed west down Touch the first Way Stone, if you dare. From the statue go east, then north to head into the next area, Cold Distance. Look for Espers like Belias on the Ucense Board after you defeat them. If that's not the case, then head out to the case, then north to head into the next area, Cold Distance. and level up your characters. Gemini Gem Drop: Demon Poach: Demon Eyebal Gil, Reverse Mo e Poach: Quality Stone, Aquarius Gem Steal: Demon Eyebal Gil, Reverse Mo e Poach: Demon Eyebal Gil, Reverse Mo e Poach: Demon Eyebal Gil, Reverse Mo e Poach: Quality Stone, Aquarius Gem Poach: Quali Stone, Orichalcum 54-56 15251-15571 999 34:42 36-44 5-9 6-10 46:50 39-45 45 53 21-23 23:25 EXP LP CP GIL 4615-4967 5221 :5573 1 1 432-834 476-878 0 0 Drop: Water Crystal, ReHectga Mote Poach: Grimoire Aidhed, Black Robes 45 48042 48042 45 999 999 ATI. For a Cerobi Steppe treasure map, check out Wyrm Philosopher section of the Side Quest chapter. I Shops in Rabanastre, Giza Plains, Nalbina Market, Barheim Passage, 200 6 Bhujerba, Dreadnought Leviathan and Dalrnasca Westersand. Cannot remove Oil, Stone, Slow, Stop, Doom Disease. Treasure 10 Single - 75% Applies Blind to one target Now exit and go all the way to the room in the southwest corner of Floor 68, Room 6811 West. Single - - Removes and nrevents Disease. After that, you must solve a directional puzzle here in the Sochen Cave Palace (similar to the waterfall puzzle) to unlock the path to the Hall of the Wroth God. A great avion beast called a Garuda drops from the sky, ready to protect the tomb. Check your ,nap to find their locations. Examine it to open the north passage to a Way Stone. Shades of Black 70 The Tomb of Raithwall-Cloister of Flame Treasure 10 Single - Randomly casts a Black Magick without consuming MP or needing to have tile license Traveler Horology Sl1ops in Rabanastre, NalbinaHBhujerba. Your goal is to find and confront Dr. Cid before he carries his nethicite experiments too far. Stop by the notice board to accept any new hunts, like Pylraster. 118 120 Rewards: 3800 gil. 30 Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4. The sooner you get your hands on Grimoires, the sooner your drop quality will improve, and for the rest of your gameplay duration, too. If you use any one of these, the party gets zapped back to a previous location. Next, head for the Save Crystal to trigger another chilling event. IIEMS METEORITE(A) Inflict Sap on one target. Secret Baknamy merchant in Necrohol of Nabudis-Cloister of the Highborn, 12000 66 after defeating Hydro at The Pharos at Ridorg11a. When the scene ends, the party stands just inside the south entrance to the Cloister of Flame. game, the more you will come across new findings on the maps, experience the growth of the characters, and feel the excitement when the breadth of your strategy expands. 607-919 1 POP, NORMAL LOOT GIL ODDS & AMT # APP. > Step into the first trap. This includes most restoration spells. Head for the east exit into the next area Living Chasm. Work your way back and forth down the ramps to the next Golem-guarded switch, the Parelthon Gate Stone. 0 c Ci) t -- I ' I - , I. Beas\lord Hide, Gemini Gem Rewards: 1000 gil, Germinas Boots. If allies are stable, France Franc checks for any fire-weak foes, then nukes them. 192 I II E IMP I:; RI AL CI I Y O I' AH CH AD I- S SAVE 2500 GIL FOR JULES Shop to your heart's content, but if you don't keep 2500 gil for Jules, you won't get the info you need about chops. So if you just match up all the pairs available in Molberry alone, you'll have more than enough for the taxi. ncreases chance of Ian ing status effects. HP+50 Phon coast. Tanned Giantskin. PIEBALD PATH GRAND BOWER CORRIDOR OF AGES QUIETENED TRACE - ,---2 DIVERGING WAY Book of Orgain-Cent x8, Book of Orgain-Mille x8 Festering flesh x4 Fish Scale x2, Green Liquid x1 , Dark Stone xs Gemsteel x2, Orichalcum x3, Mallet x2 Coeurl Pelt x3, Quality Hide x2, Dark Magicite x4 Emperor Scale x2, Ice Magicite x4, Tyrant Hige x4, Flesh x7, Are Crystal x8 Slaven Harness x2 Fine Wool x4, Tanned Tyrant Hide x2, Fire MaglcIte x5 Bomb Snell x1, Fire Crystal x3 Bomb Ashes x3, Book of Orgain x2, Fire Crystal x3 Bomb Ashes x3, Book of Orgain x3, Fire Crystal x3 Bomb Ashes x3, Book of Orgain x3, Fire Crystal x3 Bomb Ashes x3, Book of Orgain x3, Fire Crystal x3 Bomb Ashes x3, Boo Crystal 0 0 30-32 30-34 21-24 20-26 EXP LP CP GIL 2903-3087 2568-2936 1 1 314-509 248-6.38 0 0 94 110 218-234 282-298 446-462 50-54 60-64 75-79 100-104 AIT. (The panel changes from blue to red.) Exit the room and follow the corridor back to the lift, but watch out for an attack by Imperial troops! Fight through the Swordsmen and Hopi ite and get to the lift. If you do choose to fight, unload everything you have on Negalmuur-remember, a Save Crystal is just one room away! The doors in the northwest corner are unlocked. Speed +5 Rabanastre Accessories 20 115 Matc;ki; will not bounce off targets with Nabreus D!lc\dlanes, Pharos - Second Aswnt Ref ect status. - -Shops inRabanastre,1\Jal6ma, Dalmasca Estersand, Bhujerba, 20 Dreadnought Leviathan, Dalmasca Estersand, Bhu their abilities. Shop to upgrade your equipment, gambits, magicks, and technicks. Ether Lore 1 20 Increases MP Restoration of Ethers/Hi-Ethers by 1 Oo/o. THE Z O O I AC: COLLECTOR'S EDITION GUIDE I]\' 1{IJG GI]I]US ® THIE; Z O ID J, A., C AG IE Written by Joe Epstein and Forrest Walker CREDI TS Original guide written by Rick Barba, David Cassady, Joe Epstein, and Wes Ehrlichman TITLE MANAGER Chris Hausermann ©2017 DK/Prima Games, a division of Penguin Random House LLC. This is the only gate you must open to move onward. That's not a problem, though. Take the elevator up to floor 68. These unique appendages make stiletto heels the best footwear for maintaining e to the north (South Bank Village) to bring his wife the flower, beginning the •patient in the Desert" evenl. EVA 56-58 27-30 23 0 90-94 33-39 29 0 12-13 16-17 18-19 7-8 22-25 Drop; [a] Dark Stone, [b] Dark MagicIte, [a] Daken Pole, [b] Sky Jewel, Prince's Kiss Steal; [a] Dark palance. He asks you to do to the villa StoneJ>l Dark Magicite, Glass Jewel, [a] Dark Mote, [bl Sky Jewel Poach: Glass Jewel, 1ul Sky Jewer Drop: Dark Stone, Foul Flesh, Festering Flesh 21 ·217 13 ·14 32 ·35 209 ·212 2629 ·2638 Drop: Dark Stone, Foul Resp, [a]lb] Antidote, [a]lb] Buckler [c) Festering Flesh Steal: Foul Flesh, lcl Dark ivrag, cite, 2 gil, 50 gil Poach: [a][b] Foul'Ffesh, [a)[b] Festering Flesli 7-8 7- 402.408 300-320 6786-6804 999 1 1 1 50-66 66-82 83-99 0 0 a 212-215 290-293 389-392 Drol): Bone Fragmen\ Dark Stone, Laj Potion, [l;llfcl Antidote, [a] Echo Herbsk(bl[c] Iron Helm Steal: Bone Fragment, 1a] ,A.qua Mote, [b] [c) 20 grl, [a Bronze Chestplate, [b][c) Dar Mote Poach: Bone Fragment, [b](c] Potion 6-8 317-347 300-360 11-13 8.12 38-40 5090-5120 999 30-32 23-27 910 28 32.33 20 ATT. The origin of FINAL FANTASY XII THE ZODIAC AGE starts with the original FINAL FANTASY XII which was released on PlayStation 2 in 2006. Talk to the Imperial guard • @tl = These color chests will reappear on the maps. Keep an eye out for the Wary Wolf on the Summit Path, too; it's a powerful Rare Game animal-very rare, in fact! Exit from Summit Path to the northwest into Babbling Vale. They are not aggressive, but you can attack them if you want EXP, LP, or the loot items. ILLUSTRATION © 2006 YOSHITAKA AMANO THE ZODIAC AGE is a registered trademark or tradema 30-100 Increases Magick Power by 1. Descend the stairs leading down to the three Way Stones and a Map Urn. CTI () -->- 20 ~ -- - Single . The element-weak gambit conditions are terrific for Black Mages and Red Battlemages, who can precisely sling their MP around to inflict maximum damage on susceptible foes. Follow the corridor to the left and down the stairs to the main floor. Not recommended. There are three Gate Stones, but you After the fight, a new Way Stone appears that can take the party deeper into the holy city. Will KO undead targets wit11 base ?CCurac~ of 0%. Note, however, that you must return later to unlock the shrine puzzle, which leads to an Esper named Exodus. DARK MOTE 28POW Deal dark damage to all foes in range. 4000 24 Diameter 8 87 - 100% Deals damage and applies Sap to all targets in range. If you'd like the same general approach (focusing fire to thin enemy ranks fast) but a little more control over whom allies target, you can use "Foe: party leader's target" as your primary general-purpose targeting gambit. These other foes may notice you and give chase, but keep running! Wait until you are well clear of the elemental before releasing the R2 button to attack the foes that gave chase. Proceed to the Tchita Uplands. If you continue northwest from the Salikawood, you will enter the Necrohol of Nabudis. Activate the Disused Pedestal to ride the lift platform up to the Skybent Chamber, then use the Save Crystal. The caster gains MP in that amount. Use the Bulkhead Controls in the corner of this room to open the blue bulkheads. Adrenaline 65 Doubles physical damage dealt while in HP Critical status. • Items are faster than magicks. You can also build up large battle chains on the minions King Bomb summons, as long as you don't touch the Save Crystal just outside the area. We have included two other modes in the galne, noted below, for you to enjoy the experience and challenge yourself even more. There is no Area Map, but the way to the central lift is simple. A few of them are useful for weakening your foes or Judging their weaknesses. Leo Gem x3 Orichalcum x2. Refer to the map for this section to find the statue in the south. The Crystalbug also uses Restore and regains some HP, which makes it harder to take down. 2000 10 Diameter 6 90% Deals damage based on Level and the ones digit of the game clock, 9 being the strongest and 0 the weakest. As the altar lowers, three Zombie Mages rise and vent their anger at this intrusion, casting Dark magick spells. Damage is equal to user's Max HP minus Warp Time Magick 8 90 Nabreus Deadlands-Lifeless Strand Treasure 18 Diameter 8 - 50% KO's all targets In range. X-POTION Restore a large amount ot HP to one ally. It is also worth remernbering that enemies cannot counter bow attacks. He mentions a gate to the holy land of Giruvegan and a "hidden trial" that must be passed. With this gambit, a character equipped weapon. Increase Potion potency 20/30/40% with Potion Lore 112/3 ETHER Restore a small amount of MP to one ally. Like with a gambit of "Foe: HP = 1 OOo/oSteal," this can get one character caught in an ineffective loop sometimes, so be ready to manually give them useful commands if needed. You'll need 3 chops to get to Central. Curative actions that stabilize and buff the party are more important; when characters are healthy and prepared. 144 I OMB OF HAI I H\IVALI BELIAS, THE GIGAS Next to the Belias license, an even more important license appears: the license that unlocks a second job is opened up to each party member, with all the licenses that come with it. Smash through it to find a clear Way Stone. Each of the four districts in Archades offers opportunities to earn chops. Deals damat to one target. Play the ArchadianMatchGame! Now start talking to people. Diameter 8 51 Wind 100% Deals Wind damage to targets in range. Shop, restock, and upgrade in Balfonheim Port. Pharos • Second Ascent 800 Accessories 7 40 Enables casting of maglcks with gil, rather than MP, Magick Power +2, Speed +3 Nam-Yensa Sandsea, Mospl"lOran Highwaste, Pharos - Sul;)terra Accessories 8 45 Enables the theft of superior and rare items, Speed + 1 Zertlnan Caverns, Mosphoran Highwaste, Pharos • Subterra Accessories 9 30 Increases physical damage dealt while empty-handed, Defense +3, Speed +2 Galmore Jungle. Descend the ramp heading northeast. This is simple enough to do. At this point in the game, you should have a balanced party with all members around level 45 with the best weapons, armor, and magicks that gil can buy. Fortunately, the Crystalbug remains stationary, so you can quickly get out of its range. 7700 58 Diameter 10 - - - 20 Single - - - Sing dark creatures of the world. Fight through Balloons (weakness: Water), Facers (weakness: Water), Facers (weakness: Cure) to reach a statue called a Stone Brave. They also tend to attack less rapidly than melee weapons. Finally, the party automatically returns to Balfonheim to prepare for the great finale of this epic adventure. It's raining here, and if you talk to some of the wounded Kiltias, you learn that Imperial forces have desecrated the holy mountain. This is a huge, maze-like area with treasure tucked into several corners. Spears factor in your character's strength, the spear's attack rating, and the enemy's defense when calculating damage dealt. Try making the gambit a lower priority for that character, or rely on manually triggering item usage. These are Level 30 beasts! One tactic is to rush right into the middle of them to draw all three closer together, then unleash a Quickening chain. BERRY THE GARUDA! The very first move in this fight should be to nail the Eksir Berries, if you were thorough enough to earn them back in the sandseas. Highly recommended. 'IOOOOCOL ...,000 31 I I Among many updates, the Zodiac Job System stands out as the most significant alteration to FINAL FANTASYXII. Pound this foe with Wind spells like Aero, or just hack at it with weapons. 25 I Deals lightning damage to targets m range. When his health drops low enough, a new ally jumps into the fray and around the corner to Room 7002 East, where a nice item rests inside a and finishes off this particular battle. Single 80% KO's a Foe to gain loot. Find the Cloister Follow the secret passage. It now enters your inventory, and control returns to you. The Imperials are thinning out, but they are still present. With Belias defeated and two jobs unlocked on each fighter, now is also a decent time to take a crack at Trial Mode, where Belias happens to be the stage 10 boss. Thanks to Square Enix at large for the freshened classic, but in particular thanks to those who helped us complete the guide: Bryan, Jeana, Wilson, Janet, Samuel, Ryan, Yutaka, Ned Browning, and Martin Walter. METEORITE (D) Deal potentially massive physical damage 10 one target. If the flame extinguishes, the wall stops for a few seconds. Some Item and Enemy Changes: While there aren't tons of changes, the stats and acquisition methods of some pieces of gear have changed. From there, exit east to Nalbina Fortress. The word is, he's somewhere on Draklor's top floor. AUTHOR ACKNOWLEDGMENTS JOE EPSTEIN It's great to see a personal favorite get such a vibrant, thorough re-release. If you've managed to make it all the way here without assigning a job to anyone, now is the time to make a copy or two of a "master" save Ille outside of Tomb Raithwall-all six main party allies assembled, and twelve potential jobs to assign at once, with all the LP you've earned so far ready for spending. DEF. 30 Draklor Laborato~8th Floor Room 6801 West. Not far away, a Fresh Ardent bemoans being bilked by a broker. 40 Mosphoran Highwaste-Rays of Ashen Light Treasure 10 Single 80% Copies all of the user's status ailments onto one Foe. Follow the path to the next area, the Path of Hours, where a welcome sight awaits: a Save Crystal. The difference in how you handle a tough fight will often come down to how well your gambits are utilized to help conserve and maintain MP. > Instead, go to the northernmost end of the platforn and find the Fool's Facade on the left wall. Talk to Beasley. The breakdown is as follows: > Molberry: 9 chops > Nilbasse: 6 chops >> Trant: 6 chops Remember that you only need three chops to buy the ride to the Central area, called Tsenoble. Dark Magicile, Hi-Potion Rewards: 4200 gll, Barrel Coat, Hi-Ether Steal: Pebble, Ring Wyrm Scale, Ring Wyrm Liver Rewards: 3000 gll, Adamanttte, Lead Bolts Steal: Eye Drops, Aged Turtle Shell, Ancient Choker Amber Armlet Jade Collar Pheasant Netsuke 35 Doulles license points earned Rabanas] E Lowtown, Mt Bur-Omlsace 4500 Accessories 6 35 Magid < power doubled when HP Critical. To Margaret for being at my side. Find the Phan Coast hunters' camp. This one teleports the party directly into the tomb. "T", "M". Phoenix Lore 30-90 Increases HP recovered when revived via Phoenix Down by 1 0% of max HP per lore. Haste Time Magick 4 50 Eruyt Village-Fane of the Path Treasure 10 - - - Slow Time Magick 1 Shops In Rabanastre, Giza Plains, Barnelm Passage, 20 Nalbina, Bhujerba, Dreadnough Leviathan, Dalmasca W.ester s and 200 8 Single - 65% Slawga Time Magick 1 O 125 Shop in Balfonheim, arter Draklor. Many new hunts are available on notice boards. Tyrant tends to focus on one target for long stretches and occasionally unleashes brutal attacks that inflict a huge amount of damage. 224 I I 11 R D AS C I: N I M le I I· 0 JC DY N A S I Y Here's the final sigil: a colorless Way Stone behind the take wall in the extreme northwest part of the map. . ALLEY OF MUTED SIGHS Fresh Ardent - When the scene ends, the party appears back in the hallway. The company hired me to assist in developing their new line of video game strategy guides, which was a very limited assortment at the time. ,....OOOOCCi:JCOOC 179 When all nine moogles are back on the job, take them up on their offer to return to the gate with them. Near the rock bridge, a flock of Vultures can be seen circling above. Feystone x1, Soul of Thamasa x1 Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1 Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Thamasa x1, Charger Barding x5, Cnimera Head x2, Feystone x1, Soul of Orgain xa. For the ultimate experimental launchpad, progress all the way to the Tomb of Raithwall without assigning a Job to anyone, save your game, and make sure not to delete or overwrite that save file (save the "clean" party in multiple slots, or back the save up to the cloud with PlayStation® Plus}. I RODS 2 I RODS 3 ROD GAIA ROD +16 +2 510 Barhelm Passage +60 +2 +25 +2 1250 Ulusu Mines +63 +4 Phon Coast, Tchita Uplands I WO I I AN 1) l:c I) WI A PD NS Cerobi Steppe, The Great Crystal ROD OF FAITH POWER ROD +7 +43 +56 +2 +2 3700 +3 2590 Oglr-Yensa Sandsea +21 +6 6000 278 I RODS 4 Obtainable on Mt BurOmisace after clearing Rank VII hunt, Truth Shrouded In Mist; CerObl Steppe Paramina Rift 4950 Paramina Rift 4950 Paramina Rttt, Stilshrine of Miriam Staves as well, but in a different way. Due to the near-vestigial quality of these wings, only a few Moogles can use them to fly. In the Ward of Measure, find the Pedestal of the Dawn and equip your party leader with the Dawn Shard before you touch the pedestal to teleport to a new area. Immediately following that are the primary healing gambits, Cura to restore an ally who's near defeat. Go through the Bulwark Chrones, use the crystal, and open the Bulwark Hemera to enter the next area. Grirnoires appear for sale in the Bazaar when certain conditions are fulfilled. You want your brawlers to have the ability to cure a party member and cast an occasional Black Magick spell. He suggests that you look in the Salikawood bungalows scattered throughout the woods. 1 ODO Needles 35 Sochen Gave Palace-Falls of Time Treasure 10 Single 100% Revive 40 Paramina Rift-Spine of the lcewyrm Treasure 3 Single - Fully restores HP of one KO'd character, consumes all of user's HP. 11-12 13-14 13.14 17-18 4 4 7 7 5 0-2 0-2 3-5 3-5 17-18 17-18 4 4 7 7 5 0-2 0-2 3-5 3-5 17-18 17-18 EXP LP CP GIL 18-22 57-61 88.92 120-124 1 1 1 32-45 40-53 47-60 63-76 0 EXP LP 1 CP GIL 54. 70 342-358 0 0 8 7 1 8 Drop: fa]fblldJ Wind Stone. If you collect enough Pinewood Chops to trade for a Sandalwood Chop, you can access the elite portions of the city: Grand Arcade and Highgarden Terrace. Choosing whom to gift each Esper is more complicated that it looks at first, since most Espers pave the way to important licenses on some {but not all} job boards. To learn about access to the secret areas, refer to the "Side Quests" chapter in this guide. Expose 50 L11usu Mines-Site 9 Treasure - Single 45°/o Lowers the Strength stat of one Foe to 500/o of current. Bonecrusher 30 Henne Mines-Phase 1 Dig Treasure -Single 60% Reduces one Foe's HP to 0. Put this Just above their attack gambits, but behind all gambits concerned with party survival. These weapons allow attacks from a distance at the expense of using a shield. Dalmasca Estersands-Yardang Labyrtnth, Lhusu Mines-Shaft Entry Treasure 8 Single - 75% Applies Silence to one ~et. METEORITE(B) Inflict Disease on one target. 0 c G) He asks for any street tips you may have picked up. Any damage taken is increased by 50°/o but r.emo~es_~p Treasure 10 Single - 65% Ancient City of GiruveganThe Trtmahla Water-Steps Treasure 26 Diameter 8 - 60% Dalmasca EstersandsSand-swept Naze Treasure 8 Single - 65% Applies Poison to one target.,--,0::JO::JCOCOOO 225 JUDGE GABRANTH DR. Back on the Shiva, Fran, driven into a frenzy by the nethicite experiment on the Leviathan, decimates the guards. Reflect causes magick to change target lrom ally t,oUloe ocv1ce.xersa. Work to reveal these ltems all together, invest in them early, then benefit in drop quality! PACKAGE NAME PRICE CONTENT Forgotten Grimoire Forgetten Grimoire Forgetten Grimoire Monograph Beasts/ Avions Giants/Insects Amorphs/Undead Fiends Constructs Dragons/Plants Elementals 250000 Canopic Jar All enemies can drop Arcana Morbid Urn I ENHANCES LOOT FROM REQUIREMENTS Alter finishing the Thextera Hunt, speak with Gatsly In Muthru Bazaar. The same principle applies to Vayne and other bosses. SCATHE MOTE 191 POW Deal massive damage to all foes in range. GAMBIT Foe: targeting Ballhier Foe: targeting Ballhier Foe: targeting Basch Foe:

Penelo Foe: furthest Foe: nearest COST 50 50 100 100 50 50 50 - 70 70 GAMBIT Foe: highest max MP Foe: high = Slow Foe: status = Disease Foe: status = Regen Foe: status = Regen Foe: status = HP Critical Foe: status = Regen Foe: status = HP Critical Foe: status = Regen Foe: status = Regen Foe: status = HP Critical Foe: status = HP Critical Foe: status = Regen Foe: status = Regen Foe: status = HP Critical Foe: status = HP Critical Foe: status = HP Critical Foe: status = Regen Foe: status = Reg earth-weak Foe: water-weak Foe: wind-weak Foe: holy-weak Foe: holy-vulnerable Foe: holy-vulnerable Foe: holy-vulnerable Foe: wind-vulnerable Foe: holy-vulnerable Foe: holy-vulnerable Foe: holy-weak Foe character status = Blind Foe: character MP ~ 90% Foe: character MP ~ 90% Foe: character MP ~ 30% Foe: character MP ~ 30% Foe: character MP ~ 90% Foe: character MP < 70% Foe: character MP < 50% Foe: character MP < 30% Foe: character HP ~ 30% Foe: character HP ~ 10% Foe: character HP ~ 10% Foe: character HP ~ 90% Foe: character HP ~ 30% Foe: character HP ~ 10% Foe: chara character HP < 70% Foe: character HP < 30% Foe: character HP < 30% Foe: character HP < 10% Foe: 2+ foes present Foe: 3+ foes present Foes GambitsPreambleand Tables Ally-targeted gambits direct characters to assist the party. ;;; 0 c G) Head Northto Ahriman Now head north through the Falls of Tirne and up the middle of Destiny's March. 20 19 18 17 4 3 2 1 001-308204-June/2017 Printed in the USA. Sap continuously deals damage and removes Regen. Run across it to leave the Mosphoran Highwaste behind and enter the Salikawood. It isn't perfect, but it can be extremely effective. 188 SOC Ht: N CA VI:: PA I AC~ (MA IM) If you examine the Area Map, you will see a small room in the center of the palace between the southern Falls of Time. EKSIR BERRIES A curious item detested by the avion known as the garuda. Shore in Rabanastre, Nalbina Ma et, Barheim Passage, Bhujerba, 300 8 Dreadnout Leviathan and Oalmasca estersand. Next, head northwest into the Mosphoran Highwaste. This is mainly effective against lesser enemies so, unless you feel like taking a risk, don't use it against bosses. believed to be a precursor to an actual strike. I am certain that you will be able to experience a new form of gameplay with these two modes. "Foe:#+ foes present" are great conditionals for crowd control like Sleepga, mass enfeebling like Blindga or Immobilize, and area-of-effect black or arcane magick nukes. His bold attempt to infiltrate the Royal Palace during the consul's inaugural fete to take back some of the treasure that belongs to Dalmasca leads Vaan straight into the clasp of a destiny none could foresee. Select "Yes" and watch the long event. When you receive a message that a door has opened in the distance. Many jobs have access to some or all of this school of Magick, and they only come from the Clan Centuria provisioner, so remember to raise your clan Rank early and often! NAME Oil I Green Magick 1 LP 40 I LOCATION Clan Provision shop at Rank: Hedge Knight I COST I MP AREA BASE POWER ELEMENT ACCURACY EFFECTS 800 8 Diameter 8 - 90% - Green Magick 2 Provision shop at Rank: 50 Clan Knight of the Round 7000 20 Single - - 100% Decoy Green Magick 1 40 Clan Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 90 Clan Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 90 Clan Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 90 Clan Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provision shop at Rank: 50 Vanguard 3000 18 Single 62 - 100% Sypl1on Green Magick 3 Provisi Bubble Green Magick 3 Provision shop at Rank: 90 Clan Riskbreaker 5000 32 Single - - - Reverse 292 LICENSE REQUIRED MAC,I CKS -- Applies Oil to all targets in range. :; J 0 c G) TREASURE TABLE LEGEND: BULL CROC (RARE GAME), LEVEL ' .. Defeat them and move down the hall to fend off another Miriam Guardian. -oooocucooc 193 Balthier meets the party in Tsenoble. Don't worry about someone endlessly recasting Protect or Shell on one person and wasting MP. You're under no obligation to buy more than you need, but be sure to peruse Ule massive list and pick up any that seem like they'll be useful-the cost is paltry compared to the benefit later. The idea was to create a more comfortable gameplay experience for our players, including changes to the growth system and the battle design where different strategies can be used compared to the original. Avoid maximum damage by spreading your party out. Dalmasca Westersand Mosphoran Highwaste. Instead, let's take the secret path that leads to some treasure! > At the intersection, turn right (south) and walk into what looks like a dead-end alcove. This will give you more LP to spend whenever you do take the plunge and assign Jobs. Touch the green Jewel in the Southfa/1 Pedestal to open the secret passage behind the Mystic Altar. Cannot steal after a successful steal. ~ = These color chests will reappear on the maps. •• ARTIFICIAL INTELLIGENCE Characters aren't dim-witted. There are lots of Pumpkin Heads everywhere, which makes for good Battle Chains. When Jules asks for 1500 gil, go ahead and pay up. Rolls over at 1000 steps. Fast forward two years: In the Dalmascan capital city of Rabanastre, a new consul, Vayne Solidor, son of the Archadlan emperor, arrives with a message of hope and renewal for the citizens of that subjugated land. ACTION CHECKLIST 1. 60-62 27-30 28 0 75- 79 32-38 28 0 314-457 94-237 396-539 437-723 18 18 EXP 1985-2299 LP 1 1 50-52 50-54 22 22 CP 270-430 270-590 GIL 0 0 Drop: [a) Iron Scraps, [b] Iron Ore, Earth Crystal, [a) Antidote, (b) Teleport Stone, [a] Iron Ore, [b] Perseus Bow Sfeal: [al Earth Magicile, Earth Crystal, [a) 1 gil, [b) Iron Ore, [b] Holy Mote Poach: fa] Iron Scraps, Iron Ore Drop: Dark Crystal. The best way to describe the route is visually with maps, so move from room to room in the order shown here. 900 20 Single - 50% 14 Diameter 8 - 600/o Applies Immobilize to all targets in range. Despite the overwhelming monsters for this stage, it's worth your while to duck in and out of this zone several times, reaping the equipment upgrades found in the treasure chests here. 8/A. If you just want to cut right to the chase and get a recommendation for a solid team, complete with Esper and Quickening instructions, simply refer to this chart. Exit the Path of Hours, crossing the next bridge north onto Trunkwall Road. Also. of NabudisWhite Magick 12 110 Necrohol Cloister or Distant Song Protect Protectga Shell -Shops in Rabanastre, Nalbina Market, White Magick 12 25 Bhujerba, Dreadnought Leviathan, Dalmasca Westersand and Archades. Although it doesn't work well against the undead, it is effective against other enemies. and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. Some versatility is good; in general, though, make sure your characters develop well-defined roles. Get Past the City Guardian WorkYour Way Down the Water-Steps Head west from the TRIMAHLA WATER-STEPS Save Crystal to the The party arrives in Way Stone and touch at to the Gate of Water-Steps, to the Gate of Water-Steps, to the Gate of Water-Steps Head west from the TRIMAHLA WATER-STEPS Save Crystal to the The party arrives in Way Stone and touch at to the Gate of Water-Steps, to the Gate of Water-Steps, to the Gate of Water-Steps, to the Gate of Water-Steps Head west from the TRIMAHLA WATER-STEPS Save Crystal to the The party arrives in Way Stone and touch at the TRIMAHLA WATER-STEPS Save Crystal to the The party arrives in Way Stone and touch at the TRIMAHLA WATER-STEPS Save Crystal to the Stone and touch at the TRIMAHLA WATER-STEPS Save Crystal to the Stone and touch at the TRIMAHLA WATER-STEPS Save Crystal to the Stone and touch at the TRIMAHLA WATER-STEPS Save Crystal to the Stone and touch at the TRIMAHLA WATER-STEPS Save Crystal to the Stone and touch at the Stone and touch at the Stone and touch at the Stone at th of the first Demon Wall, unless you want a fight. GO LIGHT AND MYSTIC Head south and go downstairs into the next room, called Walk of Reason. Diameter 8 70 Black Magick 11 Shop in Ba1fonheim, after defeating 100 Shemhazai and gaining the reaty-Blade. Mote items ignore Reflect magick CURA MOTE Restore HP to all allies in range. After the fight, Lady Ashe gives a brief history lesson regarcling the Dynast-King and his peaceful, compassionate uses of power. Our guide has the level of help you need, whether what you seek is as simple as an overview map or as complex as an in-depth look at the intricacies of the game's battle system. Note that Imperials will keep arriving via the lift until you actually board it. Please note that marks, the target ot the hunt, won't appear In the Clan Primer until you officially accept the hunt. After defeating it, the Crystal in the northeast to reach Go/more Jungle quickly. Generally very useful. Exit the Salikawood into the Phon Coast. Tile only drawback is that you never know what will happen! The spell may be extremely powerful, ineffective, or even absorbed by the monster. Dreadnought Leviathan-Sub-control Room, Ogir-Yensa Sandsea-Plattorm 1-East Tanks Treasure 10 Single - Expends all remaining MP to set HP to 1 Ox spent MP. Note that the game's Mini-Map is going haywire, but the Area Map is in good shape. LICENSE REQUIRED LP Dark Arcane Magick 1 40 • p • • Nalbina, Barheim Passage, Bhujerba, Dreadnought Leviathan and na1mascaw.aste1sanr Darkra Arcane Magick 1 40 Darkga I LOCATION I MP I I AREA BASE EFFECTS POWER ELEMENT ACCURACY 10 Diameter 8 46 Dark 100% Deals Dark damage to all targets in range. If Fran is your archer, move her attack gambits higher and let others do the healing. Here, Fran has a varied approach to both healing and damage dealing. This guide provides a step-bystep walkthrough of the main story, a thorough guide to the game's myriad hunts, secrets, and comprehensive datack gambits higher and let others do the healing. for all the enemies, items, equipment, magicks, and tecmlcks. The only way forward is through a large room where powerful Dragon Aevis monsters stomp around angrily. For all the details, check out the "Side Quests" chapter and look for the section on the Hell Wyrm. The monsters there will be too tough to take on yet, but the treasure chests contain big equipment upgrades for the party. Achilles 40 Garamscythe Waterway-No. 4 Cloaca Spur (Water is drained) Treasure 10 Single 50% causes a foe to gain vulnerability to a random element. "E", "E1 O+". The secret is to trigger another green walkway that leads to a Way Stone. It becomes clear that Ghis plans to usurp the Archadian throne from Vayne with the aid of this deifacted nethicite. Finally, continue to the Way Stone and teleport to trigger a drarnatic event. NU KHAI SAND Remove Confuse from one ally. Note the eight wind shrines around the Babbling Vale area of the Mosphoran Highwaste. Wearing mls trinket inverts all disposable item effects. These mountain passes and canyons are crawling with wolf-like Worgens, making it a good place to string together a Battle Chain. Remedy Lore 3 70 Remedies remove Stop, Doom, and Disease. Your party may be strong enough to challenge this elemental. The Hume's insatiable will to power could be a cause of the rising fury that threatens to consume lvalice. Pharos at Ridorana-Spire Ravel120 tst Flight 165 Ihusu Mines-staging Area Ice 100% - Deats Ice damage to targets in range. Talk to the Lucky Man near the bridge. ::;; 0 c G) Find the Dawn Shardand Exit the Tomb The Zodiac Age: Choosing Second Jobs And Assigning Espers After the fight, Fran and Ashe speak of Espers and their bound relationship to the ones who conquer mern. Special Characteristics POM-POM A fluffy fur-ball headpiece Is the trademark of the Moogle race. Deals damage to one Foe, costs 20% of user's Max HP. Now use the nearby "Ancient Device"- a Way Stone that can teleport people to ditterent places. ' If magicks like Berserk, Decoy, or Reverse miss frequently when cast on your party, it may be due to a high magick resist and magick evade versus a low magick power. Here, you'll have plenty of LP stored up, a full contingent, and decently tough battles to experiment on. This segment ends with another excerpt from the memoirs of the Marquis Ondore. EVA. They also add no peripheral stats beyond their base attack, and have no additional effects. 4800 10 Diameter 6 - Does area damage based on how many steps taken since the last use of Traveler ~f any). -'- -I :;; J 0 c Now fight through the Northern Skirts to a long bridge at Halny Crossing. 7000 24 Diameter 8 - 60o/o Stop Time Magick 5 in Rabanastre, Jahara and 60 Shops Archades. When only one enemy is incoming, this takes care of itself: the stealing ally will get in one theft attempt, by then the other party members will begin their attacks, and the thieving ally will goes to the east gate to watch the gate open. You can only have one phrase "memorized" at a time. He will hand over an artifact called the Stone of the Condemner. But as Ashe approaches it, she sees a ghostly apparition. Find them and talk to them in their bungalows to get them working on the gate again. Ex-Broker - and sprint to the door at the end of the walkway and go through. ' Shops in Jahara, Eruyt Village, Mt Bur-Omisace, Mosphoran 12 800 Hiohwaste. You can take either one of two exits leading up to the next area, Summit Path, but watch out for the explosive traps blocking the same) 9. That is not something you find with every publisher. Keep circling the camera view to spot the boss so you can run your party leader into striking range (if he's a melee fighter) or out of striking range (if he's a , nagick caster and healer). The long-feared final confrontation between the Empire and the Resistance begins and in the midst of the opening salvos, the Strahl arrives at a sky dock in the heart of the Bahamut ... VANISHGA MOTE Render all allies in range invisible. It led to projects like Turok: Dinosaur Hunter and eventually, my favorite, Final Fantasy VII. Final Fantasy had always been a favorite series since it released for the NES. Try to lure single enemies away from the pack and fight them one at a trne. HANDS Deft, dexterous, highly skilled hand 90%." • A WORD OF CAUTION Always test new gambits before going into a major battle. I I OBJECTIVE FIND DR. An entity that looks like a statue sits on a throne. This is another tecllnick that can be useful, but more often than not, an enemy will resist it. SHOCK MOTE 133 POW Deal heavy damage to one foe. EXP, LP, or chains. Dark Magicite x3 Rainbow Egg x1 Bat Fang x5. fliiAl9fflbJr Fran is berserk as the fight opens, which means you can't control her. The party automatically enters the Imperial City of Archades. The King Bomb and three minions prowl this area. Who is this guy? Push that run until the GAME OVER screen, then (back at the title screen) load into the main game with the most recent autosave, which will be from the highest traversed stage of Trial Mode (wherever the party finally perished). @13 = These color chests will reappear on the maps. It will be open as soon as his nine moogle apprentices return from their break in the Salikawood and finish the repair work. Hunters can unlock most side events and set the stage to find optional bosses and Espers, To find a hunt, go to the local tavern and check the Notice Board for new bills from petitioners. Make sure everyone is attacking the enemy and not each other. 26 C,AMBIIS This palette is for a Black Mage focusing on outputting high-efficiency pain. This section lists the nine Molberry dialogue matches, listing the topic and t11e two citizens who match. It extends to the northeast, toward the Great Crystal. Therefore, fight your way south to the massive stone Sword of Judgement that blocks the path. It took a week to write and some of that time was spent sleeping on an office floor. Land a finishing blow quickly or this attack is lethal. Gate Paron itself is not the nearby gate. 5583 POP IF POP, NORMAL LOOT ODDS GIL ODDS & AMT # APP. > Your light armor characters require enhanced speed and vitality, and perhaps technicks that add special twists to their attack capabilities. A "moogle counter" in the upper-right corner of the screen tracks the number of moogles found. Tchita Uplands BOWS 6 I BOWS 7 LONGBOW I SAGITTARIUS DHANUSHA KILLER BOW Rabanastre BURNING BOW Nectohol of Nabudis, Tchita Uplands Ogir-YensaSandsea TRAITOR'S BOW Feywood (If you touch the pedestal without the Dawn Shard equipped, the teleport won't work and three Zombies will arise from the ground to attack.) Climb the first staircase and defeat the Miriam Facer at the top Ouality of Life Improvements All-new HD presentation: 1080p graphics, modern visual effects, and a re-orchestrated score totally refreshes what was one of the audio-visual crown jewels of the PlayStation 2. TREASURE TABLE LEGEND: • = These color chests only appear once on tile map. If not, consider rebuilding or reordering the character's gambits or eliminate the problem com rnands all together. Removes negative status effects from an ally. Defeat Vayne Solider three tmesi \$631 1 100% 0% Hastega Mote 100% 0% Bubble Mote Bubble Mote X.Potion X.Po Potion 1 Scathe Mote Scathe Mo information between citizens. Finally, everyone moves out into Rabanastre to prepare for the long journey to the Garif village. Shops in Rabanastre, Nalbina, Bhujerba, Dalrnasca Westersand, 50 Jahara. As painful as that first project was, it shot my career down a completely unexpected path. As the Flowering Gactoid nears defeat, it uses 1000 Needles to inflict 1000 HP of damage. I BOWS 3 I BOWS 4 SILVER BOW Paramina Rift, Stilshrine of Miriam I BOWS 5 I AEVIS KILLER Bhujerba, Rabanastre GIANT STONEBOW Mosphoran Highwaste. You'll basically realize an item restriction gambit is kicking in if your characters stop restoring their status with items. (It is a maze, sort of, so check the map.) When you finally reach the Stone Brave statue, rotate it so that it faces north toward the center of the shrine. SIDE QUEST: PALACE SIDE QUESTS You can return later for the "Shelled Obstruction" hunt for Darksteel and "The Things We Do ...)> z 0 ?:'. Hey, everything's all wet! Wooty Gators are hopping out of the wash, too.) The greenish Way Stone in the Southfall Passage, but it doesn't work yet, either. Try bombarding a group of undead with Curaja and watch them melt away. Find the Fool's Facade and smash through it to find a hidden hallway and a Green Sigil. First, make sure you find the trees next to Dyce, the traveling merchant. Phon Coast, Archades and Balfonheim. Blind reduces attack accuracy by half. Archades and Balfonheim. Blind reduces attack accuracy by half. isy,t/ie Waterway 6079 Dalmasca Westersand 69469 l-ll-111-N-V-VI-VII-VII PETITIONER: Sorbet (Rabanastre/Westgate) REWARD: 2800 gil, Burning Bow (Extra: Sluice Control or the Garamsythe Waterway's southwest corne z 0 YAGYU DARKBLADE ORO CHI +94 18 ~1 MESA)> 0 +102 32 +98 24 0 ...,. (/) o: 0 Dark element, Doom Jl -..., (/) Lhusu Mines, Cerobi Steppe Sell Coeurl Whisker x2, Sickle-Blade x2, Cancer Gem x3 to Bazaar Spears The brute force weapon of FinalFantasyXII. That's all changed. Use it and continue south to enter the shrine proper. except, it isn't a Save Crystally ges, another sneaky Crystalbug starts slinging Water attacks at the party. Indeed, the Archadian push west toward Rozarria has already consumed Nabradia and its sibling sovereignty, the small, peaceful Kingdom of Dalmasca. HASHMAL, BRINGER Dr. Cid and Famfrit Gabranth Hashma I • From Spire Ravel • • WOMB OF THE SUN-CRYST Way Stone Elevator EMPYREAN RAVEL Carven Pillar 90F: EMPYREAN RAVEL Just follow the long, linear route up. You don't have to sell the required loot combination all at once, and you don't even have to sell the loot to the same merchant because all merchants are connected. Contuse causes the sufferer to choose targets randomly. I'd be nothing without each of you. WALL BEWARE BANISH! The Tomb's Demon Walls share a special attack unique to them in the game-Telega! These bosses can remove your characters permanently from the field of battle, completely irretrievable. The tactic is to talk to a citizen with a phrase highlighted in yellow in their dialogue text. This is quite a grim area with very tough enemies. These guards won't let anyone past without the proper credentials. S ell reduces magick damage taken by 25%. The sword appears in your weapon inventory, but we don't recommend that you use it. 5800 28 Diameter 8 - 40% Deals dama~e to all foes in ran~e. +94 Cerobi Steppe, Pharos · First Ascent '-.. c () 2. When using Berserk, always pair it with Haste for maximum speed. HI: I URI\J l O IVAI ICI: Moogle Moogles have a great tradition of expertise in the area of engineering, as the race has long relied on the clever development of machines. They won't recast a status effect on something already affected by the same status. All sorts of demons prowl the cave corridors, so be ready for combat. Now that the coast is clear, Vaan runs upstairs. ~ QUAYSIDE COURT CHIVANY BREAKWATER ~ To Reddas Manse Prepfor Giruvegan As the scene opens in this port city in southeastern Archades, the party gathers at the Reddas Manse, home and sanctuary of the pirate leader. When there are several tough enemies incoming, or it's a boss encounter with a hefty enemy surrounded by helpers, one ally running around trying to Steal over and over can start a downward spiral of instability for the party. Descend the stairs and walk past the bottom, then climb the stairs on the opposite side. Don't worry if this sounds complicated-the Bazaar merchants handle everything! All you need to do is sell loot, after which you are informed when new Bazaar merchants handle everything! All you need to do is sell loot, after which you are informed when new Bazaar merchants handle everything! All you need to do is sell loot, after which you are informed when new Bazaar merchants handle everything! All you need to do is sell loot, after which you are informed when new Bazaar merchants handle everything! Attenuated Greatsword Back Harness Befuddling Incendiaries Black Vestments BlindFlight Quarrels Blush of Ligilt Bow & Bodkin Bow of the Moon Goddess Brawler's Fetish Brilliant Shield Burning Fangs I LOOT COST CONTENTS Fine Wool x3, Tyrant Hide x1, Ice Magicite x4 Drab Wool x2 Ichlhon Scale x4, Silver Liguid x5, Wind Crystal x? Equipping your party members with ranged weapons also makes it more likely that they will be spread out, causing area-of-effect technicks and magicks (such as Firaga) to hit perhaps just one or two party members rather than the entire party. Following this logic leads to the most powerful use: a Nihopalaoa wearer with all three Remedy Lore licenses can use Re1nedies on enemies to inflict up to fourteen status enfeebles at once! M &\ M POTION Restore a sn1all amount of HP to one ally. Use the control panel, called the "North Lift Terminal," and select 67F as your destination. Actually, you can skip the Crystalbug fight if you want and proceed directly east into the main part of the palace. The party attempts to escape, but Vossler leaps in their way. The Bazaar offers exclusive deals and bargains based upon the amount of loot you've sold to merchants. Take the lift up to Floor 70. Berserk, Defense + 2 Dalmasca Estersand, Pliaros - FlrstAscen~ Pnaros - Subterra Accessories 13 60 Increases maglck power when HP Is full. Open the urn to get a full map of the Tomb of Raithwall, then check out the Way Stones: > The white Way Stone teleports you back to the Lucky Man to learn about the bag o' money he took from a barrel, Jules sends the party to report this to Beasley, the man who lost the money. This clean slate can be a launchpad for all future FFX/1 THE ZODIAC AGE playthroughs. For my money, FFIV is the only main-series Final Fantasy entry that compares. White Magick 8 - 290 Shops in Rabanastre, Bhujerba, 30 Dreadnought Leviathan, Dalmasca Westersand, Jahara and Archades Arise EFFECTS . ••• Drop: Dark Magicite, Dark Stone. Items also don't require any MP to use, and can be used while under the effects of Silence. When you're ready, exit the city via Southgate and head into the Giza Plains. Defense + 1, Magick Resist + 1; Wearer: Regen & Libra Drop from rare monster 44, Vlshno; Henne Mines, or much harder, with EXP gain disabled. and characters forever stuck at their starting levels. Pay attention to the tidbits of information you learn from each NPC; trading info is like gold in the streets. Lady Ashe claims she will fight back with the Dawn Shard. Pair "Ally: any" with various status-curing magicks and items as mediu,n-priority actions (under HP-restoring actions, but over attacks) to automate party upkeep to your liking. and a great fallen Knight of the Order. Afterward, remember to save your game (taking care not to overwrite any pre-Pharos-tinale Save Files you intend to keep handy). The scene shifts to the Irnperial City of Archades ... There is a rare beneficial "trap" in front of the treasure chest here, so grab the Countdown technick from the chest and get a nice little boost in HP or MP. 83F: SPIRE RAVEL, 2ND FLIGHT You're about halfway through the Third Ascent at this point. Follow the corridors north to the Save Crystal ... Some Senators are clearly displeased with what they consider to be Lord Vayne's capricious actions. Select "Pay up." Jules explains is, and it can be used as a writ of transit. "Ally: item AMT> 1 O" works the same as "Ally," but will refrain from expending more items when you're running out. DARK ENERGY Deal massive damage to all foes in range. G 7 AIT. There was specialty and customization, but eventual abilities to all characters. actually, they're resting right now. Protect reduces physical damage taken by 25°/0. 2 RE: I Ul~N 10 IVAL ICl:c (, f ff ,! flf L~ J l •if p if if it it I I The Story of Ivalice A great era of peace and prosperity is fading. Ranged weapons are also required to hit flying monsters as melee weapons (except for spears) cannot strike these enemies without the technick Telekinesis, which does not show up until late in the game. And what's that smoke ahead in the distance? 5700 38 Diameter 8 103 Wind 100% Deals Wind damage to targets in range. He doesn't have much to sell, but this at least provides an opportunity to sell all the Maggoty Flesh you surely accumulated in Sochen Cave Palace, as well as to restock expendable items. Iâ m very thankful for the experience. ; it. Over the centuries, me Viera have never migrated beyond the tangled interiors of the forbidding central forests of lvalice. and use physical attacks lo squash the Rogue Tomato. However, this can be trouble if there are too many enernes and the characte gets caught in a loop of Stealing from foes with no items left to grab, or the party is getting overwhelmed. The Bahamut finale may force you to consume all those Ethers you've been hoarding throughout the garne! ,-, 0 :::: J O ::: J O :::: J O :::: J O ::: enjoy a thrilling battle where you have to think about your strategy, remaining HP and items per stage to complete the trial. Spellbreaker Ether Lore 3 70 Increases MP Restoration of Ethers/Mi-Ett1ers by 30%. Now comes a brutal fight, one where Quickenings or Time magicks can really come in handy. ,- Renew White Magick 13 155 Henne Mines Special Charter Shaft I White Magick 4 Raise 1800 90 Shop in Balfonheim Port, after Draklor. Petitioners are often vague, so expect the information in this section to be of extreme value. This means you can go ahead and make the gambits you want to make, rather than having to wait till much later in the game for the parameters and conditions you party needs. Exit the room, go north, and take the next two lefts around to Room 6804 West. IF GIL 50°/o 50°/o TREASURE TABLE LEGEND: W/DIAMOND ARMLET 90°/o Q = These color chests only appear once on the map. In major battles against extremely tough enemies, it's sometimes best to use only a few simple healing and attack gambits and leave the rest up to manual input. Some of the ramps are blocked by green Gate stones activate the gate barriers on the ramps. - - - - SERUM Remove Disease from one ally. • STEPPE IT UP You probably haven't accrued moch loot since the last time you shopped, so you may want to wander into the Cerobi Steppe to the north and spend some time leveling up and acquiring loot, as the battles ahead will be tough. rugged Behemoths. Remember to swap in party members with ranged weapons against flyers like the Vultures that patrol the Trail of Sky-flung Stone. VAYNE SOLIDOR • For the game's final stages (starting from about Giruvegan on, through the Pharos and into Bahamut plus all late-game side quests against optional bosses), perhaps nothing is as important as getting Bravery dispelled from foes right away. After doing so, use the orange Save Crystal to teleport to Galmore Jungle. Applies Invisible to one target. consider this the definitive edition of FFXII, and dive right in. 12 57 6 27 8-12 27-33 0-2 7-10 EXP LP CP GIL 125-137 2419-2437 1 44-102 328-415 0 1 0 Dro_p: Demon Eyeball, JaJ Flre Stone, lb] Rre Magic~e. OBJECTIVE STOPVAYNE! If you can get to Vayne Solidor, you can avert a war. No worries. Find tile Garif village and speak to the Great-chief. Cid cruelly dismisses Gabranth and makes his agenda clear, then prepares to teach the lesser humans a godlike lesson. Shell reduces magick damage taken by 25%. - 0, _ Q - Cham1 Get to Salikawood' s East Gate The party arrives in the Omen-Spur area, which contains some odd creatures. Here, all the nukes assigned strike an area-ofeffect, 1neaning this character will be EXTREMELY strong in any area where groups of enemies attack who are all weak to one element. ;;;; -..; J.. Teleport Stone, la][b] Potion, c] Kotetsu. Exit west into the Toam Hills, cross the bridge to the west, then head south and east along the narrow banks of the river to the passage into Starfall Field. When Belias finally falls, you obtain his spirit and he appears on all job license boards, available for 20 LP. They had published on a few Electronic Arts sports titles for the Hedgehog. It was a very interesting time for our business. It can be useful when fighting large groups. This nubile race has avoided all political and cultural contact with Humes and other races for hundreds of years. IF GIL - 50°/o 50°/o 90°/o. 2007: FINAL FANTASYXII INTERNATIONAL ZODIAC JOB SYSTEM re-release of the qame in Japan. First, go east and enter 6803 East and switch the bulkhead controls from red to blue, thus opening the red bulkheads. For much more on jobs, job choices. This balUe Is difficult without at least three people in the party. PW. He dissolves the walkway while swooping in, leaving the party in the fortress command tower directly above the party. If you find the matching person, you can elect to relate the tale and earn a chop. Immunity to Confuse applies. Don't be afraid to put off the decision to pick a license board until you're ready. A few of them also add beneficial status effects on contact. Ardor Arcane Magick 3 at Ridorana-Spire Ravel 110 Pharos 2nd Flight Treasure 60 Diameter 8 173 Fire 100% Deals Fire damage to all targets in range. THE RESETA STRAND RAVA'S PASS LIMATRA HILLS PORA-PORA SANDS CHOCOBO TRAIL CAIMA HILL CAPE UAHUK Hidden Trail THE VADDU STRAND 1THE MAULEIA STRAND • Vendor of • CAPE TIALAN HUNTERS' CAMP Hunt Club THE HAKAWEA SHORE 180 I IIE PI!ON COAS I ACTION CHECKLIST 1. When all six Withered Trees are snagged, they form a tangled walkbridge that you can cross into an area called Tracks of the Beast. Remedy Lore 1 20 Remedies remove Sleep, Sap, Immobilize, and Disable. Beasley has started a fight with the Lucky Mani This brings the Imperial guards jogging past to stop the fracas. With that said this strategy guide will be very beneficial for you to enjoy exploring this newly reborn lvalice. EXP LP CP GIL 10 10 0 10 120 6700 6700 gil; St.2- Hi-Potion, X-Potion, 3000 gil; St.2- Hi-Potion, X-Potion, 4000 gil; St.2- Hi-Potion, 4000 gil; ZOOO gil, 4000 gil : [J] -e Steal: 1st-Woll Pelt, Beastlord Hide, Throat Wolf Blood; 2nd-Wott Pelt, Beastiord Hide, Hell's-Gate Flame ? (If you don't have Quickenings or a spell like Disable, it might be best to simply flee past the dragons for now) Additionally, try using the spell Blizzara to really inflict some da1nage! The green crystal in the Walk of Revelation is a hostile, rugged foe. Your goal is to reach Vayne while avoiding entanglements that wil only sap your strength. Also, make sure all Healing gambits are turned off while this gan1bit is active, or someone may actually end up killing the party leader while trying to heal him/her. POLES 1 POLES 3 I POLES 5 I WHALE WHISKER I POLES 6 KANYA CYPRESS POLE +15 +46 +22 Earth element 960 Garamscythe Waterway Bameim Passage SIX-FLUTED POLE Lllusu Mines GOKUU POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE Lllusu Mines GOKUU POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE Lllusu Mines GOKUU POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE Lllusu Mines GOKUU POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE Lllusu Mines GOKUU POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE Lllusu Mines GOKUU POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE Lllusu Mines GOKUU POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE Lllusu Mines GOKUU POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE NORY POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE +77 + 72 Powers up Waler element 11850 6960 \ EIGHT-FLUTED POLE +77 + 72 Powers attack when unarmed. Now it's time to hunt! The petitioner has likely provided the basic information to rind the mark, but you'll find all the details in this guide. If characters are running low on MP and don't want to take chances on their entire Mist Point pools with Charge, simply run in a circle around the northern room until tl1eir MP fills up. (fhis is an optional boss you can fight later.) Among new weapons and armor. Finally, toward the end, a Charge gambit is there to help in low-MP situations, a Bio gambit serves as the primary attack (and will only come up if no enemies are present who don't have a weakness listed earlier in the gambits), and Libra brings up the rear, so. CAMPING AT THE ELEVATOR The elevator lobby can be a good place to camp and fight lots of soldiers who arrive via the lift, thus building up a nice Battle Chain. Storm Stone, [b] ToJ)kapi a nice Battle Chain. Storm Stone, [b] ToJ)kapi a nice Battle Chain. Storm Stone, [b] ToJ)kapi a nice Battle Chain. Hat, lb] Aqua Mote Steal: Ta Potion, I\]1 Green Liquid, [a] Caramel, [b] Water Stone, [a] Sagittarius Gem, [b] Gold Needle Poach: I Green Liquid, [b] Caramel, [b] Water Stone, [a] Sagittarius Gem, [b] Caramel, [b] Water Stone, [a] Sagittarius Gem, [b] Caramel, [b] Caramel, [b] Caramel, [b] Water Stone, [a] Sagittarius Gem, [b] Caramel, [b] C Fragment, Potion 304 11 19 Drop: Iron Ore, Dark Crystal, [al Fransisca. Cross the Mosphoran Highwaste. of Measure and use the Way Stone to teleport down to the Sochen Cave Palace to hunt until you get another 2500 gil worth of loot to sell. Gaining access to this area is a key part of the "Hunt Club" side quest and the Cockatrice Hunt. Collect a cactus Flower and speak to Oantro for your reward. [c] EY.e Drops, ra]lbl(d] Antidote, (c/ Potion, Bat Fang, Phoenix Down Steal: Bal Fang, [c) Wind Stone. First Move Second Move Third Move Fourth Move ;;;; -I .J.. --~ '\ Character MP < 10%-Shades of Black I Low on MP? This is one of the easiest Esper assignments in the game-if you have a Knight character, they should get Mateus. At the bottom, proceed through the Ancient Door into the Nortllfall Passage. After that. Again, check the "Side Quests" chapter for more details on these tights. Strategy guides were transitioning from tiny booklets into full-size, full-color, magazine-like books. Watch the brief event in which the party arrives in the busy streets of the capital. The Cab Guide states that you'll need at least three "chops" to ride this cabeither that, or a million gil. Cross the Ozmone Plain. VII proved to be a monstrous task. And this re-release of FINAL FANTASY XII is not merely a graphic overhaul. You can always run down to Roon, 6704 and heal at the Save Crystal whenever your party gets ragged, but remember that touching the crystal, (b] Dark Magicite, Vanishga Mote, Virgo Gem Steal: Dark Magicite1 [a] Malboro Fruit, (a) Virgo Gem, [O] Adamant Hal Poach: Malboro Frui , Putrid Liquid 0 0 0 287-317 5938-5983 AIT. Generally speaking, the most universally useful targeting gambit is "Foe: lowest HP." In most general combat situations, the best broad plan of attack is to thin the enemy's numbers as quickly as possible, lowering the number of threats active against the party. The green "Life Crystal" in t11 is room resembles a Save Crystal, but it's actually a Crystalbug. 65 Warmage 30 Beneficial statuses last 50% longer. The potential here is dizzying, in all directions. But it's worth the fight because the Crystalbug changes into a Save Crystal after you defeat it. If you choose to make someone a White Mage, then they're mostly concerned with party maiotenance anyway, and their contribution as a damage source is incidental, so the loss to party output is not party-breaking if Balthier gets caught in a fruitless Steal loop. It was also possible to design parties that were capable of completing the main game, but Inadequate to the challenge of the toughest side quests, not to , nention Trial Mode. SIDE QUEST: THE BIG BOMB BOSS AND THE NECROHOL An optional boss battle awaits in the Grand Bower in the northwest part of the Salikawood. Float Time Magick 3 Tomb of Raithwalt40 The Royal Passage Treasure 12 Single - -Vanishga Time Magick 8 in Mosphoran Highwaste, 90 Shops Phon Coast and Archades. Bazaar combinations are comprised of any number of common and rare drops and are sometimes coupled with a magickal item to aid the synthesis. For example, rain has an adverse effect. Go through the first door on the right, marked "R,n 6704 East," to find a Save Crystal. MAG. Pharos • Subterra Accessories 16 70 LP earned Is converted Into gll, Speed +3, Ice and Wind damage halved Rabenastre Mulhru Bazaar Accessories 17 80 Equip: Bubble Henne Mines, Feywood, Pharos • , subterra 19800 Accessories 17 80 Immune: Petrify Barheim Passage, Tcl1ita Uplands, Nabreus Deadlands. Soon you learn why. Then return to the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use the new Way Stone to The treasure coffers teleport into the platform where you just fought Daedalus and use teleport into attacks actually heal that person. 700 12 Single 37 Water 100% Deals Water damage to a target. • One of Ahriman's tricks is to disappear and then reappear and then reappear across the room or sometimes right on top of one of your characters. An Imperial fleet, led by the Leviathan, drops in over the valley. You can use this inside the Stilshrine to find an optional hidden Esper! (For more on this, see the "Side Quests" chapter in this guide. Success rate scales with how much MP is missing. Hit this annoying Crystal. 90 Shops in Archades and Balfonheim. The party's teleportation into the Ward of Velitation awakens a huge stone Miriam Guardian. 'Shfe in Rabanastre, Nalbina Ma et, Barheim Passage, Bhujerba, 320 8 Oreadnoutt Leviathan and Oalrnasca estersand. In particular, Moogles excel at the creation and maintenance of Reddas. Before you dive into the main story or tackle any side quests, make sure you check out the coverage of these important topics, especially the Zodiac Job System chapter. You can obtain additional clues by visiting Ma'kenroh in The Clan Hall. •• i,..:i HP mr.;l;I "11111111 EXP W Q = These color chests only appear once on the map. TRIAL MODE Players will use their characters that they have developed and battle through a total of 100 stages. If you've gotten this far, you're probably well versed on these garneplay aspects, however, you don't know yet. To use a technick, you must acquire the technick scroll, whether from a merchant or treasure chest, and also unlock Hie required license on a character's license board. The next area, the Haalmikah Water-Steps, features a much-needed Save Crystal. "Self: MP 900/o-Souleater I • ~---, Souleater is a powerful tecllnick that consumes the user's HP to damage the enemy. Magicite lore is part of their culture. When Vinuskar's health bar drops to about 50 percent, or if your frontline fighters are worn down, swap in the entire reserve party and launch a Quickening mist chain. Beyond the storyline and aesthetic purposes, it is mostly notable for being the first Greatsword you're likely to happen upon, as well as one of the few pieces of gear that doesn't require a license to use! EQUIP ICE SHIELDS If you have Ice Shields in your inventory, equip them on your melee fighters. Many passive Augment abilities exist only to help generate and maintain MP, and items like the Sage Ring and Turtleshell Choker lessen or alter the cost of casting magick. Here you learn some secrets that we will not reveal in this book. TI1e timeline of their unique history seems the cost of casting magick. Here you learn some secrets that we will not reveal in this book. uneventful, in an almost monastic way. To get enough chops for the trade, you need to match up all of the pairs of citizens in all four districts (Trant, Molberry, Nilbasse, and Rienna), for a total of 28 matches. If you opened the Gate Paron earlier. When rt's time to attack, this character will first look to steal from any full-health enemies nearby. Avoid mixing it up with the fortress guard units, especially the robotic armaments. Viera To the Viera, seclusion is a way of life, a given. SOUTHFALL PASSAGE JEWEL Now repeat the process going south. Try to get the entire The Imperialpresence grows thicker as you move higherup the lab building. Something like a "Self: HP< 200/o-Hi-Potion/X-Potion" gambit won't occupy a tank character for very long, and will ease the curing burden of their supporting allies. Getting that far will earn some gil, some disposable items, and lots of LP to spend. Find the HiddenRamp The Gate of Fire area seems like a tricky maze, but there's actually a very simple solution to it. He also says he dropped his map of the wood; chances are it's nearby somewhere. but rather the gate clown below to the west. For instance, Steal would be a wonderful thing to automate, but doing so usually means the character steals endlessly even though the enemy's pockets may be empty. Now touch the glowing berylline jewel set in the Southfall Pedestal to lower the Mystic Altar all the 1Nay to the floor. Talk to the moogles in their forest bungalows to get them back to work. Perhaps best of all, though, is that this guide provides an in-depth look at FINAL FANTASYXIfs challenging gameplay elements: licenses, gambits, and the new Zodiac Job Systen1. The next room holds a boss and a ,nagnetic field that makes everyone wearing metal equipment suffer from the Slow effect. However, the race's deep-seated curiosity and desire for knowledge has driven the creation of Innovative ways and technologies. Later in the game, by fighting rare monsters or obtaining a Canopic Jar in the Bazaar, enemies also begin dropping different magick totems, called Arcana. MT BUR-OMISACE ;;: -I ACTION CHECKLIST .J. 600 TelekInesis 80 Cerobi Steppe-Old Elanise Roacl Treasure Libra Poach COST RANGE AREA Already Owned 3 Single 400 - Self BASE ACCURACY EFFECTS - Steal an item from a Foe that has an item. Arcane Magick is a dark school of Magick which exists for one reason: to make the enemies die. Phon coast, Archades ancl Balfonheim. - 7000 40 Diameter 8 122 240 10 100% Ice 25 100% Deals Ice damage to a target. Status attacks are a common issue, as most bosses are irnmune to several status effects. Crystal Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Gem Rewards: 1000 gil, Longbollf, _~hell Shield Steal: Spiral Incisor, Charger Barding, Leo Se 36 Rewards: 3600 gil, Save the Quee'Ji Einhe~arium Steal: Hory, Poinfed Hom, Aries Gem (U "Tl (/) -I -)> :;: J -< Rewards: 2200 gil, Serp_entEye1, Telel!(Jrl Stone x3 Steal: Fire Stone, Prime lanneo nide, Fire Cryslal Rewards: 2600 !lil, Demon's Shield, Zeus Mace Steal: Rre Crystal, Demon's Sigh, Scorpio Gem Rewards: 1300 gil, Ether, Soul of Thamasa Steal: Book of Orgain-Mille, Book of Orgain-Mille, Flame Shield Rewards: 1100 gil, Ether, Golden Amulet Steal: Potion, Earlh Magicite, Slaven Harness Rewards: 3800 gil, Dark Shot1.~athe Mote Steal: Potion, Reffectga Mote, vv11ite Robe Rewards: 3400 gil, Elixir x2 Steal: Phoenix Down, Charger Barding, Emperor Scale Rewards: 4600 gll, Euclid's Sextant Steal: Malboro Flower Foul Liquid, Virgo Gem Rewards: 2400 gii Stun Bombs, Vampyre Fang Steal: Pebble, Bal rang, Spiral Incisor Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, Ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, Ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, Ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, Ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, Ni-Polion, Blood Wool Rewards: 2000 g]11 lightning krows, Gillie Boots Steal: Drab Wool, Ni-P increases the potency of restoration items like Potions and Ethers by 50°/o. The crimson jewel lowers the carved stone block halfway into the floor. S1eep prevents all actions and movement. As indicated at the beginning of this section, if you want to make a sort of "master" endgame Save File, now's the time to do it. Once you leave Balfonheim for the Imperial Sky Fortress, you're past the point of no return. What will Lady Ashe do? Strongest heal but less MP efficient than Curaga in most cases. but you can just flee (using R2) through the far doorway to escape. With the air and sea routes sure to be heavily monitored by Imperial eyes, the safest way to go is on foot through Nalbina, the Mosphoran Highwaste, and the Salikawood-and that just gets the party to the border. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Some considerations are obvious, like adding a mage board onto a melee to make a more survivable, flexible hybrid. Keep moving from room to room, battling through the Zombies, Ragohs, and Lesser Chimeras and descending stairs until you reach a room with a Way Stone. Dr. Cid is powerful but quite slow, so you have time to sling Cure spells, use Potions, Charge up your MP, or use whatever Gambit routine has been successful thus far. When dealing with defeated allies and negative status effects. characters are pretty smart about correctly observing the "Ally: any" gambit. Once you've found the petitioners, he or she shares details about the hunt. Petitioners can be anywhere, but tend to be easily found in popular areas. (fhis is the key you received from the Archadian wayfarer back at the Save Crystal.) Now prepare for a wild boss fight! It is the key you received from the Archadian wayfarer back at the Save Crystal.) important to enter the fight with the five Mandragora bosses with full Mist Charges on all of your Quickening-equipped characters so you can chain as many Quickening attacks as possible. By now, after you clear the initial Thextera hunt, you'll be able to hunt monsters like Wraith, Nidhogg, Rocktoise, Wyvern Lord, Croakadile, and more, sharpening the party's fangs and acquiring lots of great rewards. Milha, waits in Lowtown's northeast comer. Here, if an ally is suddenly reduced to less than 20°/o of max HP, Penelo will react with First Aid. Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, High Arcana Rewards: 20000 gU, Megallxir x2 Steal: Foul Flesh, Maggotyse of the Hawk, Split Annor Steal: Scorpio Gem, Elrxir, H Flesh, Forbidden Flesh Steal: Pebble, Gemini Gem, High Arcana Rewards: 30000 QII, Godslayer's Badge Steal: Holy Magicite, Bone of Byblos Steal: Cancer Gem, Elixir, High Arcana Steal: Aries Gem, Elixir, High Arcana Steal: Cancer Gem, Elixir, High Arcana Elixir, High Arcana 326 2"8 ?79 Steal: Leo Gem, HI-Ether, High Arcana Steal: Screamroot, X-Po\ion. He's arranged a cab ride, though the Ancient Door. After each conversation, they indicate how many moogles are left to retrieve. 84 28 28 80 28 28 3 4 Steal Yensa Scale, Pisces Gem, Yensa Fin .-- 0 ::: J O ::: J O ::: J O D 325 Steal: Taurus Gem, Elixir, High Arcana Steal: Beastlord Hom, Behemoth Steak ? When you pass 91 F, watch the short event with Fran in which she says "the din of the Mist grows greater." The Sun-Cryst must be nearby. Placing Charm with the "Foe: HP = 100°/o' gambit ensures that lhe caster will try to influence someone other than the leader's target. CONSIDER A SAVE There is no Save Crystal near the Hall of Shadowlight where you tight Ahriman. Consisting of a few critical buffs and ways to keep the caster flush with Mist Points and health, Green Magick is a must have for any character with access to it 31 ·33 33 ·34 12 25 ·29 29 ·31 7 EXP 6500-6660 930-1250 LP 1 1 CP 482-625 99-385 GIL 0 0 OJ m (/) -i)> : [] - Drop: Malboro Vine, Earth Magicite, Bacchus'sWine, Iron Pole Steal: Earth Magicite, Bacchus'sWine, Iron Pole St platforms. Rabanastre Mulhru Bazaar. All poles add 30 to Evasion as well-not a bad figure for a two-handed weapon. Puffiue it down the hill to defeat it. Virgo Gem Poach: Malboro-vine, Foul Liquid :JJ Drop: Charger Barding, Holy Lance Drop: Dark Crystal, Bomb Shell, Handkerchief, Scorpio Gem Steal: Bomb Shelli Dark Crystal, Scathe Mote Poach: Bomb Shelli Dark Crystal, Scathe through The Stepping and Outpost into Yardang Labyrinth. Therefore, if an elemental is nearby, either manually switch off your active characters' gambits to avoid auto-combat and wait until the entity drifts away, or (better yet) just hold down the R2 button and flee, then return after a few seconds. Way Stone you just passed at the bottom of the bottom of the stairs. Sell Phobos Glaze, Horakhty's Flame, and Deimos Clay. Proceed down one of the center staircases and get ready to run! By stepping onto the main walkway, you bring to life a massive Dernon Wall. Blood Wool x9, Prime Tanned Hide x?, Dark Crystal x8 Spiral Incisor x3, Sliver Liquid x3, Dark Crystal x8 Tomato Stalk x2, Magick Lamp xt. Move northwest. Even if you eliminate a couple of dragons with the Ouickening chain, you may still need to flee. When you move from the Falls of Time area to the Mirror of the Soul area, you trigger magick that actually moves the waterfall locations! (The game states: "The course of the waterfalls seems to have changed.") If you follow the correct route back and forth between the two areas, you can create a path to the secret room. Tchita Uplands, Pharos Second Ascent 3000 Accessortes 14 70 Reduces MP cost by halt. Note that Balthier as a White Mage with a Steal qambit on his palette makes a good bit of sense. The weakening and positional advantages of ranged weapons can more than compensate for the lack of a shield, especially for characters set up as support. However, you must fight the second one. Shacles of Black enables a caster to tire a random Black n1agick without consuming any MP. Listen carefully as Ashe, Reddas, and the others discuss the tricky political situation and the threat they all face. Arcane Magick 2 50 Shop in Balfonheim, after Draklor. Chimera Head x2, Taurus Gem x3 Molting x3. The party starts in the Southern Skirts. Ice Shops in Mosphoran Highwaste, Phon Coast and Archades. No other Job's Mateus-locked licenses compare to this utility, it's not even close. For supporting characters who are focusing on magely duties, Silence can be devastating. Invisible tar~ts cannot be seen by enemies. or items. This is also on-theme in an adventure where half of your allies are thieves! MISSING MAGICK . Same sources, like Regen and Sap, are no] reversed. The Catwalk is patrolled by some extremely powerful Rooks (robotic armaments that can overwhelm your party), so just run away! Vee down any of the three "spokes" leading into the circle's center. Read the hunt bulletin board more than 40 times. 66 48 52 2 5-11 11-17 0 2 15-19 14-18 - :;; J -< Drop: Quality Ston~, Holy C~tal, Runeblade, Holy Mote Steal: Holy Stone, ...potion, Einherjarium Rewards: 1800 gil, Earth Rod, Diamond Shield Steal: Potion. Unfortunately, some skills don't work the same way. Equip the Dawn Shard before operating the Pedestal of the Dawn, as otherwise it won't teleport the party and three Zombies will appear and attack. Grand Mace Scathe Mote x2 Steal: Tyrant Hide, Tyrant Bone, Rastega Mote ELfTEMARKS Rewards: 3200 gll, Volcano Arctic Wind Steal: Hi-Potion. W/DIAMOND ARMLET 90°/0 10% Gillie Boots Gillie Boots Gillie Boots Gillie Boots 38 70°/0 40% -350 Echo Herbs Knot of Rust Meteorite (AJ 39 75°/0 40% -350 Echo Herbs Knot of Rust Meteorite (AJ 39 75°/0 40% -350 Echo Herbs Knot of Rust Meteorite (AJ 39 75°/0 40% -350 Echo Herbs Knot of Rust Meteorite (AJ 80 75°/0 40% -350 Echo H 80°/0 0% Elixir Elixir 43 70°/0 50% -400 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 32 75% 35°/0 40% -250 Echo Herbs 30 75°/0 40% -250 Echo Herbs Remedy Knot of Rust Meteorite (AJ 32 75% 35°/0 40% -250 Echo Herbs 30 75°/0 40% -250 Echo Herbs 31 700/0 30% -400 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 33 70°/0 40% -250 Echo Herbs Remedy Knot of Rust Meteorite (AJ 32 75% 35°/0 40% -250 Echo Herbs 31 700/0 30% -400 Echo Herbs 31 700/0 30% -400 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 33 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 32 75% 35°/0 40% -250 Echo Herbs 31 700/0 30% -400 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 33 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 33 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 33 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 33 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 33 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 33 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo Herbs Nu Khai Sand Knot of Rust Meteorite (AJ 30 70°/0 40% -250 Echo 34 75°, {, 40% -350 Echo Herbs 35 70°/o 40% -350 Echo Herbs Metaorite (Bl 100% 0% Reffectga Mote 37 75°/o 35% -500 Echo Herbs Black Garb Knot of Rust Meteorite (A) Remedy Potion Knot of Rust Meteolite (A) Gold Needle Knot of Rust Meteolite (AJ Ether Knot of Rust Meteolite (B) Elixir Knot of Rust Meteolite (B) Elixir Knot of Rust Meteolite (A) TREASURE TABLE LEGEND: To the Salikawood HALNY CROSSING ., = These color chests only appear once on the map. This is also a good time to check out the Notice Board at the Sandsea and complete a hunt or two for some extra gil. HI-ETHER Restore MP to one ally, Grimoire Aldhed Rewards: 500 gil Gauntlets, Ether Steal: Glass Jewel, Despite ing a positive effect, Decoy's hit d1ance is calculated (and resisted) like a n!:)ggtive effect. You have a choice of two paths at the intersection and both work. Please challenge yourself with these two modes by utilizing the skills and methods that you've acquired by playing through the main game. 50% -370 Countdown Cou 100% 95% 004, Hammerhead Knot of Rust Meteorit.e {fl) 100% 0% Shell Shield Shell Shield Shell Shield Shell Shield 100% 0% Ruby Ring Ruby Ring Ruby Ring Ruby Ring 100% 0% Elixir 100% 0% Ashura Ashura Ashura Ashura 100°10 0% 11 75% 50% -370 Cura Mote Platinum Sword Knot of Rust Meteorite WI 12 75°4> 50% -370 Hi-Potion Obelisk Knot of Rust Meteorite IA) Elixir Rilt-Karydine Glacier Treasure 20 Single - - sos KO's a target. Restores 40% of max HP to a KO'd cneracter Will KO undead targets with base accuracy of 70%. Chen Yutaka Sano Ryan Lacina Samuel Hsieh Janet Swallow To lvalice. we devised multiple mechanics based on the FINAL FANTASYXII INTERNATIONAL ZODIAC JOB SYSTEM that was only a construction of 70%. Chen Yutaka Sano Ryan Lacina Samuel Hsieh Janet Swallow To lvalice. released in Japan in 2007. High Arcana -, Steal: Knot of Rusi, Storm Magicite. Notice BoardHunts RED&ROITEN IN THE DESERT WOLF IN THE DESERT BLOOM WATERWAY HAUNTING], c 380 755 Thextera (Mutant Waln Wraith (Ghost) 1-11-111 ·IV· I/-': !-VI ·IV -VI II PETITIONER: Tomaj (Rabanastre/The Sandsea) REWARD: 300 gil, Potion x2, Teleport Stone (Extra: Handful of Galbana Lilies) This simple hunt is given to Vaan by Tomaj in Rabanastre. Shops in Jahara, Eruyl Vill~e, Mt 40 Bur-Omisace, Mosphoran ighwaste, Phone Coast and Archades. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. Foe GambitPreambleandTables These determine the condition under which a character will target an enemy. The Imperial fleet passes overhead yet again, but they don't stop this time. Auto-Saves: The most recent zone transition becomes an automatic save point! Map Overlay: During exploration or combat, press L3 to conveniently view a map without needing to pause the action. From the party's arrival point, turn left and go through the south bulkhead. @D = These color chests will reappear on the maps. Gambits throughout the game, now you can simply buy every single gambit pretty early on. Bline! reduces attack accuracy by half. BuffUp! There's no reason to hold back now. RIME FANG Deal ice damage to all toes in range. 14-16 58.60 3 24 8 27 0 1 AIT. Pythons start popping up to attack, so be ready. Gate Tychi. ACTION CHECKLIST 1. ~ ::;; I>) i=S:' ::::r ac =::::r OBJECTIVE PREPARE FOR THE FINAL CONFRONTATION Vayne awaits on his Sky Fortress, so make sure your party comes prepared to battle. Phone Coast and Arcliades. After the conversation ends, talk to him again to get a more complete version of the story. Luccio also sells Aeroga and Vanishga. The only way to bring back a "banished" character is to move to a completely different area-one more reason to act quickly! FLAME STOPPERS Four pairs of torches (called "Altars of Contemplation") burn on the railings along the second Demon Wall's walkway. :.:: -I Fiod the three Stone Brave statues and tum each toward the center of the shrine. Rikken speaks of the Feywood, south of the Galmore Jungle. ECHO HERBS Removes Silence from one ally. Deals between 0% to 99°/o damage to the user, and KO's the user if it misses. However, a waterfall blocks the entrance from the north. After doing so, head back upstairs and save your game at the Save Crystal. Talk to any magick merchant over 25 times. GIZA PLAINS (THE RAINS) Cross the Wet Plains Wow, Giza looks different, doesn't it? See the "Side Quest" chapter for more details on both of these side events. RoundUp the Nine Moogles ICE THE PUMPKINS Equip lcebrand (a sword that deals Ice damage) on a party member; Pumpkin Heads are weak against the Ice element. Fey.,,rood, Pharos • Subterra ..., in Tourmaline Ring Accessories 5 35 Immune: Poison, Sap, Ice damage halved Nalbina Dunieons, Ozmone Plain, Stilshrine of iriam. Use it to teleport to another secret hall in the next area. No EXP is granted. Great Crystal110 The Great Crystal-5 Bravery White Magick 8 Regen White Magick 6 - Confuse Holy MAGICKS - W11ite Magick 1 - 250 8 Single Treasure Treasure I 40 Diameter 10 - - 24 Single - - ~ plies Shell status to all targets in range. Collecting these rare pieces of loot requires completing the hunts for Trickster, Gil Snapper, and Orthros. There should be prioritized toward the bottom of a set of gambits. Select "90F" and take the elevator to another Esper meeting. Deals area damage as well. Unless such Status gambits are disabled for that battle, the caster will stand back and cast an endless stream of worthless magicks while expending lots of MP. Treasure 46 70 Single -- 163 - Diameter 8 160 -- " (.I) -- 100% Deals damage to one target. A GOOD SIDE QUEST JUNCTURE • * Several side guests open up at this point in the game, including the "Hunt Loop", "The Great Cockatrice Escape", "Fishing in Nebra River", the "Balfonheim Foot Race", and "Dragon Researcher". Pharos Subterra; drops from level 99 RedChocobo GenJi Armor 190 Improves chance of scoring m\]Itlple hits, Magiek Power +3 Steal during "Bal1le on Ule Big Bridge" clan hunt Power Armlel Hermes Sandals 288 Accessortes 13 AC C!:S"ORI I. S Tchlta Uplands, FeywQOd, Phares - Arst Ascent Pharos - Subterra 600 Technicks are abilities that do not require Mist Points to use, although they often have prerequisttes for their use. The party arrives in the Hall of the Destroyer. FLOAT MOTE Allow all allies in range to walk on air. It is controlled by tile nearby Avrio Gate Stone. Watch for a Wooly Gator and a pair of lchthons along the way. Before you go through the door at the bottom, though, here's a tip. This team includes every job, so you get the full experience, and has a varied team t11at you can swap in and out at will. DOMAINE CALVADOS Grant Bravery to one ally. The reddish Way Stone connects with a Way Stone in the Northfall Passage, but it doesn't work yet. Rozarrla and Archadia seem destined to collide, crushing whatever stands between them. Pharos • RtstAscent 3000 Accessortes 14 70 Nullifies weather and terrain effects on elemental damage. So if the situation gets desperate, just run due west past the two Miriam Facers at the doorway and escape into the next room, the Walk of Torn Illusion. To cast magick, you must acquire the appropriate ,nagick scroll by purchasing it from a merchant or finding it in a chest as well as unlock the accompanying license. As the curative school of magick, White Magick enables the caster to restore the health of your party members. A gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect before a gambit for using a Phoenix Down will always take effect all party members include the Martyr and Inquisitor abilities, which keep your MP levels up. WARRIOR'S WASH To Rabanastre fr NOMAD VILLAGE THRONE ROAD Withered Tree GIZAS NORTH BANK TOAM HILLS To the Westersand ~ CRYSTAL GLADE ~ GIZAS SOUTH BANK STARFALL FIELD To the Ozmone Plain 148 (, LA PLAII\IS (IHE: RAINS) Silicon Tortoises The Feather of the Flock Withered Tree ~ --- TRACKS OF THE BEAST 1 80°/0 30% -260 Lightning Fang Phoenix Down Ether X-Potion Knot of Rust Meteorite (A) Ether X-Potion Knot o 80°/0 30% -260 4 80% 30% -260 100% 0% 6 75°/0 40% -230 Potion 7 75°/0 40% -230 Potion 7 75°/0 40% -230 Potion 11 80% 40% -270 Dark Mote Potion 13 80% 80% 60% 40% -350 -270 Remedy Regen Gravity Mote Knot of Rust Meteorite (A) Balance Mote 12 Regen Knot of Rust Meteorite (A) Balance Mote 12 Regen Knot of Rust Meteorite (A) Balance Mote 12 Regen Knot of Rust Meteorite (A) Balance Mote 12 Regen Knot of Rust Meteorite (A) Balance Mote 12 Regen Knot of Rust Meteorite (A) Balance Mote 12 Regen Knot of Rust Meteorite (A) Knot of Rust Meteorite (A) Balance Mote 12 Regen Knot of Rust 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Needle Remedy Knot of Rust Meteorite (A) Knot of Rust Meteorite (A) 80% 50% -330 Remedy Flametongue Knot of Rust Meteorite (A) 55% -300 Gale! Needle Remedy Knot of Rust Meteorite (A) 40% 50% -330 Remedy Flametongue Knot of Rust Meteorite (A) 40% 50% -330 Remedy Flametongue Knot of Rust Meteorite (A) Knot of Rust Met Meteorite (A) 37 80% 50% -330 Hi-Ether Survival Vest Knot of Rust Meteorite (A) 38 80% 50% -330 Hi-Ether Rose Corsage Knot of Rust Meteorite (A) 38 80% 50% -330 Remedy Main Gauche Golden Armor 19 80°/o 35% -280 Hi-Potion 20 80% 35% -280 Chronos Tear 21 80% 35% -280 Potion Gap Hi-Ether Knot of Rust Meteorite (C) > ;.:: -I. L. There's also a Map Urn here containing a map of the Stilshrine of Miriam. Talk to Beasley and return to Jules to trigger another event. He adds, "The creatures there are murder." Uh-oh. The Tracks of the Beast area is also where a clan mark appears when you take on the Rank Ill Clan Hunt "Paradise Risen," for the petitioner Nanau. FLOOR 67 Head east and then north to the door labeled "C.D.B." (for "Cidolfus De men Bunansa," Dr. Cid's full name). The mark is in Ille Dalmasca Weslersand's Galtea Downs along a cliff wall to the left. They differ, however, in that their strength does not lie in actually striking ne enemy; rods add magick dama~e dealt by 1.2x and ma~ick healing done by 1.5x when HP is full. In these cases, quickly open up the Party Menu and disable that character's Steal gambit. Nothing is Immune. OBJECTIVE GET PAST THE CITY GUARDS The Imperial City is off-limits to the lowly denizens of Old Archades. 'IOOOOCOCOOO 147 I OBJECTIVE MEET WITH THE GARIF Cross the wet, swampy Giza Plains and tile Ozmone Plain to find the Garif village and speak to tile elders. This is best used in combination with Decoy. Pharos - Second Ascent 1200 Barhehn Passage, Henne Mines, Accessories 18 80 Immune: Stop, Strength +2 Accessories 18 80 Immune: Stop, Strength +2 Accessories 18 80 Immune: Stop, Strength +2 Accessories 18 80 Immune: Stop and the ancient door is locked. Remaining HP and MP and status effects after each stage will be carried over onto the next stage. Restores MP when dealing magick damage. All staves add 8 to Evasion. TREASURE CRYSTALS it to teleport back to Gate of Earth and use the Save Crystal. Keep in mind that many enemies are irnrmne to Sight Unseeing (in particular, the undead), so be ready to turn off the gambit when necessary. SENIOR GRAPHIC DESIGNER Carol Starnile The Prima Games logo and Primagames.com are registered trademarks of Penguin Random House LLC, registered in the United States, the Valley of Death, Unfortunately, the Salikawood's east gate is broken; a moogle crew is doing repairs, but their work ethic is a bit sub-par. No Experience is gained. Just press and hold the R2 button The first Demon Wall is dffficult to defeat. Wipe them out and use the Way Stone to teleport back to the reddish Way Stone on the Royal Passage platform. Your goal on floor 68 is to reach this floor and this goal requires the use of a few bulkhead switches. AADHA WATER-STEPS This area is similar to the last area, with magick gates to deactivate, but the Gate Stone Brave statue, so now would be a good time to return to a Save Crystal, heal up, and save your game. IF GIL 50°/0 50% 28 You can power through at first but as the stages become more difficult as you fig ht through them. Watch for Reflect status on targets. Save your game again and head north into the temple to trigger a particularly grirn event. See also: Thief's Cuffs. He flies off to Giruvegan, and the man you met on the stairs who jumped into the fight makes his introduction. Bhujerba, Dalmasca Westersand, Jahara and Archades. The Dynast-King left three relics to signify hls descendants: the Midlight Shard to the founders of Dalmasca, and the Dawn Shard, which remains hidden inside the tomb. Enter the door at Storehouse 5 on the northwest side of Lowtown, and follow the COl'lidor to the Overflow Cloaca where the Wraith will rise rrom the ground. Thanks to old friend and SCIENCE Linkshell mate Forrest for the Backrubs. Major changes from original FINAL FANTASYXII The Zodiac Job System: In a huge change to the original game, there are now 12 jobs to choose from. To keep allies from getting KO'd, go into your gambits and raise the curing threshold a bit higher (to "Ally: HP > When you select the right color, the party ends up on the northwest platform. All rights reserved. But if you build a gambit of "Ally: status= with Stop. Use it to return to the Ward of Measure, then exit the shrine. They have long considered interaction with the outside world to be against the will of the Wood. To Old Archades MOLBERRY TRANT NI BASSE RIENNA HIGHGARDEN TERRACE Taxi ride With Diamond Armlet: Potential Dark Energy Treasure Chest GRAND ARCADE TSENOBLE Shop for Upgrades Yes, it's time for more fun consumer frenzy. EXP LP CP GIL 0 0 0 6120 1836 0 0 36 28 EXP LP CP GIL 0 0 36 3780 0 28 1134 0 0 Steal: Ancient Turtle Shell, Aries Gem, Scarlette EVA. You should see the lift platform ahead. -ooOOCi.: JCOOC 25 This is also an early- to mldgame palette that does some interesting things. Whether it's permanently increasing your character's action speed, adding additional Gambit Slots, or permanently increasing HP, Augn1ent abilities are a great way to spend license Board. Eruyt Village, Mt Bur-Omisace, Mosphoran HIghwaste. There are other options that

are designed to press your advantage over your foes by stripping them of abilities. Sight Unseeing 40 Charm Stamp 1500 - Self - Restores some MP. The game had the honor of receiving many best game awards with its unique game system that granted players great freedom and strategic ability, and by its graphical expressiveness that utilized the system that granted players great freedom and strategic ability. hardware's capability to its fullest potential, in the world called lvalice that inherited the genes of FINAL FANTASY TACTICS. Map moogle CANAL LANE SEA BREEZE LANE Mil GALLERINA MARKETPLACE SACCIO LANE - Puts Libra status on the user. Black magicks exist for one purpose: destruction! With a wide variety of very powerful spells capable of hitting multiple targets, Black magicks are ideal for offensive support characters. Another Way Stone nearby doesn't work yet, so rnove on. However, many arrow types do have additional effects, and ihe infrequency of crossbow and gun upgrades means that bows are often a good option. Although they may seem less glan1orous than a new ability or weapon, many Augment abilities are among the most useful on the entire board. A Quickening revels this toe immediately. ---~ :'Ce=--- Special Characteristics 4 LONG EARS Prominent, highly sensitive listening organs. Situationally disable the Steal gambit, or manually issue that character commands until there are no 1 OOo/o HP enemies around. Inquisitor 30 Restores MP when dealing physical damage. "The Master of Disguises" (Look-Alike and Look-Alike ... Applies Petrify to one target. 12 Single 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1rnasca esie Shops in Rabanastre, Nalb1na, Barheim Passage, Bhujerba, 500 Dreadnout Leviathan and _oa1 Bhujerba, Dreadnought Leviathan, Dalmasca 700 Weslers_aod, Jahara aod 81:cl)ades._ Shops in Jahara, Eruyt Vill~e, Mt Bur-Omisace, Mosphori)O ighwaste, 1200 PllQ[Lcoastand.88 . Go back south to trigger another event. Gapricorn Gem Steal: Dark Crysta , Reflectga lvlote, Min1a Gear 5.7 38-40 7069-7089 Drop: Earth Slone, Eye Drops, Iron Scraps, Dar11 Mote Steal: Iron Scraps, 20 gil, Iron Sword Poach: Iron Scraps 6-8 22-24 14 44 10 19 EXP LP CP GIL 136-142 2629-2635 1 48-80 356-388 0 0 1 Drop: Glass Jewel, fa] Dark Stone, [a] Potion, [b] Sky Jewel Steal: Glass Jewel, fa] Dark Stone, [b] Dark Magicite, Telepa1t Stone, [a] Potion, [b] Sky Jewel Steal: Glass Jewel, fa] Dark Stone, [b] Dark Magicite, Telepa1t Stone, [a] Potion, [b] Sky Jewel Steal: Glass Jewel, fa] Dark Stone, [b] Dark Magicite, Telepa1t Stone, [a] Potion, [b] Sky Jewel Steal: Glass Jewel, fa] Dark Stone, [b] Dark Magicite, Telepa1t Stone, [a] Potion, [b] Sky Jewel Steal: Glass Jewel, fa] Dark Stone, [b] Dark Magicite, Telepa1t Stone, [b] Dark Magicite, Telepa1t Stone, [b] Dark Stone, [b] Dark Stone, [b] Dark Magicite, Telepa1t Stone, [b] Dark Magicite, Telepa1t Stone, [b] Dark Stone, [b] Dark Magicite, Telepa1t St Crystal, [a) Phoernx Down, [OJ Sky Jewel "0::JCOLDDD 303 8-9 36-39 123-126 414-420 0-3 47-63 95-217 0. 16 45-48 10-11 23 23 2 15 15 Drop: la] Earth Stone, Leather Headgear, Potion Steal: Earth Stone, Leather Headgear, Potion Steal: Earth Stone, Leather Headgear, Potion Steal: Earth Stone, Jone Steal: Earth Stone, Leather Headgear, Potion Steal: Earth Stone, Jone Steal: Earth Stone, Leather Headgear, Potion Steal: Earth Stone, Jone Steal: Earth Stone, Jone Steal: Earth Stone, Jone Steal: Earth Stone, Jone Steal: Earth Stone, Leather Headgear, Potion Steal: Earth Stone, Jone Steal: Earth Ste many early FINAL FANTASYtitles, where heroes were locked into different roles. Vaan dreams of escape, seeing his future in the skies as a sky pirate. Poison deals 6.25% of ax HP every 12 seconds Treasure - ~ Silencega z 0 o . The great gate lies up ahead. REFLECTGA MOTE Cause magicks to be reflected from all allies in range. This unique battle against Zeromus prevents the use of magicks, and attempting it isn't really reasonable until your party is at least Level 35.) Return to the Save Crystal in the Sand-Strewn Pass. but make sure you know where the zone exits are just in case things get out of hand. (- Undead-(Cure, Cura, Curaja, Raise, or Arise) 0 C')> s:: ;JJ - - 1 (/) I The undead may have a bunch of resistances, but they can't stancl up against Holy magicks. Sleep prevents all actions and movement. This guy's everywhere! Refill anything you're running low on, then upgrade weapons and armor, if you want to solve the waterfall puzzle. Thanks again to Leigh Davis and the old BradyGames crew on the original book, and to Chris, Carol, Wil, and Julie for the teamwork on this one. You wouldn't want a rare ingredient used up prematurely if a separate package's unlock criteria are fulfilled first. and party setup, see the Zodiac Job System chapter. Tchita Uplands. 76 to Chris, Carol, Wil, and Julie for the teamwork on this one. 78 26 26 30 30 83 33 84 45 31 31 EVA. Once you get your Save File situation sorted out, now is a good time to give the party's gambits and gear a solid once-over till you're satisfied. When this occurs, go to the Cab Guide back in Nilbasse, select "Take me to Tsenoble," and head north upon arrival to trigger an event. But either way, First Aid and Potion gambits overcome lengthy spell-casting times in desperate situations. Apr.lies Lure to one al~. Otherwise, at least remember that this version of FINAL FANTASY XII auto-saves at each "zone" change, during loading screens. When you arrive, go down either one of the newly opened stairs (there's a staircase on either side of the room) to descend into the next room, the Walk of Revelation. Talk to the Learned Man looking at the northeast shrine and he gives you some information about what he nas learned. Now exit the room, go left, and take the first left, heading north up the corridor. LIGHTNING FANG Deal lightning damage to all foes in range. "AO". For a slightly different purpose, try out a gambit of "Foe: flying-Shades of Black." This is a passable, if not ideal, option for melee-centered fighters to use against flying enemies, in the absence of access to spears, hand bombs, ranged weapons, or Telekinesis. CONTINUES ON NEXT PAGE -0000co,::000 197 CONTINUED FROM PREVIOUS PAGE To the Cerobi Steppe TREASURE TABLE LEGEND: = These color chests only appear once on the map. The way to earn them, he says, is to talk to people and pass on information. Rotate it to face toward the center of the shrine. BALANCE MOTE - Reduce HP of one foe by 1/4 of target's max HP. Save your game at the nearby Save Crystal, then go northeast to the other end of Tsenoble to trigger an event. Use the Way Stone to teleport to one last platform. After the battle, pick up the · treasures around the perimeter of the room and exit via the east door into the Temptation Eluded area. Bulkhead Controls Bulkhead Controls 6811 EAST South Lift 6811 WEST (68TH FLOOR) Bulkhead Controls (66TH FLOOR) 194 ORAKLOR LABORA I ORY Arrival 6801 EAST TREASURE TABLE LEGEND: Q = These color chests only appear once on the map. \RCfl,\fl],\", j 146 I OM B OF HA I I HWA I I. Damage is equal to 5 % of their Max H. influenced by user's max HP Fang nem damage proportional to target's max HP 294 0 0 I I ' FINAL FANTASY XII has the typical item and gear shops like other RPGs, but this game added something called the Bazaar. Tell the woman that you want to board the Strahl, and select "Baharnut" as your destination. NAME COST 500 -- 1 rn () I z AugmentAbilities () ;;;; (J) Apart from the licenses for technicks, magicks, armors, and weapons on the license boards, there are also licenses for passive abilities. BIO MOTE 88POW Inflict Sap and deal damage to all foes in range. ICE THE BEHEMOTHS Behemoths tend to patrol In packs. Used exclusively by Red Battlemages, Arcane Magick is a powerful weapon against the fiends of lvalice. GambitPaletteExamples When choosing between magick-curing or itern-corinq gainbits, and deciding which to put at a higher priority, note that potions are faster. Bows Bows provide the most basic ranged damage option. If you put together a good chain, you can knock out Vinuskar in one shot. All Imperial soldier types add to the chain: Swordsman, Hoplite, and Pilot. You meet new types of undead enemies along the way: the Lich, tile Skull Warrior, and the Lost Soul; like Zombies, they are weak against Cure magick. Talk to the nearby Weary Seeq to learn that the Ozmone Plain is to the south, and the Garif village is on the west end of that plain. Doing so triggers the extension of another floating green ramp. In certain battles against a powerful boss-type enemy backed up by a continual stream of lesser foes who act as nuisances, you may need to temporarily change "Foe: lowest HP" (or whichever "highest" stat assures the most dangerous enemy is prioritized, such as "Foe: highest max HP"). Use it and move on. First, though, he wants some measure of revenge. ·~ ... To the Mosphoran Highwaste ~ 174 NALBINA I OvVN To the Estersand Prep for the Long Trek Back on Mt Bur-Omisace Balthier, Fran, and Ashe plot the party's approach to the Draklor Laboratory in Archades You can't get into the city without his help. Gravity Time Magick 4 Gravity Time Magick 4 Gravity Time Magick 1 O Shops in Rabanaslre, Bhujerba, 50 Dalmasca Westersand, Jallar.a.ao.dArchades Shop in Balfonheim, after defeating 125 Shemhazai and gaining the - 65% 60% curr.errll: 8 2300 12 Diameter 8 - 70% Deals dama% to all foes in ran~e. If you feel like exploring, however, you can proceed west into the Crystal Glade to find a Save Crystal, then on to the Gizas South Bank. Pnaros at Ridorana-Abyssal-North 289 Magicks Magicks offer many powerful attack that knockstal, then on to the Gizas South Bank. a lot of health out of everyone's HP bars. One small mistake can turn a great gambit into a disaster. Go to the Save JUDGE BERGAN Crystal and use it to teleport back to Mt Bur-Omisace. A few status-curing gambits follow, just in case. The most important pick-up here is probably Thundaga for 7000 in the magick shop. This is a huge advantage, since melee weapons usually cause more damage than ranged weapons. This mark is best hunted in Rabanastre with Basch in the party. Proceed east to an intersection. From the bridge of the flagship Garland, :;; Ondore and his crew discuss the unfolding events. Shemhazai and gaining the lieaty-B ade. Only works on enemies in Critical Status. Watch out for a swarrn of Imps and a Pit Fiend. Here, at a certain level of progression, each of the six main characters could be permanently locked into a particular Job, each of the six main characters development. "To Be a Judge (Would-Be Judge and Judge's Wife) G) 5. HI-POTION Restore HP to one ally. GOLD NEEDLE Remove Stone, [a) Horn, [b] Pointed Horn, Teleport Stone, [a) Horn, [b] Pointed Horn, Teleport Stone, [a) Horned Hat, fbl Indigo Pendant Sfeal: [al Storm Stone, lb) Stonn MagicileJ fa) Horn, Antidote, [bl Pointed Horn Poach: fa] Horn, [b] Soliu Horn Drop: Dark Crystal (Book or Orgain, Teleport Stone. Some accessories also affect item power in other ways. LP il1B1 .. When several foes are incoming, this can get complicated. Use the crystal to teleport to Nalbina Fortress it you've already been there and activated its crystal. He explains that the complex features red and blue bulkheads. Then just make sure you're keeping the current party leader occupied (and alive), and allies will follow suit. (70TH FLOOR) Dr. Cid-t-• 6704 EAST ENERGY TRANSITARIUM 6703 EAST Bulkhead Controls 6711 EAST South Lift 6804 WEST (6814 EAST (RATS!) 6813WEST (JUDGE) /"T""--- 6803 EAST North Lift 6613 EAST y-._..:i. I STAVES 1 I STAVES 2 I STAVES 2 I STAVES 3 I STAVES 3 I STAVES 4 STAFF +26 +20 +15 +34 Powers up Fire element Powers up Wind element +3 800 Bameim Passage GLACIAL STAFF +38 Ogir-Yensa Sandsea Barheim 67TH FLOOR) North Lift Passage Tomb of Raithwall GOLDEN STAFF ----, Mt Bur-Omisace, Eruyt Village STAFF OF THE MAGI +42 +53 +49 Powers up Ice, Wind, and Holy element 0 +8)> L (f) jJ s Mosphoran Highwaste, Stilshrine of Miriam Bameim Passage, Paramina Ritt 0 Phon Coast, Tchita Uplands Cerobi Steppe, The Great Crystal Steal from rare monster 32. Before you investigate, visit the traveling merchants and upgrade everytling. Then climb either set of side stairs and fight through Miriam Guardians to another Pedestal of the Dawn. Or, you can use a Hastega Mote to speed up the entire party with one toss. In the opening tutorial mission, you participate in a final, fateful attempt to deliver land and king from the clutches of Archadian domination. HP +100. If you came here directly from the boss battle, your party may be depleted, so fight carefully. Potions/HI Potlons/X-Potions by 20%. The white magick Cleanse is the most in1portant piece of treasure you'll find wandering Cerobi Steppe, in the Terraced Bank. Use it and talk to the Senior Researcher. HANDKERCHIEF Remove 011 lrom one ally. 90 ~ Thunder I LP LOCATION Black Magick 9 Shops in Phon Coast, Archades and Balfonheim. Find the Cartographers' Guild moogle upstairs on the second floor and buy a map of Archades. These stones make taking a break for side quests, exploration, and free-roaming easier U1an it's ever been. It's time for a boss fight. CHRONOS TEAR Remove Slow and Stop from one ally. TREASURE TABLE LEGEND: ACTION CHECKLIST tJ = These color chests only appear once on the map. GRISLY GIRUVEGAN Tough enemies guard each platform and ramp on the ancient water-steps. The same is true for status-curing actions like Antidotes, Golden Needles, Vox and Esuna magick, and so on. Foe does not drop gil, Experience. If other enemies are present near an elemental, you really should just flee. FINALFANTASYXII opens with a guick glimpse of the last throes of pre-Imperial Dalmasca and its desperate fight for freedom, followed by an equally desperate negotiation for peace. As with other categories, "Self: item AMT > 1 O" works the same as the "Self" condition, but with an item restriction. WHACK THE ROCK ;,:: Approach the "Weathered Rock" at the far eastern end of the Trail of Sky-Flung Stone and press the X button to hit it. The memorized phrase is listed at the upper-left comer of the screen. (On the way, Balthier takes his leave to attend to some business, promising to meet up again later.) Go all the way to Bulward's Technicks in the northwest end of the district. the "Trouble in the Hills" hunt target, Atomos, is located in Northern Skirts. NaJbina, Bhujerba, Mt BurOmisace Mosphoran Highwaste, Phan Coast, Archades and Balfonheim. Apfilies Reflect to all targets in range. As with katana and ninja swords, accessories that enhance combo attacks or speed are preferred. Shops in Riilianastre, Nal6ma, Barheim Passage, Bhujerba, 15 Dreadnought Levalthan and ... a 1mascawesJeISaad.. ? 100% Deals damage to all targets in range. Potion Lore 3 70 Increases HP restoration of Potions/Hi-Potions.IX-Potions by 40%. This is extremely strong. Talk to the moog/e boss to learn that his workers are on break and scattered throughout the Sa/ikawood. The ammunition will oftentimes inflict status effects on enemies, such as Stop or Disable. Wearing the accessory at the moment a foe attempts Slow, however, keeps the wearer Immune. Gerrninas Boots Accessories 22 160 Immune: Immobilize, Vitality +20, Speed +50 Lhusu Mines, Henne Mines, Phares · Subterra Ring ot Renewal AccesSories 22 160 'ulp; Regen, Defense +6, Magick Resist +5, H +50 The Great Grys1a1, Phares · Subterra, com~efe Air Canier side quest Ribbon 215 Immune to all negajive stans effects. Save your game, then proceed down the stairs toward the courtyard to trigger another series of events. OPTIONAL! Solve the waterfall puzzle to reach the item in a secret room. In 6703 East, tum the bulkhead controls from blue to red. Prima Games is an imprint of DK, a division of Penguin Random House LLC, New York. COST +85 Ice element 13500 Paramina Rift, Tchita Uplands GUNGNIR +91 Holy element 15700 +95 Fire element 15700 KO'd friends won't be down for long. This keeps the party from wasting valuable MP, or accidentally using a technick that has no effect on the enemy. But the general movement from area is still the same. \ Rewards: 4800 gil, Deimos Cla~ Steal: Chocobo Feather, Gysahl Greens, Hastega Mote Rewards: 250 gil, Bacchus's Wine x2 Steal: Ring Wyrm Scale, Behemoth Steak, Elixir Rewards: 4300 gil, Bubble BelttSickle-blade Steal: Potion, Charger Barding, ancer Gem Rewards: 3000 gil, Sapping Bolts, Ragnarok Steal: Storm Crystal, Grimmre Aidhed, "Magick Lamp ATI. Of course, you can try to fight these elementals, but make sure your characters are both at a high level and well-equipped. Ghis demands the nethicite-no, not the "base imitation" held by Penelo, which is manufacted nethicite, but rather the real thing: the Dawn Shard, "deifacted nethicite," one of the ancient relics of the Dynast-King. Post-Game Challenges Trial Mode: A lengthy gauntlet of 100 arena battles mat uses your save info from the main game. Shops in Mt suomeace, Mosphoran 3500 Highwaste, Phon Coast and Archades. You may want to spend some time here, exploring and racking up undead KOs. You can put together quite a Battle Chain in this area, wllat with all the Zombies, Ghasts, and Ghouls about. Check out the Zodiac Job System chapter for tool to help you plan your Esper distribution, because, like job selection itself, Esper choices cannot be redone. CHARACTER I ROLES I FIRST JOB I SECOND JOB aui~Ki~~NG I ESPERS Vaan Melee & Magicl< c!amage Uhlan Black Mage 75 Ullllna Peoeto Tanking, Melee Oamage. and starting spending LP on equipment licenses. This area is a caravan rest stop with a Save Crystal, a traveling merchant named Luccio, and a Scout moogle who sells a Mosphoran Highwaste map and tells of a giant Bomb deep in the Salikawood. Finally, and this is where ranged weapons, ranged weapons, ranged weapons, ranged weapons, ranged weapons can't combo attack. damage to targets in range. The character won't consider gambits when acting and may also run from targets. You'll need six strong characters with complementary skills and equipment to survive this upcoming visit to the Bahamut. On weak or middling enemies, your party will probably still be fine as one member runs around using Steal on all the monsters; if you realize they've stolen," then rnarually issue attack commands to that character for the rest of the encounter. You can go down either hall, since both are essentially the same, and meet up around the corner. The Mini-Map will show the party moving through open, uncharted space. You can switch this one off or not; it opens through the top of the area. The caster gains HP in t amount. Fight south through the Hyenas and Gigantoads in Throne Road until you exit into the Nomad Village area. This gives them access to licenses for Regen, Curaga, Esuna, and Cleanse, basically upgrading them into fully fledged "paladins," FFXI-style. Black Magick 3 MP 3300 Shops in Rabanastre. DEMON The best advice here is to run away. Addle 50 Henne Mines-Special Charter Shaft Treasure - Single 450/o Lowers the Magick stat of one Foe to 50% of current. It takes time to defeat this foe, so keep everyone Hasted and healed if you encounter this hostile golem. Defeat the two Mythril Golems stationed there, then simply walk off the south edge of the platform. Crooked Fang x2, Fire Stone x4 Great Serpent's Fang x2, Dorsal Fin x2, Gemini Gem x3 Wolf Pelt x2, Tanned Hide x1, Dark Stone x2, Quality Stone x4, Sky Jewel x7, Holy Crystal x10 Throat Wolf Blood xi Bomb Shell x4, Book of Orgain-Cent x3, Fire Crystal x? All six locations are marked on the Giza Plains maps in this section. Other examples include "Ally status= GAMBIT Ally: any Ally: party leader Ally: Vaan Ally: Ashe Ally: Fran Ally: Balthier Ally: Balthier Ally: Basch Ally: HP < 90'Yo Ally: HP < 90'Yo Ally: HP < 90'Yo Ally: HP < 90'Yo Ally: HP < 40% < 30% Ally: HP < 20% Ally: HP < 10% Ally: MP < 90% Ally: MP < 90% Ally: MP < 70% Ally: MP < 60% Ally: MP < 30% Ally: MP < 20% Ally: MP < 20% Ally: MP < 20% Ally: MP < 20% Ally: MP < 10% Ally: MP < 10afflicted Slow-Haste." GAMBIT Ally: status = Stone status = Disease Ally: status = Forect Ally: status = Bravery Ally: status = Forect Ally: status = Forect Ally: status = Bravery Ally: st HP Critical Ally: 2+ foes present Ally: 3+ foes present Ally: 5+ f Pharos - Second Ascent Accessories 10 40 Improves chance of avoicling attacks, Speed+3 Pilika's Diary sidequest Garamscylle Waterway, Necrohol of Nabudis. This was mentioned before this fight, but it is worth mentioning again. Defeat Judge Gabranth. Applies Reverse to one tarffeLReverse SWIIches damage and hea 1ng. Deals damage to all targets in range. There's at least no reason not to try, and if it turns out you're ready to take out King Bomb (perhaps through a couple really solid Quickening chains), then you'll also easily be able to hunt Braegh. Many enemies are immune. 100°/o Shops in Rabanastre, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand, Jahara and Archades. Oil causes Rre elemental damage received to be trigled. - Character status = Blind-Sight Unseeing is an amusing technick that only works when tile character status to one target. It is becoming clear to Ashe and the others that Vayne seeks the power of deifacted nethicite for himself, a power that can subjugate all of lvalice. Phan Coast, Archades and Balfonheim 30 Shops in Rabanastre, Nalbina, Bhujerba. doesn't it? 28 GAMBI f S Self Gambits Preambleand Tables These function like ally gambit conditions, but targeted only at the character performing the action. It's also important to note that Dyce, the merchant on the Chocobo in Sea Breeze Lane, sells Te/eport Stones. Continue to head west, then cross the bridge to the Alley of Muted Sighs. FINAL FANTASY, SQUARE ENIX, and the SQUARE ENIX logo are registered trademarks or you a lot of time wandering around.) To find it, climb up the second narrow ramp on the left after your arrival in the area, then turn right at the top. Touching a torch will eit11er halt or speed up the wall's relentless advance. Infuse 30 Gil Toss Numerology 40 lhusu Mines-Transitway 1 Soul eater 35 Shops in Rabanastre. So if you want Reddas to tag along for extra firepower on side quests, don't advance farther just yet. MAGICKS This is a basic example of an early-game gambit palette. Most spears add +8 to Evasion. PETITIONER: Milha (Lowtown/North SprawQ REWARD: 500 git, Ether, Gauntlets The petitioner. Al-Cid appears and Lady Ashe makes a fateful decision about the Sword of Kings and the Dusk Shard. Expect It to Hee as It takes damage, d1awing other enemies into the hunl. Pole damage is calculated based on your character's strength and the pole's attack rating, like most weapons, but instead of checking these factors against an enemy's defense, they are checked against the enemy's magick defense! Throw high attack ratings and frequent combo attacks on top of this to create a weapon class that completely decimates opponents without Shell or a strong magick within the Esper Mateus reveals it on all Job license boards. An elemental is usually neutral, but if you should cast any magicks within its vicinity, it will immediately turn hostile and cast strong magicks of its own at your party. These bonuses are active for the remainder of the game once you buy them; you need not purchase anything beyond their license. Fight through a pair of Mythril Golems Walk off the ramp at the end of each set of watersteps to trigger a force-field walkway for crossing to the next area. Bhujerba I SPEARS 5 PARTISAN +16 OBELISK SPEARS 4 I DRAGON WHISKER I ZODIAC SPEAR HEAVY LANCE VRSABHA STORM SPEAR +53 Lightning element 5600 +34 Nam-Yensa sanosea, Ozmone Plain Dreadnought Leviathan HALBERD HOLY LANCE +75 +68 I ATT ADD. Approach the moogle boss pacing at the gate. HOLY MOTE 145 POW Deal heavy holy damage to one foe. ;, :: -I After you've completed your shopping, you may want to return to the crystal in West Barbican and save your game. Balthier then points you toward your next destination: the Draklor Laboratory, where, as he puts it, "the Empire's weapon research begins and ends." ,....O:: JO:: JCOLOOO 173 Before you exit the temple area, talk to the "Acolyte" pacing at the bottom of the temple staircase. HASTEGA MOTE Speed up the actions of all allies in range. > Look out! The last Way Stone teleports the party to 88F, which is directly underneath the rare monster, Tower. Deals 1000 damage to a Foe

dummies transforms the hard-to-understand into easy-to-use to enable learners at every level to fuel their pursuit of professional and personal advancement. I usually buy every Final Fantasy guide book for a few reasons. They help me through confusing spots on what I'm supposed to do (I don't like to google it because of all the possible spoilers). Then the biggest reason I invest in them is the artwork! I have collected from FF8 to this one, minus online games. Final Fantasy XIV takes place in the fictional world of Hydaelyn, a planet filled with multiple environments and climates covering three large continents. The region in which the game is set is called Eorzea. The four major city-states in Eorzea feature a wide variety of climates and biomes: the forest nation of Gridania is surrounded by a dense thicket called the Black Shroud; Ul'dah is ... Visit the official source for NFL News, NFL schedules, stores and more. Education environments and exclusive features, and an extra-large map poster. 19.12.2012 · K to 12 BASIC EDUCATION CURRICULM K to 12 English Curriculum Guide December 2013 Page 26 of 171 WEEK Learning Comprehension PA Phonological Awareness BPK Book and Print Knowledge G Grammar V Vocabulary Development A Attitude SS Study Strategy 6-10 EN2OL-IIf ... Nintendo Power Strategy Guide: Ninja Gaiden II ... Scott Adams' Book of Hints for Adventures 1 through 12 (1981) Second Sight (Prima Official Game Guide ... I hope to download the rest when I free up memory from my PC. Updated review: Wow, the update is just amazing. Reviewer: ... Garbs (*j* **x** *j*, Wea?, lit. Wear) are costumes in Lightning Returns: Final Fantasy XIII and are an integral part of the Schema system. One feature allows players to change the garments' color via a color wheel in a customization menu. The garb the player has set as default is the one Lightning wears on the field (sans pre-rendered video scenes). Garbs also have certain locked abilities, ... Final Fantasy X.2 is a 2003 role-playing video game deareed and published by Squ

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