

Clan Primer

Hint: Press Ctrl + F to look for specific words or phrases.

[Clan Hall Dialogue](#)

[Montblanc](#)

[Rewards for story-related bosses](#)

[Rewards for advancing in clan ranking](#)

[Ma'kenroh](#)

[Clan Ranking Advisement](#)

[Specific Hunt Advice](#)

[Krjn](#)

[Bansat](#)

[Monid](#)

[Bestiary](#)

[The Dalmaskan Sands](#)

[001: Cactoid](#)

[002: Ichthon](#)

[003: Wolf](#)

[004: Wild Saurian](#)

[005: Cockatrice](#)

[006: Gnoma Entite](#)

[007: Dive Talon](#)

[Giza Plains](#)

[008: Hyena](#)

[009: Wooly Gator](#)

[010: Happy Bunny](#)

[011: Great Tortoise](#)

[012: Sleipnir](#)

[013: Silicon Tortoise](#)

[014: Wildsnake](#)

[015: Werewolf](#)

[016: Urstrix](#)

[017: Storm Elemental](#)

[018: Slaven](#)

[019: Mardu Entite](#)

[The Garamsythe Waterway](#)

[020: Dire Rat](#)

[021: Baritine Croc](#)

[022: Gigantoad](#)

[023: Malboro Overking](#)

[024: Garchimacera](#)

[025: Gespenst](#)

[026: Ghost](#)

[027: Water Elemental](#)

[The Barheim Passage](#)

[028: Steeling](#)

[029: Suriander](#)

[030: Mimic](#)

[031: Zombie](#)

[032: Tiny Mimic](#)

[033: Skeleton](#)

[034: Battery Mimic](#)

[035: Specter](#)

[036: Tiny Battery](#)

[037: Mimeo](#)

[038: Flan](#)

[039: Skull Defender](#)

[040: Bomb](#)

[041: Dead Bones](#)

[The Lhusu Mines](#)

[042: Vampyr](#)

[043: Headless](#)

[044: Killer Mantis](#)

[045: Dullahan](#)

[046: Bug](#)

[047: Dark Lord](#)

[048: Pandora](#)

[049: Gazer](#)

[The Yensan Sandsea](#)

[050: Alraune](#)

[051: Danbania](#)

[052: Axebeak](#)

[053: Yensa](#)

[054: Wyvern](#)

[055: Salamand Entite](#)

[The Tomb of Raithwall](#)

[056: Seeker](#)

[057: Lost Soul](#)

[058: Lesser Chimera](#)

[059: Zombie Mage](#)

[060: Skull Warrior](#)

[061: Lich](#)

[062: Ragoth](#)

[063: Tallow](#)

[Marks](#)

[212: Rogue Tomato](#)

[214: Thextera](#)

[216: Flowering Cactoid](#)

[218: Wraith](#)

[Espers](#)

[262: Belias, the Gigas](#)

[Hunts](#)

[01. Red & Rotten in the Desert](#)

[02. Wolf in the Waste](#)

[03. Dalmasca's Desert Bloom](#)

[04. Waterway Haunting](#)

[05. Marauder in the Mines](#)

[08. A Scream from the Sky](#)

[09. The Defense of Ozmone Plain](#)

[10. A Ring in the Rain](#)

[11. The Dead Ought Sleep Forever](#)

[33. Little Love on the Big Plains](#)

[34. The Cry of Its Power](#)

[Traveler's Tips](#)

[Tricks of the Trade](#)

[The Clan Primer](#)

[Restoring MP](#)

[Teleport: Travel Made Easy](#)

[The Ways of War](#)

[Foe Look: Stay on Target](#)

[Escape Mode: Run Away!](#)

[Target Info: Know Thine Enemy](#)

[Arm Thyself!](#)

[The Ways of Strength](#)

[Getting Licensed](#)

[Magicks & Technicks](#)

[The Ways of Wealth](#)

[Have Loot Will Sell](#)

[Chaining for Fun & Profit](#)

Clan Hall Dialogue

Montblanc

Rewards for story-related bosses

[After defeating the four flan and Firemane in the Garamsythe Waterway...]

Heard you defeated a pack of flans... impressive, kupo! The Rabanastre Common Council send you this, with their compliments.

“Presented in recognition of labors undertaken to lessen the dangers of the Garamsythe Waterway.

– Rabanastre Common Council”

[You obtain 150 gil!]

Also defeated the Firemane, did you? Impressive, kupo! The Rabanastre Healers Covent send you this, with their compliments.

“Awarded for the collection of samples to be used in study of certain intractable maladies.

– Rabanastre Healers Covent”

[You obtain 200 gil!]

[After defeating the Mimic Queen in the Barheim Passage...]

You defeated the Mimic Queen, too? You've been busy, kupo! A young lady has sent you this, with her compliments.

“For proving that my dad, who was imprisoned in Nalbina, was innocent.”

*[You obtain **300 gil!**]*

[After defeating the first demon wall at the Tomb of Raithwall...]

Hear you defeated a demon wall... impressive, kupo! The Society of Antiquaries send you this, with their compliments.

“Presented in gratitude for discoveries providing new insights into the times of King Raithwall.

-Society of Antiquaries”

*[You obtain **600 gil!**]*

*You obtain **a warp mote!**]*

[After defeating Tiamat in the Henne Mines...]

Hear you defeated Tiamat... impressive, kupo! The Henne Miners' Guild send you this, with their compliments.

“Given in notice of labors undertaken to lessen the dangers we daily face.

-Henne Miners' Guild”

*[You obtain **900 gil!**]*

[After defeating the Elder Wyrms in Golmore Jungle...]

Hear you defeated the Elder Wyrms... impressive, kupo! The Viera wood-warders send you this, with their compliments.

“In thanks for stilling the anger of the Wood.

—Viera Wood-warders”

*[You obtain **800 gil!**]*

[After defeating Vinuskar in the Stilshrine of Miriam...]

Hear you defeated Vinuskar... impressive, kupo! The Platinum Guild send you this, with their compliments.

“In thanks for providing us with a most singular example of platinum from Vinuskar’s scales.—The Platinum Guild”

[You obtain 1100 gil!]

[After defeating the Earth Tyrant in the Westersand (during the Earth Tyrant Extermination quest)...]

Hear you defeated the Earth Tyrant... impressive, kupo! The Merchants’ Caravan send you this, with their compliments.

“For keeping safe the routes of trade, that no merchant need walk in fear through these lands.

—The Merchants’ Caravan”

[You obtain 1200 gil!]

[After defeating the King Bomb in the Salikawood...]

Hear you defeated the King Bomb... impressive, kupo! The Salikawood Garrison send you this, with their compliments.

“Awarded for labors undertaken to reopen the Salika Highroad.—Salikawood Garrison”

[You obtain 1300 gil!]

You obtain a Mallet!]

[After gaining your first Esper...]

So, you now command an Esper... impressive, kupo! Eureka sends you this, with his compliments.

“An epic Tale embark I now to write, Of you whose Deeds give voice to silent Muse.

-Eureka”

[You obtain 2 Arcanae!]

You obtain 2 Teleport Stones!]

Rewards for advancing in clan ranking

Montblanc: Kupo-po! You’re a *[rank]* already? You’ve been burning the midnight oil, kupo! Clan Centurio knows how to treat its hardworking members, kupo. Here, a reward for your accomplishment!

[Reward; see table (tba)]

Keep up the splendid work, kupo!

Elite Marks

[If there are no hunts for elite marks available...]

How fares the hunt, kupo? Kupo-po? Sorry, but I don't have any hunts to tell you about at the moment, kupo.

[If you look at the hunts but don't accept any...]

Kupo? Seen enough? If you're getting in over your head, better to play it safe.

[If you select one of the hunts...]

Will you go and speak to the petitioner, kupo?

- Yes

You'll sign on to the hunt? Excellent! I'm counting on you, kupo! Remember, I'm just an intermediary - you'll have to speak to the petitioner in person if you want to know the details. That confirms the contract. Now then, let me tell you where the petitioner might be found, kupo.

[Map mark is shown...]

[If it's your first accepted elite mark...] We call the vilest of the vile marks "elite marks," kupo. My dream is to see each and every last elite mark fall before the swords of the clan!

[If you've previously accepted an elite mark hunt...] Good luck hunting your mark, kupo! Each kill you make wins you greater renown within the guild!

- No

Ma'kenroh

Clan Ranking Advisement

Ma'kenroh: Hello. How does this day find you? I do all I can for the glory of the clan. Montblanc is an old, dear friend, after all. Oh, about your clan rank... When you've defeated *[x]* marks and accumulated *[y]* clan points, you will gain a rank. Now, go.

Specific Hunt Advice

[For each hunt, Ma'kenroh will give you advise on where and how to find your mark, if you speak to him while the hunt is underway. See the Related Dialogue & Scenes in any one of the hunts listed under the "[Hunts](#)" section to see his advice for that hunt.]

Krjn

Bansat

Monid

Bestiary

The Dalmaskan Sands

001: Cactoid

Genus – Plant Classification – Cactus

Observations: Being a mischievous, mean-spirited beastie, mercifully lacking the intelligence to do any real damage.

Sproutlings are called cactites. A rare strain is notable for its proclivity to sprout a scarlet blossom; that being seldom seen, of the highest value, and considered a sign of miraculous good fortune by sensitive young lovers with a tolerance for needles.

The Adventurer's Handbook: Ye adventurers only beginning on your travels: your first task should well be the collection of 1,000 needles from the fickle cactoid.

Upon plucking this collection, you will find yourself not only the proud owner of a bundle of needles, but possessed of great experience in interminable combat withal, and, should you sell it, a pittance of coin.

If making a bundle exceeds your capabilities, the adventurer is urged to reconsider his or her vocation and take up employ about town. Adventuring is not all fun and games, mark you.

002: Ichthon

Genus – Ichthon Classification – Pirahna

Observations: Deceptively joyful colorations adorn this carnivorous ichthian of vicious temperament.

Of its armaments, the naturalist Merlose has called it "a beast most fierce, it having a lower mandible which jutteth out like a war-spear, this being used to rend and tear the flesh of its prey, and a voracious appetite quite exceeding its diminutive size."

When feeding in shoals, they are known to devour large creatures such as the wild saurian in the blink of an eye.

Sage Knowledge (34 of 78): Kingdom of Dalmasca: A small kingdom comprising the lands around the city of Rabanastre, governing a portion of the Galtean Peninsula.

While its territories are small, its situation at the crossroads of three continents has enabled it to prosper as a center for trade.

More than 700 years are marked in the charts of history since her founding, yet many are the armies that have sought to claim her for her cultural richness and strategic importance.

Upon her defeat to Archadia in the invasion of 704, her lands were placed under the direct control of the empire.

003: Wolf

Genus – Beast Classification – Wolf

Observations: Agile, swift, and keen of tooth, the wolf is the preeminent hunter. Widely known to roam in packs led by an alpha. Though once they lived in close harmony with mankind, fierce competition over prey brought Man to shun and eventually revile them.

Thereafter, the wolves took to the eating of monsters, from this arising diverse strains of wolf, varying greatly in form and adaptation, befitting their diet.

Sage Knowledge (46 of 78): Dalmasca Estersand: One of the large desert regions of Dalmasca, located to the east of Rabanastre. Rife with all manner of monstrous beasts, it regularly plays host to hunts organized within the city.

What settlements there are line the banks of the River Nebra, a vibrant blue vein running through the heart of the sands, wherein can be found ferries for the conveyance of travelers and goods across her flow. Many merchants make a point of stopping in the villages to trade on their way to and from Rabanastre.

004: Wild Saurian

Genus – Dragon Classification – Tyrant

Observations: Once lords of the land together with the other wyrmkin; a war with the gods dwindled their numbers to a mere fraction of their former glory.

This great creature possesses sharp teeth in its sizable maw by which it catches and rends the flesh of its prey, and a grand tail, the latter being used for balance as it strides upon two powerfully appointed hind legs.

Mysteries of the Ancients: One of the singular problems in clearing new land is, surprisingly enough, the removal of monstrous bones, they being far more resistant to wear, and far heavier, than those of men.

The worst of these by far are tyrant bones.

Though they too will erode over the ages, their weight and strength are most uncommon, and

even the hottest flame will leave no mark upon them.

To expect anything less from such a bone would be to forget the awesome might of the tyrant from whence it came.

005: Cockatrice

Genus – Avion Classification – Cockatrice

Observations: Lo, the mighty cockatrice, proud-feathered sphere, known as much for its ill humor as its dire rotundity.

The great naturalist Merlose once remarked: "...live they in the sands and other arid climes, whereabouts they moveth in a rolling fashion most peculiar. Subsist they principally on small creatures and vermin &c., for the incapacitation of which they disgorge a sticky saliva, thence devouring captured morsels only when appetite moves them. Swollen sacs containing airs are found under the surface of the skin, and when inflated, these lifting the creature upon drafts unseen, whence to espy suitable prey.

Sage Knowledge (47 of 78): Dalmasca Westersand: One of the vast deserts of the Dalmaskan region situated to the west of Rabanastre. Few roads pass through this waste, and as such it is little frequented by merchants.

In Dalmasca Westersand, the sandstorms are more greatly feared than the beasts; so much so, in fact, that whole societies of natural philosophers in Rabanastre devote themselves to their study.

006: Gnoma Entite

Genus – Gnoma Entite Classification – Elemental

Observations: In the chronicles, it is said that in time out of memory the gods fashioned here a paradise, yet Man was ill-satisfied and sought to cultivate the lands beyond. The soil was thus enriched, yet this gave rise to differences, differences to greed, and greed to war. The gods wept and raged and cleft the land, casting men into the gaping abyss.

Out of this tumult, the gnoma entite was born.

The Entite Pact: The strength of the earth carries us, does naught but be under all, languid, resistant, a mass against which the spirit is strained and, eventually, broken. Only the power of wind may tempt the indolent soil into action.

The earth, now called, cares for you. For you, heart-cleft, and for you alone will it open and reveal the rich electrum it holds.

007: Dive Talon

Genus – Avion Classification – Diver

Observations: Called the "Pirate King of the Skies" for its uncanny powers of flight, and ability to strike

silently with fatal precision. Its startling plumage is no evolutionary accident, being intended to dissuade dragons and other natural predators. Ironically, the sturdiness of these vibrant beast deterrents makes them highly prized for crafting another kind of predator: the profit-hungry hunter.

Sage Knowledge (43 of 78): Nalbina Fortress: A fortress built on an oasis located between the old kingdoms of Dalmasca and Nabrada. Defended by high ridges and barren sands, long it stood firm against generations of aggressors. Nalbina Fortress and the merchant town that sprung up in its shadow made the area a focal point for local commerce. The treaty to end hostilities in the war with Archadia was signed at Nalbina, yet immediately after the signing, the Dalmaskan king was slain, and as a result, the kingdom of Dalmasca came under complete Archadian Imperial rule.

In the two years since the war and occupation by Archadian forces, the fortress has become a key strategic stronghold against the distant, yet ever-threatening, Rozarrian Empire. Works continue to this day to repair the damage which the fortress suffered during the war.

Recently, markets where antiques and rarities can readily be had have sprung up in the outer wards of the fortress, taking advantage of the steady flow of traffic which passes through this midpoint between Rabanastre and Nabudis. It is this pivotal location that gives the fortress its unique character. Many are the travelers who visit Nalbina Fortress to witness this ever-booming oasis that refuses to silt over in neglect, or crumble before the blistering winds of war.

Giza Plains

008: Hyena

Genus – Beast Classification – Wolf

Observations: A gifted hunter, possessed of sharp horns and fangs, reputed never to spare its quarry once sighted.

The larger variety of these is known as the alpha hyena. They consume all manner of things from wee beasts to the largest of behemoths, and do not turn up their noses at the carrion flesh of similar.

The horns growing from their snouts are used to impale larger opponents, and are sharp as well-honed blades.

They excel in slipping past a foe's defenses, whereupon they deliver a most telling blow to the vitals.

Sage Knowledge (40 of 78): Lowtown: Lowtown lies, as its name would suggest, beneath the city streets of Rabanastre. Great pillars standing throughout Lowtown support the soaring edifices above. Prior to the war with Archadia, many merchants used Lowtown as a place to store foodstuffs and wares for sale.

With the defeat and occupation of Archadia, many of the former residents of upper Rabanastre were relocated here, leading to its gradual transformation into a residential area. No natural light shines on Lowtown, save where there are passages to the streets above, making it perpetually

gloomy.

Many orphans from the war have adopted Lowtown as their new home.

009: Wooly Gator

Genus – Beast Classification – Gator

Observations: Formerly inhabiting tropical climes, the bodies of these fierce predators have begun to adapt to deteriorating climatic conditions by growing a thick coat of spindly hair.

Known to spend much of their time in the water, except during their mating season when they are sometimes sighted furtively going about their business during the Rains in Giza Plains.

Their jaw, being split into two halves, is well suited to keeping a tight grip on prey, allowing them time to administer a finishing blow as and when they see fit.

Sage Knowledge (17 of 78): The Shiva: No. 1 Light Cruiser Class Airship

Belonging to the 8th Fleet of the Archadian Imperial Army.

Ordered to return to Rabanastre after the nethicite fragment known as the "Dawn Shard" was recovered, but sank in an explosion thought to have been caused by the relic before she could make port.

010: Happy Bunny

Genus – Beast Classification – Dreamhare

Observations: Being a fiendish creature taking the form of an adorable bunny (for which, indeed, it is all the more fiendish), living in the dry savannah lands, such as can be found in Giza Plains during the Dry, or Ozmone Plain.

The name of the beastie is given to change according to its location, so that those of Giza Plains are called giza rabbits, and those of Ozmone Plain called ozmone hares.

They are wont to migrate during periods of inclement weather, and one may find that, depending on the season, a given specimen may be found in Giza Plains or Ozmone Plain.

Sage Knowledge (48 of 78): Giza Plains: A vast savannah spreading to the south of the Royal City of Rabanastre, the environs of which vary drastically between dry and rainy seasons.

Large dark crystals lie scattered here and there across the savannah. During the Dry, they absorb the sun's radiance and glow with an auric brilliance. A village of nomadic herders is located near the middle of the grasslands. During the Rains, the villagers relocate to the mountains. While they reside in the grasslands, the menfolk rarely return from their herding, leaving the women and children to their own devices in the village.

These nomads know the art of capturing the energy of the dark crystals in chunks of magicite,

called sunstone, which they then bring to market to sell.

The animals by which they make their living are primarily of cockatrice stock.

011: Great Tortoise

Genus – Beast Classification – Titantoise

Observations: Being a sizeable tortoise with a massy shell of broad circumference.

Customarily living in the deep places of the earth - caves and the like - save during the Rains, when they are known to emerge and forage in the vicinity of water. Tortoises, newly spawned, are wrapped in a thick shell, protecting them after the fashion of an egg.

Upon their growing, the legs and feet break through the shell, this being the adult form, whereafter they continue to grow until such growth is arrested by illness or incident.

Sage Knowledge (18 of 78): The Leviathan: No. 1 Dreadnought Class Airship

Being the flagship of the 8th Fleet of the Archadian Imperial Army.

The 8th Fleet was assigned to the Galtea Tactical Force of the Western Armada, under the command of Judge Ghis. Fitted with a skystone made to resist the effects of Jagd, the Leviathan was a linchpin of the Imperial army's main force.

Sunk in an explosion caused by the uncontrollable reaction of the nethicite fragment known as the Dawn Shard.

012: Sleipnir

Genus – Beast Classification – Sleipnir

Observations: Being the result of much breeding in a now long forgotten land, the aim of which being the creation of a superior war charger around which to build a cavalry without equal in all Ivalice.

In this time when a cavalry's strength meant victory or defeat, there was one knight whose feats in the saddle shone above all others. This hero among men named his horse "Sleipnir", a name later given to those steeds chosen by his disciples.

In more recent days, the great cavalries of old are gone, their once proud steeds grown wild and feral at heart.

Sage Knowledge (29 of 78): Ivalice: The region consisting of the three continents of Valendia, Ordalia, and Kerwon, blessed throughout with verdant natural landscapes and climatic conditions supporting a great variety of life.

Regional climate trends are thought to be determined largely by the density of Mist present in the air, though this correlation is as yet not well understood.

Many humanoids call Ivalice home, each belonging to a distinct cultural sphere. By far the most

prevalent of these are the humes, and it is around their civilization that affairs throughout the rest of the world revolve.

013: Silicon Tortoise

Genus – Beast Classification – Titantoise

Observations: Being a variety of giant tortoise spending its infant stage quietly beneath the soil, only to emerge upon maturity.

It is a quality of the giant tortoises that, depending on how deep down in the earth their youth was spent, the composition of their shell, and thus the particular species to which they belong, comes to differ.

Of their ilk, the silicon tortoise has spent its youth in the deepest of tenable places, being born with a thick layer of fat inside its shell so as to sustain its growth without the need to eat.

Talk About Town: Armor, once sundered, requires Repair, and that costing more dearly when such is of High Quality. Why? Fool! You must use Materials of like Strength lest all Assays at Repair be entered into vainly.

Nor is the Procurement of such a mean Task. Stories abound of hale Warriors venturing forth to obtain Shells tough as Iron and ne'er returning, having run afoul of said Shell's Occupant.

Kana, White Mage

014: Wildsnake

Genus – Beast Classification – Serpent

Observations: Being a curious creature having a serpentine body wherefrom grow six blades. They are known to dig holes in the ground and to lie in wait for prey therein. In antiquity, these were said to possess large mouths decked with prominent fangs, these having since receded in concert with the gradual flattening of the creature's form, and after splaying sideward to form the aforementioned blades.

Indurate scales covereth the snake's body, which are so shaped to permit rapid movement over all manner of terrain.

Sage Knowledge (39 of 78): Rabanastre: Capital of Old Dalmasca, and before that, many other kingdoms stretching back into the storied history of the Galtean Peninsula.

Rule by the Dalmascan royal family lasted for several hundred years before the city's fall to the Archadian Empire two years past. Now an Imperial territory. The story of the city's people is the story of three cultures, those of Valendia, Ordalia, and Kerwon, who bore trade goods along the many well-frequented routes leading to her welcoming gates.

The town proper of Rabanastre is divided into four sections by the cardinal directions of the compass. The east and west are merchant districts, the streets lined with shops and stalls of every description. In the north, the streets widen into a large piazza facing the palace, and to the south

can be found three gates leading beyond the city walls to the Dalmasca desert and Giza Plains.

The aerodome can be found in the western outskirts of town, surrounded by numerous privately operated airship docks.

In the northwestern part of town stands a splendid cathedral built in the Galtean style, the bell of which, when rung, sounds through every hearth and home in the city.

015: Werewolf

Genus – Giant Classification – Behemoth

Observations: The story of this strange, man-like creature began it is said, when a group of bandits ate the corrupted flesh of a wolf, becoming infected and changing form. Indeed, like the wolf, these afflicted beings are known to feed with relish upon rotting meat.

As carrion-feeders oft develop strong resistance to illness, some natural philosophers have urged detailed study of the creature in hopes of culling reagents for medicants from their flesh.

Talk About Town: You've heard the famous saying that a good steak is worth ten-fold its weight in potions? Of course you have!

Now, that saying's older than I am, and potions and philtres have come a long way since I was a lad, but you have to admit it still has the ring of truth about it!

Eat a quality steak, look me in the eye, and tell me it doesn't invigorate you!

Irrim, Apothecary

016: Urstrix

Genus – Beast Classification – Urstrix

Observations: Being the progeny of wildfowl taken into the magicite mines to ascertain the presence of noxious fumes. On occasion of a mining accident, these birds would be exposed to great quantities of Mist, under the influence of which they would at length give birth to chicks with stunted wings of most peculiar shape.

Perplexed, the hens discarded their unwanted, flightless brood, these becoming the feral urstrix.

Sage Knowledge (30 of 78): Ordalia: Continent on the western edge of Ivalice.

The vast plains in the interior are home to the great Rozarrian Empire. To the east of Rozarria the land is arid and largely desert.

The Galtean Peninsula on the eastern portion of the continent is a crossroads connecting to Valendia and Kerwon both, and a strategic prize sought by empire and kingdom alike.

Though Dalmasca controlled the peninsula for the last several hundred years, it was lost to the

Archadian Empire in an invasion two years past.

017: Storm Elemental

Genus – Storm Elemental Classificaton – Elemental

Observations: Being an elemental of lightning, traveled to our land on a bolt from the sky.

On this subject, the old tomes speak much of the wrath of gods made apparent in the stormlights, and their anguished cries in the rolling thunder.

Even today, when knowledge of the elementals and the natural order in which they occur is widespread, these superstitions endure, such that many disdain harnessing the power of the bright element, fearing to profane the teaching of the gods. These "sacred" activities are reserved for and entrusted to priests of the highest orders.

Aletap Rumors: One o' my mates, he has this funny habit o' takin' the fine materials you might use for buildin' manses and the like and poundin' 'em into plain ol' pebbles with his bare hands!

He's a famed pugilist, he is. Says that smashin' all that quality stone makes for great trainin', and gives him somethin' to take his frustrations out on. I dunno why he don't take 'em out in the ring, though. If you ask me, it's a shameful waste o' gil, as well as some half-decent stones!

Gusten, Merchant

018: Slaven

Genus – Giant Classificaton – Slaven

Observations: Valued through much of history for their size and great locomotive power as beasts of burden, recent advances in transport tecknologies have seen this noble beast fall by the wayside.

Rare have their trainers become withal, such that only a few still remain alive in Ivalice today.

While some argue that the breed should be preserved as part of our cultural heritage, most modern specimens are thoroughly feral, beyond pacification by even a skilled trainer.

Sage Knowledge (25 of 78): Marks: Beasts – scourge of the common peoples of Ivalice. Foul creatures who take the greatest relish from inflicting the most gratuitous harm.

Of these, the worst are identified as a public menace and made "marks," for the slaying of which a bounty is offered. Most mark hunting petitions come from commoners or local officials, though kingdoms have been known to issue requests for the slaying of particularly malevolent menaces.

Mark hunters range from professional hunters to casual adventurers. The unwary be warned: though mark hunting is imagined by some to be a short road to fame and fortune, it is oft-times found to be a short road to an early grave.

019: Mardu Entite

Genus – Mardu Entite Classification – Elemental

Observations: Tales of the people speak oft of the wrathful gods visiting Man with lightning, and the remorseful gods weeping the rain that follows. For this did peasants once light fires, sending smoke up to the heavens in hopes it would cause the eyes of the gods to water, irrigating their crops.

Yet these fires did naught but incur once more the gods' wrath, and in a rage, they sent rainless lightning down to blast and scorch those who had offended.

It is said these bolts gave birth to the mardu entite.

The Entite Pact: How better to quell the lightning's blind rage, to still the mindless roar of her answering thunder, than by drawing a veil of ice around it, cold enough to freeze passion itself?

So will the dark clouds part and let shine through a light as brilliant as the sun: the light of electrum.

The Garamsythe Waterway

020: Dire Rat

Genus – Beast Classification – Rat

Observations: Being a manner of vile and verminous beastie, much favoring the fetid stench of the sewers and making their nests therein. Past attempts at eradication to contain the plagues these pests are known to carry have greatly reduced their numbers, yet a preternatural rate of reproduction has kept the strain from extinction. And so they remain, an ever-popular subject for natural philosophers keen to fathom the secrets of their indomitable constitution.

Today's Recommendation: The rat tail: a cheap reagent for all your potion-crafting needs. And that's not all: some aficionados say they're quite tasty fried with a little cactus butter!

The large volume disappearing from merchant's stalls would seem to confirm their popularity.

Rumor has it that, with the right spices, the flavor can only be described as "transcendent." I, for one, am not sure I'm quite ready to transcend.

021: Baritine Croc

Genus – Beast Classification – Gator

Observations: Should the traveler hear a hauntingly sweet song in the wetlands, beware! For it is surely the dulcet lure of the baritine croc, a crafty and dangerous beast favoring cold climes and dank underground caverns. The thick layer of vermillion fur covering much of its bulk is of great density, and containing of air pockets which further insulate the beast against the elements, making it better suited to living in harsh environs than its gator brethren.

The Adventurer's Handbook: Have you slain the sweet-singing baritone croc? Then look into its belly for the lost treasures of those who hunted this wily beast and fell. You may claim a broken sword or the like. Do with your findings what you will, but we recommend turning a profit. Whatever it meant to those who came before, to you it's a treasure with which to line your pockets. Then again, you could use it to arm and armor yourself, adventurer. Who knows, it may be your broken sword that is found next.

022: Gigantoad

Genus – Beast Classification – Toad

Observations: This amphibious, carnivorous monstrosity is said to live only in the Dalmasca region, much to the relief of peoples living elsewhere.

During the mating season, the male inflates a great sac in his gullet producing a distinctive galumph sound, whereby he makes his intentions known to the fairer (as far as he's concerned) sex.

Its horns are unsuitable for combat, and are instead used to mark territory with gouges on tress, as do some great cats, or for threatening the predatory wooly gator.

Though possessed of a relatively peaceable nature, the gigantoad is fiercely territorial and can be deadly when provoked.

Sage Knowledge (42 of 78): The Garamsythe Waterway: An underground waterway running deep beneath the Royal City of Rabanastre. Built and rebuilt over the centuries, no one alive knows all of its labyrinthine ways. Some are said to lead even to the royal palace.

There are stairs leading down to the waterway in Lowtown, but they are normally barred to keep unwelcome visitors down in the sewers where they belong.

023: Malboro Overking

Genus – Plant Classification – Malboro

Observations: This malboro, through its abstinence of the odd practice of heterogenesis by which its lesser ilk procreate, has reached the foreseeable pinnacle of its development.

Its hide has grown hard to the very point of petrification, and the crown it wears is studded with a glittering gemstone for each year of its life. Truly a king among foul-smelling vegetables.

Research Notes: Completed phase three of inquiry into nature of putrid breath. Unable to annul stench, though have developed several deodorant solutions of passable strength, and three fragrances withal, such as may be marketable with further refinement.

Indeed, three of my most experienced researchers have joined a small venture marketing these scents, and so spend their days mixing, culling, and sniffing. They have even achieved some measure of financial success with a particular fragrance derived from putrid liquid, the public

being none the wiser! I know not if I will see them in my laboratory again.

024: Garchimacera

Genus – Fiend Classification – Gargoyle

Observations: There was once an unenlightened age when all manner of maladies were believed to be the work of demons.

It was customary in those days to place statues with terrible visages in the houses of curing so as to ward off these demons. Eventually, it came to pass that the people thought of the statues themselves as a sort of demon, and they feared them so much that the fear took shape, and the garchimacera was born: a foul simulacrum of the statues carved to keep such evil at bay.

Sage Knowledge (41 of 78): Royal Palace: A short walk north from the center of Rabanastre will lead you to the gates of the royal palace.

Before the war with Archadia, this magnificent structure was home to the Dalmaskan royal family, and barracks to the order of knights that served them. It is currently employed as living quarters and apartments by the recently appointed consul from Archadia.

The palace itself was built several centuries ago and has since been home to many Dalmaskan monarchs, King Raminas being the most recent.

Numerous additions have been made to the palace over the course of its long history (the Royal City of Rabanastre having several times fallen under the control of foreign powers through invasion), but the overall bearing of its architecture is true to the original Galtean design.

Within the palace are secret chambers containing documents and treasures belonging to the royal family. Few who live beyond the palace walls know how they may be found.

025: Gespenst

Genus – Undead Classification – Reaper

Observations: Being an undead given to sudden manifestation in the streets of large towns where the living reside in numbers.

Such that perish with sins unabsolved are barred from celestial repose and cast into the darkness, from which pollution they rise once more.

Though they are related in sort to the ethereal ghost, their fearsome appearance has led to the widespread belief that they are none other than the very hand of Death. This has led some necromantic authorities to place them in a genus altogether separate from their ghostly kin.

Aletap Rumors: More equipment and weaponry draws its power from the darkness than your local armorer is like to admit.

Of these, the demon shield is one o' the best.

Why, they even apply leamonde halcyons to aged turtle shells and destrier barding, these days. Makes you think twice about charging into battle against the forces of darkness. I mean, what if you're one of 'em?

Strout, Acolyte

026: Ghost

Genus – Undead Classification – Ghost

Observations: Any soul when trapped in a coffin by magicks will become a vengeful thing of passionate violence, no matter how innocent or unsullied its former life.

The ghost is a lamentable example of such. Tales tell of a mage who trapped his lover's soul in a casket of cold wood and set it at his side, only to be rent limb from limb by the monster his love became.

Destroying the casket is often enough to dissipate the apparition, this being more properly called "releasing," for it frees the soul at last to assume the form assigned to it by Nature.

Sage Knowledge (16 of 78): The Ifrit: No. 1 Cruiser Class Airship.

Belonging to the 8th Fleet of the Archadian Imperial Army.

Led the Imperial response to the Resistance attack on the royal palace in Rabanastre.

027: Water Elemental

Genus – Water Elemental Classification – Elemental

Observations: The element of water, the vital element, present in all spaces where there exists life.

Should a water elemental appear near to a befouled pool, it is made clear as a mountain spring, and for this, these entites are worshipped as purifiers by diverse faiths.

"As water consumeth all, and cleanseth the land, so doth violence silence uprising, and purify thought," says the central tenet of one such belief, much to the dismay of those caught up in its holy wars.

Aletap Rumors: To hear tell of it, nothing packs quite the punch of the bombs made out in the lands to the far west. But how exactly does one go about fashioning something like a water bomb, an explosive which harnesses the power of water? I've collected a fine amount of materials, yet aught's missing and I'm lost as to what it might be. Truly, a challenge to warm the heart of this old artificer.

Karimdt, Guild Artificer

The Barheim Passage

028: Steeling

Genus – Avion Classification – Steeling

Observations: Being an avion possessed of clawed hands and a deep purple hue as though 'twere cut from the dark cloth of night.

From the records of the naturalist Merlose: "Liveth they in the dark places, feeding on the life-humors of other monstrosities."

It is known to the modern natural philosophers that they are not "guided through the black by the devil's hand" as was once suggested, but instead that they employ a cry of such high pitch that it is as silence to hume ears, and by its echoing do they navigate with uncanny precision.

It is a peculiarity of their ilk that they hunt often in packs, whence comes our common expression "Wings o' leather, flock together."

Sage Knowledge (14 of 78): Airships: Airborne craft, developed by moogles centuries ago. They float by the power of skystone, and are given direction and speed by means of propeller or glossair ring.

Currently, they are one of the most popular forms of transport in Ivalice, and the skyroutes are comfortably the busiest of the highways linking the major cities. Airships range in size from private yachts to giant military warcraft.

Unable to fly in jagd, where skystone is ineffective.

029: Suriander

Genus – Beast Classification – Toad

Observations: Being a carnivorous beast commonly dwelling near shallow bodies of water.

Though their feet lack the webbing of other aquatic creatures, the fins on their tails can be threshed in a sideways manner, propelling them with frightening celerity.

Their horns being used to contest dominance over females, and determining standing in the herd by virtue of length. Such with smaller horns learn swiftly to keep out of harms way. While they are normally quite docile, during the mating season they can be easily agitated, and attack asudden with a great whooping cry.

Sage Knowledge (44 of 78): Nalbina Fortress & Dungeons: A great dungeon, created when the Archadian army sealed off the lower levels of Nalbina Fortress. Originally a complex lowtown region. In addition to the usual collection of petty thieves and murderers, its inmates include political dissenters and prisoners of war from the Dalmascan and Nabradian armies, all thrown together without discrimination, separation, or order. An oubliette has been created in the depths of the fortress to hold those prisoners whose cases await judgment before the Court of Archadia.

030: Mimic

Genus – Insect Classification – Mimic

Observations: Being an insectoid with four sharpened limbs and a hard, metallic shell.

Preferring to feast upon brains of high intellect, whereby they may improve their own faculties. By arranging their own carapaces to resemble a coffer, they wait for unwitting prey to "open" them, thereby proving some modicum of intelligence, and thus suitability for consumption.

It is most often humes, wracked with base greed, who fall prey to this simple but efficacious ruse, which in turn has made humes the mainstay of the mimic's diet.

Sage Knowledge (11 of 78): Electricity and Magick: With the discovery and harnessing of electricity, it was suddenly possible to operate devices of a far larger scale than ever before conceived.

However, the vast quantity of solid fuel required to generate electrical power, and the development of methods to artificially condense Mist, led to the latter supplanting the former as the dominant usable energy source in Ivalice.

Only the most energy-hungry devices still use electricity today.

031: Zombie

Genus – Undead Classification – Zombie

Observations: Being a corpse exhumed, bound by foul magicks, and enslaved. The corruption of the flesh is advanced, its stench both rank and cloying withal.

As exposure to the sun's rays speeds this decay, they are oft conditioned for nocturnal activity.

Perhaps due to this, they seem to shun even the lesser light of candles &c.

Sage Knowledge (9 of 78): Mist: Naturally occurring energy, found in almost all regions of the world, affecting all living things, the climate, and even the land itself.

Magick is but one of the diverse methods of harnessing the power of Mist, the most common being via its controlled release from magicite, an ore known to hold high concentrations of condensed Mist within its crystalline structure. For larger effects, a greater amount of Mist is required, making particularly rich magicite a valuable commodity.

There are marked regional differences in the amount of Mist contained in the atmosphere and

soil. While typically invisible to the naked eye, high densities of Mist will occasionally manifest in very visible phenomena.

The highest concentrations of Mist can even do damage, leading to over-rapid changes in the environment, and violent behavior among animals and those more sensitive to the Mist's effects.

032: Tiny Mimic

Genus – Insect Classification – Mimic

Observations: The wandering nature of these creatures has been attributed to their apparent predilection for hunting prey of high intelligence.

From their diet of Nature's intelligentsia, they receive nutrients to aid their own development, and it so follows that fledglings are often vapid and dull. Some strains, however, such as the tiny bug, never leave the larval stage, and so die as poor of wit as they were when they were born.

Talk About Town: I should think you know by now that arrows, shot, and the like are a prized commodity in these parts, eh?

Most of them, you see, must be imported from other lands! We've none but ourselves to blame, mind you. If only there were a few more people here with the skill to craft them...

Aye, that's why you'll be going to the bazaar for your munitions. Bring some scales or fangs and you'll get what you need.

Gobalta, Merchant

033: Skeleton

Genus – Undead Classification – Skeleton

Observations: Many are those who bear burdens through life, and fail to relinquish them at the moment of death. Weighted down, they attain not heaven, but are cast aside to wander the land as skeletons.

Robbed of the pardon of flesh, they are cursed to walk for eons, till their very bones are reduced to ash.

Only when they are undone and gone from this world, and nothing remains to bear that which they should not have borne, will they permit themselves eternal sleep.

Sage Knowledge (8 of 78): Bazaar Goods: Loot from monsters and the like are crafted into articles fit for sale.

Some of these are little more than refinements on the base materials.

Others require crystals, concoctions, and alchemy to produce. Few require too much skill or effort, though, making crafted articles a common sight at market, their quality, if not quite their appearance, being hardly distinguishable from that of regularly produced goods. If one is lucky,

one might find some articles selling for below the going rate.

034: Battery Mimic

Genus – Insect Classification – Mimic

Observations: What strange manner of creature, to so readily absorb the crackling power of electricity!

Having absorbed an appropriate amount of nourishment from their feast of lightning, they discharge spectacularly, this being their primary form of excretion.

Forgoing food of substance, their life-span is pitifully short.

Aletap Rumors: Witness the marksman! You'll find that the steadiest of arms and truest of aims belong to the most cautious, cowardly fellows of the bunch. These be they that use silent shot and like trickery to make sure that, when that one killing shot misses its mark, it draws no unfriendly attention.

Just between you and me, I've found through plentiful study that this shot be made with magickal processes of a most special variety, requiring darkness trapped within a certain kind of scale! A scale!

Ffrimllad, Mage

035: Specter

Genus – Undead Classification – Ghost

Observations: The shapeless emotion of fear, coalesced and made manifest by magicks.

Fear remains in traces for a time where men have been slaughtered, and it is there, in aceldama, where specters are known to arise.

As their bodies are composed of little more than fear itself, other emotions are anathema to them, and liable to incite attack. In defense of their very substance, they will rend their victim's soul from its bodily cage, leaving naught behind but fear. Thus are new specters born.

Aletap Rumors: The markets are astir with the news that a great storm of some duration has made it impossible for the lands by the Eastern Sea to fish.

When the storm breaks, 'twill be a rush on the waters. No doubt why everyone and his cousin is looking to get their angling supplies in good order. If you've any horn or foul flesh to be sold for bait, now's the time!

Why, they're selling for as much as it costs to buy an imported javelin or the like, I hear. There's never been a better time to sell!

Soma, Apprentice Swordsman

036: Tiny Battery

Genus – Insect Classification – Mimic

Observations: Gaze upon the larval form of the battery mimic and despair. Wracked with hunger from the moment of birth, every moment of these poor creatures' lives is spent in pursuit of sustenance.

Technically, they can be considered to be in a constant state of starvation until maturity, and are prone to attack any perceived obstruction to their feeding. On rare occasions, a tiny battery possessing a modicum of intellect is born. Theories that these gifted grubs become queens have gained some following of late.

Street Corner Musings: When things want craftin', a rock what's got magick in it, even a sniff, is the order o' the day.

Now you don't need to know what to do with it, but you do need to know this: Adventurers need society just like society needs adventurers. "What's that got to do with the price o' potions, Leryll?" I hear you ask. Well, them very same stones what you adventurers earn an honest gil floggin' at market just happen to make the world go 'round, too. Simple as that. ...How'd you know my name, anyway?

Leryll, Archer

037: Mimeo

Genus – Insect Classification – Mimic

Observations: Being a creature whose substance is almost entirely metallic.

That its parts so close resemble commonly worked metals assists its camouflage. Few are they who deem an unmoving lump of iron to be just cause for alarm, and so do the corpses of the foolish congregate around such innocuous deposits.

Sage Knowledge (10 of 78): Terrestrial Conveyances: We all are told at one time or another, but how many of us recall that Ivalice is covered with mimic-germinites? Easy to forget, as they have little impact on living creatures, but any moogles worth his hammer could tell you the horribly corrosive effect the little devils have on the metals most often used for engines and vehicles.

All the better for airships, which fly high above the germinite clouds, yet a sorry state of affairs for those who would make their journeys on land.

The next time you see a party traveling by chocobo and chocobo-led wagon, you will know why they're the preferred means of overland transport, won't you.

038: Flan

Genus – Amorph Classification – Flan

Observations: Being an amorph, coated in slime, its eyes and mouth having a most evil aspect.

They know no distinction of sex, instead absorbing prey until enough bulk has been gleaned, whereupon they divide their mass, creating offspring in this manner.

Recent research has shown striking similarities in the magickal ordering of these creatures with the ordering seen in naturally occurring Mist, leading some to believe that their generation is tied to Mist at a fundamental level.

The Town Crier: The Iron Stomach, a guild of tasters known for its roster of legendary chefs, has announced a new dessert!

Called "flan" after the creature of the same name, and fashioned to look much like its namesake, its popularity is rising as a hunter's treat.

In an astonishing example of creature influencing dessert influencing creature, it has become common practice to refer to the darkened region near the flan's head as "caramel," a truer sign of the dessert's popularity than any of its creators could ever have hoped for.

039: Skull Defender

Genus – Undead Classification – Skeleton

Observations: Being the corpse of a fallen warrior, plated in armor of pale bronze. Brave and eager for battle in life, they continue to lust for war in undeath.

From their preferred haunts of man-made caves and mines, some skull defenders are thought to be fallen hunters, slain in their quest for a mark.

Aletap Rumors: Rumor has it that the island nations to the west lack the iron to make decent quality fishing goods. Apparently, they use one grade of iron for the weapons they export, and a cheaper grade for the goods they use in their everyday lives.

Seems to me, they could lower the quality of their iron swords and solve the problem, but I think they've too much pride for that.

Tor'Na Moode, Swordsman

040: Bomb

Genus – Fiend Classification – Bomb

Observations: An ensorceled weapon for use against mages in days past, left to grow wild. Known to react swiftly to the presence of magick, the action of which triggering the explosive energies contained within.

Notwithstanding, the release of said energy leads to an explosion of a physical nature, making it greatly effective against targets who rely upon magickal protection. Many are the mages who hesitate to work magicks around bombs and their ilk.

Sage Knowledge (45 of 78): Barheim Passage: An underground passage beneath the fortress at Nalbina. Originally a railway to carry goods into the fortress, the passage was closed with the introduction of airships as the primary means of transport.

The abandoned railway line is now rife with Mist, and the dwelling place of many fell beasts.

041: Dead Bones

Genus – Undead Classification – Skeleton

Observations: The fate of such who sought to barter with demons for exemption from death, yet were found by the Reaper all the same. Their souls filled with dark energies, they are cursed to live another life, a half-life, as punishment.

To add to their torment, the dark energies within them slowly devour their being, causing endless pain. And so people speak of these tortured souls, these dead bones, with pity, relieved that their fate is theirs alone.

Mysteries of the Ancients: Why did the ancients perish? Given what we know of their strength and power as a race, it is difficult to fathom.

The level of technology and magickal potency exhibited by their relics are, in many ways, far superior to our own. So, why did they die? Could it be that, for all our preparations, a similar fate awaits us? To solve this riddle, it is imperative that we study what ancient bones are left to us, and thereby shed light upon a past which may predict our future.

The Lhusu Mines

042: Vampyr

Genus – Undead Classification – Steeling

Observations: Being a variety of steeling draped in crimson fur.

The most vampyric of their ilk, obtaining sustenance from other creatures' blood alone.

Making their abode in magicite mines and other darkened places, they feed on beasts and miners alike.

Because of this, they are renowned for spreading disease, and depriving many a mine of its entire workforce in the space of days.

Sage Knowledge (54 of 78): Lhusu Mines: A crystal mine located on the sky continent of Dorstonis. Many years have passed since the ore veins were first discovered here, yet even today, high-quality ores are found and processed in these well-worked shafts.

Many claim that the success of the mines is due to a project begun many centuries past by the Ondore family, whereby mining across their domains was closely regulated, never permitting too

much to be drawn from one place, thereby allowing the magicite crystals to naturally recover.

The Lhusu Mines are most famous for their high caliber of skystone, the material which enables airships to ply the skies, and memstone, a variety of magicite that can store sound and even images in its unique crystalline structure.

Unfortunately, the dense concentrations of Mist in the mines lure all manner of beasts, and when mining expeditions are planned, palings must be erected to keep such creatures at bay.

043: Headless

Genus – Giant Classification – Headless

Observations: The Headless are surmised to be criminals of the dark lands whence they came. So called for the harnesses they must wear, obscuring their bowed heads.

These poor souls are tortured to distraction, their only hope of release being to coat their harnesses in the fresh blood of others. Thus they cut with blades both cruel and sharp, and in hideous ritual, rub the severed limbs of their victims upon themselves.

Sage Knowledge (53 of 78): Bhujerba: An autonomous city-state found on the sky continent of Dorstonis. Originally formed as a magicite mining colony with the advent of airship travel. The magicite mines of the skylands are superior to crystal mines on the surface in both quantity and quality of ore, and Bhujerba developed quickly on fortunes born of rock.

During the years of the Galtean Alliance, the Ondore family took over much of the daily business of Bhujerba's governance, a rule which continues to this day. Their neutral stance during the Archadian invasion two years ago positioned them as mediators of the peace negotiations that followed.

Like much of Dorstonis, Bhujerba is a city of hills and sloping boulevards. Merchant houses and shops are clustered near the peaks, while residences are found in the valleys. At the very bottom of the hills lies the network of crystalline shafts known as the Lhusu Mines.

Many visitors come to Bhujerba to enjoy the open-air parks with spectacular views only available to those who live in the sky. Very rarely does anyone fall from the skycity, and curiously enough, not a single death has been reported to have resulted from such an occurrence to date.

044: Killer Mantis

Genus – Insect Classification – Mantis

Observations: Being a great insect with forelimbs resembling sharp scythes. The head being directly attached to, and forming a part of, the creature's upper body. The forelimb blades being jointed in three places, the better to grasp prey, their tips sharp as needles.

While aggressive, they are also known to be quite cautious, raising their scythes at the first sign of

danger to threaten and give warning to potential predators.

Aletap Rumors: Know what happens if you take entire lightning and direct the charge at electrum?

I'll tell you: you get gold. Or something quite close, at least. Once, the stuff was used in all manner of weapons, for the look. These days, you'll find little other than the odd golden axe that still uses the stuff.

So you see, all that glitters really isn't gold.

Pantages, Alchemickal Scholar

045: Dullahan

Genus – Giant Classification – Headless

Observations: Being a fallen angel with guilt-burdened wings, its beheaded head cut off and a cruel brace set in its place.

Though originally emissaries sent to warn mankind of unnatural death, they came to enjoy the grim spectacle.

The swords they wield are called "blood brands," a sign of their bloody treachery against humanity.

Sage Knowledge (33 of 78): Purvama, The Floating Lands: A great landmass, floating in the skies above the Naldoan Sea. Such landmasses are not uncommon, found throughout Ivalice in every sort and size, though the manner of their formation remains a mystery.

The region in which they float has some bearing on their climate, however most are warm to subtropical, boasting primordial jungles in which flora and fauna both rare and wondrous can be seen.

The crust of these floating islands boasts a high magicite concentration, and after airships became a common mode of transport, mining colonies sprung up on the richest outcrops.

Bhujerba, in Dorstonis, is the largest of the skycities, and oversees the administration of many of the rest.

046: Bug

Genus – Insect Classification – Mimic

Observations: Being a rare strain of mimic, its shell turned a jet black due to magicite consumption in the larval stage.

While the magicite content of its body works to harden its shell against attacks, this effect is lost outside of magicite-rich areas.

Consequently, all attempts at laboratory inquiry into the creature have been in vain, and its

mechanisms for absorbing the power of magicite remain a mystery.

Aletap Rumors: Metal of the highest grade is being traded as fast as it hits the market.

Word has it that a certain war council's seen which way the winds blow, and is pouring all its efforts into gearing up for the coming conflict. What's more, it's begun buying up broken weapons from anyone who'll sell.

I suppose even a notched blade is better than a handful of gil when the going gets rough.

Sosi, Navigator

047: Dark Lord

Genus – Undead Classification – Skeleton

Observations: No warrior band of flesh and blood has followed so dark a leader as this cold corpse, wrapped in armor caked in the gore of countless slaughtered enemies. Chilling though it may be, there is reason behind this macabre decoration: in the barbaric past, it was thought that true victory came when you defeated not only the body, but the soul of your enemy. Once the physical vessel of the soul was slain, the victim's remains were defiled and rubbed on the victor's armor withal, so that the soul would find no sanctuary but the arms of its enemy. Yet the hatred of the fallen placed a curse upon these men, trapping them in their grisly armor even in death, and so they fell to dark wanderings.

Aletap Rumors: Not all souls are created equal, my friend. Hmm? No, I ain't no mission'ry tryin' to peddle me faith.

Try listenin' with your ears, not your mouth. Accordin' to my information, and it's as good as its kind gets, the ones what top the list are called empyreal souls, see?

It'd take a hero o' legend, or a first-class crook what's got himself a serious reputation to make that grade.

Dolura-eh-Ro, Streetear

048: Pandora

Genus – Insect Classification – Mimic

Observations: Some boxes are made to be opened, others to remain closed. A prime example of the latter is none other than the pandora, a fiendish creature that assumes the look of a chest or coffer, granting death to any who open it.

But o, the folly! For still it is whispered that the taboo upon the death-box's opening is nothing more than a rumor spread by those avaricious few who would claim the treasures inside for themselves! How many, hearing this, have opened what they believed to be a boon only to find a bane.

A Curious Treasure: Though it appears to be naught but a puppeteer's fantasy, the pandora is a crafty creature, with complex, highly developed innards that somehow harness the power of lightning. Where blood flows in our veins, lightning flows in theirs.

Its heart, charged with the task of sending that lightning to the rest of its body, works much like the engine of an airship. Mechanists call this unusual organ the wrath of the gods.

049: Gazer

Genus – Undead Classification – Reaper

Observations: Being a demon-reaper, said to sense the presence of sinful knowledge with the gleaming, baleful eye in the middle of its forehead.

Look into its depths and there you will see the reflection of all your sins, a revelation which will drive you to madness.

How many have stopped asudden, stricken by the accumulated weight of guilt, even as the cold, cruel claws of the gazer stripped their soul of its earthly husk?

Sage Knowledge (19 of 78): The Bahamut: No. 1 Sky Fortress Class Airship

Belonging to the western divisions of the Archadian Imperial Army, a mobile fortress and tactical base, under the control of the commandant of the Archadian forces, Lord Vayne.

This was the last sky fortress designed by Dr. Cid, powered both by ordinary skystone and manufactured nethicite, the latter absorbing Mist from its surroundings to generate the massive amounts of energy the fortress requires to function.

The Yensan Sandsea

050: Alraune

Genus – Plant Classification – Mandragora

Observations: A curiously sentient plant-like creature favoring warm climes, both tropical and arid.

The horns on their heads are used for cracking rock-salt, from which they draw the salinity that sustains their life.

The vines spreading like a mask from their necks have led to the classification of these creatures as a sub-variety of mandragora. Apparently, however, the distinctive viny ruff is a source of much frustration to the creatures, and they can often be seen clawing at them, looking much like irritated pets clawing at a leash.

Sage Knowledge (49 of 78): Ogir-Yensa Sandsea: A desert region in the west of the Jagd Yensa, most of it covered in fine-grain sand that ebbs and flows like water, compared from antiquity to a sea.

Abandoned drilling rigs can be found here and there, dotted about the ever-shifting terrain. In the

past, the Rozarrian Empire sought to draw rich oils from the ground here, but relentless attacks from the Urutan Yensa, who consider the sandsea to be solely theirs, drove them away. Men are now a rare sight inside the desert borders.

051: Danbania

Genus – Ichthian Classification – Pirahna

Observations: Being a variety of ichthon traveling the desert regions in flocks formed around a lone bull danbania.

It is a peculiarity of their physiology that a bone juts forth from the lower jaw like a spear. Their brownish-yellow coloration perfectly blends in with the sands, camouflaging them from their greatest natural predator, the wyvern.

Their fins are highly evolved for scooping at the wind, lifting them upwards, and by flapping them as a bird flaps its wings, they can fly with ease.

Sage Knowledge (50 of 78): Nam-Yensa Sandsea: The desert in the west of the Jagd Yensa. Fine sand beats in waves against the feet of the rolling dunes of this region which, together with the Ogir-Yensa Sandsea, is called the Great Yensan Sandsea.

To the west of the Nam-Yensa lies the gorge known as the Valley of the Dead, so called because it has been the scene of many an ill-starred adventurer's demise.

052: Axebeak

Genus – Avion Classification – Cockatrice

Observations: Easily identified by its band of colored plumage, which rivals that of even the most exotic jungle fowl, this creature makes its home in the sun-baked desert climes of Ivalice.

Adventurers be warned, its cheerfully colorful appearance belies a violent nature, and its beak is as sharp as the weapon after which it is named.

Generally feeding upon smaller creatures, they have also been known to gather in packs for the hunting of larger prey.

Our Daily Burden: Let the Egg Sing of Miracles, Let it Sing for the Children!

So pleads Kirus Andii in her latest song of succor for the orphans of war.

Since ancient times, rainbow eggs have been prized as a miracle food - a rich source of nutrition in a small, easily portable package. Recently, however, the egg's rich taste has attracted the appetites of the wealthy, the concomitant rise in price lifting this amazing food out of the reach of those who need it most.

053: Yensa

Genus – Ichthian

Classification – Yensa

Observations: Being a great sandfish, living in the Sandsea of the Jags Yensa that, when full-grown, becomes a bull yensa.

Though commonly found moving through the sands, they do occasionally surface. Their outside being covered in a sheath of bony scales, from beneath which is secreted a viscous slime having the likeness of a membrane, this being to repel the intrusion of sand.

The Urutan-Yensa have learned the art of harnessing these beasts as an excellent means of travel across the trackless Sandsea.

The Town Crier: The Iron Stomach, a guild of tasters known for its lust to discover new edibles at any cost, has discovered yet another delicacy!

Known as the yensa fin, it's not only delicious, but reasonably priced to boot! The response from housekeepers has been universally positive.

One such convert recommends a soup broth for bringing out the fin's full flavor. A book of recipes is in the works!

054: Wyvern

Genus – Dragon

Classification – Wyvern

Observations: This strain of dragon possesses both the sharpened talons of a tyrant wurm, and the wings of a wyvern, the latter having been traded for forelimbs at some point in the creature's eons-long development.

Particularly fond of the flesh of the danbania fish, they wheel through the upper air, searching with keen eye for their next meal.

Of the same strain, the more aged individuals are called bell-wyvern, thought to be emissaries of the war gods for their effect on warriors in the field, who are inspired to great acts of foolhardy courage and bravery by the merest sight of these mighty creatures in motion.

Sage Knowledge (21 of 78): The Strahl: Airship designed and built by YPA, a shipwright's guild of Archades.

Officially named the YPA-GB47 Test Combat Fighter, production was halted after the completion of a single test model due to dissatisfaction on the part of the Imperial customer with the costly dual-movable-wing design. Scheduled for scrapping, Balthier liberated the ship at the last moment.

Balthier has since modified the Strahl to his tastes with a new engine and numerous other augmentations, making it a very different ship from the one envisaged by its YPA inventors.

055: Salamand Entite

Genus – Salamand Entite Classification – Elemental

Observations: When the gods looked down on Man, shivering in his ignorance, they bestowed upon him the gift of fire. So did the gods give both warmth and knowledge to Man.

Gradually, Man grew wiser, and made many things. Yet, when war came, he used the fire of the gods for the taking of life, and the gods became angry, scorching the world. In this inferno was born the salamand entite.

The Entite Pact: To prevent the ne'er-sated hunger of flame from consuming all, drink only from that water which will ne'er parch, and thereby shall it be sated.

Only then shall the shining electrum be revealed at last beneath burnt-weary ash.

The Tomb of Raithwall

056: Seeker

Genus – Avion Classification – Steeling

Observations: Being a sort of steeling, its body cloaked in fine white fur, and favoring darkness to the light of day.

Known to employ shrieks of an extremely high pitch as a means to navigate in the gloom, as well as to deprive potential prey of their sense of direction, a more conventional approach being used thereafter to deprive them of their lives.

Mainly feeding upon smaller creatures, but known to attack larger foes in packs on occasion, giving rise to the extraordinary sight of a flight of white-winged creatures speckled crimson with fresh blood.

Philosophical Musings: This wing, covered as it is in snow-white fur, is the most exceptionally beautiful steeling artifact. Should the fur be rich and even in its length and set, the wing becomes even more beautiful - a perfect work of art.

To the trained eye of the collector, its value is beyond question. That is why I seek out these bat wings and store them reverently as another might hoard precious jewels.

057: Lost Soul

Genus – Undead Classification – Skeleton

Observations: Men whose souls have been wrenched from the flesh and made to march to another's tune are called lost souls. Sightings of these poor creatures serving as guards for ancient ruins or graves are common. In modern times, even those with power and title are prevented from performing the rituals of extraction necessary to fashion these monstrosities, hopefully ensuring that none shall ever more be made. To release their souls from bondage, no other means is known save to pulverize their bones and return

them to the earth.

Sage Knowledge (2 of 78): The Age of King Raithwall: Many were the countries and kingdoms dotting Ivalice, and many were the wars waged in this time. Legend says that Raithwall, a noble from a small country in Valendia, was granted a sword and magicite from the gods, and with these artifacts, a mission: to unify the land. His strategic genius and deep empathy with his people were evident in his rule of Valendia, and from there he went on to take control of the remaining two continents. Soon all Ivalice belonged to the Galtean Alliance, and a Golden Age had begun.

Now king of all he surveyed, Raithwall's was a benevolent and just reign, guiding the Alliance for near half a century. After his death, the Alliance held firm and knew peace and prosperity for four hundred years until its dissolution with the passing of the last of Raithwall's direct descendants.

058: Lesser Chimera

Genus – Fiend Classification – Cockatrice

Observations: In times now ancient, mages worked magicks upon captured cockatrices to effect the eldritch creation of these twisted beings. They are possessed of a singularly wicked intellect, which they use to its full extent for the infliction of pain upon their enemies.

Their wings shine as the rainbow, each bearing a blazing red eye marking that shifts from side to side as they move, these being used to discourage foes larger than they, and for purposes of attracting a mate during the mating season.

Sage Knowledge (38 of 78): Jagd: Regions of Mist-laden winds and magicite-rich soil, precluding the proper operation of skystone.

Shifts in weather have been known to make jagd where once there was none, though the reverse has never been recorded by the chroniclers of such things.

As airships cannot operate in jagd, no such region is under the control of a major country, making the jagds lawless, perilous places.

059: Zombie Mage

Genus – Undead Classification – Zombie

Observations: Behold the fate of the sorcerer who seeks to satisfy his dark intellectual curiosity by means of the abnormal extension of his natural lifespan!

Alas, though all manner of precaution be taken, he cannot stop the wearying gradual decay of the flesh.

Yet what other means hath he to know the mysteries of this world? How many have walked his grim path?

We shall never know, for they guard their secrets fiercely with tooth and nail to their graves and

beyond.

Aletap Rumors: When we think of travelers, we think, perhaps, of people without ties to any place or thing... but this is not so! Take, for instance, clothing. The longer the journey one intends to make, the more important the clothes you must pack.

Of the many choices available, traveler's vestments are held in highest esteem.

Made of braid wool and tanned hides, purchase one of these, and you've bought yourself a lightweight garment that feels great against the skin, with little or no chafing!

Tongo, Morpher Apprentice

060: Skull Warrior

Genus – Undead Classification – Skeleton

Observations: Cold bones sheathed in armor forged of a strong alloy, wielding a blade with more skill and more cruelty than any warrior alive. Perhaps all were as skilled in the forgotten past, for this undead creature's bearing, arms, and armor are of an ancient style.

Indeed, the skull warrior's skill with a spear illuminates the old ways of war in a fashion more vivid and fearsome than any tome on the subject could hope to effect. Though pale by comparison, even a modern interpretation of the spearman's art is not to be underestimated when employed by a dedicated practitioner.

The Town Crier: Hear ye! Announcing a feat of hunting mastery such as the world has never seen! Donatelos the White Mage has trounced all existing records in the annual city gathering of hunters. As you know, each year contestants vie to see who might slay the most creatures designated as that year's quarry.

This year's target: the fiendish skull warrior! A tally has been made of broken spears retrieved, and Donatelos has distinguished himself for eternity with an incredible haul of 126! Honor to the champion!

061: Lich

Genus – Undead Classification – Ghost

Observations: Of the legions of ghosts that cling to this world, the greatest are called liches.

When a man dies with hatred enduring, he is rent from his station in this life, and given new station in undeath according to the depth of his passion... a testament indeed to the depths of the evil manifest in these kings among the dead.

Sage Knowledge (5 of 78): House Solidor: A noble Archadian family having a permanent seat on the Senate, and de facto control over the Ministry of Law.

In the days following Archadia's establishment as an empire, House Solidor found itself in opposition to the then-powerful military. Having won the ensuing struggle, it then initiated

far-reaching revisions to the law in an attempt to prevent any further challenge to its supremacy. Subsequently, the Ministry of Law was created to monitor the military, with the order of Judges at its head.

House Solidor's firm grip on the workings of the Empire can be felt to this day, with Emperor Gramis the fourth in a succession of Solidor emperors.

062: Ragoh

Genus – Construct Classification – Facer

Observations: Once a proud statue set to protect the Tomb of Raithwall for all eternity, the blades and horns on its head being symbols of the Dynast-King's authority and power.

On a fell day, monsters intruded the sanctum of the tomb, and with them came a great surge in the Mist within. Perhaps this caused the mechanisms of its control to fail, for now it is no better than the beasts it was charged to keep away, and it will rampage down death-corridors until it is given its final rest.

Sage Knowledge (52 of 78): The Tomb of Raithwall: West of the Jagd Yensa, deep in the Valley of the Dead, lies the tomb of Dynast-King Raithwall, a titanic stone structure built during the age of the Galtean Alliance to celebrate his subjugation of the lands bordering the Naldoan sea.

Inside can be found many technologies and architectural marvels beyond the ken of modern man. In addition to Raithwall's crypt, the tomb contains priceless royal treasure, and only those with proof of direct lineage are suffered within. Intruders are met with traps and guardians most terrible. Though the sky pirates know of the treasure's existence, none have succeeded in its theft as yet.

063: Tallow

Genus – Amorph Classification – Flan

Observations: Being an amorph appearing most often in those ancient ruins of religious power and ensorceled bearing.

The nodules of metal that float freely through its body suggest a previous existence as a statue, perhaps set to guard whatever building the ruins once were. Regardless, it has now melted beyond recognition.

The inexhaustible flame atop its head is the source of its life-energy, leading some to theorize (and not without merit) that the flame is indeed a fire elemental forever bound to a strange, slimy master.

Sage Knowledge (4 of 78): House Dalmasca: Bloodline begun by the second prince of Dalmasca to take up the mantle of rule after King Raithwall's passing.

The reign of Raithwall's direct descendants, House Galtea, drew to a close after 400 years,

marking the end of the Galtean Alliance, and the beginning of rule by House Dalmasca.

Dalmascan reign continued for nearly seven centuries, until the Archadian invasion brought their era to an end.

Ozmone Plain

064: Mesmesnir

Genus — Beast Classification — Sleipnir

Observations: Being a breed of sleipnir conditioned to be the perfect faithful war-horse.

Uncannily skilled in warfare, able to sense the moment and flow of battle, and carry out maneuvers of some difficulty, such as the timely withdrawal from a fray to regroup and strike anew.

The conditioning wrought on these creatures by the masters for whom they once fought was so steely that even after countless generations of breeding in the wild, it has faded not in the slightest.

A tragedy indeed, for they consider all those not hailing from their long deserted homeland to be enemies, and attack on sight.

The History of Things: At precisely what point the polished destrier mane came to be used as a device for the casting of magicks is unclear. The noble steeds from whence such mane-coverings came were named by a sorcerer, however, and perhaps this association has given them their magickal properties. As tools for the casting of magicks go, these are among the best.

Marks

212: Rogue Tomato

Genus – Rank I Mark Classification – Deadly Nightshade

Description: A vexing Representative of the Deadly Nightshade Family has been sighted nearby Rabanastre! Thankfully, it is apparently a Rogue, outcast from its Kin, a Stranger in a strange Land, no longer possessed of those deadly Powers it once wielded with Impunity.

In its Loneliness, it has taken to attacking Travelers and Merchants, and so did Tomaj, an Associate of Vann, post a bill for this Mark.

214: Thextera

Genus: Rank I Mark Classification: Mutant Wolf

Description: What Changes can sudden Mutation work on something as Common and otherwise

Unremarkable as a Wolf!

It is thought that a Diet of Creatures rich in Mist caused these Mutations, though little is known for certain.

Recent Attacks on mercantile Caravans inspired a concerned Merchant to post a Bill for this Mark.

216: Flowering Cactoid

Genus: Rank I Mark Classification: Rare Cactoid

Description: How is it that such a beautiful Blossom might bloom atop such an ungainly Cactoid?

Verily, its Beauty is more than in its Appearance, for the Blossom is valued as an Ingredient in Salves, and further prized by Collectors for the rarity of its Flowering.

Amongst the Cactoids, the red Bloom is the mark of a Leader, and the Focus of much Respect and Adoration. However, to the villagers in the Dalmasca Estersand, it is merely a Mark.

218: Wraith

Genus: Rank I Mark Classification: Ghost

Description: Being an undead Horror, appearing quite suddenly in the Garamsythe Waterway to terrorize those who venture near.

It is said Wraiths are the Coalescence of the lingering Regrets of those who perished in a tragic Accident during the Waterway's Construction. Many of those who died were Fathers, and their Thoughts for their Sons and Daughters cause this Creature to appear most often near Children.

A Woman, worried for a frightened Child, posted a Bill for this Mark.

Espers

262: Belias, the Gigas

Genus – Esper Classification – The Gigas

Mesha Ascendant: Scion of darkness and guardian of the Holy Realm, made by the gods in opposition to the Transcendent Loghrif, scion of light.

Called the Gigas for his appearance: man and monster fused as one.

Considered a mistake upon his making, and receiving not his intended role, the Gigas challenged the gods and lost. Scorned by his masters, he found another: the Dynast-King, whose tomb he swore to protect for eternity.

Bestiary Index by Genus & Classification

*=Indicates a mark or boss. These are not technically classified the way the others are, rather they have unique classifications. For example, Thextera's genus is "Rank I Mark" and its classification is "Mutant Wolf."

- Amorphs
 - Flans
 - [Flan](#)
 - [Tallow](#)
- Avions
 - Cockatrices
 - [Axebeak](#)
 - [Cockatrice](#)
 - Divers
 - [Dive Talon](#)
 - Steeling
 - [Seeker](#)
 - [Steeling](#)
 - [Vampyr](#)
- Beasts
 - Dreamhares
 - [Happy Bunny](#)
 - Gators
 - [Baritine Croc](#)
 - [Wooly Gator](#)
 - Serpents
 - [Wildsnake](#)
 - Rats
 - [Dire Rat](#)
 - Sleipnirs
 - [Mesmenir](#)
 - [Sleipnir](#)
 - Titantoises
 - [Great Tortoise](#)
 - [Silicon Tortoise](#)
 - Toads
 - [Gigantoad](#)
 - [Suriander](#)
 - Urstrix
 - [Urstrix](#)
 - Wolves
 - [Hyena](#)
 - [Thextera](#)*

- [Wolf](#)
- Constructs
 - Facer
 - [Ragoh](#)
- Dragons
 - Tyrants
 - [Wild Saurian](#)
 - Wyverns
 - [Wyvern](#)
- Elementals
 - [Gnoma Entite](#)
 - [Mardu Entite](#)
 - [Salamand Entite](#)
 - [Storm Elemental](#)
 - [Water Elemental](#)
- Fiends
 - Bombs
 - [Bomb](#)
 - Cockatrices
 - [Lesser Chimera](#)
 - Gargoyles
 - [Garchimacera](#)
- Giants
 - Behemoths
 - [Werewolf](#)
 - Headless
 - [Dullahan](#)
 - [Headless](#)
 - Slavens
 - [Slaven](#)
- Ichthon
 - Pirahnas
 - [Danbania](#)
 - [Ichthon](#)
 - Yensa
 - [Yensa](#)
- Insects
 - Mantises
 - [Killer Mantis](#)
 - Mimics
 - [Battery Mimic](#)
 - [Bug](#)
 - [Mimeo](#)

- [Mimic](#)
 - [Pandora](#)
 - [Tiny Battery](#)
 - [Tiny Mimic](#)
- Plants
 - Cacti
 - [Cactoid](#)
 - [Flowering Cactoid](#)*
 - Malboros
 - [Malboro Overking](#)
 - Mandragoras
 - [Alraune](#)
 - [Rogue Tomato](#)*
- Undead
 - Ghosts
 - [Ghost](#)
 - [Lich](#)
 - [Specter](#)
 - [Wraith](#)*
 - Reapers
 - [Gazer](#)
 - [Gespenst](#)
 - Skeletons
 - [Dark Lord](#)
 - [Dead Bones](#)
 - [Lost Soul](#)
 - [Skeleton](#)
 - [Skull Defender](#)
 - [Skull Warrior](#)
 - Zombies
 - [Zombie](#)
 - [Zombie Mage](#)

Index of Bestiary Extras

- [The Adventurer's Handbook](#)
 - [1000 Needles](#)
 - [Broken Sword](#)
- [Aletap Rumors](#)
 - [Dolura-eh-Ro, Streetear, on Empyreal Souls](#)
 - [Ffrimllad, Mage, on Silent Shot](#)
 - [Gusten, Merchant, on Pebbles](#)
 - [Karimdt, Guild Artificer, on Water Bombs](#)
 - [Pantages, Alchemickal Scholar, on Electrum](#)
 - [Soma, Apprentice Swordsman, on Fishing Bait](#)
 - [Sosi, Navigator, on Metal for Weapons](#)
 - [Strout, Acolyte, on the Demon Shield](#)
 - [Tongo, Morpher Apprentice, on Traveler's Vestments](#)
 - [Tor'Na Moode, Swordsman, on Western Iron](#)
- [A Curious Treasure](#)
 - [The Wrath of the Gods](#)
- [The Entite Pacts](#)
 - [Earth](#)
 - [Fire](#)
 - [Lightning](#)
- [The History of Things](#)
 - [Destrier Manes](#)
- [Mysteries of the Ancients](#)
 - [The Extinction of the Ancients](#)
 - [Tyrant Bones](#)
- [Our Daily Burden](#)
 - [Rainbow Eggs](#)
- [Philosophical Musings](#)
 - [Seeker Wings](#)
- [Research Notes](#)
 - [Putrid Breath](#)
- [Sage Knowledge](#)
 - [2: The Age of King Raithwall](#)
 - [4: House Dalmasca](#)
 - [5: House Solidor](#)
 - [8: Bazaar Goods](#)
 - [9: Mist](#)
 - [10: Terrestrial Conveyances](#)
 - [11: Electricity and Magick](#)
 - [14: Airships](#)
 - [16: The Ifrit: No. 1 Cruiser Class Airship](#)

- [17: The Shiva: No. 1 Light Cruiser Class Airship](#)
- [18: The Leviathan: No. 1 Dreadnought Class Airship](#)
- [19: The Bahamut: No. 1 Sky Fortress Class Airship](#)
- [21: The Strahl](#)
- [25: Marks](#)
- [29: Ivalice](#)
- [30: Ordalia](#)
- [33: Purvama, The Floating Lands](#)
- [34: The Kingdom of Dalmasca](#)
- [38: Jagd](#)
- [39: Rabanastre](#)
- [40: Lowtown](#)
- [41: The Royal Palace](#)
- [42: The Garamsythe Waterway](#)
- [43: Nalbina Fortress](#)
- [44: Nalbina Fortress & Dungeons](#)
- [45: Barheim Passage](#)
- [46: Dalmasca Estersand](#)
- [47: Dalmasca Westersand](#)
- [48: Giza Plains](#)
- [49: Ogir-Yensa Sandsea](#)
- [50: Nam-Yensa Sandsea](#)
- [52: The Tomb of Raithwall](#)
- [53: Bhujerba](#)
- [54: Lhusu Mines](#)
- [Street Corner Musings](#)
 - [Leryll, Archer, on Magick Stones](#)
- [Talk About Town](#)
 - [Gobalta, Merchant, on Munitions](#)
 - [Irrim, Apothecary, on Steaks](#)
 - [Kana, White Mage, on Armor](#)
- [Today's Recommendation](#)
 - [The Rat Tail](#)
- [The Town Crier](#)
 - [Donatelos the White Mage](#)
 - [Flan](#)
 - [Yensa Fin](#)

Hunts

01. Red & Rotten in the Desert

Rogue Tomato (Deadly Nightshade)

Petitioner: Tomaj (Rabanastre)

- Saw bill posted for the hunting of the Rogue Tomato (Rank I) at the Sandsea tavern. Tomaj explained the details.
- Hunt accepted. The Rogue Tomato is to be found in the Dalmascan Estersand.
- Rogue Tomato defeated! Report to Tomaj at the Sandsea tavern in Rabanastre.
- Hunt reported to Tomaj. First hunt successfully completed!

Bill

Related Dialogue & Scenes

[*\[See the story dialogue for this one.\]*](#)

02. Wolf in the Waste

Thextera (Mutant Wolf)

Petitioner: Gatsly (Rabanastre)

Required Rank: Moppet

Story Requirement: After the Consul's Parade

- Saw bill posted for the hunting of Thextera (Rank I). The petitioner is Gatsly at the Sandsea tavern in Rabanastre.
- Hunt accepted. Gatsly explains that a delivery he is expecting will be coming via the Dalmasca Westersand. He fears Thextera may attack the caravan. Thextera is to be found on the Galtea Downs in the Dalmasca Westersand.
- Thextera defeated! Report to Gatsly at the Sandsea tavern in Rabanastre.
- Hunt reported. Gatsly heard the news with great relief and went home happy. He urges you to visit him at his shop.

Bill

Seek brave souls for the slaying of fearsome beastie. My future rests on your swift response! My name is Gatsly. Seek me in the Sandsea tavern.

Related Dialogue & Scenes

Rabanastre -- Muthru Bazaar

Rabanastran/Gatsly (before the Consul's parade): Business has been slow these days. I've been looking for something new to sell – you know, try and turn things around. If I don't come up with something soon, I may have to close shop. I've no time to be worrying about parades and banquets.

Rabanastre -- The Sandsea

Gatsly (before agreeing to speak to petitioner): I'm at my wit's end. If that shipment doesn't get through... I don't know what I'll do. There has to be a hunter out there who'll do it...

Gatsly (after agreeing to speak to petitioner): You saw my bill? My bill to hunt Thextera? If you're lookin' for Gatsly, you found him. I own a shop over in the Bazaar, but times have been tough. So I put in an order for some new goods, hoping to stir up some business. Put up everything I own as collateral against that shipment. Trouble is, this beastie in the Westersand's been attacking the caravans. As it happens, my goods are supposed to be arriving by way of the Westersand, too. If this Thextera were to attack, what of my goods? Please, you must kill **Thextera** for me! Accept the hunt, and I'll tell you where to find it.

- Accept

Now we're talkin'! **Thextera** stalks the **Westersand** in a region known as **Galtea Downs**. The caravan drivers said they were set upon along the **cliff wall to your left** as you leave the city via the west gate. I'm depending on you. If our shop goes under, my wife and I will be turned out on the streets.

- Decline

If something happens to that caravan, I don't know what will become of us...

Gatsly (after accepting the hunt): I wagered my shop's future on this shipment. A fine time for this **Thextera** to be ravaging the **Westersand**. The caravan drivers said they were set upon along the cliff wall to your left as you leave the city via the west gate, in **Galtea Downs**. I'm depending on you. If our shop goes under, my wife and I will be turned out on the streets.

Gatsly (after defeating Thextera): You did it! You brought down Thextera! Thank you! Thank you so much! You've saved me and my wife. This isn't much, but I want you to take it for helping us out.

[Wolf in the Waste

500 gil

Headguard x1

Teleport Stone x1]

Well, it's time I headed back to my shop. Say, you should stop by sometime! Maybe I'll have a little something for you. I'm afraid it won't be much, so don't go too far out of your way. But if you happen to be near the Bazaar, say hello. Agreed?

Rabanastre -- Muthru Bazaar

Gatsly (after accepting the reward): Oh, hello! I wanted to thank you again for your help. Our shipment arrived safely, and business has been brisk. Don't worry, I haven't forgotten our arrangement. Go to a nearby shop – any will do – and look in the **bazaar goods**. I put together a little something from the goods we received. You shouldn't have any trouble finding it.

Gatsly (x2): Have you made it to a shop to look at the **Bazaar Goods**, yet? If not, you really ought to. Oh, and thanks once again!

03. Dalmasca's Desert Bloom

Flowering Cactoid (Rare Cactoid)

Petitioner: Dantro (Dalmasca Estersand)

Required Rank: Hedge Knight

Story Requirement: After Consul's Parade

- Saw bill posted for the hunting of a flowering cactoid (Rank I). The petitioner is Dantro at a camp in the Dalmasca Estersand.
- Hunt accepted. Dantro wants the rare bloom from the head of a flowering cactoid. The flowering cactoid is to be found in the Yardang Labyrinth in the Dalmasca Estersand.
- Flowering cactoid defeated, and cactus flower claimed! Report to Dantro at the camp in the Dalmasca Estersand.
- Hunt reported. Now what to do with the flower?

Bill

A spiteful beast threatens desert travelers, and now fixes its gaze upon our humble camp. We can ignore this threat no longer! Hunters, to arms!

Related Dialogue & Scenes

Dalmascan Estersand -- Outpost

Dantro (after agreeing to speak to petitioner): You're here about the bill I posted? That's the first good news I've had all day! So, you'll hunt this **flowering cactoid** for me?

- Accept

That's what I wanted to hear! So, let's tell you what you need to know. You probably saw some creatures that look like cactuses on your way here from Rabanastre. Speak of the devil...

[The camera switches to two cactoids who have appeared on the nearby ledge.]

You've seen 'em before, right? Mostly they keep to themselves. Mostly.

[Back to Dantro.]

But every now and then a different sort of cactoid comes along, has a flower on its head. They're the troublemakers. Smarter than your average cactoid, and they have a taste for blood. Can't count how many times they've attacked the outpost. But they don't dare attack while I'm on watch. They tried that once, learned their lesson. Look, there it is now.

[Now the camera zooms in on the cliff above, where a troupe of cactoids have appeared, one with a pink blossom on its head.]

The **flowering cactoid**'s the one up front. Look at it there, mocking us...

[Back to Dantro, and the seeq talking to him runs to the cliff to yell at the cactoids.]

They did a number on this poor seeq's belongings, too. Needles everywhere... I'd hunt it down myself, but I'm stuck here on watch. I asked a passing merchant to submit the bill for me, and that's where you come into the story. The **flowering cactoid**'s been lurking out in the **Yardang Labyrinth**. Do us *all* a favor and hunt it down for me!

Oh, and when you kill it, don't forget to take the flower! The apothecaries can make a potent salve from its petals.

- Decline

Then why are you botherin' me? Bad enough my replacement still isn't here. I don't need people wastin' my time.

Dantro (after accepting the hunt): That flowering cactoid's been raiding the outpost. It's always one step ahead of us... It's been lurking out in the **Yardang Labyrinth**. Do us *all* a favor and hunt it down for me! And when you kill it, don't forget to take the flower. The apothecaries can make a potent salve from its petals.

Dalmascan Estersand -- Yardang Labyrinth

[After defeating the Flowering Cactoid...]

*[You obtain a **Cactus Flower**!]*

Dalmascan Estersand -- Outpost

Dantro (after defeating the Flowering Cactoid): That's a **cactus flower**! Wish I could've been there when you put that overgrown cactus in its place. Here's your bounty. I know it's not much, but it's the best I could do. Thanks for your help!

[Dalmasca's Desert Bloom

500 gil

Potion x10]

Dantro (x2): Think I can ask you to do one last thing for me? That cactus flower... would you take that to my wife for me? She's in the village north of here. She's been tending to a sick traveler found near the village, and I think she might be able to prepare some medicine from that flower. The village is on the **south bank of the Nebra**. Oh, and tell them to send someone to relieve me while you're there!

[For more on this side story, see "[Patient in the Desert](#)" and "[Cactuar Family](#)" on the Side Quests page.]

04. Waterway Haunting

Wraith (Ghost)

Petitioner: Milha (Rabanastre)

Required Rank: Hedge Knight

Story Requirement: After the Barheim Passage

- Saw bill posted for the hunting of a wraith (Rank I). The petitioner is Milha in the North Sprawl in Rabanastre's Lowtown.
- Hunt accepted. Milha explains that a child has locked himself in an abandoned house, for fear of ghosts. The wraith is to be found in the Garamsythe Waterway near the entrance from Lowtown.
- Wraith defeated! Report to Milha in the North Sprawl in Rabanastre's Lowtown.
- Hunt reported to Milha. The child *did* come out of hiding, but it wasn't Milha's...

Bill

One of the children saw a ghost. Now he's so frightened, he's locked himself in an abandoned house. Please, come as soon as you can.

Related Dialogue & Scenes

Lowtown -- North Sprawl

Milha (after agreeing to speak to the petitioner): You've come about the bill? Wonderful! I had started to think I'd posted it in vain. I'll not mince words. A child has shut himself inside this house because he's frightened of a ghost he says he saw in the neighborhood. He said he'd come out if I got rid of this ghost. So I went looking for it – to humor him, you see. Imagine my surprise when I found it was real! There was no way I could deal with it on my own, so I needed to call in a hunter. Will you hunt this ghost for me?

- Accept

Thank you so much! I saw this ghost in the **Garamsythe Waterway**, just down through Storehouse 5. It's an apparition called a **wraith**... And I think it came to avenge the cruel slaying of rats and other poor denizens of the waterway. I'm not pointing fingers... it doesn't really matter who did these things. But this apparition is here, and it must be dealt with. I leave it to you.

- Decline

Milha (after accepting the hunt): The poor thing is so afraid of this ghost, he's locked himself inside and refuses to come out. You must find and kill this apparition, this **wraith**. I saw it in the **Garamsythe Waterway**, just down through Storehouse 5.

Rabanastran (woman in white walking nearby) (after accepting): Locked himself in the house for fear of a ghost, has he? Hmm... I might have mentioned before, but that is the house the man who fled Nabudis lived in... until he fell ill and passed away. Were it me, I would be more frightened to be alone in there.

Milha (after defeating the Wraith): You've done it? You've defeated the wraith? Thank you! Thank you so much!

???: Th-the ghost is gone? (*snort*)

[*A young seeq comes out from the house.*]

Milha: Gone for good! This young man hunted it for us.

Jovial Seeq: Oh ho! You have finally come out, my little Deeg!

Deeg: Papa! These people got rid of that ghost for me! Deeg is sorry for worrying you, papa.

Jovial Seeq: It's not been easy being jovial with my son locked up in a vacant house. But not that all is well, it should not be so hard. (*snort*)

Milha: He does look happy, I'll admit. Thanks in large part to you. Oh, you didn't think – heavens, it wasn't my child! If you'd gotten the wrong impression, I apologize. Please take this in thanks for your successful hunt. There's a little something there from our jovial friend as well.

[*Waterway Haunting*]

500 Gil

Ether x1

Gauntlets x1]

Rabanastran (woman in white walking around nearby): The child who'd been hiding in the house has finally come out. I must confess, I am... relieved. That *is* the house the man from Nabudis rented. He was a kind man. I... I do not suppose that he was the sort to return in death to torment the living. No. Did you notice? The seeq landlord - usually so jovial - did not laugh while the child was shut in the house. He sighed sadly all the while.

Deeg (in Private Residence, after completing the hunt): Started out Deeg hid in here for fear of that ghost. But the more Deeg comes, the more Deeg likes it. Kinda cozy. (*snort*) My pop owns the place. He was lettin' it out to somebody, but it's empty now. Whoever used to live here left a letter on the table. Deeg read it, but it doesn't make any sense. You can have it, if you want.

Letter: You find a letter on the table. It reads: "I know my days grow short. I regret only that I shall not have the opportunity to return that item entrusted to me all these many years. I have divided it into four pieces, in hopes that this might prevent it falling easily into searching hands. I have enclosed the whereabouts of one of the four. In the event its rightful owner should come seeking to recover it. Stop the water's flow, then loose it once more. East Southeast East Southwest Southeast I pray that it rest there undisturbed."

*[You obtain a **Dusty Letter!**]*

Deeg (after reading the letter): My pop owns the place. He was lettin' it out to somebody, but it's empty now. Deeg thinks that letter on the table belonged to him. Didn't make much sense, though... Maybe it's some code about water or something? Hmm... Maybe *that's* it... (*snort*) Deeg has an idea, but... better check it out first. Come back in a little bit.

Milha (after completing hunt, now crouching by Storehouse 5): Ah, I must thank you again for your help earlier. We've had no more ghost sightings, and the children seem quite happy. That reminds me... I don't think he ever locked the house again after he left. Well, no one's there so there's no harm, I suppose.

[For more on the side quest involving the letter, see "[Nabreus' Medal](#)" on the Side Quests page.]

05. Marauder in the Mines

Nidhogg (Blue Basilisk)

Petitioner: Aekom (Bhujerba)

Required Rank: Hedge Knight

Story Requirement: After Ba'Gamnan in Lhusu Mines

- Saw bill posted for the hunting of a **nidhogg** (Rank I). The petitioner is Aekom in Lhusu Square in Bhujerba.
- Hunt accepted. Aekom tells you that the **nidhogg** plaguing the Lhusu Mines has effectively brought mining to a halt. It is to be found at a fork in the mine tunnels.
- **Nidhogg** defeated! Report to Aekom in Lhusu Square in Bhujerba.
- Hunt reported.

Bill

There is a fierce *raksas* running amok in the Lhusu Mines. We are too scared to go inside! Please, come to our aid!

Related Dialogue & Scenes

Bhujerba -- Lhusu Square

Aekom: *Kah?* You... have looked at the board? You have seen my bill! Then you have come to kill the **nidhogg**!

- Yes, I have.

Haa, what great fortune! Please, listen: There have always been many *raksas*, what you call fiends, in Lhusu, held at bay by a paling. But, the paling has fallen. No... it seems rather that some *murkha* has broken it! And now something most terrible has come out. Yes, a **nidhogg**, previously sleeping deep within the mines has come to the surface! It is beyond even us *parivir* guards to defeat it. Please, *bhadra*! Defeat this **nidhogg**! Find it where **the shaft splits into two** ahead. Our prayers go with you!

- Sorry, no.

If the mines do not open soon, I am quite done for, you see. *Kastam...*

Aekom (x2) (after declining): You have seen the bill I have posted, yes? Then why not say so sooner, *bhadra*? You will kill the **nidhogg**, then? Say yes!

- Yes.

Haa, what great fortune! Please, listen: There have always been many *raksas*, what you call fiends, in Lhusu, held at bay by a paling. But, the paling has fallen. No... it seems rather that some *murkha* has broken it! And now something most terrible has come out. Yes, a **nidhogg**, previously sleeping deep within the mines has come to the surface! It is beyond even us *parivir* guards to defeat it. Please, *bhadra*! Defeat this **nidhogg**! Find it where **the shaft splits into two** ahead. Our prayers go with you!

- No.

If the mines do not open soon, I am quite done for, you see. *Kastam...*

Aekom (x2) (after accepting): The paling within the mines has fallen, and something quite foul has emerged, *bhadra!* Not even we *parivir* can defeat it! This **nidhogg** is up ahead, you see. At a place where **the shaft splits into two**. Our prayers go with you!

Aekom (after defeating Nidhogg): You have defeated the nidhogg? *Haa!* Most glorious of days! Now, I hope they will reopen the mines. Here, a gift from the miners.

[Marauder in the Mines

600 gil

Rose Corsage x1

Balaclava x1]

Take this, too, as a memento of the service you have done us. It is a nidhogg molting. Very good powdered and eating! Very invigorating!

*[You obtain a **Great Serpentskin!**]*

Aekom (x2) (after defeating Nidhogg): Thank you, *bhadra*, for defeating the nidhogg. I can only hope the mines will soon reopen.

06. Lost in the Pudding

White Mousse (Mutant Flan)

Petitioner: Sorbet (Rabanastre)

Required Rank: Vanguard

Story Requirement: After Ondore's Estate

- Saw bill posted for the hunting of a white mousse (Rank V). The petitioner is Sorbet at Westgate in Rabanastre.
- Hunt accepted. Sorbet explains that the white mousse ate a key he had been carrying. The white mousse is to be found near the West Sluice Control of the Garamsythe Waterway.
- White Mousse defeated! Report to Sorbet at Westgate in Rabanastre.
- Hunt reported. Sorbet claims he can have the key you returned repaired...
- Though the key was repaired, Sorbet no longer had use of it and gave it to you.

Bill

I'm in something of a fix! A monster has made off with an item of great importance to me. I seek the aid of a hunter to win it back, kupo!

Related Dialogue & Scenes

Sorbet (before agreeing to speak to the petitioner): Oh, hello... kupo. No, no, I mustn't take that attitude. Must keep a stiff upper lip for our customers' sake, kupo! Welcome to the Moogling, kupo.

Lowtown -- South Sprawl

Rabanastran (man in blue sitting on the ground in the courtyard): Money and work may not be fallin' into my lap, but a moogle nearly did. Saw him eat in' some sweets plain for all to see - little rude, if you ask me. Well, he tripped and sent those sweets of his a-tumblin' into the sewer. It looked like he dropped something else along with it, too. I feel kinda bad for the little fella. One of those Moogling moogles, I think it was.

Rabanastre -- Westgate

Sorbet (after agreeing to speak to the petitioner): You've come about the bill I posted? Thank you, kupo! I'm in a sticky situation, kupo. That wobbly, white confection got the better of me! I'd prefer not to go into details until you've officially agreed to the hunt. It's all rather personal, you understand. Well, will you accept my hunt, kupo?

- Accept

Now I can tell you my tale of woe, kupo. You see, Old Dalan had given me a key -- a broken old thing that wasn't working. I have a brother who's quite adept at repairing such things, and Old Dalan had asked that he do precisely that, kupo. Dalan gave me a wobbly, white treat by way of thanks. And, well, I decided I'd eat it before taking the key to my brother. I didn't want Hurdy or the others to find out, so I went over to the plaza in the South Sprawl to eat it, kupo. And, well, I tripped... and *how* I tripped! I dropped treat *and* key both, and watched them tumble down into the Garamsythe Waterway. Desperate, I set out, determined to find the key and the treat. I'd reached the **West Sluice Control** of the Garamsythe Waterway when I saw it... That wobbly, white creature took the key *and* my treat, I'm sure of it! If you can defeat it, I'm certain we can get back the key! I'm willing to mark the treat down as lost at this point, but I must have that key, kupo!

- Decline

Kupo-po... I see. Th-Then you must be here to use the Moogling! Sorry to waste your time with all that silly hunt nonsense, kupo. What, er, nonsense! *[goes into Moogling dialogue]*

Sorbet (after accepting the hunt): I simply must get back that key, or I'll never be able to look Old Dalan in the eye again. It's the wobbly, white creature that has it, I know it! I saw it down in the **West Sluice**

Control of the Garamsythe Waterway. My fate is in your hands, kupo. Well, I'd best put y business face back on... *(ahem) [he now goes into the Moogling dialogue]*

Lowtown -- South Sprawl

Rabanastran (man in blue sitting on the ground in the courtyard): Money and work may not be fallin' into my lap, but a moogle nearly did. Saw him eatin' some sweets plain for all to see. Well, he tripped and sent those sweets of his a-tumblin' into the sewer. Hm? You know him? Ah, I bet he must want you to get whatever it was he dropped back for him. I thought it looked like something what might be important. Well, anything fallin' into the sewers from the South Sprawl more like than not would end up in the south part of the sewers.

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the white mousse? Hrgm... I hear whispers that it oozes about the Garamsythe Waterway. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Garamsythe Waterway -- West Sluice Control

[After defeating the White Mousse...]

*[You obtain a **Broken Key**!]*

Rabanastre -- Westgate

Sorbet: Kupo! You have the key! That means... you defeated my wobbly, white nemesis! Thank you ever so much, kupo. You've saved this poor moogle's honor. Now to get my brother to repair it. I'll be back in two shakes!

[Lost in the Pudding]

2800 gil

Burning Bow x1]

Lowtown -- South Sprawl

Rabanastran (man in blue sitting on the ground in the courtyard): You finish huntin' the mark for that moogle? That's right, the one what dropped something down in the sewer. Heh, you're keepin' busy, eh? I gotta find something to keep myself busy... just can't figure out what.

Rabanastre -- Westgate

[If you return to the Westgate and speak to Sorbet after the Tomb of Raithwall...]

Sorbet: Sorry to keep you waiting, kupo. My brother's repaired the key, but not before a serendipitous message arrived from Old Dalan. He found another key that worked, so he doesn't need this one anymore.

Sorry for wasting your time, kupo... It wouldn't feel right keeping the key now, so I want you to have it. It's the least I can do after all you've done, kupo!

*[You obtain **the Sluice Gate Key**!]*

Sorbet (x2): You've been a tremendous help, kupo. Farm more than I ever would have — ahem. That is, exactly as I'd expected! ...Moogling, anyone? Kupo? Welcome to the Moogling, kupo.

07. For Whom the Wyrms Tolls

Ring Wyrms (Lesser Dragon)

Petitioner: Balzac (Rabanastre)

Required Rank: Vanguard

Prerequisite Hunt: [Wyvern Lord/A Scream from the Sky](#)

Story Availability: After Ondore's Estate

- Saw bill posted for the hunting of a ring wyrm (Rank III). The petitioner is Balzac in the North Sprawl in Rabanastre's Lowtown.
- Hunt accepted. Balzac complains that a particularly aggressive dragon is interfering with his training. The ring wyrm is to be found amongst the Windtrace Dunes of the Dalmasca Westersand, but only when the weather is just so.
- Ring wyrm defeated! Report to Balzac in the North Sprawl in Rabanastre's Lowtown.
- Hunt reported. Upon receiving the news, Balzac said a few ominous words and left town...

Bill

I have to make frequent trips through the Westersand. Last time, I met more than my match. Need a hunter to clear the way.

Related Dialogue & Scenes

Lowtown -- North Sprawl

Balzac (before agreeing to speak to the petitioner): I don't know how we're going to be able to train if we don't find a hunter to help us soon.

Balzac (after agreeing to speak to the petitioner): You saw the bill I posted? Well, no harm in tellin' you, I guess... See, we go out into the Westersand to train and drill... keep ourselves sharp. Only we've run into a slight... problem. I'd like to keep the rest as quiet as possible, so I can only tell you more once you accept the hunt. What do you say? Do we have an agreement?

- Accept

This might be a little more than you're ready for, but I suppose there's only one way to find out. There's a place in the Westersand called the Windtrace Dunes. That's where we encountered the **ring wyrm**. It's a frightfully strong beast. We couldn't keep training with the likes of that around, so we practiced an orderly retreat instead. But we can't hide away forever. That's why we need you to hunt this **ring wyrm**. You should be able to find it just **south of the central region of the Windtrace Dunes**. You won't find it there just any time, though. I can't be sure, but I think it only comes out when the elements are to its liking. Good luck.

- Decline

You're right, I doubt you could take care of this for us anyway. Sorry to waste your time.

Balzac (after accepting the hunt): The **ring wyrm** stalking the Westersand has disrupted our training. You should be able to find it just **south of the central region of the Windtrace Dunes**, but only when the elements are to its liking. Remember that.

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **ring wyrm**? Hrgm... It stalks the **Windtrace Dunes** of the Dalmasca Westersand, but only during sandstorms. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Lowtown -- North Sprawl

Balzac (after defeating the Ring Wyrms): You did it! I didn't think you had it in you, but clearly I was wrong. Here is your well-earned bounty.

[200 gil

Moon Ring x1

Icebrand x1]

Well, now that our problem's been dealt with, I should be on my way. I'm not getting much training done standing around here. I'm glad we had the chance to meet. If this is the last time, well... take care of yourself.

[Balzac will disappear from the location after this and will not reappear.]

08. A Scream from the Sky

Wyvern Lord (Greater Wyvern)

Petitioner: Sherral (Rabanastre)

Required Rank: Rear Guard

Story Availability: After Ondore's Estate

- Saw bill posted for the hunting of the wyvern lord (Rank II). The petitioner is Sherral at the weaponsmith's in Rabanastre.
- Hunt accepted. Sherral apparently spotted a wyvern while on patrol in the sandsea. He hopes the beast can be dealt with before it threatens the city. The wyvern lord is to be found on the western edge of the Nam-Yensa Sandsea.
- Wyvern Lord defeated! Report to Sherral at the weaponsmith's in Rabanastre.
- Hunt reported.

Bill

Sighted a great wyvern whilst surveying the Yensan Sandsea. Left unchecked, it could pose a threat to Rabanastre. Fell it in my stead!

Related Dialogue & Scenes

Rabanastre -- Amal's Weaponry

Sherral: So, you saw my bill for the wyvern lord, did you? Most days I stay in Rabanastre patrolling the shops and markets, but not long back I was dispatched to make a survey of the outlying desert. Agree to the hunt and I'll tell you what I know.

- Accept the hunt.

Now then, where was I? Our orders led us through the Westersand and further west into the sandsea. We'd just arrived at the western edge of the Nam-Yensa Sandsea when we saw it in the sky: the **wyvern lord**. It didn't worry the others, but it certainly worried *me*. What if that wyrm were to attack Rabanastre, I thought. I informed the commander of my concerns – he dismissed it as a bad case of nerves, saying even if it did attack, the watch would soon stop it. Most like the city would be safe, I'll give him that, but it doesn't mean there wouldn't be casualties. I may be Archadian, but I care about Rabanastre. That's why I've posted this bill against my own purse. It's got naught to do with the Empire. I want you to slay that wyvern lord for *me*!

- Decline.

That's your prerogative. If you have a change of heart, you know where to find me.

Sherral (x2) (after accepting): I sighted the **wyvern lord** beyond the Westersand, in the western reaches of the **Nam-Yensa Sandsea**. Naught there to see but the rolling waves of the sandsea... Hunt down that beast for me, boy. Don't let me down.

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **wyvern lord**? Hrgm... It's in the **Nam-Yensa Sandsea**, the northwest reaches by my guess. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Rabanastre -- Amal's Weaponry

Sherral: Slain the wyvern lord, have you? You've done Rabanastre a great service, boy. After you'd set out, I thought I might have been overreacting just a touch after all, but there's naught to be gained from doubting now, is there? You've done a man's job. Here's your bounty. Take it with my thanks.

[A Scream from the Sky

1000 gil

Elfin Bow x1

Shell Shield x1]

Sherral (x2) The bounty for that mark came out of my own purse. Going to have to tighten my belt to cover the expense, but I thank you all the same.

09. A Tingling Toast

Marilith (Crimson Serpent)

Petitioner; Tavernmaster (Rabanastre)

Required Rank: Vanguard

Story Availability: After Ondore's Estate

- Saw bill posted for the hunting of the Marilith (Rank V). The petitioner is the tavernmaster at the Sandsea tavern in Rabanastre.
- Hunt accepted. The tavernmaster wants you to collect an important ingredient for making wine from the mark. The Marilith is to be found in Zertinan Caverns, somewhere near the Dalmasca Westersand. You'll just have to perform a thorough search to find out where.
- Marilith defeated! Report to the tavernmaster at the Sandsea tavern in Rabanastre.
- Hunt reported. You can practically taste the sweet serpentwyne already.

Bill

A friend wishes to make an exceptional toast, so I want to send him an exceptional serpentwyne. You get to slay the exceptional serpent!

Related Dialogue & Scenes

Rabanastre -- The Sandsea

Tavernmaster (before agreeing to speak to the petitioner): Hmm, that's not going to be easy to come by... Nothin' for it but to wait, and hope a hunter comes along who'll go out and fetch it for me...

Tavernmaster (after agreeing to speak to the petitioner): Come about the bill, have you? The you know I'm in need of an ingredient most rare. Naturally, a mark is involved, or I wouldn't need a hunter. I've received an order for a fine serpentwyne. A gift to thank someone for rescuing a person of importance, or some such. But I lack the ingredients to fill the order. We're talking about an exceptional serpentwyne, so only the finest ingredients will do. Will you help me make the serpentwyne?

- Accept

Splendid! Now, no wine can be made without a proper must, and only the serpentwyne must of the legendary **Marilith** will do here. Starting to see why I need a hunter? Defeat this Marilith and bring me the serpentwyne must. If you enter the Zertinan Caverns from the Westersand, you should find the Marilith. That said, I searched high and low with no luck. I wish I'd had more time to look around, but it wouldn't do to leave the tavern for too long. So I gave up and decided to post a bill. You get all that? **Enter the Zertinan Caverns from the Westersand** and find the Marilith. And when you go, go prepared.

- Decline

Thanks for nothing. I guess that order will have to go unfilled a while longer. But if you're not interested, you're not interested.

Tavernmaster (x2) (after accepting the hunt): Well done! You are here because you defeated the Marilith, aren't you? What? You haven't done it yet? Remember. **Enter the Zertinan Caverns from the Westersand** and you should find the **Marilith**. Keep at it... that's the important thing.

Rabanastre -- Muthru Bazaar

[Anytime before defeating the mark.]

Swarthy Bangaa: Used to be a sky pirate, believe it or not, huntin' treasure down in the Zertinan Caverns. The monsters down there ain't to be trifled with. I turned to get my tail outta there, and that's when *it* came... Get sweats just talkin' on it.

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **Marilith**? Hrgm... It hides in the portion of the Zertinan Caverns known as the **Invitation to Heresy**. Now, listen. It is shy of visitors. You must be patient for it to appear. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Zertinan Caverns -- Invitation to Heresy

[After defeating the Marilith...]

[You obtain a cask of Serpentwyne must!]

Rabanastre -- The Sandsea

Tavernmaster: Ah, you've brought it! This is **serpentwyne must** from the Marilith, no mistake! Now I'll finally be able to deliver on that order of serpentwyne. Migel — er, my customer should be most pleased, most pleased indeed. Very good. In exchange for the serpentwyne must, here is your bounty. You've earned it!

[A Tingling Toast

2200 gil

Serpent Eye x1

Teleport Stone x3]

Tavernmaster (x2): You did a stand up job, Vaan. When your brother passed, I was worried for you, I admit. But you've turned out a fine young man.

Rabanastre -- Migelo's Sundries

Migelo: Ah, the serpentwyne! Ho ho ho! This is shaping up to be a night to remember! Just wait until I get you home... Wipe that look off your face, Vaan! I was merely expressing my joy at having received this item I, er, requested from my... friend. I don't recall having to answer to you! This is no concern of youths such as yourself. The lengths my, er, friend, must have gone to, to get this... He would've needed to hire hunters, oh yes. It was a specially commissioned item — it's only natural that it come at a premium.

10. The Defense of Ozmone Plain

Enkelados (Slaven)

Petitioner: Sugumu (Jahara, Land of the Garif)

Required Rank: Rear Guard

Story Availability: After obtaining the Dawn Shard

- Saw bill posted for the hunting of an enkelados (Rank II). The petitioner is Low-chief Sugumu on the Elderknoll in Jahara.
- Hunt accepted. Low-chief Sugumu explains that an Enkelados is trampling precious medicinal herbs on the plains and must be stopped. The Enkelados is to be found in the Shred on Ozmone

Plain. Warrior Hsemu is said to know more.

- Enkelados defeated! Report to Low-chief Sugumu on the Elderknoll in Jahara.
- Hunt reported. Low-chief Sugumu has asked you to deliver the Errmonea Leaf you obtained from the Enkelados to the nomads of the Giza Plains.

Bill

“There is a creature on Ozmone Plain. Kill it.” This is how one summons a hunter, is it not? Good. I will be waiting.

Related Dialogue & Scenes

Jahara -- The Elderknoll

Low-chief Sugumu: You... have seen the bill posted for the enkelados? Hrm. I had wondered what sort of person would come, but never did I expect... No, no matter, it is nothing. You are truly here to hunt my mark?

- Accept

Truly? Good, good. Even if you are a child... (cough) Pay me no mind. All elderly are as I am: slow to trust. Let me explain the situation. You know the Ozmone Plain? You must have passed through there at least once. A very valuable herb grows there. Yet, **the enkelados**, it tramples my precious herbs to dust! Ohhhhh! As you can see, I'm quite agitated. Normally, the warriors of this village would vanquish it for me, but this time... well, suffice it to say I need you to do this. The enkelados can be found on the eastern edge of the Ozmone Plain. It is often seen in **the Shred**, I am told. Warrior Hsemu knows much of this creature. When you leave this knoll, you will find him standing guard at the bridge. Talk to him there. Now, go. I trust you will do this for me and return safely.

- Decline

Yes, yes of course. I think this for the best. You are still quite young, after all.

Low-chief Sugumu (x2) (after accepting the hunt): A medicinal herb of great value grows upon the Ozmone Plain, yet the enkelados, it tramples my precious herbs to dust. If I could ask the warriors to do this for me, I would, however... I can not. At the eastern edge of the Ozmone Plain, in **the Shred**, you will find **the enkelados**. Warrior Hsemu knows much of this creature. When you leave this knoll, you will find him standing guard at the bridge. Talk to him there.

Jahara -- Lull of the Land

Warrior Hsemu: You ask of the **enkelados**? Ah, yes, this is the mark. Now I recall. It can be found in the east of Ozmone Plain, in a place called **the Shred**. But going and finding are two different things. First, you must know that the enkelados detests the creatures known as the “wu.” To lure it out, you must first

rid the area of these wu. Once all the wu are slain, depart a while, and in a short time, the enkelados shall appear.

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the enkelados? Hrgm... it's been spotted on Ozmone Plain, in **the Shred**. Now, listen. Those who saw the enkelados cleared the northern reach of The Shred of a certain monster before it appeared. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Ozmone Plain -- The Shred

[After defeating the Enkelados...]

*[You obtained **an Errmonea Leaf**!]*

Jahara -- Lull of the Land

Warrior Hsemu: You have slain the enkelados? This will surely please the Low-chief.

Jahara -- The Elderknoll

Low-chief Sugumu: Oh hoh! You have defeated the enkelados? These are good tidings indeed! I learn again that it is wrong to judge by appearances. Now, I shall reveal a truth to you: in fact, warriors offered to hunt my mark, yet none of us had ever seen a true mark-hunter... So curious was I to see what such a man might be like, I asked permission of the elders and posted a bill. Little did I expect a hume-child! To tell the truth, I was a little disappointed. But this is past, and now is now. My eyes have been opened. I see you are truly a great warrior. Another surprise for me! Here, please take this as thanks. You have done well, friend.

[The Defense of Ozmone Plain

1100 gil

Ether x1

Golden Amulet x1]

Low-chief Sugumu (x2) (after accepting the reward): Ah, **the errmonea leaf** you carry... Should your path lead you to the village in Giza, would you deliver this leaf to one named Lesina? This leaf is from an herb that grows only in Ozmone Plain. Because of the enkelados, neither us, nor the nomads in Giza could gather it. You would be doing them a great service.

Giza Plains (The Dry) -- Nomad Village

Lesina: Is that an **errmonea leaf** you have there? Ah, a gift from old Sugumu, is it? How considerate! Normally have to head all the way down to Ozmone Plain for this, but the road south hasn't been clear

lately. Thank you for bringing this to me. Here's a little something for your trouble.

[You obtain 2 Remedies!]

How's Sugumu been? They mostly send younger folk these days, so I haven't seen him in a while. Say hello for me, if you get the chance.

Lesina (x2): Errmonea leaf isn't easy to come by. Sometimes I have to send all the way to the southern reaches of Ozmone Plain for it. They may be on the reclusive side, and I still don't know what to make of those masks, but I've never met a garif I didn't like.

Jahara -- The Elderknoll

Low-chief Sugumu: I hear you have delivered the errmonea leaf! Many thanks, friend.

11. A Ring in the Rain

Croakadile (Mutant Lizard)

Petitioner: Sadeen (Giza, the Rains)

Required Rank: Rear Guard

Story Availability: After obtaining the Dawn Shard

- Saw bill posted for the hunting of a croakadile (Rank II). The petitioner is Sadeen in the nomad village in the Giza Plains during the Rains.
- Hunt accepted. Sadeen tells you that a croakadile swallowed a ring which was very important to him. The croakadile is to be found near a bridge in the Giza Plains.
- Croakadile defeated, and the ring found! Report to Sadeen in the nomad village in the Giza Plains during the Rains.
- Hunt reported, upon which Sadeen requested the ring be delivered to one of the nomad women. She should return to the village during the Dry.

Bill

I lost a ring, and I must have it back. I wait on Giza Plains. Come during the Rains.

Related Dialogue & Scenes

Giza Plains (The Rains) -- Nomad Village

Sadeen (after agreeing to speak to the petitioner): The ring. The precious ring... Gone... Eaten... Eaten by the **croakadile**... Slay it... for me...

- Accept

The ring... her ring... Find it. Bring it... here. The creature... **near a bridge**...

- Decline

...

Sadeen (x2) (after accepting the hunt): The **croakadile**... Her ring... Her precious ring... Gone... The bridge... Near the bridge... Cold... so cold... Raining... always raining...

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **croakadile**? Hrgm... Reports of attacks suggest it roams near a bridge on **Giza Plains**. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Giza Plains (The Rains) -- Starfall Field

[After defeating the croakadile...]

*[You obtain **the Ring of the Toad**!]*

Giza Plains (The Rains) -- Nomad Village

Sadeen: That's... The ring! At long last... It is found... the croakadile...? You've... you've defeated it...

[A Ring in the Rain]

1200 gil

Serpent Rod x1

Teleport Stone x1]

Please... I beg you... The ring... The **Ring of the Toad**... Take it... To my beloved go... I grow... weak... So cold. So cold...

Sadeen (x2) (after accepting the reward): The **Ring of the Toad**... Take it to her... She waits... Still she waits... She should be... here... Close... I feel her...

Giza Plains (The Dry) -- Nomad Village

Nutsy: Oh no, oh no, kupo! I'm flattered, though not entirely surprised. A lady such as myself has many suitors. But this is all so sudden!

Arjie: Well, hello! The wary traveler never passes the chance to restock his supplies. *[shop menu]* A ring? I have the ring my husband gave me. I don't think I'll be accepting another. Sorry!

Camina: I have seen a ring similar to that one. Arjie's ring is engraved with a toad, if I'm not mistaken.

Nanau: You know what that ring means, don't you? The Ring of the Toad is a token of love exchanged between the people in our village.

Masyua: I've not seen a ring like that before. You think it belongs to someone in the village? I can't imagine who... sorry.

Lesina: You want to give me a ring? That's cute, but you shouldn't joke about such things.

Elder Brunoa: That ring... But... where? Where did you find it? That's the very ring. The ring he gave me on our wedding day... But I was careless, and I lost it. So precious a thing, yet I lost it! Sadeen saw how sad I was, so he set off into the plains to find it. He knew the Rains would soon come, but still he went. I waited and waited. Then the Rains came, and I could wait no more. He never returned. Even after all these years, I could never bring myself to leave this place. I'd given up on ever finding that ring. But I never stopped thinking about it. And here out of the blue you bring it to me! Thank you. Thank you so much.

Elder Brunoa (x2): I believe you really did meet him. I do. And in time, I know I will meet him again too. I could ask for no more. Thank you.

Giza Plains (The Rains) -- Nomad Village

Sadeen: Yes... It is done... I can feel... feel her... She has the ring... *[he kneels, as if speaking to someone -- you realize, he's right in front of where Brunoa sits during the Dry]* Brunoa... My precious Brunoa... Here... All this time, here... I've never forgotten... Never... *[he stands again]* Finally... Rest... Thank you... Thank... you... *[he fades away]*

12. The Dead Ought Sleep Forever

Ixtab (Undead)

Petitioner: Zayalu (Jahara, Land of the Garif)

Required Rank: Rear Guard

Story Availability: After obtaining Lente's Tear

- Saw bill posted for the hunting of Ixtab (Rank II). The petitioner is High-chief Zayalu on the Elderknoll in Jahara.
- Hunt accepted. High-chief Zayalu warns that Ixtab is a spirit of great malevolence, prone to attack whenever it senses the living. It is to be found in the Phase 1 Shaft of the Henne Mines.
- Ixtab defeated! Report to High-chief Zayalu on the Elderknoll in Jahara.
- Hunt reported. Ixtab was the tainted spirit of all garif who had died in the Henne Mines. Now at

last the dead may know peace, and for that the garif are thankful.

Bill

To bear arms against this creature is to bear arms against our very ancestors. Yet if we do not, much harm it will bring. I await your coming.

Related Dialogue & Scenes

Jahara -- The Elderknoll

High-chief Zayalu: You have come to slay Ixtab? Hoh... I have lived many years, yet fate never fails to surprise me. Ixtab is an evil spirit, as frightful as fear itself. It smells the warm blood of men, and attack without warning or hesitation. Many who I know have already fallen to this fiend, great warriors all. I will not lie, this is a most dangerous foe.

- Accept

Then, I am in your debt. Yet, you must not fight that which you are unable to defeat. Should you sense that your life is in peril, flee, flee at once. Ixtab can be found in the Henne Mines. Enter from Ozmone Plain, and beyond a junction, near the **Phase 1 Shaft**, you shall find it. May the spirits of the land protect you. Do this, and return safely to us.

- Decline

This is perhaps wise. The true warrior knows to never overestimate his own strength. Now, go where your path leads you. Perhaps we shall meet again.

Zayalu (x2) (after declining): The mark, Ixtab is an evil spirit, as frightful as fear itself. It smells the warm blood of men, and attack without warning or hesitation. Many who I know have already fallen to this fiend, great warriors all. I will not lie, this is a most dangerous foe.

- Accept

Then, I am in your debt. Yet, you must not fight that which you are unable to defeat. Should you sense that your life is in peril, flee, flee at once. Ixtab can be found in the Henne Mines. Enter from Ozmone Plain, and beyond a junction, near the **Phase 1 Shaft**, you shall find it. May the spirits of the land protect you. Do this, and return safely to us.

- Decline

This is perhaps wise. The true warrior knows to never overestimate his own strength. Now, go where your path leads you. Perhaps we shall meet again.

Zayalu (x2) (after accepting the hunt): Ixtab is an evil spirit, as frightful as fear itself. It smells the warm blood of men, and attack without warning or hesitation. Many who I know have already fallen to this fiend, great warriors all. Ixtab can be found in the Henne Mines. Enter from Ozmone Plain, and beyond a

junction, near the **Phase 1 Shaft**, you shall find it. Should you sense that your life is in peril, flee, flee at once.

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting **Ixtab**? Hrgm... Search the **Henne Mines**. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Jahara -- The Elderknoll

High-chief Zayalu: So you have killed Ixtab? I thank you, and I have for you a story. In truth, Ixtab was nothing other than the spirits of all garif who lost their lives in the Henne Mines, twisted into evil. Normally, the warriors of our village would deal with such a threat. However, even though it be evil... it was still kin. Yet, how surprised I was to see you, who are known to us, come to our aid. Perhaps this was the wish of our ancestors, now fulfilled.

[The Dead Ought Sleep Forever

1300 gil

Ether x1

Soul Powder x1]

Zayalu (x2): You have saved the spirits of our ancestors from eternal darkness. You have all our gratitude.

13. Befoulment of the Beast

Feral Retriever (Coeurl)

Petitioner: Hymms (Bur-Omisace)

Required Rank: Vanguard

Story Availability: After reaching Mt. Bur-Omisace

- Saw bill posted for the hunting of a feral retriever (Rank III). The petitioner is Hymms in the Sand-strewn Pass on Mt Bur-Omisace.
- Hunt accepted. Hymms tells you of numerous travelers to the Paramina Rift being attacked by the feral retriever. The feral retriever is to be found in the south of the Paramina Rift, near the Stilshrine of Miriam.
- Feral retriever defeated! Report to Hymms in the Sand-strewn Pass on Mt Bur-Omisace.
- Hunt reported. At last, travelers may breathe a sigh of relief.

Bill

The Light has received many reports of pilgrims being beset by this fiend, we have tried to stop it, to no avail. You must succeed where we have not.

Related Dialogue & Scenes

Mt. Bur-Omisace -- Sand-strewn Pass

Hymms: Oh... You have perhaps seen my posting? You have come to slay the feral retriever?

- Accept

I thank you! We have had much trouble with a **feral retriever** lurking in Paramina Rift. It attacks those coming to the holy city for salvation... there have been many deaths. The latest reports say the **feral retriever** was seen in the southern part of the rift, near the Stilshrine of Miriam. Please, sir, help us!

- Decline

I see. That is... unfortunate.

Hymms (x2) (after declining): Then you did see the posting! You will slay the **feral retriever**?

- Accept

I thank you! We have had much trouble with a **feral retriever** lurking in Paramina Rift. It attacks those coming to the holy city for salvation... there have been many deaths. The latest reports say the **feral retriever** was seen in the southern part of the rift, near the Stilshrine of Miriam. Please, sir, help us!

- Decline

I see. That is... unfortunate.

Hymms (x2) (after accepting the hunt): I thank you! The **feral retriever** lurks in Paramina Rift, attacking those coming to the holy city for salvation... there have been many deaths. The latest reports say the **feral retriever** was seen in the southern part of the rift, near the Stilshrine of Miriam. Please, sir, help us!

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **feral retriever**? Hrgm... The Paramina Rift. The **Spine of the Icewyrm** is suspicious. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Paramina Rift -- The Path of the Firstfall

Wounded Kiltias: I was guiding refugees to the holy mountain, when, ahead at the Spine of the Icewurm, we were set upon by a feral retriever!

[After defeating the Feral Retriever...]

Wounded Kiltias: You have defeated the feral retriever? Once again, those seeking the holy mountain may travel in safety.

Mt. Bur-Omisace -- Sand-strewn Pass

Hymms: You have slain the feral retriever? Then you have rid us of a terrible menace. I am sure His Grace, the late Anastasis, smiles down on you.

[Befoulment of the Beast

1500 gil

Hunting Crossbow x1

Teleport Stone x2]

14. A Chase Through the Woods

Vorpal Bunny (Mutant Hare)

Petitioner: Nera (Eruyt Village)

Required Rank: Vanguard

Story Availability: After defeating Judge Bergan

- Saw bill posted for the hunting of a vorpal bunny (Rank III). The petitioner is Nera in the Spiritwood of Eruyt Village.
- Hunt accepted. Nera searches for a vorpal bunny tail for her friend, Alja. The vorpal bunny is to be found in Golmore Jungle.
- Vorpal bunny defeated, and tail obtained! Report to Nera in the Spiritwood of Eruyt Village.
- Hunt reported and tail delivered. Alja, learning of Nera's kindness, promises to complete her apprenticeship and become a fully-fledged salve-maker.

Bill

I have need of a warrior, but to those in my village I cannot turn. For one who feels a proper kinship with the Wood do I wait.

Related Dialogue & Scenes

Eruyt Village -- The Spiritwood

Nera: You come because of the bill I posted? Then you will hear me tell of the **vorpal bunny**?

- I'm listening.

Thank you. Then I shall begin. The **vorpal bunny** is a black dreamhare that appears only once each seven years. The tail of this hare is a component vital in the making of vision dust, an incense said to fill the minds of those who breathe it with illusion. For a viera salve-maker, the preparation of vision dust is a rite of passage, one that Alja has yet to fulfill. Ever she remains an apprentice. Experience and skill she had, but the vorpal bunny eludes her capture — it is too quick. But for a lame leg, Alja would be salve-maker even now. They would chasten me for looking without for aid, but the tension between wood-warder and salve-maker of late leaves me little choice. Turn to you I must, but speak of this to no one. If the elders knew of the petition, they might guess at my involvement.

It is custom for an escort of wood-warders to accompany a salve-maker on her hunt of the dreamhare. But Alja cannot ask the wood-warders for aid, not now. It will be seven years before she has this chance again... must she wait so long? Find the **vorpal bunny**, and she need not. It is somewhere in **Golmore Jungle**. I shall await your return at the entrance to the village.

- No, I don't think so.

Your games do not amuse.

Nera (x2) (after accepting the hunt): Alja was once wood-warder, but an accident left her unable to wield blade or bow. She now strives to become salve-maker. I would see her finish her apprenticeship, but her lame leg keeps her from hunting the vorpal bunny. Must she wait seven more years? Find the **vorpal bunny**, and she need not. It is somewhere in **Golmore Jungle**. I shall await your return at the entrance to the village.

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **vorpal bunny**? Hrgm... My sources say a vicious bunny was spied in **Golmore Jungle**. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Golmore Jungle -- The Rustling Chapel

[After defeating the vorpal bunny...]

*[You obtain a **Rabbit's Tail**!]*

Eruyt Village -- The Spiritwood

Nera: Be oh so quiet. I do not wish to suffer their scorn should they see us speak. Follow me... at a

distance.

Thank you. With this, Alja can prepare the vision dust. The hidden path from Golmore you took to reach our village — its scent, you recall? Light on the breeze, so sweet... That is the scent of the vision dust. On viera it has no effect, but clouds the minds of other races, keeping our village hidden from the world.

???: I was told someone had hunted the vorpal bunny. Was it you?

Nera: Alja, do not be angry. Hear what I would say! How long now have you studied under Hala? Yet you remain salve-apprentice because you have not prepared the vision dust. I know how you have worked to become salve-maker. I wished only to help. And your leg... I know of that, too.

Alja: Enough, Nera. That was an accident, no more.

Nera: You were protecting a salve-maker who ventured into Golmore, were you not? Since then... bickering. A rift between wood-warder and salve-maker, where they should work as one with the elder. Is this not so?

Alja: Yes. I was wounded that day protecting a salve-maker. The path of the wood-warder was closed to me forever. But what happened on that day I would not change. I acted as I must to protect a salve-apprentice on her hunt. I fulfilled my duty. There were times when I mourned my loss, but the decision to leave the wood-warders and become a salve-maker was my own. You must be clear about this. I hold no one to blame.

Nera: As you say. Only, use this, and prepare the vision dust. You must promise.

Alja: This I will do, Nera. I am sorry to have burdened you with our troubles. For the dreamhare's tail, you have my thanks.

[A Chase Through the Woods

2000 gil

Lightning Arrows x1

Gillie Boots x1]

Nera (x2): Each viera takes an apprentice to guide and instruct. The bond they share is strong, and not always untroubled. Vexing, is it not? In my solitude I am free of such burdens. I sometimes count myself... lucky. Thank you for coming to my aid.

Rena: I pray Alja becomes salve-maker soon. And I must work at becoming wood-warder. The wood-warders and salve-makers must work side by side with the elder. Perhaps now we are closer to this. I thank you, my friend unseen.

Kjrs: Have you heard the talk of the salve-makers? Alja means to —

Rael: I think eavesdropping on rumors unbecoming of a wood-warder, Kjrs.

Kjrs: I-I am sorry.

Rael: I know that someone has helped my sister. Never again will she be wood-warder. I pray she is prepared to walk the path of salve-maker.

Alja: I will honor my promise to Nera. You need not worry over me. Would you know how these things have come to pass? I was still a wood-warder new made, but my sister Rael wished to see me excel. This is why she charged me with the salve-maker's escort. I thought this burden too great, but as the sister of the warder-chief, expectations for me were high... My injury weighed heavy on my sister, but I did not want to leave her side. I sought Hala, leader of the salve-makers for guidance. She heard my words, and opened for me to path of the salve-maker.

My decision is made. I will tell my sister that I have prepared the vision dust and been accepted as a salve-maker. We have not talked for many years. I only hope she will forgive me...

Hala: After I accepted Alja as an apprentice, the warder-chief came to me. She asked me to watch over her sister. And Nera... Nera can be meddlesome, but I know she means well. She is alone, at a distance... she watches our comings and goings with a clarity that those of us involved cannot.

15. The Mine Flayer

Mindflayer (Mindflayer)

Petitioner: Guromu {Jahara, Land of the Garif}

Required Rank: Headhunter

Story Availability: After defeating Judge Bergan

- Saw bill posted for the hunting of a mindflayer (Rank IV). The petitioner is Warrior Guromu in the Lull of the Land in Jahara.
- Hunt accepted. Warrior Guromu tells you that one of his people went to learn more of the mindflayers and never returned. The mindflayer is to found in the Henne Mines. It is known to prefer places with a dense Mist.
- Mindflayer defeated! Report to Warrior Guromu in the Lull of the Land in Jahara.
- Hunt reported. With the mindflayer gone, Warrior Guromu is certain his friend will soon return.

Bill

The warriors of the garif are strong and brave, but some creatures are beyond even our handling. We now face one such creature. Come to our aid.

Related Dialogue & Scenes

Jahara -- Lull of the Land

Garif Youth: That Asdalu, he went to *see* the **mindflayer**! Can you believe this? He had barely ventured out of the village before... Please, save him. We garif cannot hope to face the mindflayer. Thus, we must ask you, hume.

Warrior Guromu: I'm sorry, but I'm quite busy now. Can you not see? Please, ask your questions of another... Wait. You're not here about the mark? Truly? You will slay the **mindflayer**?

- Accept

Then quickly, go you to the Henne Mines! My friend has gone within, and does not return. He knows the **mindflayer** lurks inside! If it were not a mindflayer, our warriors would go, yet, for some reason, we garif cannot withstand its attacks. The mindflayer is fond of Mist. It is drawn, too, to **entities that possess magical power**. Where the Mist is densest, you will find it. Recently, it was seen at the **Phase 1 Dig**. Enter the mines from Ozmone Plain, and bear right. Please, help my friend! Help Asdalu!

- Decline

Grrrah! Why did it have to be a mindflayer? Why!? Ohhh! Asdalu! Please be safe!

Warrior Guromu (x2) (after declining): You will slay the **mindflayer**?

- Accept

Then quickly, go you to the Henne Mines! My friend has gone within, and does not return. He knows the **mindflayer** lurks inside! If it were not a mindflayer, our warriors would go, yet, for some reason, we garif cannot withstand its attacks. The mindflayer is fond of Mist. It is drawn, too, to **entities that possess magical power**. Where the **Mist is densest**, you will find it. Recently, it was seen at the **Phase 1 Dig**. Enter the mines from Ozmone Plain, and bear right. Please, help my friend! Help Asdalu!

- Decline

Grrrah! Why did it have to be a mindflayer? Why!? Ohhh! Asdalu! Please be safe!

Warrior Guromu (x2) (after accepting the hunt): My friend has gone to the Henne Mines, and does not return. Foolish! He knows the **mindflayer** lurks inside! If it were not a mindflayer, our warriors would go, yet, for some reason, we garif cannot withstand its attacks. The mindflayer is fond of Mist. It is drawn, too, to **entities that possess magical power**. Where the **Mist is densest**, you will find it. Recently, it was seen at the **Phase 1 Dig**. Enter the mines from Ozmone Plain, and bear right. Please, help my friend! Help Asdalu!

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **mindflyer**? Hrgm... I sense its presence in... the Henne Mines. Now, listen. The **Phase 1 Dig**. Look there. The Mist draws it, remember this. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Jahara -- Lull of the Land

Garif Youth: I have heard you defeated the mindflyer! Thank you! I am very impressed... and very angry with Asdalu for doing such a foolish thing!

Warrior Guromu: You... you have slain the mindflyer? Ah, this is truly good news! I am sure that Asdalu will return to the village soon. Ah, this reminds me. The geomancer wished to speak with you. He has heard of your feats, no doubt. And, thank you for your help. Please, take this as your reward.

[The Mine Flyer

2200 gil

Carmagnole x1]

Geomancer Yugelu: I know of your skill, by which you defeated the mindflyer. I know of your heart, by which you saved a youth of our village. Because of these things, I thought to guide you to the depths of the Henne Mines... but no, I feel it is yet too soon. You would not be able to quell the great power that lies sleeping in Henne Mines, not as you are now. To grasp such power, and hold it, you first need to gather about you the protection of many great beings. Do this, and return to me.

Geomancer Yugelu (x2): A great power lies sleeping deep within the Henne Mines. Yet... as you are now, you lack the strength to master such a thing.

Asdalu: I thank you for defeating the mindflyer. Guromu has scolded me severely... Which I suppose I deserve.

16. The Deserter's Revenge

Bloodwing (Mutant Steeling)

Petitioner: No. 381 (Dalmasca Estersand)

Required Rank: Ward of Justice

- Saw bill posted for the hunting of a bloodwing (Rank V). The petitioner's name is unknown. He is to be found in the southern part of a village in the Dalmasca Estersand.
- Heard the details from No. 381 and accepted the hunt. The bloodwing killed his partner, whose death he now wants to avenge. It can be found in the West Annex of the Barheim Passage.

- Bloodwing defeated! Report to No. 381 in the southern part of the village in the Dalmasca Estersand.
- Hunt reported. No. 381 departed, satisfied that his friend No. 982's soul was free to rest now.

Bill

This beast killed my partner, and I want revenge! Only problem is, I ain't up to dishin' it out. That's where you come in!

Related Dialogue & Scenes

Dalmascan Estersand -- South Bank Village

No. 381: You. You come about the bill? Gonna kill that **bloodwing** for me?

- Accept

You were in Nalbina, weren't you? Yeah, you're the one went pickin' a fight with Daguza. Then you made your escape. Am I right? No use denyin' it. Hell, I was a prisoner there too. Me and my buddy made our 'scape just after you did. Made through one of the walls and tunneled our way out with our hands. Came out in the Barheim Passage. Thought we were free. Heh... Had scarcely moved when a **bloodwing** swooped out of the gloom. It didn't land any serious bites on me, but my friend No. 982 weren't so lucky. I hefted him on my shoulder, jumped down in the water, and eventually washed up here. I feel like I've been given a second chance... I don't mean to waste it. But first I gotta see No. 982 here gets the revenge he deserves. That's why you gotta kill this bloodwing! It's lurking, deep in the **West Annex** of the Barheim Passage. Show it no mercy!

- Decline

Then leave! I won't have you disrespect my friend with your mockery.

No. 381 (x2) (after declining): You! You change your mind? Gonna kill that **bloodwing** for me?

- Accept

You were in Nalbina, weren't you? Yeah, you're the one went pickin' a fight with Daguza. Then you made your escape. Am I right? No use denyin' it. Hell, I was a prisoner there too. Me and my buddy made our 'scape just after you did. Made through one of the walls and tunneled our way out with our hands. Came out in the Barheim Passage. Thought we were free. Heh... Had scarcely moved when a **bloodwing** swooped out of the gloom. It didn't land any serious bites on me, but my friend No. 982 weren't so lucky. I hefted him on my shoulder, jumped down in the water, and eventually washed up here. I feel like I've been given a second chance... I don't mean to waste it. But first I gotta see No. 982 here gets the revenge he deserves. That's why you gotta kill this bloodwing! It's lurking, deep in the **West Annex** of the Barheim Passage. Show it no

mercy!

- Decline

Then leave! I won't have you disrespect my friend with your mockery.

No 381 (x2): Me and No. 982 were deep in the **West Annex** of the Barheim Passage when the **bloodwing** attacked. Give my friend the revenge he deserves!

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **bloodwing**? Hrgm... Somewhere in the **Barheim Passage**. You must look for yourself. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Dalmascan Estersand -- South Bank Village

No. 381: Kill That bloodwing, did ya? Now maybe my friend and I can both rest easy. Thanks, boy.

[The Deserter's Revenge

2400 gil

Stun Bombs x1

Vampyr Fang x1]

I've one last thing to do before moving on. Got to lay my friend to rest in his home soil. Pity... After all this time, I never learned his name. Now I'll be headin' off. Thanks for your help. My new life begins today.

17. Trouble in the Hills

Atomos (Mutant Slaven)

Petitioner: Burrogh (Nalbina Fortress)

Required Rank: Vanguard

Story Availability: After defeating Judge Bergan

- Saw bill posted for the hunting of an atomos (Rank III). The petitioner is Burrogh in the Jajim Bazaar in Nalbina.
- Hunt accepted. Burrogh tells you an atomos has been attacking caravans coming over the mountains. The atomos is to be found in the Mosphoran Highwaste.
- Atomos defeated! Report to Burrogh in the Jajim Bazaar in Nalbina.

- Hunt reported. The caravans come to Nalbina once more, and Burrogh is a happy bangaa.

Bill

A colossal slaven wilder rampages in the mountains. They say the Archadian army roused it somehow... but it's *our* problem now!

Related Dialogue & Scenes

Nalbina Fortress -- Jajim Bazaar

Burrogh: Well, well. Yer the boy what I gave that fuse to down in the Passage. You come about my bill fer the atomos? The **atomos** has got our caravans stopped cold. Can't lay in any of the goods my customers want, and that's death in my trade. That's why I want you to hunt it, and kill it.

- Accept

That's what I wanted to hear! Let's get you the details so you can get out there and hunt! Maybe you know and maybe you don't, but just a while back the Imperials cordoned off the highway leadin' up to the Mosphoran Highwaste. See, they was out capturin' as many slaven wilders as they could get their hands on. Army wanted 'em for some reason or another. Hmph. Well, their hunt's over now, but it's sent this atomos into a rampage, seein' as how they get on well with the slaven wilders. And who suffers? The caravans! The Imperials are the ones to blame, but pointin' fingers don't solve problems. Kill this atomos 'fore things get out of hand, boy!

- Decline

Knowin' how you worked your way out of the Passage, I thought you'd be the one. Guess I was wrong. Pity.

Burrogh (x2): The **atomos** is hittin' one caravan after another up in the Mosphoran Highwaste. Kill it 'fore things get too out of hand.

Itinerant Hand (man walking between stalls): You heard of the Barheim Passage? Legend says you can hear the eerie cry of a woman from the depths of that accursed place. Makes you shiver just thinking about it, eh? But Boss Burrogh goes down there like it's nothing special, scavenging for junk.

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **atomos**? Hrgm... I sense something in the **Mosphoran Highwaste**. They are large, it will be somewhere spacious. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Nalbina Fortress -- Jajim Bazaar

Burrogh: I already heard from one of the caravans come in before you. Sounds like you made short work of that atomos. The caravans shouldn't have any trouble bringin' supplies through the mountains now.

You've my thanks, boy!

Hey there! Jovy!

Jovy: You're grinnin' ear to ear, Burrogh. What's this hubbub about?

Burrogh: This here boy did fer that atomos! Who said there weren't no heroes in Nalbina!

Jovy: *(snort)*

[Jovy takes off running.]

Burrogh: Was it somethin' I said? Sorry, didn't mean to keep you so long. Thanks again fer takin' care of that atomos fer me. Here's your bounty, boy. You earned every gil.

[Trouble in the Hills

1800 gil

Gaia Rod x1

Platinum Shield x1]

Burrogh (x2): Ain't life funny? When I ran into you down in the Barheim Passage, I'd never seen you before, and reckoned I'd never see you again... Now here we are! Well, you keep up yer scavengin' and I'll keep up mine, heh heh.

[For more with Jovy, see "[Jovy the Hero](#)" on the Side Quests page.]

18. Adding Insult to Injury

19. Rodeo to the Death

Braegh (Mutant Nightmare)

Petitioner: Va'Kansa (Mosphoran Highwaste)

Required Rank: Headhunter

Story Availability: After defeating Judge Bergan

- Saw bill posted for the hunting of the Braegh (Rank IV). The petitioner is Va'Kansa in the Babbling Vale in the Mosphoran Highwaste.
- Hunt accepted. Va'Kansa says he was attacked by the Braegh in the Salikawood on his way to do business on the Phon Coast, and was separated from his traveling companion. The Braegh is to be found in the Salikawood.

- Braegh defeated! Report to Va'Kansa in the Babbling Vale in the Mosphoran Highwaste.
- Hunt reported to Va'Kansa. However, the merchant remains petrified of the Salikawood, and will probably never make the journey to the Phon Coast again.

Bill

Most important delivery of the year, and some beast chooses *my* caravan to sup upon! Kill that thing and take back my goods!

Related Dialogue & Scenes

The Salikawood -- Path of Hours

Forest Traveler (anytime before defeating the mark): If you leave the Salikawood to the northwest, you'll emerge near the place where the city of Nabudis stood... until two years ago. If you go through the wood in that direction now, you'll see an eerily flickering light. No, I've no idea what it could be...

Mosphoran Highwaste -- Bubbling Vale

Va'Kansa: Eeh? Keep it down, man. I'm busy here, can't you see? If you've no business with me, I'll speak with you later. Or... did you come about the **Braegh**?

- That's right.

Eh? Truly? Heh. Sorry I tried to brush you off, there. Now, listen up. I'm a traveling merchant, see. Me and my partner were on our way out to the Hunter's Camp on the Phon Coast with some wares. Thing is, we took a wrong turn in the Salikawood. A bad turn. That's when we ran into that nightmare... Talk about "wild horses"! I escaped by the bristles on my chin... but when I came back, my partner and our wares were gone! I thought I'd wait here for my partner, but so far I ain't seen hide nor hair of him. I'm worried... but not enough to go looking myself! That's why I posted that bill, and why I want you to go get that **Braegh** for me!

The **Braegh** came upon us in the northwest of the **Salikawood**... pretty close to the Necrohol of Nabudis, come to think. Yeah, I know, the complete opposite direction from the Phon Coast, where we were supposed to be headed.

- Wrong.

Hrrm? No? Bah.

Va'Kansa (x2) (after accepting the hunt): Ran into a fearsome beast whole porting some wares, and got separated from my partner... and I'm too scared to go looking for him! The **Braegh** came upon us in the northwest of the **Salikawood**... pretty close to the Necrohol of Nabudis. He's probably still there.

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **Braegh**? Hrgm... Through the Salikawood,

to the **Necrohol of Nabudis**... the way is unclear. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

The Salikawood -- Quietened Trace

Overseer: Up ahead, in the northwest of the Salikawood, I was chased by a flickering monster! I thought I was done for, kupo!

Mosphoran Highwaste -- Bubbling Vale

Va'Kansa: Ho hoh! (*snort*) You kill the **Braegh**? Here, your reward.

[Rodeo to the Death

1700 gil

Caliper x1

Hi-Ether x1]

Hope my partner comes back safe... Eh? You want me to go looking for him? No thanks! The Salikawood is no place I fancy going alone. Here I'm supposed to bring my wares to the Hunter's Camp on the Phon Coast, and I'm lacking both partner *and* wares!

Va'Kansa (x2): Here I'm supposed to bring my wares to the Hunter's Camp on the Phon Coast, but my partner's nowhere to be found! Where could he be? We've got a schedule to keep!

The Phon Coast -- Hunters' Camp

Hawker: Va'Kansa? Him and me were attacked by this horse-monster out in the Salikawood and got separated. I ran for safety, and happened to end up pretty close to the Phon Coast, which is where we were headed anyway. I waited for him a while... It makes sense to wait for him here, our destination, right? That's why I went on ahead. Come to think of it, I did see a posting for that horse-monster. That was him? Glad he made it! Oh, by the way, our boss left a message for Va'Kansa. If you see him, pass it on for me, 'kay? "You're fired. Don't bother coming back."

Hawker (x2): Oh, by the way, our boss left a message for Va'Kansa. If you see him, pass it on for me, 'kay? "You're fired. Don't bother coming back."

Mosphoran Highwaste -- Bubbling Vale

Va'Kansa: Whaaat? You met my partner on the Phon Coast? He got tired of waiting in the wood and went ahead, without me!? I was waiting for *him*! What, a message!? I'm fired!? Whaaaaaaaaaaaaa!

Va'Kansa (x2): What'll I do now...? Maybe they've a spot for me on this caravan?

20. Shelled Obstruction

21. Get My Stuff Back!

22. Old Legends, Decaying Bonds

23. The Things We Do...

24. The Creature Collector

25. Dead City Watch

26. Visitor on Deck

27. The Child Snatcher

28. The Black Sorcerer

29. A Wild Stench

30. Paying for the Past

31. Wurm Wrath's Renewal

32. Who's the Strongest!?

33. Little Love on the Big Plains

Cluckatrice (???)

Petitioner: Dania (Giza Plains)

Required Rank: Hedge Knight

Story Requirement: After Barheim Passage

- A petition has been submitted for the hunting of a cluckatrice (Rank I). The petitioner is Dania in the nomad village on Giza Plains.
- Hunt accepted. Dania explains that a cluckatrice and her brood are frightening the village's cockatrices. The cluckatrice is to be found along the north bank of the Gizas. She warns you that

they are sensitive to humes, and hide at the first sight of danger.

- Cluckatrice defeated! Report to Dania in the nomad village on Giza Plains.
- Hunt reported. At last the village cockatrices can preen in peace.

Bill

A horrible monster has come to the plains, terrorizing our poor cockatrices. Something must be done! Come to our village with all haste!

Related Dialogue & Scenes

Giza Plains (The Dry) -- Nomad Village

[Prior to accepting the hunt...]

Terra: The cockatrices aren't lookin' so good lately. Can't you tell? You gotta look close. And poor **Dania**... I wish there was something I could do to help out.

Cockatrice (any of them): (It looks a little down in the beak.)

Dania (after agreeing to speak to the petitioner): Are you here about the bill I posted? It's high time someone came... I don't know what I'm going to do about this creature. Our cockatrices are terrified. They hardly eat, they won't go for walks... their nerves are shot. The poor dears are starting to fall ill from it. Well, will you get rid of this creature for me?

- Accept

Wonderful! I had thought you'd say yes. Now, let me tell you just what's going on. A vile creature called a **cluckatrice** has made its nest in the land to the east. Recently, its eggs hatched, and now it's viler than ever. What's worse, the cluckatrice shies away when people approach. It's clever, this one. For our sake, and the sake of the cockatrices, kill the cluckatrice and every one of its foul brood!

I spied the cluckatrice on the **Gizas' North Bank**. It's not much of a bank during the Dry, but you'll find it to the southeast of the village. The cluckatrice's nest must be near there, but I have no idea how to go about drawing it out of hiding. Try as I might, I haven't come up with anything. Perhaps you should ask the children? They're often out on the plains. Maybe they can help.

- Decline

What!? You won't go on the hunt? Why... you're not in it for the cockatrices at all, are you!

Dania (x2) (after accepting): The **cluckatrice** that's nested in the plains is nothing but trouble for us. The poor cockatrices are scared out of their feathers. I saw the cluckatrice and its brood on the **Gizas' North Bank**, to the southeast of the village. Its nest must be nearby! But it shies away when people approach.

There must be a way to draw it out, but I haven't a clue. Speak with the children, if you haven't already.

Terra: I saw me a ball of a yellow bird out on the plains. Looked like a big chick! Sittin' there, sunnin' itself... it was sooo cute! I went up to try to touch it, and a great big bird came up out of nowhere... but I wasn't gonna hurt it, honest! You think maybe that was its mama?

Terra (x2): The chick hides if there are people or monsters around, so I hardly ever see it.

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **cluckatrice**? Hrgm... It has been spied along the **Giza's North Bank** on Giza Plains. Now, listen. The chick will hide while other living things are near. See that they are not. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Giza Plains (The Dry) -- Nomad Village

Dania (after defeating Cluckatrice): You did it! You got rid of the cluckatrice and its chicks! Here's your bounty, as agreed. Thank you so much!

[Little Love on the Big Plains

1000 Gil

Jackboots x1

Rainbow Egg x1]

I can finally walk the cockatrices again. You wouldn't know it to look at them, but they scare very easily.

Dania (after collecting bounty): The chicks may have been cute, but make no mistake, we're better off with that cluckatrice gone. What? Like our cockatrices? Don't be silly, they couldn't look more different!

Terra: The cockatrices are all back to normal again! And Dania seems relieved, too. Maybe she'll let me help her take care of 'em. I know I can do it, I just know I can!

Cockatrice/Shurry: Ever 'eard of a nanna? It's this green beast wot they breed inna southlands. I 'eard there ain't 'ardly a bit of 'em they don't use fer summink! Lookin' at 'em, I can't 'ardly tell whether they're birds or beasts. But any'ow, they ain't nowhere near as good-lookin' as us cockatrices.

Cockatrice/Chit: Dania's a diamond of an 'erdswoman, ya know. She don't 'ave to look at us twice to know if we've got our feathers in a knot. An' 'er massages're summink else! I can 'ardly keep from noddin' off when does me neck. Eh? Wot neck? Summink up wiv yer eyes, is there!?

Cockatrice/Renn: One look at the sky from Southgate in Rabanastre will tell you all you need to know about the weather here in Giza. I've no love of the Rains, let me assure you. Just try settling down for the

night covered from beak to tail in wet feathers!

Cockatrice/Sassan: ‘Ave you ‘eard the latest? Apparently, Tott fancies Camina. But the thing is, right, Camina fancies Jinn! Heh! ‘Umes, eh? Wot’re they like? Any’ow, it looks like Tott an’ Jinn’ve got more to sort out than just who makes the best sunstones, if ya know wot I mean!

Cockatrice/Agytha: Ya prob’ly think ol’ Brunoa jus’ sits there in front of ‘er tent, starin’ at nuffink. But yer shoulda seen ‘er back inna day! One time, this ‘uge monsta was ‘eadin’ fer the village, an’ she ‘eld it off on ‘er lonesome! Cor! Jus’ thinkin’ about ‘er back then send shivers down me spine, innit!

Cockatrice/Moomer: No blokes ‘round ‘ere, wot wiv ‘em all ‘avin’ gone off diggin’ for shadestone. Where? I ain’t tellin’ ya! The dough wot they make off the sunstones puts nosh in me gob, see?

Dania: If you plan on touching one, say something so they know you’re comin’ first. And you wanna be real gentle. Gets to be you know what they’re thinkin’. Cockatrices are such quiet, calm creatures, sometimes I think they may even be intelligent.

Terra: I wonder what cockatrices think... Sure wish there were some way to talk to ‘em. The two little ones are Chit and Sassan. I’m always worried the big one — that’s Agytha — is gonna step on ‘em. Don’t forget their names!

34. The Cry of Its Power

Rocktoise (???)

Petitioner: Pilika (Bhujerba)

Required Rank: Hedge Knight

Story Requirement: After Barheim Passage

- A petition has been submitted for the hunting of a rocktoise (Rank I). The petitioner is Pilika at the Khus Skygrounds in Bhujerba.
- Hunt accepted. Pilika confesses that she was keeping a rocktoise as a pet in secret (its name was Carbo), but it has escaped and has now become quite wild and violent. Carbo is to be found in Site 2 of the Lhusu Mines.
- Rocktoise defeated! Report to Pilika at the Khus Skygrounds.
- Hunt reported. The cowed Carbo has returned, and Pilika intends to find a house where they can both live in peace.

Bill

I’ve been secretly raising a pet, but I’m afraid I’ve gotten more than I bargained for, kupo! I’ll be waiting at the Khus Skygrounds in Bhujerba!

Related Dialogue & Scenes

Pilika: You have spoken with Montblanc, kupo? You will accept my request!? You will hunt the **rocktoise**, kupo?

- Accept

Oh, thank you, kupo! I always knew it pays to have friends! I'm Pilika! Me and Montblanc have been friends for a long time. That's why I went to him... You see, it's kind of embarrassing, but I had this rocktoise I was keeping... as a pet, kupo! But he ran away! I had given up on finding him... Then I started hearing the rumors about a giant titantoise wreaking havoc in the mines, kupo! And then I realized... it's him! It's my pet!! I just know it... My little 'toise slipped into the mines, and, and he absorbed magicite energy, and, and he got all big and violent, kupo!!! I'd go get him back myself, but the mines are awfully big. I'd get lost, kupo! I'd get a friend to help, but I'm so embarrassed... That's why I wrote Montblanc, and here you are! And my little rocktoise, well, he's not little, but he's in Site 2 of the Lhusu Mines! Go get 'im!

- Decline

Oh. Then... let us not speak of this again, kupo.

Pilika (x2) (after declining): Then... you have come here at Montblanc's request? You'll hunt my mark for me, kupo!? Please, hunt my **rocktoise**, kupo!

- Accept

Oh, thank you, kupo! I always knew it pays to have friends! I'm Pilika! Me and Montblanc have been friends for a long time. That's why I went to him... You see, it's kind of embarrassing, but I had this rocktoise I was keeping... as a pet, kupo! But he ran away! I had given up on finding him... Then I started hearing the rumors about a giant titantoise wreaking havoc in the mines, kupo! And then I realized... it's him! It's my pet!! I just know it... My little 'toise slipped into the mines, and, and he absorbed magicite energy, and, and he got all big and violent, kupo!!! I'd go get him back myself, but the mines are awfully big. I'd get lost, kupo! I'd get a friend to help, but I'm so embarrassed... That's why I wrote Montblanc, and here you are! And my little rocktoise, well, he's not little, but he's in Site 2 of the Lhusu Mines! Go get 'im!

- Decline

Oh. Then... let us not speak of this again, kupo.

Pilika (x2) (after accepting): My secret pet 'toise is running amok in the Lhusu Mines, kupo! The magicite has made him crazy! The rocktoise is in Site 2, I hear... Oh, this is so embarrassing! Please, go get it quick, kupo!

Pilika (after defeating Rocktoise): Thank you, kupo! What a pal, kupo! And look, my pet has learned his lesson and come home!

[Beside Pilika, we see a tiny little version of the Rocktoise.]

Carbo! Thank the nice young gentleman, kupo!

[The Rocktoise stomps.]

My pet, his name's "Carbo." I know, kupo, I know. It's not good to keep a pet in secret. I'm really sorry for what happened... I'm going to move to someplace where we can both live in peace, kupo! Here... accept this as a token of my thanks. And thank Montblanc for me, too!

[The Cry of Its Power

1200 gil

Hi-Potion x2

Survival Vest x1]

Pilika (after accepting the bounty): Thanks for all your help with Carbo, kupo! Um... actually, there was one other matter I thought you might be able to help with... Might I ask a favor?

- Sure thing.

You will, kupo? Thanks, kupo! What I need is, I forgot my **diary** on the second floor of Clio's Technicks, and I want someone to go pick it up for me! I, uh, actually, I work at Clio's Technicks, but I play hookey sometimes. Well, a lot. Kupo. So, if I was to just show up... you understand. The second floor is only open to staff, so you'll want to wear this armband to get in! Thanks a bunch, kupo!

[You obtain a Merchant's Armband!]

- No way.

Pilika (x2) (after agreeing to the favor): I've left my dearest **diary** at work! Can you go to **Clio's Technicks** for me and pick it up? Pretty please, kupo? The second floor is only open to staff, so you'll want to wear that armband I gave you to get in! Thanks a bunch, kupo!

[At Clio's Technicks, the shop clerks who were previously blocking the way up to the second floor will have moved now.]

Shop Clerk (yellow pom): Hmm? That's one of our shop's armbands, kupo! You're our first hume staff member! Let me know if you need anything, kupo!

Shop Clerk (green pom): Sorry, staff only up here, kupo! Oh, you've got an armband, haven't you. Carry on, kupo!

[Examine "Pilika's Diary" on the shelf...]

*[You obtain **Pilika's Diary!**]*

Pilika's Diary: Pilika's diary is lying here.

- Read it.

[The camera pans up to see a tiny white snake on the shelf above you. No one seems to notice it, including you.]

When I brought my pets, Carbo and Bianca to the shop, the master got quite cross with me! No one likes my pets, kupo... I brought Carbo back home with me, but Bianca got lost somewhere in the store... Kupo! Boy, won't whoever finds her be surprised!

- Abstain.

Pilika (after retrieving the diary): You got my diary for me? Thank you, kupo! You... didn't read it, did you, kupo?

- Read it.
- I've done nothing.

Kupo! I was wrong to have ever doubted you, I see that now, kupo! Here, please accept this as a token of my gratitude!

*[You obtain a **Jade Collar!**]*

Pilika (x2) (after returning her diary): Many thanks for getting my diary back, kupo! I guess I'll pluck up my courage and go apologize to Clio... So many things to do, kupo!

35. Crime and Punishment

Orthros (???)

Petitioner: Contrite Thief (Rabanastre)

Required Rank: Headhunter

Story Availability: After obtaining the Dawn Shard

- A petition has been submitted for the hunting of Orthros (Rank 5). The petitioner is the contrite thief in the North Sprawl of Lowtown.
- Hunt accepted. The contrite thief stole a bundle of articles, but lost it to Orthros. She wants to return the bundle to its rightful owner. Orthros is known to dwell in the southern reaches of the Garamsythe Waterway, but may only be found under certain conditions.
- Orthros defeated! Report to the contrite thief in the North Sprawl.

- Hunt reported. Returned stolen articles to their rightful owner.

Bill

Got caught thieving, and I'd be happy to give back what I done stole, but this monster came and stole what *I* stole and — better to talk in person.

Related Dialogue & Scenes

Lowtown -- North Sprawl

[Before agreeing to speak to the petitioner...]

Samal: A thief broke into my house, but lucky for me some people caught her before she could get away. I think they've got her over in Storehouse 5. I'll call the watch in if I have to, but if she'll give back what she took, I'm willing to look the other way this once.

Dalmascan Patriot: They've got a thief trapped in the storehouse. A group of the children chased her through the Garamsythe Waterway before cornering her here.

Rabanastran (man in blue in the storehouse): See that thief over there? I say we should hand her over to the Imperials and be done with it. But, the man she robbed says he'll look the other way if she gives back what she stole. That leaves me not knowin' quite *what* to do.

Fussbudget: Aww, I wanted to take a nap there. *(sigh)* No fair... She looks comfy as can be. But why does she keep twitchin' like that? Pangs o' guilt? Nah. Prolly just fleas.

Contrite Thief: Ohhh... I broke into the house... I admit it! But these kids... they caught me... Chased me 'round for hours... surely even a... a down-on-her-luck thief deserves a spot of compassion. The clans... talk to the clans about my hunt...

[After agreeing to speak to the petitioner...]

Contrite Thief: Ooohhh... Did you... did you see my bill? Thanks for comin', love. Just knowin' someone cared enough to hear me troubles is all I needed. *(cough)* Farewell, cruel world... *(wheeze)*

Only windin' yer up, dear. I still got some juice left in me. Ready to get down to business? If you seen the bill, you know I need this Orthros hunted, stuffed, and mounted. How come? Well, I'll tell ya, but only if you agree to do the hunt, love. So... still interested?

- Tell me more.

Thank you, love. Though I hate to have such a fine young man as yourself see me in such a state. Well, you already know I'm a... a... a thief. There, I've said it! The shame! Ahem. Well, I wouldn't be much of a thief if I didn't steal from time to time, and this time I was partakin' of some things in Samal's house. That Samal's never home. He's always down in the South Sprawl talkin' to some kid... Why, he's practically beggin' to

be robbed! Not bein' one to turn down such a clear invitation, I helped myself to some plunder. Only, these kids caught me in the act. Well, you can imagine how frightened I was, a mob of kids chasin' after me shoutin' "Stop, thief!" and "Grab her!" and whatnot. (*snort*) Much easier bein' chased by proper adults, I find. But where was I... Ah, of course. The **Garamsythe Waterway**. That's the place what they chased me to. Couldn't scarcely breathe by this point, mind you. Still, somehow, I gave 'em the slip. But no sooner had I stopped to catch my breath than that **Orthros** reared its... well, head, I suppose. Not bein' in a condition to fight, I threw down my plunder there and then and ran as fast as I could. (*snort*) By the time I made it back up to Lowtown, the kids had gotten the grown-ups involved and I found myself penned in tight. Well, seemed to me I'd gone from fryin' pan into the fire. Lucky for me, Samal showed up just then. He's the one what I'd stole from, see. A heart o' gold, that one has. Said he'd let it all be as water under a bridge, if I'd just return everythin' what I took. Only this Orthros made off with all my plunder, and I'm in no condition to get it back from him, as you surely see. So you gotta help me! Kill that Orthros and get back them things I stole. Else they'll hand me over to the Imperials, and then it's Nalbina for me! Notorious seeq by the name o' Daguza's said to be there. I daren't think what he'd do to a dainty flower like m'self. Don't let them send me away! That **Orthros** was off in the **south end of the waterway**. Only, er, he's particular about who he'll attack. Leastwise, that's what Samal said. Don't let me down! I'm beggin' ya with all the beg I got left!

- Not really.

Contrite Thief (x2): Still haven't gotten back the goods? Remember, **Orthros** attacked me down at the **south end of the waterway**, in a large chamber. And he's very picky about who he'll fight, that Orthros. Did you talk to Samal about that yet?

Fussbudget: You gonna go get those things back from the monster? I was thinkin' about doin' that, too. Problem is, Samal said it won't even come out to fight me. Guess I'll have to wait for the next one...

Rabanastran (man standing nearby): I imagine having your things — even if they're not your things — stolen by a monster and then chased high and low is enough to get anyone down. Just look at her, reflecting on the wrongs she's done... No, wait. She's just sleeping. Maybe she'll be back to her old tricks once this is all over.

Dalmascan Patriot: Samal is a good man. I know few people who would waive charges against a thief in exchange for the goods they'd stolen. But in spite of these most unusual circumstances, Samal is in the courtyard in the South Sprawl, same as ever. He's nothing if not grounded.

Samal: You on the hunt for that thief? I know something that might help you out. Something I heard about the monster that attacked her. Well, it seems it's very particular about who it will attack. It's male, you see, and... well, let's say I don't think you're quite its type. You get the idea... Hope that helps!

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting **Orthros**? Hrgm... Look in the Garamsythe Waterway. Know he has a fondness for young ladies. Now, listen. Orthros takes no notice of men, the lecher. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Garamsythe Waterway -- Southern Sluiceway

[After defeating Orthros...]

*[You obtain a **bundle of Stolen Articles!**]*

Lowtown -- North Sprawl

Rabanastran: You got back the things that monster stole? What are you tellin' me for? Give 'em to her and let's get her out of here already.

Fussbudget: Wow, you killed that monster? No fair. Guess I gotta practice so I can fight monsters, too! No fair, no fair...

Dalmascan Patriot: You actually recovered the stolen property? I must say, I am impressed! I couldn't possibly care less what happens to the thief, but I'm happy to know that Samal will not suffer from this robbery.

Contrite Thief: Th-Thank you. You said you'd get 'im, and you have done. Oh, hello there, Samal.

Samal: Well, I see you've recovered my things. You're lucky you find someone willing to help you. You can't hope to get by in life stealing and pilfering from others. We help each other, or the whole thing falls apart. Off with you now. Hopefully you've learned something from all of this. And it won't go so well for you if we catch you stealing again.

Contrite Thief: Thank you. Thank all of you. I've learned my lesson, so I have. I know I'll probably never see you again, but if you ever see a lonely seeq on a street corner... No, I have to keep my dreams where they belong. You and me... it would never work out. *(sigh)* Forget I said anything. This is for helpin' me out. It ain't much, but it ain't stolen, neither. See ya...

[Crime and Punishment

3800 gil

Horakhty's Flame x1

Unpurified Ether x1]

Samal: You should be commended, hunting a creature for the sake of a scoundrel like that seeq. I don't care how large the bounty is. It's a rare soul who has the courage to risk his own life to help another. Speaking of which, you ought to have this. It's a **blackened fragment** of some sort of medallion. It was given to me by a man who said I should pass it on to someone who'd shown

great courage... I doubt he could object to me giving it to you. He was quite a character, I can tell you. Spent most of his life as a sky pirate! He'd just decided to mend his ways when the war broke out. He'd planned to start a new life in Nabudis, his home as a boy, but his dream died with the city. He came here as a broken man, and died not long ago. I was a sky pirate myself, once. I'd rather not too many people knew, though. Some choice of profession, wouldn't you say? Anyway, through a course of events I won't bore you with now, I saved this man's life. And that's why he entrusted me with part of this medallion. He never told me what it was for, or what it did, but I got the impression it was important. Now I want you to have it. It belongs with you.

*[You obtain a **Blackened Fragment**!]*

[For more concerning the Blackened Fragment, see the "[Nabreus' Medal](#)" section on the Side Quests page.

36. Paradise Risen

Gil Snapper (???)

Petitioner: Nanau (Giza Plains)

Required Rank: Vanguard

Story Availability: After obtaining the Dawn Shard

- A petition has been submitted for the hunting of a gil snapper (Rank III). The petitioner is Nanau in the Crystal Glade on Giza Plains during the Rains.
- Hunt accepted. Nanau wants you to use the silent urn to entrap a gil snapper gone wild. It can be found at the Tracks of the Beast on Giza Plains during the Rains.
- Gil snapper entrapped within the silent urn! Report to Nanau in the Crystal Glade on Giza Plains.
- Hunt reported. The freshly jarred gil snapper will be kept as a guardian spirit of the plains people.

Bill

A degenerate tortoise that once menaced Giza Plains has returned... and it may be my fault! Please, I need your help!

Related Dialogue & Scenes

Clan Hall

Bansat (approaches you after accepting the hunt): Going to ask about the gil snapper, are you? You've got some drive in you, boy! I could learn a thing or two from you. Been sittin' on my tail so long it's like to sprout roots. Maybe it's time I went on a hunt m'self.

Giza Plains (The Rains) -- The Crystal Glade

Roaklo: You're pretty tough, right? Maybe you can help us. This big monster's been comin' around causin' all sorts of trouble. Whaddaya say?

Nanau: Have you come about my bill for the **gil snapper**?

- That's why I'm here.

I knew it! I had a feeling about you. Well, let's get on with it then. What do you say? I'm sure that you know we live here only during the Dry, and leave the village come the Rains. There are, however... circumstances preventing us from leaving now.

Roaklo: I keep tellin' you, I didn't *know* the hairpin was made of tortoiseshell! And I don't remember you complainin' when I gave it to you. "Oh, it's beeaauutiful!" Hmph.

Nanau: Quiet! If I hadn't sent you to Rabanastre to sell our sunstones we wouldn't be in this trouble in the first place. You only brought me the hairpin hoping it would keep me from noticin' how much money you had spent. You meant to trick me! And to add insult to your deception, you find me a hairpin of tortoiseshell. What has Elder Brunoa said about tortoiseshell? You're incorrigible!

Nanau: (*sigh*) I'm sorry you had to see that. Please, allow me to continue. A great beast known as the **gil snapper** once ruled these plains. Our people call it the Rain Lord. A fearsome tortoise, it fights as a beast possessed in battle. Our forefathers drove it away... but now it has returned. No doubt this hairpin my brother brought me had wakened the curse and stirred its wrath.

Roaklo: Elder Brunoa keeps the Rain Lord away while we're here, but she can't do that when everybody leaves during the Rains. So she asked us to stay and keep Giza safe while they're gone. I don't know how, but this urn's protected us from that Rain Lord... so far. But until that thing is taken care of for good, we're gonna have to keep doin' this. Please... the Rain Lord... the **gil snapper**... kill it!

- Accept

Nanau: I hear the conviction of your words. Take the urn my brother is carrying. Brunoa prepared the urn to seal away the evil of the Rain Lord. You must point the urn at the creature as you land the killing blow.

[You obtain **the Silent Urn**!]

Roaklo: The Rain Lord, this **gil snapper**, is to the east, in a place called the **Tracks of the Beast**. Heavy rain draws it out to wreak its havoc. Unfortunately we are unfamiliar with Giza during the Rains. The wadis overflow with water, paths wash away... I don't know how to reach it. Still, there must be *some* way! Please, search Giza and put an end to our curse!

- Decline
- Sorry, not me.

Oh... oh, really? Are you sure? Well, I suppose you would know, wouldn't you. My apologies.

Roaklo(x2): Where's the **gil snapper**? It should be out east of here in the **Tracks of the Beast** when the rain's real heavy. No tellin' how to get there, though.

Nanau (x2): I've heard the **gil snapper** is true to its name. A fortune fit for the Lord of Giza awaits the person who can kill it! Beware... I've heard its shell is hard enough to deflect even the finest blades!

Clan Hall

Ma'kenroh: Hello. How does this day find you? Hunting the **gil snapper**? Hrgm... Look on Giza Plains, a place called the **Tracks of the Beast**, when the rains are heavy. Now, go. Oh, about your clan rank... When you've defeated [x] marks and accumulated [y] clan points, you will gain a rank. Now, go.

Giza Plains (The Rains) -- Tracks of the Beast

Bansat (when you enter the area, if the weather isn't right): Told you I'd be here to help you, didn't I! This gil snapper'll be easy prey with Bansat at your side: Clan Centurio's finest! Only one problem: I haven't seen our mark anywhere. I remember hearing something about it liking certain kinds of weather or some such...

Bansat (when you enter the area, if the rain is heavy): There it is! Now stand back and let Clan Centurio's finest show you how it's done. Time to finish this!

[After defeating the gil snapper...]

[The gil snapper was drawn into the urn.]

Bansat: And that's how it's done! Well, the hunt's over, so I'll be seeing you back at the clan hall. Take care of yourself, now!

Giza Plains (The Rains) -- Crystal Glade

Soggy Letter: "We've left to rejoin the others. Please visit us during the Dry. We will thank you properly. Nanau & Roaklo"

Giza Plains (The Dry) -- Nomad Village

Nanau: The Rain Lord, the gil snapper, is it dead at last? How can we ever thank you?

Roaklo: No more standin' watch in the rain for us! Thanks!

[Scene fades out and then in on Vaan and Roaklo standing over the urn as Nanau kneels beside]

it.]

Roaklo: Wh-Wh-What!? The gil snapper's in... here? No way am I holdin' *that*!

Nanau: Don't look at *me*!

Roaklo: Hey, Nanau, I meant to ask you: Whatever happened to that hairpin I gave you?

Nanau: Well, it had a really nice pattern, so... I, uh... kept it? Heh.

Roaklo: What? After all that, you've had it the whole time? So then it's *your* fault that thing showed up!

Nanau: You... you're the one who bought it!

Roaklo: You blame me for everything!

Nanau: Well I *never*!

Elder Brunoa: I've heard quite enough out of the two of you. The Rain Lord is held fast inside the urn. He shouldn't trouble us again any time soon. Which brings us to you. You've done us a great service. You deserve to know the whole story. You see, the magicks of the urn had grown weak, so it became necessary to replenish its stores. The Rain Lord within has the power to quiet the beasts of the plains, and, in turn, the power to keep us safe. But the urn's power fades with time. When a new Rain Lord appears, we must seal it within the urn to keep our plains safe.

Nanau: Then, that means...

Roaklo: All this didn't have anything to do with the tortoiseshell I bought? So how come you told us never to buy tortoiseshell?

Elder Brunoa: I never said anything of the sort. I *said* no matter the price it might fetch at market, you should not kill a tortoise simply to harvest its shell. This is true of all things, not merely tortoises. Whether hunting beasts or gathering herbs, take only what you need, no more.

Nanau & Roaklo: Yes ma'am.

Elder Brunoa: Now, I'll be taking the urn back. Nanau, Roaklo. You've served the village well. As have you, young man. Thank you.

[Paradise Risen

3000 gil

Phobos Glaze x1]

Nanau (x2): I'll admit, we jumped to some conclusions, but I'm still a little confused about the whole thing. If the point was to capture another Rain Lord in the urn, why exactly did we have to stay during the

Rains?

Nanau (x3): I think I'm starting to see Elder Brunoa in an entirely new light. She's rather crafty...

Roaklo (x2): Elder Brunoa was sayin' how, a long time ago, tortoiseshell was all the rage in Rabanastre. So people were hunting tortoises left and right. That's when the Rain Lord first appeared. It rained and rained, and people started to get sick and die... That's why I thought the curse of the tortoise had gotten me!

Roaklo (x3): I caught a cold from being out in the rain so long. Missing isn't so bad, but I can't go out and play, either. Is *this* the curse of the tortoise?

Elder Brunoa (x2): The Rain Lord, the slaying of the tortoises, the Rains on Giza... Are they related? I do not know. But it is important that the children learn the lesson of moderation. If this parable helps them learn — and I think it has — that is enough.

Elder Brunoa (x3): You will find many tortoises in Giza during the Rains. There are those who even call southwest Giza the "Land of the Tortoise."

Clan Hall

Bansat: Welcome back. Quite the time we had out in the deluge, eh? Been a while since I had such a workout. Maybe I can get me a nice tortoiseshell out of the next hunt to add to my collection. Heh. But I'm not complaining, not me. I'm only glad we brought that mark down!

37. Paramina Run

38. Antlion Infestation

39. Carrot Stalk

40. Battle on the Big Bridge

41. Dark Rumor

42. Truth Shrouded in Mist

43. Fishy Dreams

44. God or Devil?

45. Farewell to a Legend

Traveler's Tips

Tricks of the Trade

The Clan Primer

The clan primer is divided into four sections, each with much to offer seasoned adventurer and novice alike:

1. Hunts: See here information on hunts accepted. A good place to come when you've forgotten what it is you were supposed to do next.
2. Bestiary: A collection of sundry notes on foes defeated. Check it frequently! You never know when you might find something of use.
3. Sky Pirate's Den: A lively hideout that becomes all the more lively as it fills with tokens commemorating your feats!
4. Traveler's Tips: Important tips on how to make your way across Ivalice. Check in here early and often!

Restoring MP

Casting magicks consumes MP. Should you lack the MP required to cast a magick, even one you have learned, you will be unable to cast it.

Here are some ways to restore MP:

1. Walking or Running: MP gradually regenerate as you walk. The fewer remaining MP a character has, the faster they will regenerate.
2. Examine a save crystal: Examining a save crystal restores all MP.
3. Use Items: By using the Battle Menu to select an ether or similar item, a small amount of MP can be restored instantly, consuming the item used in the process. Different items restore varying amounts of MP.

Teleport: Travel Made Easy

Some save crystals glow with an orange light. These are gate crystals.

Should you investigate a gate crystal with a teleport stone in your inventory, you will be able to access the teleport menu. This menu lists the gate crystals you have visited in other lands. You may teleport to any of these locations at the cost of one teleport stone.

The Ways of War

Foe Look: Stay on Target

Hold down L2 to keep your target in the middle of the screen. This is called target lock.

Target locking is extremely useful when you want to keep an eye on a target in the heat of battle.

Escape Mode: Run Away!

Hold down R2 to flee from battle.

Fleeing causes party members to cease all actions and run for their lives.

Be warned: fleeing cancels all actions in progress, be they gambits, magicks, or technicks. Note also that fleeing characters cannot block, so be prepared to take some hits when fleeing from battle.

Fleeing also calls back any party members who have wandered off. Use it to regroup should your forces become scattered.

Target Info: Know Thine Enemy

The window which appears in the upper left of the screen when something is targeted is called the Target Info window. When a foe is targeted in battle, this window shows the foe's name, HP, and weaknesses.

Note that though two foes might look the same, they may nevertheless have different strengths. Before engaging, therefore, it is wise to target foes or use Libra to gauge their strength.

Arm Thyself!

There are many weapon types, each requiring a license to wield. Choose your weapons wisely, and a battle may well swing in your favor.

1. Standard Weapons

- Swords (1H)/Swords (2H)/Spears/Crossbows/Rods

- Standard weapon damage is mitigated by the target's defense.

2. Piercing Weapons

- Guns/Measures

- Piercing weapon damage ignores the target's defense.

3. Fast Weapons

- Daggers/Ninja Swords/Bows

- Fast weapon damage increases with a character's speed.

4. Magick Weapons

- Katanas/Staves/Maces

- Magick weapon damage increases with a character's magick power.

5. Striking Weapons

- Axes/Hammers/Hand-bombs

- Striking weapon damage is erratic, with some strikes doing little and some doing great amounts of damage – good weapons for those who feel lucky.

6. Magick Resist Weapons

- Poles

- Magick resist weapon damage is mitigated by the target's magick resist.

The Ways of Strength

Getting Licensed

Magicks & Technicks

The Ways of Wealth

Have Loot Will Sell

Chaining for Fun & Profit