

The Betting Pool



See also: [Nuts for Nuggets!](#) and [I heard it through the Tomato Vine](#)

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Before proceeding with his plans to rob Don Corneo of all he’s worth, Gale is itching to test your skills and determine whether you are worthy of his sponsorship. Succeed in clearing his trials, or empty your coin purse trying!

— In-game description

The **Betting Pool** is a level 100 [trial](#) introduced in [patch 7.6](#). It is part of the [<<TMTO>>](#) questline.

Strategy

Conman Extraordinaire: [Gale L’Ocean](#)

This is a non-combat boss fight. Phases are composed of various mechanics players will have to successfully complete or dodge. Players who fail twice during any phase will receive a **Bad Debt** debuff until the end of the phase. Debuffs will stack at the end of each phase. At least four players must survive the mechanics to proceed to the next phase. If five or more players fail the mechanics, you’ll be drained of your funds and forced to re-enter the fight with a minimum of 100 000 gil in your coin purse.

Upon entering the battle, all players will be given a **Debt Meter**. This meter directly correlates with the amount of Gil you currently have on hand. It is recommended that you enter the trial with the minimum requirement of 100 000 gil, as failing any mechanic will cause you to lose 25%-100% of your total sum.

Phase 1

- **Testing the Waters:** Players will be pulled into two parties of four on each side of the arena, sectioned off by a clear barrier. [Actions](#) and [Skills](#) will be unavailable.
- **Full Deck:** Occurs immediately after **Testing the Waters**. A series of six cards, numbered one to six, will appear in a random order on each side of the arena. After ten seconds, they will transform into a transparent deck void of any numbers.
- **Pair:** Party members on each side will have eight seconds each to run under a card of the same number, creating a match. A card will only reveal itself if four players are standing underneath. Creating a false match twice will result in failure.
- **Debt Collection:** Players afflicted with the **Bad Debt** debuff will have 25% of their total gil collected.

The Betting Pool

Level	100
Item Level	780
Difficulty	Extreme
Party size	Full Party
	8 man • 2 2 4
Unsyncing	Not Allowed
Time limit	60 minutes
Duty Finder	High-end Trials (Dawntrail)
Tomestones	20 10
Req. quest	At your own Con-venience
Location	<<TMTO>> headquarters
Region	Mist
Stone, Sky, Sea	Available
Patch	7.6
The Echo	None

Phase 2

- **Loan:** Each player's health will lower to a random amount ranging between 1000 to 10 000 hp. This will serve as the player's "Loan". [Actions](#) and [Skills](#) will be unavailable.
- **Interest:** Four gil piles will spawn on the arena in varying amounts. Each player will have an individual owing interest displayed on their screen in relation to their HP and will have sixty seconds to collect the exact amount of gil needed to pay off their loan - all while dodging anvils falling from the sky. Getting hit by an anvil results in dropping your gil and you will need to re-collect it. Carry it into the AoE of Gale's henchman, [Isarmoix](#) (Located north of the arena) to complete the mechanic. Note that he will only accept the exact amount needed. Anything under or over will result in failure.
- **Down On Their Luck:** The same mechanic as **Interest**, but you are instead collecting the debt for the player you are tethered to. Tethers during this phase are **One-sided** and **will only be displayed on your screen**. Failing to properly collect the player's loan will result in their failure.
- **Pay Day:** The resolution of **Down On Their Luck**. Gale will count his earnings and reveal who succeeded and who failed the mechanic. If the player's health reaches one, they have succeeded. Anything over one results in a debt debuff.
- **Debt Collection:** Players afflicted with the  **Bad Debt** debuff will have 50% of their total gil collected.

Phase 3

- **Hired Help:** Spawns a possible four of twelve [Debtors](#). Each Debtor has unique traits and circumstances related to the fight and are randomized. [Actions](#) and [Skills](#) are now available to use in battle.
- **One Eye Open:** Debtors will auto-attack whoever has aggro before executing their individual special skills. A list of skills and how to resolve them can be found under [Debtors](#). There are many combinations, so it's recommended that parties proceed with caution and assign two members to each Debtor for observation. Getting hit by the Debtor's special skill twice results in debt debuffs.
- **Last Stand:** After the Debtor's HP hits one, they will spread to all four corners of the arena. They will start casting their special skill, but will switch places with another Debtor just before the cast resolves. You can tell where the Debtor will switch by selecting them and observing which Debtor they are selected on. Place yourself in accordance.
- **Debt Collection:** Players afflicted with the  **Bad Debt** debuff will have 75% of their total gil collected.

Phase 4

- **Eye for an Eye:** After his transformation into a Lalafell, Gale will throw a [Phial of Fantasia](#) at each player, inflicting them with the **Lalafell** transformation status. This status effectively lowers your defense against larger creatures and gives a  **Heavy** and  **Hysteria** debuff. Lalafell players are immune to this status.
- **Dinner Bell (Summon):** Four [Goobbue](#) and Four [Morbols](#) adds are called to the field, each tethered to a player.
- **Take-out:** [Goobbue](#) adds will **Inhale** in the direction of their tethers, while [Morbols](#) will inflict cone AoEs of **Bad Breath**. Players must place themselves at an appropriate distance and direction before the cast bars resolve so as to not hit other players. Getting hit by any of these mechanics twice results in immediate failure. If you are afflicted with  **Hysteria**, it is recommended to have a healer rescue you to a safe position. These adds will repeat the mechanic until defeated.
- **Permanent Debt:** Players afflicted with the  **Bad Debt** debuff will have 100% of their total gil collected. At least 4 players must not have this debuff by the end of the cast timer in order to successfully clear the trial.

Guide



Guide by Mrs.Neutral

Loot

- Each player will receive 2  [Luxurious Coin](#) per successful clear. Can exchange for various prizes at [Uah'shepya](#) in [Solution Nine](#) (X:8.7 Y:13.5).
-  20 [Allagan Tomestones of Heliometry](#)
-  10 [Allagan Tomestones of Mathematics](#)
-  [Gale L'Ocean Card](#) (Drops at a fixed rate.)

Achievements

This duty is associated with the following [achievement](#):

Name		Points	Task	Reward	Patch
	Out of Debt	10	Succeed in clearing the The Betting Pool	-	7.6

Images



Dialogue

All NPC lines are voice acted. Does not include conditional lines from [Gale](#) or the [Debtors](#).

Duty Dialogue

Gale: I hope you won't take offense to my hesitation. Sympathy towards my cause is so little and few that it's made me a tad ... distrustful.

Gale: However, I'm open to conversation if you can prove your worth.

Gale: We'll start with a simple card game. Nothing too difficult.

Gale: You'd best pay attention.

Gale: Hmm, not bad. I see you can work as a team, but how well can you function when left to your own devices?

Gale: Let's raise the bar.

Gale: The value of a coin is ever fluctuating. I expect prompt payment.

Gale: Oh, and exact change is preferred.

Gale: Would you let someone else take the fall?

Gale: 6...7...8... mhm. It's all here. I must say, you're starting to impress me!

Gale: Observation is key. Don't be too rough with this lot, they still owe me quite a bit of gil!

Gale: You fought well. I'll see that they get medical attention.

Gale: W-what? Now of all places? This damned affliction! But that does give me an idea-

Gale: Always expect the unexpected!

Gale: Even the most experienced of swindlers cannot manipulate predators lost to the thralls of hunger!

Gale: Do take care! I wouldn't want this to be the end of you!

Post duty Cutscene (Upon Clear)

Gale: Well, well, well... you've certainly exceeded my expectations.

Gale: I'll be looking forward to working with you.

Post duty Cutscene (Upon Failure)

Gale: Hmph. How disappointing.

Gale: I'll be taking a small fee to remedy the costs. You're welcome to try again once you recover your dignity and your finances.

INFORMATION	
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