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If you are going to leave Stealing in effect, make sure that anybody who knows Maintenance sets it as an S-ability in order to prevent their possessions from being taken. Go for the Bishop and the Defender first, as they will use magic and items to heal their teammates. Keep in mind that they have very high Evasion, so going after them head on may prove frustrating. Have your Archers to blind them and cancel out their physical attacks via Aim: Arm and Blackout; putting the Dragons to sleep is also recommended. The enemies have some pretty good stuff to plunder, but on the other hand, they can just as easily steal from you as you can from them. Have your Archer use the Aim: Legs ability to hinder his movement and take him out from a safe distance. The Law bans the use of items, but since you don't have any to use, there is no point in worrying; if Marche's hit points get low, use his First Aid skill, as the law prohibits the use of items in this battle. Have your Paladin guard Ezel, and have your Archer use the Aim: Arm ability on the guards. Have your Animist use the Sheep Count on the enemy Thieves so that you can use your stealthy skills to steal their equipment. Mission 14: Golden Clock Recommended Units: Alchemist, Assassin, Dragoon, Fighter Enemies: Time Mage (Level 15), Gadgeteer (Level 15), Alchemist (Level 16), Juggler (Level 14) Rewards: 18,000 Gil, 40 AP, 100 CP, Muscadet IconThis is yet another battle in which you will be joined by Ritz and Shara -- unfortunately they are not within your control -- bummer. Ritz is invulnerable to enemy attacks thanks to her Reflex ability, so there is no need to worry about her being hurt by physical attacks; however, the Black Mage's spells can and will hurt her, so take him/her out as quickly as possible in order to avoid Ritz taking too much damage. The Illusionist can use his/her Phantasm skill to cast spell that have a chance of hurting all of your clansmen in the area. Have your Fighter use the Far Fist ability, and use your Black Mage and Summoner to deal damage to the resistance, as many of them are weak against magic attacks. Take this bloke out quickly; if you can't kill him, drain his Magic Points to render him completely useless. You can also use your Law Cards to ban Missiles in order to render the enemy Sniper useless. Have your Red Mage cast some Sleep spells to prevent the opposition from doing too much damage to your clan while the Dragoon and Fighter use their abilities to bust some heads. If not, just keep Marche healthy until Judgenaster Cid arrives at the scene. Don't forget to use your Time Mage's Quicken ability wisely in this battle. Watch for Ezel to cast his Azoth spell and focus your attacks on any of the enemy units that are still awake afterward to make things a little easier. As for the rest of the battle, have the Animist use the Sheep Count ability on as many enemies as possible and then focus your attacks on Famfrt -- taking the crystal guardian out immediately will ensure your victory, regardless of the amount of enemies still standing. One of the Ice Drakes possesses the dangerous Ice Breath attack, which is capable of hitting multiple units over an area three spaces wide. You must protect Ezel during this battle at all costs; if he is captured, you lose. Have your Thieves Steal the Madu from the Red Mage and the Ribbon from the Elementalist. If you have an Angel Ring, give it to Marche in preparation for the second part of this battle. Focus your efforts on the Ninja and the Assassin, as they hit really hard. And if not, try, try again! After Remedi falls, watch that ending and don't forget to save!! On to Side Missions... As for the Bishop, he is equipped with a Flurry Robe, so prevent using Ice magic on him unless you want him to be healed for some strange reason. Mission 15: Scouring Time (Part 2) Recommended Units: Fighter (Paladin or Ninja are also good choices) Enemies: Babus (Rune Seeker, Level 21), Avatar (Exodus Fruit, Level 18) x7 Rewards: N/A Marche is going to have to face off against Babus alone, so be ready for a very fun time. Try to enter this battle with Laws that prohibit status-altering attacks to prevent Poison and Toad spells from being cast on your party. Try to go in while Status Ailments are banned to keep the enemies from using their status warping abilities on your clan. Also worth noting is the Jawbreaker's Level 5 Death ability, which will instantly KO any unit whose level is a multiple of 5 (just like all other Final Fantasies). Thieves have the Counter ability, so attack them from afar using magic of arrows; also, wait for the enemy units to climb down the hills and then surround them and go for the kill. advertisement Tutorial Mission: Snowball Fight Recommended Units: N/A Enemies: The jerks picking on Mewt Rewards: N/A The game opens up during a typical school day in St. Ivance, where Marche, Ritz, and Mewt are all in their afternoon P.E. class. Once your scaly friends are out of the picture, surround Adremmalech and use Combo abilities to take him out in a few rounds. Put the Assassin and the Ninja to sleep, and have your Thief steal the Wygar armor from the Assassin before taking him/her out of the picture. Try to avoid going into this fight if the World Law forbids Fight, Swords, Knives, Missile, or Instruments, as these will hinder your progress greatly. Mission 04: Desert Peril Recommended Units: Animist, Archer, Black Mage, Dragoon, Fighter, White Mage Enemies: Coeurl (Level 6), Cream (Level 5), Red Panther (Level 5) x2, Antlion (Level 5) Rewards: 7,000 Gil, 40 AP, 100 CP, and the Ulei River IconFirst thing's first: using a Law that prohibits Thunder will completely disable the Cream, who is the only enemy you really need to worry about. Many of the enemy units know abilities like Return Magic and Strikeback, so be careful about whom you attack with what. Defeating Babus will end this battle, so take your time to steal from his lockeys before taking him out. Use the Animist's Sheep Count ability to put this joker to sleep in order to reduce his/her spell casting ability and make a killing. Go ahead and send some of your clan's lower level units after the Ultima Crystals to gain some trouble-free experience for them. You can also ban Color Magic or Holy to prevent the enemy Paladin from reviving fallen units, but this means that you won't be able to heal your party, so choose your laws wisely. Avoid engaging your enemy if the World Laws forbid any weapons other than Knives. Make sure that you use your stronger units to protect those who are physically weaker (i.e. your magic users) and have your members attack with ranged abilities. Also, make sure that you keep Jump and Techniques in effect so that your units aren't utterly useless. If you can get your grubby little hands on a Target All Law Card that would be spectacular. Keeping Marche and Montblanc as their default classes (Soldier and Black Mage) are highly recommended. However, you won't get too much Experience for attacking a single enemy, so if leveling up is an issue, then have your clansmen attack the guards first and leave Famfrt for last. As long as you keep to this strategy, victory should be yours, my friend. Montblanc will assist you in this battle, but you cannot control him. Have your team members equipped with Items such as Dash Boots and Spike Boots in order to make moving around this area much easier. advertisement Mission 01: Herb Picking Recommended Units: Animist, Archer, Soldier, Thief, Warrior, White Mage Enemies: Goblin (Level 1) x3, Red Cap (Level 2), Sprite (Level 1) Rewards: 600 Gil, 40 AP, and the Lutia Pass IconThere aren't any laws that really give you any kind of advantage in this battle; if the mission is governed by Fight, Swords, Missile, Knives, or Instrument laws then avoid engaging your enemies. Mission 12: Jagd Hunt Recommended Units: Animist, Archer, Fighter, Red Mage, Thief, White Mage Enemies: Blue Mage (Level 13), Hunter (Level 13), Ninja (Level 14), Assassin (Level 14), Antlion (Level 12), Tough Skin (Level 12) Rewards: 16,000 Gil, 40 AP, 100 CP, Kudik Peaks IconThe great thing about this particular mission is that there are no Laws -- this means that you cannot use any Antilaw cards, either, sparky. Babus will use the Demi spell to halve your Hit Points in one shot, so use a Hi-Potion or an X-Potion to heal yourself, but don't fall into the trap of Demi, Heal, Demi, as that is a waste of time. On another note, prepare Marche for his upcoming solo battle with Llednar by equipping him with the Angel Ring and Dash Boots, as you will not be able to save your game between this mission and Present Day 2. Mission 08: Hot Awakening Recommended Units: Black Mage, Dragoon, Fighter, Summoner Enemies: Avatar (Level 10) x4, Avatar (Level 9) x2, Avatar (Level 11) x2 Rewards: 11,400 Gil, 80 AP, 100 CP, and the Koringwood IconThe best thing to do is to enter the battle when the World Law forbids Charm, as you will be able to put the Ultima Crystals out of commission. Have one of your Thieves steal her Ribbon and then put her to Sleep to stop her hardcore magic assault. Try entering this battle while the Law forbids Skills in order to disable some of the stronger enemy abilities. Mission 07: Diamond Rain Recommended Units: Archer, Black Mage, Dragoon, Fighter, Summoner, White Mage Enemies: Ice Drake (Level 9), Ice Flan (Level 8), Bomb (Level 8), Ice Drake (Level 8), Lamia (Level 9) Rewards: 10,600 Gils, 40 AP, 100 CP, and the Roda Volcano IconKeep away from any World Laws that disable the Archer's Aim ability; other law constraints should not pose any problems. Doing this will take out most of your enemies with one hit -- score! Mission 05: Twisted Flow Recommended Units: Animist, Black Mage, Dragoon, Fighter, Red Mage, White Mage Enemies: Totema - Famfrt (Level 9), Ahriman (Level 6) x2, Float Eye (Level 6) x2 Rewards: 9,000 Gil, 80 AP, CP 100, and the Cadoan IconYour clan will encounter one of Ivalice's Totema (or crystal guardians) for the first time in this battle. Anyway, have your Thief use Steal: Armor to get some new outfits for your clan members (such as the Minerva Plate); also, be aware that enemy Thieves can steal your items and armor just as you can steal theirs, so it may be a wise idea to take them out before they can take off with your goods. Also, make sure that Marche is able to use the Item ability. Stealing Llednar's weapon will decrease his attack power quite a bit, so go for it if you'd like to gain yourself a nice Save the Queen. The Defender is a bit of a pain; while the best thing to do is surround him with multiple units to prevent him from running away to heal himself. Attack the weapon users with magic, and the magic users with weapons for maximum effect, and have your Dragoon do a nice bit of Jumping in order to trounce the opposition. Ritz is a real pain in the ass, as she will use her Doublecast ability to inflict some heavy damage to your units. Have your Fighters and Draagoons assault Mateus in the mean time. Learn the basics of battle and pelt your opponents with snowballs before the tutorial battle ends and a long cut scene begins. Do this and everything will be golden. Mission 23: Over the Hill Recommended Units: Red Mage, Templar, Thief (x2), Time Mage, White Mage Enemies: Summoner (Level 28), Elementalist (Level 28), Fencer (Level 28), Assassin (Level 28), Ritz (Red Mage, Level 30), Shara (Sniper, Level 29) Rewards: 28,600 Gil, 80 AP, 100 CP, and the Ambervale IconDisabling Summon magic will automatically render the Summoner useless and create less of a hassle for you. Your only objective in this fight is to stay alive, so keep your distance from Llednar in order to avoid a certain ass kicking. Using the Law to disable Time Magic will help out immensely, as the Time Mage will be rendered quite useless. Mission 17: Desert Patrol Recommended Units: Assassin, Black Mage, Fighter, Summoner, White Mage Enemies: Soldier (Level 19), Gladiator (Level 20), Defender (Level 20), Dragoon (Level 19), Soldier (Level 18), Bishop (Level 18), White Monk (Level 17) Rewards: 21,400 Gil, 40 AP, 100 CP, and the Delia Dunes IconMake sure that Corner is in effect (this is so your lovely Assassin can KO enemies aplenty), as well as Holy and Color Magic, as you will need your White Mage to do some healing during this fight. Mission 18: Quiet Sands (Part 1) Recommended Units: Juggler, Paladin, Red Mage, Thief (x2), Time Mage Enemies: Llednar (Biskmatar - Level 23), Templar (Level 20), Templar (Level 21), Titania (Level 19), Titania (Level 20) Rewards: 22,600 Gil, 80 AP, 100 CP, and the Materiwod IconMake sure that Holy and Items are not banned, as you will have a very tough time otherwise (mostly in part 2 of this fight). Also, don't forget to Steal Shara's Ribbon as well, as these Helms are extremely rare and extremely beneficial to have. If any of your units can be harmed by this spell, take out the Jawbreaker quickly to avoid having to use many, many Phoenix Downs. Mission 06: Antilaws Recommended Units: Archer, Black Mage, Defender, Paladin, White Mage Enemies: Gladiator (Level 7), Illusionist (Level 6), Fighter (Level 8), Defender (Level 8), Hunter (Level 8), Ninja (Level 7) Rewards: 9,000 Gil, 40 AP, 100 CP, and the Aisenfield IconMarche must help the fugitive, Ezel Berber, escape from the royal guards looking to toss him in jail. If you decide that smuggling the baddie is your thing, beware, as Llednar will use his uber-powerful Omega ability to do some real damage; he also has the Counter ability, so physical attacks won't exactly benefit you here. You could also ignore the Law completely and use a Totema to finish the battle in a single round. Since this slimy mass has low Magic Resistance, pelt it with powerful offensive spells to come out on top. Take this pest out quickly to avoid a mass of dead party members. Use your Time Mage to cast Quicken on your strongest units (a Juggler with the Smile ability is also sufficient) and gang up on Remedi. Mission 18: Quiet Sands (Part 2) Recommended Units: Dragoon, Fighter (x2), Time Mage, White Mage (x2) Enemies: Totema (Mateus, Level 24), Vampire (Level 21) x2, Vampire (Level 22) x2 Rewards: N/A Warning: if Marche is KO'd during this battle, you will automatically lose, so watch his health carefully! Since vampires are undead, have your White Mages deal some damage by casting their healing spells on them. Once the Black Mage is out of the way, focus your energies on the Fighter, as he is very dangerous when it comes to close combat. Mission 15: Scouring Time (Part 1) Recommended Units: Fighter, Thief (x2), Sage, Summoner Enemies: Templar (Level 17), Templar (Level 16), Gunner (Level 16), Mog Knight (Level 15), Sage (Level 15), Mog Knight (Level 16), Paladin (Level 17) Rewards: 19,600 Gil, 80 AP, 100 CP, Uladon Bog IconThe best combination of Laws to have in effect in this two-part battle is Saber and Time Magic; whatever you do, refrain from banning Color Magic, Holy, or Steal at all costs. The battle will end once the crystal is destroyed, regardless of how many Dragons remain. Have that Ninja of yours use Metal Veil to blind Llednar to make him a little less dangerous. Now, the key to defeating Remedi in her Li-Grim form is TEAMWORK!! Surround her and use Combo attacks in order to do the most damage to her; her spells are extremely dangerous so have that White Mage of yours do some more Auto-Life mojo, as well as the usual healing of injured units. If you win this battle, Ezel will teach you about Antilaw and Law Cards, as well as tell you about his secret card shop. Babus knows Counter, and isn't afraid to use it to take out as many as 50 Hit Points in a single strike, so keep your distance and use the Air Render ability to do some damage. Mission 21: Hidden Vein Recommended Units: Dragoon, Fighter, Gunner, Summoner, Thief, White Mage Enemies: White Monk (Level 25), Animist (Level 26), Blue Mage (Level 25), Mog Knight (Level 25), Sage (Level 26), Juggler (Level 24) Rewards: 26,200 Gil, 40 AP, 100 CP, and the Deti Plains IconGoing into this battle when the Law bans Holy, Color Magic, Summoning, or Items is an extremely bad idea, as you will need your magic users to be able to utilize their unique abilities to harm enemies and heal injured units. Remedi is a Holy-based creature, so avoid equipping weapons with the Holy attribute, as striking her with them will heal her. Anyway, the White Mage on the other team is annoying as hell, so take him/her out as quickly as you can. Mission 02: Thesis Hunt Recommended Units: Animist, Archer, Black Mage, Soldier, Warrior, White Mage Enemies: White Mage (Level 3), Thief (Level 4), Soldier (Level 2), Archer (Level 2), Thief (Level 3), Soldier (Level 3) Rewards: 4,000 Gil, 40 AP, 100 CP, and the Nubswood IconYour clan must recover a thesis from the enemies on the mountain. If the Dragons are not disabled quickly, they will cast Bolt Breath, Fire Breath, and Ice Breath on your units. (Then again, you don't have any items, so why worry?) After the battle, Montblanc will join your party and you will be able to switch jobs if you desire. Llednar cannot be hurt by offensive magic spells, so get in close and pummel him. Render your enemies useless and strike them down! Mission 24: Royal Valley (Part 1) Recommended Units: Dragoon, Ninja, Red Mage, White Mage Enemies: Gunner (Level 27), Ninja (Level 29), Illusionist (Level 28), Llednar (Biskmatar, Level 30), Assassin (Level 27), Alchemist (Level 28) Rewards: N/A Preparation for this battle is crucial as a), there are three parts to it, and b) all World Laws in effect when you enter Ambervale will remain in effect for the rest of the battles. Mission 11: Pale Company Recommended Units: Animist, Archer (x2), Fighter, White Mage, White Monk Enemies: Totema - Adremmalech (Level 15), Fire Wyrm (Level 13), Thundrake (Level 13), Icecrake (Level 13) Rewards: 15,000 Gil, 80 AP, 100 CP, and the Baguba Port IconGoing into this battle when the World Law prevents the Aim ability is a bad idea, as your Archers will not be able to do their part. Disabling Missile is also helpful; avoid engaging when the Law has forbidden Holy or Status Ailments. Take out the Alchemist as soon as you possibly can in order to stop him from using his deadly Meteor spell on you; the Dragoon and the Fighter are ideal for this task. Ritz and Shara are pretty strong and can obliterate your opponents without too much help, so if you want, you can sit around and cast healing spells to gain some EP while the lovely ladies do all the work. As for everyone else, have the Animist cast Sheep Count, and follow that up with the Fighter's Beatdown technique to raise his/her accuracy to 100%. Your opponents start this fight close together, so go ahead and have that Summoner of yours work some Summoning mojo. As soon as Mateus is KO'd the battle is over, regardless of how many of the undead are still standing. Since Ritz uses wields a Rapier, and Shara uses a Bow, avoid the Fight, Missile, Rapiers, and Sword laws for this one. Have your Thieves steal from Llednar and the two Templars to get some pretty nice gear. Use your Time Mage's Quicken spell to liven things up a bit as one of your Thieves works on stealing weapons from the opposing units. Either way, move Marche behind an enemy or to their side in order to increase your chances of landing hits and doing extra damage. Do not bunch up your groups, as this will put everyone at risk for an Ice Breath induced ass kicking. One of the Templars is wearing some nice, rare Genji Armor, which would look great on one of your units. The Vampires will remaninate about every three rounds or so; position any ailing units near them so that casting a healing spell will hurt the enemies and heal your party members at the same time. Once those two pests have been eliminated the rest of the battle should go pretty smoothly. The Black Mage is a master of Return Magic, so have your Fighter or Dragoon get close and finish the bloke off using physical attacks in order to avoid having your spells bounced back at you. If you were able to ban Target All, some of the more powerful attacks of Remedi and Co. will be ineffective. Even though this battle is difficult, do what you can to steal that pretty piece before it's over. Have your Thief steal plenty of armor from your opponents and go for the Paladin, as he will cast Cura and Life on his comrades; have your Assassin use Last Breath on him for the chance to take him out in one fatal blow. Mission 20: Present Day 2 Recommended Units: Thief Enemies: Llednar (Biskmatar, Level 26) Rewards: N/A Marche has no choice but to do battle with Llednar all by himself, so with that said, make sure that you have a nice stock of X-Potions in your inventory. The activity of the day is the Snowball fight, which is basically your average tutorial mission. Your Fighter and Dragoon should use their abilities to do some nice damage, and your Thief is there to steal weapons. Mission 16: The Big Find Recommended Units: Bishop, Dragoon, Fighter, Summoner, Time Mage, White Mage Enemies: Fighter (Level 18), Fighter (Level 19), Bishop (Level 17), Bishop (Level 18), Thief (Level 17), Thief (Level 19) Rewards: 20,400 Gil, 40 AP, 100 CP, Gotor Sands IconFirst off, banning Stealing in this battle can work for or against you, depending on how you look at it. If you are able to forbid Status Ailments, do so, but if not, have that Gunner of yours use Stopshot to put the Sage and Blue Mage out of commission before they start inflicting abnormal status on your party. If you are unable to disable Charm via Law, bring a White Mage in order to set Charmed units on the right path using the Esuna spell. Before you go into this battle, equip your members with Armor and Shields that absorb Holy to protect them from the Titania's dangerous LV70 Holy spell. Use Thunder-based spells to dispose of the Ice Flan (the Summoner's Ramuh spell is quite effective, as is Thundara), and use some Ice Spells on the awkward Bomb and Ice Drakes. Defeating her will result in her units going down with her. Mission 10: Emerald Keep Recommended Units: Animist, Thief (x2), Time Mage, Summoner, White Monk Enemies: Templar (Level 10), Alchemist (Level 10), Bishop (Level 9), Rune Seeker - Babus - (Level 12), Templar (Level 11), Gunner (Level 10) Rewards: 13,600 Gil, 40 AP, 100 CP, and the Nargai Cave IconBabus will be accompanied by a group of royal guards in this battle. Mission 13: The Bounty Recommended Units: Animist, Assassin, Dragoon, Fighter, Thief, White Mage Enemies: Paladin (Level 15), Sage (Level 11), Black Mage (Level 14), Red Mage (Level 13), Fighter (Level 14), Time Mage (Level 14) Rewards: 17,200 Gil, 40 AP, 100 CP, Jeraw Sands IconIf the World Law has Time Magic banned, things will go pretty smoothly. As for the baddies aiding Llednar, have your Red Mage Doublecast all kinds of powerful spells on them to inflict some major damage. Mission 24: Royal Valley (Parts 2&3) Recommended Units: Dragoon, Ninja x2, Red Mage, Time Mage, White Mage Enemies (Part 2): Adremmalech (Dephs, Level 28), Remedi (Battle Queen, Level 29), Famfrt (Dephs, Level 28) Enemies (Part 3): Mateus (Dephs, Level 28), Remedi (Li-Grim, Level 36) Rewards: N/A Remedi can change the Laws at will, so be very careful of what you do here. If any of your units are KO'd, revive them by using a Phoenix Down or Life spell before the battle ends. On the flip side, a law that forbids knives would disable the opposing Thieves. Have your Thief take their initial weapons and wait for them to equip their hidden items before Stealing yet again. If you have a big HP advantage over Babus, go ahead and finish him off in close combat before disposing of the Exodus Fruits. Early in the battle, have your White Mage cast Auto-Life on all of your units so they may be revived immediately after being taken down. You can also have your Time Mage stop the Thieves in their tracks (or have your Animist use Sheep Count) so you can steal from them before knocking them out of this battle. Mission 19: Materite Now! Recommended Units: Dragoon, Fighter, Red Mage, Thief (x2), White Mage Enemies: Summoner (Level 21), White Mage (Level 20), Elementalist (Level 23), Red Mage (Level 18), Sniper (Level 21), Assassin (Level 23) Rewards: 23,400 Gil, 40 AP, 100 CP, and the Bervenia Palace IconUse the World Laws to your advantage by banning Corner and Summon abilities in order to disable the enemy Assassin and Summoner. Mission 09: Magic Wood Recommended Units: Animist, Fighter, Summoner, Thief, White Mage Enemies: Thief (Level 9), Summoner (Level 10), Thief (Level 11), Time Mage (Level 9), Archer (Level 10), Sniper (Level 11), Black Mage (Level 11) Rewards: 12,600 Gil, 40 AP, 100 CP, and the Salikawod IconGoing into this battle while the World Law outlaws Stealing will cause you to miss out on some opportunities for great equipment; try to engage when the Law prohibits Missile attacks, as the Sniper and Archer will be disabled. One of the Ahriman monsters has a spell called Roulette, which is an instant KO on a character. Oh, and don't forget to have your Archer use their Backout ability to blind your douche-bag enemies so you won't have to worry about being hit for massive amounts of damage! Mission 03: The Cheethas Recommended Units: Animist, Archer, Soldier, White Mage Enemies: Fighter (Level 4), White Monk (Level 4), Thief (Level 3), Black Mage (Level 5), Archer (Level 5) Rewards: 6,000 Gil, 40 AP, 100 CP, and the Eluut Sands IconAll right! Marche will have his first encounter with Ritz since the world has changed, which is a very, very good thing, as you must do battle alongside her and her buddy, Shara, to defeat your opponents. Another neat trick is to have your Animist cast Sheep Count on your foes so you can take them out one by one. Mission 20: Present Day Recommended Units: Juggler, Red Mage, Soldier, Thief, White Mage Enemies: Alchemist (Level 21), Gladiator (Level 23), Mog Knight (Level 22), Gladiator (Level 22), Templar (Level 24) Rewards: 25,000 Gil, 80 AP, 100 CP, Tubola Cave IconEntering this battle when the Law forbids Steal and Status Ailments is a bad idea, as the Alchemist is in possession of a Scorpion Tail, and the Mog Knight has the Materia Blade. Also, don't forget to have your Archer use Aim: Arm on the Hunter to make things a little easier for you. Go team! Mission 22: To Ambervale Recommended Units: Black Mage, Defender, Fighter, Paladin, Summoner, White Mage Enemies: Big Malboro (Level 26), Lilith (Level 26), Thundrake (Level 27), Jawbreaker (Level 25), Coeurl (Level 26) Rewards: 27,000 Gil, 40 AP, 100 CP, Sienna Gorge IconIf you engage the opposition at Deti Plains while the Law forbids Summon Magic, Color Magic, or Dmg2: Animal you will be in for a tough time. Have your clan's Summoner cast area-effect spells that damage several opponents at once; Summon spells work well, but they consume a lot of MP, so be sure to use them carefully. Circumvent going into this battle when laws that prohibit Aim and Chivalry are in effect -- these will disable your Archer and Paladin, which is not a good thing. Since Sprites have low HP and Defense, take them out first by attacking them from behind. If Stealing or Color Magic are banned by the World Law, avoid going into this battle. Introductory Mission: Lizard Men?! Recommended Units: N/A Enemies: Warrior (Level 1), White Monk (Level 1) Rewards: SprohmNow that the world has changed, Marche must face a group of angry Bangeas.



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