

Final Fantasy IV Advance Weapons/Armor Guide

by Necrolesian

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This walkthrough was originally written for Final Fantasy IV Advance on the GBA, but the walkthrough is still applicable to the PSX version of the game.

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|                               Final Fantasy IV Advance Weapons and Armor Guide                               |
|                               Version 1.1                                                                    |
|                               by Necrolesian                                                                |
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I. Introduction|
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This guide will give you all the stats for every weapon and every piece of armor in the game. In addition, it will tell you where to find every weapon and piece of armor. There's also a Miscellaneous section, with a few cheat codes (in RAW format). That's all that's here for now. Eventually, if I'm ever again temporarily cured of my laziness, I'll add more stuff, like item listings, magic listings, and a bestiary that lists the exact location of each monster.

Warning: This guide may contain very minor spoilers.

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II. Notes|
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Some pieces of equipment will seem to increase your attack or defense (or magic evasion) more than I've listed. Also, some pieces of equipment will seem to increase a stat that I don't have listed at all (a weapon increasing your defense, for example). This isn't an error in my guide. What's happening is that the piece of equipment is increasing your strength or stamina, and the increase to your STR or STA causes your attack or defense, respectively, to rise. See CronoLV99's max stats guide for more info on how the base stats affect your attack, defense, etc.

The raw data in this guide was obtained by equipping every weapon and piece of

armor and seeing what it did to my stats.

I use abbreviations for the base stats to save space. STR = strength, AGI = agility, STA = stamina, INT = intelligence, and SPR = spirit.

I use the terms common, semi-common, semi-rare, and rare to refer to the first, second, third, and fourth items respectively on a monster's drop list.

III. Weapons

Note: A level 1 character with no weapon equipped will have a precision of 50%. When I say that a weapon's precision bonus is "+49 (at least)," this means that the weapon will increase your precision to 99%, which is as high as it can go. Also, 255 is the maximum attack stat. At attack bonus such as "+246 (at least)" indicates that the weapon increased my attack to 255.

Legend:

<weapon name>
Attack +/- <attack (how much damage the weapon does) bonus/penalty>
Precision +/- <precision (how accurate you are with the weapon) bonus/penalty>
Elemental: <The type of elemental damage that the weapon inflicts, if any.>
Use: <The effect the weapon will have when used as an item, if any.>
Status Effect: <The status effect that the weapon sometimes inflicts on an enemy, if any.>
Stats Change: <Changes to your base stats when the weapon is equipped, if any.>
Effective Against: <The type of monster that the weapon is particularly effective against, if any.>
Equipped By: <Who can equip the weapon.>
Description: <The in-game description of the weapon.>
Note: <Any comment I have about the weapon.>
Location: <Where you can find the weapon.>

Claws

Note: The Precision bonuses for claws are not cumulative. The game seems to take the *average* of the two weapons' precision values as your new precision bonus.

Hand of the Gods

Attack +0
Precision +40
Elemental: Holy Damage
Stats Change: STR +15, AGI +15, STA +15
Effective Against: Ghouls, Undead
Equipped By: Yang
Description: Claw immersed in holy power.
Location: Cave of Trials. Defeat Storm Dragon (with Yang in your party) to get it.

Dragon Claw

Attack +0
Precision +40

Effective Against: Dragons

Stats Change: STR +10, SPR +10

Equipped By: Yang

Description: Claw resistant against dragon races.

Location: Lunar Ruins, in the Floor of Rememberance that resembles the Sylvan Cave, before Rosa's trial. It's behind some secret passages.

Tiger Fang

Attack +0

Precision +40

Status Effect: Paralysis

Stats Change: AGI +10, STA +10

Equipped By: Yang

Description: Claw that sometimes paralyzes the enemy.

Location: Buy at the town inside the Lunar Ruins, before Cid's Trial (the second town in the Lunar Ruins).

Rare drop from King Behemoth.

Cat Claw

Attack +0

Precision +49 (at least)

Status Effect: Sleep

Stats Change: STR +5, AGI +5

Equipped By: Edge, Yang

Description: Claw that sometimes sleeps the enemy.

Location: Tower of Babel, floor 3, in the Underworld.

Sylvan Cave, inside the house.

Semi-rare drop from Cait Sith.

Semi-rare drop from Coeurl.

Semi-rare drop from Coeurl Regina.

Hell Claw

Attack +0

Precision +40

Status Effect: Poison

Stats Change: STR +3

Equipped By: Edge, Yang

Description: Claw that sometimes poisons enemy.

Location: Tower of Zot, floor 5 (take the southwesternmost door on floor 4).

Sylvan Cave, inside the house.

Fairy Claw

Attack +0

Precision +0

Status Effect: Confuse

Stats Change: AGI +3

Effective Against: Giants

Equipped By: Edge, Yang

Description: Claw that sometimes confuses enemy.

Location: Magnetic Cave, floor B3.

Fire Claw

Attack +0

Precision +30

Elemental: Fire Damage

Equipped By: Edge, Yang

Description: Claw immersed in the power of fire.

Location: Yang's starting equipment.

Buy at Fabul.

Buy at Baron.

Ice Claw

Attack +0
Precision +30
Elemental: Ice Damage
Equipped By: Edge, Yang
Description: Claw immersed in the power of ice.
Location: Buy at Fabul.
Buy at Baron.

Thunder Claw

Attack +0
Precision +30
Elemental: Lightning Damage
Effective Against: Mechs
Equipped By: Edge, Yang
Description: Claw immersed in the power of lightning.
Location: Buy at Fabul.
Buy at Baron.

Rods

Asura's Rod

Attack +75
Precision +25
Elemental: Holy Damage
Use: Holy
Stats Change: INT +15, SPR +15
Equipped By: Palom
Description: Rod immersed in holy power.
Location: Lunar Ruins, in the floor (before Cecil's trial) with visible
monsters in the secret passages).

Stardust Rod

Attack +45
Precision +10
Use: Comet
Stats Change: INT +15
Equipped By: Child Rydia, Adult Rydia, Tellah, Palom, FuSoYa
Description: Rod infused with the power of the stars.
Location: Lunar Subterrane, floor B4.

Fairy Rod

Attack +30
Precision +5
Use: Confuse
Stats Change: INT +10
Equipped By: Child Rydia, Adult Rydia, Tellah, Palom, FuSoYa
Description: Rod infused with fairy magic.
Location: Buy at the Land of Summons.
Sylvan Cave, floor B3.

Rod of Change

Attack +15
Precision +0
Use: Pig
Stats Change: INT +5

Equipped By: Child Rydia, Adult Rydia, Tellah, Palom, FuSoYa
Description: Rod infused with beastly rage.
Location: Mist (in the northernmost house, past two secret passages).

Rod of Lilith

Attack +13
Precision -40
Elemental: Drain Damage
Use: Osmose
Stats Change: INT +5
Effective Against: Undead
Equipped By: Child Rydia, Adult Rydia, Tellah, Palom, FuSoYa
Description: Rod infused with Lilith's magic.
Location: Semi-rare drop from Lilith.
Semi-rare drop from Lamia Queen.

Thunder Rod

Attack +10
Precision +0
Elemental: Lightning Damage
Use: Thunder
Stats Change: INT +3
Equipped By: Child Rydia, Adult Rydia, Tellah, Palom, FuSoYa
Description: Rod infused with the power of lightning.
Location: Buy at Baron.

Flame Rod

Attack +7
Precision -5
Elemental: Fire Damage
Use: Fire
Stats Change: INT +3
Equipped By: Child Rydia, Adult Rydia, Tellah, Palom, FuSoYa
Description: Rod infused with the power of fire.
Location: Buy at Mysidia.

Ice Rod

Attack +5
Precision -5
Elemental: Ice Damage
Use: Blizzard
Effective Against: Insects
Equipped By: Child Rydia, Adult Rydia, Tellah, Palom, FuSoYa
Description: Rod infused with the power of ice.
Location: Underground Waterway, floor B2.
Palom's starting equipment.
Buy at Mysidia.

Rod

Attack +3
Precision -10
Use: Magic Arrow
Equipped By: Child Rydia, Adult Rydia, Tellah, Palom, FuSoYa
Description: Magical rod.
Location: Rydia's starting equipment.
Buy at Kaipo.
Buy at Agart.
Common drop from Tiny Mage.
Common drop from Sorceress.

Staves

Nirvana

Attack +80

Precision +40

Use: Reflect

Stats Change: STA +15, SPR +15

Equipped By: Porom

Description: Staff with the power of reflection.

Location: Lunar Ruins, in the floor (before Zeromus EG) with visible monsters, and the same background music as the Calcobrena battle. You must defeat them all for the chest to appear.

Rune Staff

Attack +52

Precision +10

Use: Silence

Status Effect: Silence

Stats Change: SPR +10

Effective Against: Mages

Equipped By: Child Rydia, Tellah, Rosa, Porom, FuSoYa

Description: Staff infused with the power to silence.

Location: Semi-rare drop from Puppeteer.

Semi-rare drop from Sorcerer.

Semi-rare drop from Summoner.

Semi-rare drop from Mist Summoner.

Seraphim's Mace

Attack +50

Precision +20

Use: Esuna

Stats Change: SPR +15

Equipped By: Porom

Description: Staff with the power of healing.

Location: Cave of Trials. Defeat T-Rex (with Porom in your party) to get it.

Sage's Staff

Attack +48

Precision +15

Use: Life

Stats Change: SPR +15

Equipped By: Child Rydia, Tellah, Rosa, Porom, FuSoYa

Description: Staff infused with the power to revive.

Location: Lunar Subteranne, floor B2.

Kinesis Staff

Attack +36

Precision +10

Use: Dispel

Stats Change: SPR +10

Equipped By: Child Rydia, Tellah, Rosa, Porom, FuSoYa

Description: Staff infused with the power to render magic ineffective.

Location: Buy at Land of Summons.

FuSoYa's starting equipment.

Power Staff

Attack +30

Precision +49 (at least)

Status Effect: Berserk
Stats Change: STR +10
Equipped By: Child Rydia, Tellah, Rosa, Porom, FuSoYa
Description: Staff that sometimes drives enemies berserk.
Location: Buy at Eblan Cave.

Mythril Staff

Attack +12
Precision +5
Use: Esuna
Stats Change: SPR +3
Effective Against: Undead
Equipped By: Child Rydia, Paladin Cecil, Tellah, Rosa, Porom, FuSoYa
Description: Staff infused with the power to cure.
Location: Mythril, hidden on the east side of town.
Buy at Mythril.

Healing Staff

Attack +8
Precision +0
Use: Heal
Equipped By: Child Rydia, Paladin Cecil, Tellah, Rosa, Porom, FuSoYa
Description: Staff infused with the power to heal.
Location: Buy at Mysidia.
Buy at Baron.
Common drop from Puppeteer.
Common drop from Sorcerer.
Common drop from Summoner.
Common drop from Mist Summoner.

Staff

Attack +4
Precision -5
Use: Antidote
Equipped By: Child Rydia, Paladin Cecil, Tellah, Rosa, Porom, FuSoYa
Description: Staff infused with the power to detoxify.
Location: Buy at Kaipo.
Tellah's starting equipment.
Porom's starting equipment.
Buy at Agart.

Dark Swords

Deathbringer

Attack +30
Precision +40
Elemental: Darkness Damage
Status Effect: Death
Stats Change: STR +5, AGI +5, STA +5, INT +5, SPR -5
Equipped By: Dark Knight Cecil
Description: Dark sword that sometimes instantly finishes an enemy.
Location: Fabul.

Shadow Blade

Attack +20
Precision +35
Elemental: Darkness Damage
Equipped By: Dark Knight Cecil

Description: Dark sword with sharpened blade.
Location: Underground Waterway, north entrance.
Cecil's trial. Pass 2 out of 5 sub-trials.

Dark Sword

Attack +10
Precision +30
Elemental: Darkness Damage
Equipped By: Dark Knight Cecil
Description: Common dark sword.
Location: Dark Knight Cecil's starting equipment.
Cecil's trial. Pass 1 out of 5 sub-trials.

Swords

Lightbringer

Attack +246 (at least)
Precision +49 (at least)
Elemental: Holy Damage, sometimes casts Holy
Stats Change: STR +15, AGI +15, STA +15
Equipped By: Paladin Cecil
Description: Holy sword immersed in holy power.
Location: Cecil's trial. Pass 5 out of 5 sub-trials.

Ragnarok

Attack +200
Precision +49 (at least)
Elemental: Holy Damage
Stats Change: STR +15, STA +15, SPR +15
Effective Against: Undead
Equipped By: Paladin Cecil
Description: Sealed holy sword feared by monsters.
Location: Lunar Subterrane, floor B5. Cross over a gap in the floor on B6 to reach it. Fight Dark Bahamut to get it.

Excalibur

Attack +160
Precision +49 (at least)
Elemental: Holy Damage
Stats Change: STR +10
Equipped By: Paladin Cecil
Description: Legendary holy sword of the hero.
Location: Kokkol's Smithy. Get the Rat Tail in the Land of Summons, then go to the Adamant Grotto in the Overworld and exchange it for Adamantite. Give the Adamantite to Kokkol, then go to the moon and return. The sword should be ready.

Piggy's Stick

Attack +150
Precision +49 (at least)
Status Effect: Pig
Equipped By: Paladin Cecil, Kain
Description: Stick that can turn the enemy into a pig.
Location: Lunar Ruins, in the Floor of Rememberance that resembles a chocobo forest (before Edward's trial). Hidden past a secret passage.

Defender

Attack +105

Precision +40
Use: Protect
Stats Change: STA +15
Equipped By: Paladin Cecil, Kain
Description: Sword infused with defensive power.
Location: Cave of Summons, floor B3.

Light Sword

Attack +99
Precision +49 (at least)
Elemental: Holy Damage
Stats Change: STR +3, SPR +3
Equipped By: Paladin Cecil
Description: Holy sword shining with divine light.
Location: Sealed Cavern, floor B2 (behind the second Trap Door from the east).

Avenger

Attack +80
Precision +45
Status Effect: Berserks the wielder
Stats Change: STR +10, AGI +10, STA +10, INT -10, SPR -10
Equipped By: Paladin Cecil, Kain
Description: Large sword cursed with berserk power.
Note: Two-handed weapon
Location: Sylvan Cave, floor B3.
Rare drop from Behemoth.
Semi-rare drop from King Behemoth.

Gorgon Blade

Attack +77
Precision +16
Status Effect: Stone
Equipped By: Paladin Cecil, Kain
Description: Sword that sometimes petrifies enemy.
Location: Semi-common drop from Gorgon.
Semi-common drop from Medusa.
Semi-common drop from Black Lizard.
Rare drop from Catoblepas.

Ice Brand

Attack +75
Precision +30
Elemental: Ice Damage
Equipped By: Paladin Cecil, Kain
Description: Sword immersed in the power of ice.
Location: Tower of Babel, floor 2, in the Underworld.
Buy at Eblan Cave.

Flame Sword

Attack +65
Precision +30
Elemental: Fire Damage
Equipped By: Paladin Cecil, Kain
Description: Sword immersed in the power of fire.
Location: Tower of Zot, floor 2.
Buy at Dwarf Castle.
Semi-common drop from Fiery Knight.

Flandango

Attack +60
Precision +49 (at least)
Effective Against: Flans
Equipped By: Paladin Cecil
Description: Holy sword useful against flan creatures.
Location: Cecil's trial. Pass 4 out of 5 sub-trials.

Sleep Blade

Attack +55
Precision +27
Use: Sleep
Status Effect: Sleep
Equipped By: Paladin Cecil, Kain
Description: Sword that sometimes puts enemy to sleep.
Location: Eblan Castle, West Tower, floor 1. Defeat a Steel Golem and 4 Skuldiers to get it.

Mythril Sword

Attack +50
Precision +30
Effective Against: Ghouls
Equipped By: Paladin Cecil, Kain
Description: Sword of mythril, effective against ghouls.
Location: Buy at Mythril.
Rare drop from Mythril Golem.

Blood Sword

Attack +45
Precision +0
Elemental: Drain Damage
Stats Change: STR -5, AGI -5, STA -5, INT -5, SPR -5
Effective Against: Giants, Flans, Undead
Equipped By: Paladin Cecil, Kain
Description: Sword that steals target's HP.
Location: Cave of Eblan, floor B4. Past a secret passage in the right wall of the save room right before the Tower of Babel.

Sword of Legend

Attack +40
Precision +49 (at least)
Elemental: Holy Damage
Stats Change: SPR +3
Equipped By: Paladin Cecil
Description: Holy sword with the legend of Mysidia inscribed.
Location: Paladin Cecil's starting equipment.

Ancient Sword

Attack +35
Precision +27
Status Effect: Curse
Effective Against: Ghouls
Equipped By: Paladin Cecil, Kain
Description: Sword that sometimes curses enemy.
Location: Old Waterway, floor B1. Past a secret passage in the right wall of the save room.

Caliburn

Attack +1
Precision +49 (at least)
Equipped By: Paladin Cecil

Description: Legendary holy sword.

Location: Cecil's trial. Pass 3 out of 5 sub-trials.

Spears

Abel's Lance

Attack +230

Precision +35

Elemental: Throw Damage, sometimes casts Tornado

Stats Change: STR +15, AGI +15, SPR +15

Equipped By: Kain

Description: Legendary spear with the power of wind.

Location: Kain's trial.

Holy Lance

Attack +109

Precision +30

Elemental: Holy Damage, Throw Damage

Use: Holy

Effective Against: Ghouls

Equipped By: Kain

Description: Spear engulfed in holy power.

Location: Lunar Subterrane, floor B7, center room. Fight Plague to get it.

Wyvern Lance

Attack +99

Precision +30

Elemental: Throw Damage

Effective Against: Dragons

Equipped By: Kain

Description: Spear effective against dragons.

Location: Rare drop from Blue Dragon.

Semi-rare drop from Red Dragon.

Semi-rare drop from Crystal Dragon.

Gungnir

Attack +92

Precision +30

Elemental: Throw Damage

Stats Change: STA +15

Equipped By: Kain

Description: Legendary spear said to have been a favorite of the gods.

Location: Kain will return to your party with this.

Blood Lance

Attack +88

Precision -28

Elemental: Drain Damage, Throw Damage

Stats Change: STR -10, AGI -10, STA -10, INT -10, SPR -10

Effective Against: Giants, Flans, Undead

Equipped By: Kain

Description: Spear that steals target's HP.

Location: Eblan Castle, East Tower, floor 2.

Ice Lance

Attack +77

Precision +30

Elemental: Ice Damage, Throw Damage

Use: Blizzara
Equipped By: Kain
Description: Spear immersed in the power of ice.
Location: Tower of Babel, floor 2, in the Underworld.
Buy at Eblan Cave.

Fire Lance

Attack +66
Precision +30
Elemental: Fire Damage, Throw Damage
Use: Fira
Equipped By: Kain
Description: Spear immersed in the power of fire.
Location: Buy at Dwarf Castle.
Common drop of Fiery Knight.

Wind Spear

Attack +55
Precision +30
Elemental: Throw Damage
Equipped By: Kain
Description: Spear with a cutting blade.
Location: Kain will return to your party with this.

Spear

Attack +9
Precision +49 (at least)
Elemental: Throw Damage
Equipped By: Kain
Description: Common spear.
Location: Kain's starting equipment.
Buy at Agart.

Ninja Swords

Note: The attack bonuses listed here are the bonuses for equipping that weapon when you previously had no weapon equipped. For example, let's say you have an unequipped attack of 11, and no weapons equipped. If you equip a Kunai, your attack will increase to 36. Therefore, the attack bonus for Kunai is listed as +25. It's not that simple though. Let's say you equipped another Kunai in Edge's second hand. Your attack would increase from 36 to 72, an increase of +36, not +25. The attack increase from your **second** weapon seems to equal the attack bonus for that weapon **plus** your raw **strength-based** attack value. Equipping an Ahura and then a Kunai will get you the same overall attack as equipping them in the opposite order. This isn't just the case for ninja swords though. This also is true for thrown weapons and daggers, when equipped on Edge. I haven't noticed a similar effect for claws though, perhaps because they don't increase your attack at all. Also, the precision bonuses for Edge's weapons are not cumulative. The game seems to take the **average** of the two weapons' precision values as your new precision bonus.

Mutsunokami

Attack +100
Precision +49 (at least)
Stats Change: STR +10, SPR +10
Equipped By: Edge
Description: Illusionary sword.

Location: Lunar Ruins, in the Floor of Rememberance that resembles the Giant of Babel, before the twins' trial.

Sasuke's Katana

Attack +95

Precision +49 (at least)

Stats Change: AGI +10, STA +10

Equipped By: Edge

Description: Legendary katana of ninjas.

Location: Lunar Ruins, in the teleporter floor before Cecil's trial.

Masamune

Attack +65

Precision +49 (at least)

Stats Change: AGI +3

Equipped By: Edge

Description: Known as the strongest katana.

Location: Lunar Subterrane, floor B8. Fight Ogopogo to get it.

Murasame

Attack +55

Precision +40

Stats Change: STR +5, AGI -5, STA +5, INT +5, SPR -5

Equipped By: Edge

Description: Known as the best katana.

Location: Lunar Subterrane, floor B3. Fight White Dragon to get it.

Kikuichimonji

Attack +48

Precision +40

Stats Change: STR +5

Equipped By: Edge

Description: Katana with a chrysanthemum mark engraved on its sheath.

Location: Cave of Summons, floor B3.

Kotetsu

Attack +40

Precision +40

Equipped By: Edge

Description: Shorter katana with emphasis on ease of use.

Location: Buy at Land of Summons.

Sealed Cavern, floor B1, behind the southern Trap Door.

Sealed Cavern, floor B2, behind the northwesternmost Trap Door.

Ahura

Attack +32

Precision +40

Equipped By: Edge

Description: katana named after the avatar of war.

Location: Tower of Babel, floor B4, in the Overworld.

Buy at Tomra.

Kunai

Attack +25

Precision +40

Equipped By: Edge

Description: Small katana used by ninjas.

Location: Edge's starting equipment.

Buy at Eblan Cave.

Daggers

Assassin Dagger

Attack +130

Precision +49 (at least)

Status Effect: Death

Stats Change: AGI +15

Equipped By: Paladin Cecil, Kain, Edward, Porom, Child Rydia, Adult Rydia

Description: Dagger that has a chance to kill with one blow.

Location: Buy at the town inside the Lunar Ruins, before Cid's trial (the second town in the Lunar Ruins).

Semi-rare drop from Chaotic Knight.

Triton's Dagger

Attack +62

Precision +40

Use: Flood

Stats Change: INT +15

Equipped By: Palom

Description: Short sword with the power of water.

Location: Cave of Trials. Defeat the Master Flan (with Palom in your party) to get it.

Mage Masher

Attack +35

Precision +25

Status Effect: Silence

Stats Change: INT +5

Effective Against: Mages

Equipped By: Paladin Cecil, Kain, Edge, Edward, Palom, Child Rydia, Adult Rydia

Description: Knife that sometimes silences enemy.

Location: Sylvan Cave, floor B2.

Assassin Dagger

Attack +29

Precision +5

Status Effect: Death

Stats Change: STR +5, AGI +5, STA +5, INT -5, SPR -5

Equipped By: Paladin Cecil, Kain, Edge, Edward, Palom, Child Rydia, Adult Rydia

Description: Dagger that sometimes finishes enemy in one blow.

Note: This is not the same weapon as the Assassin Dagger listed above, found in the Lunar Ruins. They are two different items.

Location: I haven't been able to find this one in the game. The developers might have just decided against putting the item in the game, but left the data for it. If anyone knows more about this, email me.

Dancing Dagger

Attack +28

Precision +44

Equipped By: Paladin Cecil, Kain, Edge, Edward, Palom, Child Rydia, Adult Rydia

Description: Dagger infused with the soul of a dancer.

Location: Buy at Mist.

Mythril Knife

Attack +20
Precision +49 (at least)
Effective Against: Ghouls
Equipped By: Paladin Cecil, Kain, Edge, Edward, Palom, Child Rydia, Adult Rydia
Description: Knife of mythril, effective against ghouls.
Location: Mythril, hidden on the northeast side of town.
Buy at Mythril.
Common drop from Mythril Golem.

Whips

Mist Whip

Attack +100
Precision +25
Elemental: Holy Damage
Status Effect: Paralysis
Stats Change: INT +15
Equipped By: Child Rydia, Adult Rydia
Description: Whip immersed in holy power.
Location: Lunar Ruins, in the Floor of Rememberance that resembles the Mist Cave, before the twins' trial.

Dragon's Whisker

Attack +55
Precision +25
Status Effect: Paralysis
Stats Change: STR +5, AGI +5, STA +5, INT -5, SPR -5
Effective Against: Dragons
Equipped By: Child Rydia, Adult Rydia
Description: Whip effective against dragons.
Location: Semi-rare drop from Blue Dragon.
Semi-common drop from Magic Dragon.

Fire Whip

Attack +50
Precision +15
Elemental: Fire Damage
Status Effect: Paralysis
Stats Change: STR +5, AGI +5, STA +5, INT -5, SPR -5
Equipped By: Child Rydia, Adult Rydia
Description: Whip immersed in the power of fire.
Location: Lunar Subterrane, floor B2.

Blitz Whip

Attack +40
Precision +10
Elemental: Lightning Damage
Status Effect: Paralysis
Equipped By: Child Rydia, Adult Rydia
Description: Whip immersed in the power of lightning.
Location: Buy at the Land of Summons.

Chain Whip

Attack +30
Precision +5
Status Effect: Paralysis
Equipped By: Child Rydia, Adult Rydia

Description: Iron chain whip.
Location: Buy at Tomra.
Buy at the Land of Summons.

Whip

Attack +20
Precision +0
Status Effect: Paralysis
Equipped By: Child Rydia, Adult Rydia
Description: Common whip.
Location: Buy at Mist.
Buy at the Land of Summons.

Axes

Gigant Axe

Attack +200
Precision +25
Status Effect: Poison
Stats Change: STR +15
Equipped By: Paladin Cecil, Kain, Cid
Description: Axe that has the chance to poison the enemy.
Note: Two-handed weapon
Location: Buy at the town in the Lunar Ruins before Cid's trial (the second town inside the Lunar Ruins).
Rare drop from Iron Giant.

Rune Axe

Attack +100
Precision +10
Effective Against: Mages
Equipped By: Paladin Cecil, Kain, Cid
Description: Giant axe effective against mages.
Note: Two-handed weapon
Location: Rare drop from Giant Soldier.
Rare drop from Giant Warrior.
Semi-rare drop from Iron Giant.

Poison Axe

Attack +95
Precision +10
Status Effect: Poison
Equipped By: Paladin Cecil, Kain, Cid
Description: Giant axe that sometimes poisons enemy.
Note: Two-handed weapon
Location: Cave of Summons, floor B3.
Semi-rare drop from Giant Soldier.
Semi-rare drop from Giant Warrior.
Semi-common drop from Iron Giant.

Ogrekiller

Attack +80
Precision +19
Effective Against: Giants
Equipped By: Paladin Cecil, Kain, Cid
Description: Giant axe effective against giants.
Location: Tower of Babel, floor B2, in the Overworld. Fight 4 Mad Ogres to get it.

Buy at Tomra.
Semi-common drop from Giant Soldier.
Semi-common drop from Giant Warrior.
Common drop from Iron Giant.

Dwarf Axe

Attack +62
Precision +19
Stats Change: STR +5, AGI -5, STA +5, INT -5, SPR -5
Equipped By: Paladin Cecil, Kain, Cid
Description: Axe that is a favorite of dwarves.
Location: Dwarf Castle, east tower, floor 1.
Buy at Dwarf Castle.

Hand Axe

Attack +35
Precision +0
Stats Change: STR +3
Equipped By: Paladin Cecil, Kain, Cid
Description: Common axe.
Location: This is another item that isn't actually found in the game, but the data are there. If anyone knows otherwise, email me.

Ninja Stars

Note: You cannot equip these weapons. They can only be thrown in battle.

Knife

Attack: 255
Elemental: Throw Damage
Description: Kitchen knife that can cut anything.
Location: Fabul. Find Yang in the Sylvan Cave, then go back to Fabul and talk to his wife. Go back to the Sylvan Cave and hit Yang with the Frying Pan, then go back to Fabul again and talk to Yang's wife to exchange the Frying Pan for the Knife.

Fuma Shuriken

Attack: 80
Elemental: Throw Damage
Description: Weapon designed for ninjas to throw.
Location: Sealed Cavern, floor B2 (behind the third Trap Door from the right).
Buy at Kokkol's Smithy, after getting the Excalibur.
Lunar Subterrane, floor B6.
Lunar Subterrane, floor B8.
Lunar Subterrane, floor B10 (there are two of them on this floor).
Buy at the town in the Lunar Ruins before Cecil's trial (the first town inside the Lunar Ruins).
Lunar Ruins, in the floor before Kain's trial where you're asked questions and choose a door to go into. Choose Blue, Red, Red, Blue, in that order, to get it (there are other combinations that will have the same result as well).
Buy at the town in the Lunar Ruins before Cid's trial (the second town inside the Lunar Ruins).
Semi-rare drop from Flan Princess.
Semi-common drop from Palace Guard.
Semi-rare drop from Dust Mousse.

Shuriken

Attack: 40

Elemental: Throw Damage

Description: Weapon designed for ninjas to throw.

Location: Cave of Eblan, floor B1.

Cave of Eblan, floor B4 (behind a secret passage).

Giant of Babel, Chest of the Giant.

Buy at Kokkol's Smithy, after getting the Excalibur.

Buy at the town in the Lunar Ruins before Cecil's trial (the first town inside the Lunar Ruins).

Lunar Ruins, in the floor before Kain's trial where you're asked questions and choose a door to go into. Choose Blue, Red, Red, Blue, in that order, to get it (there are other combinations that will have the same result as well).

Buy at the town in the Lunar Ruins before Cid's trial (the second town inside the Lunar Ruins).

Semi-common drop from Blue Dragon.

Scrap Metal

Attack: 4 (haven't confirmed this number, but the Scrap Metal seems to do about 1/10 the damage of the Shuriken)

Elemental: Throw Damage

Description: Pile of rusty scrap metal.

Location: Cecil's trial. Pass 0 out of 5 sub-trials.

----- Thrown Weapons -----

Rising Sun

Attack +85

Precision +35

Elemental: Throw Damage

Equipped By: Edge

Description: The ultimate thrown weapon.

Location: Buy at the town in the Lunar Ruins before Cid's trial (the second town inside the Lunar Ruins).

Rare drop from Magic Dragon.

Full Moon

Attack +40

Precision +35

Elemental: Throw Damage

Equipped By: Edge

Description: Metal throwing weapon.

Location: Sylvan Cave, floor B3.

Boomerang

Attack +20

Precision +30

Elemental: Throw Damage

Equipped By: Edge

Description: Wooden throwing weapon.

Location: Buy at Agart.

Buy at Eblan Cave.

----- Harps -----

Loki's Lute

Attack +150

Precision +49 (at least)

Stats Change: STR +15, AGI +15, STA +15

Equipped By: Edward

Description: The ultimate lute.

Location: Lunar Ruins, on the floor before Kain's trial laid out like a maze. It's in a crate on the southeast of the floor.

Requiem Harp

Attack +130

Precision +35

Stats Change: STR -5, AGI -5, STA -5, INT -5, SPR -5

Equipped By: Edward

Description: Lute that can release one's soul.

Note: Available only during Edward's Trial. It will be broken (removed from your inventory) before you leave the trial.

Location: Edward's trial.

Apollo's Harp

Attack +98

Precision +40

Elemental: Fire Damage

Stats Change: STR +15, AGI +15, SPR +15

Effective Against: Dragons

Equipped By: Edward

Description: Harp immersed in the power of the sun.

Location: Cave of Trials. Defeat Gigas Worm (with Edward in your party) to get it.

Lamia Harp

Attack +18

Precision +40

Status Effect: Confusion

Equipped By: Edward

Description: Harp that weaves a tempting melody.

Location: Antlion cave, floor B2.

Common drop of Lamia Matriarch.

Common drop of Lamia.

Dreamer's Harp

Attack +8

Precision +35

Status Effect: Sleep

Equipped By: Edward

Description: Harp that weaves a sleep-inducing melody.

Location: Edward's starting equipment.

Hammers

Fiery Hammer

Attack +241 (at least)

Precision +35

Elemental: Fire Damage, sometimes casts Flare

Stats Change: STR +15, STA +15, INT +15, SPR +15

Effective Against: Mechs

Equipped By: Cid

Description: Hammer with the power of heat.

Note: Two-handed weapon

Location: Cid's trial. Fly everyone to their destinations on time.

Thor's Hammer

Attack +190

Precision +30

Elemental: Lightning Damage

Use: Blitz

Stats Change: STR +15

Effective Against: Mechs

Equipped By: Cid

Description: Hammer that holds the power of lightning.

Note: Two-handed weapon

Location: Cave of Trials. Defeat Death Mech (with Cid in your party) to get it.

Gaia Hammer

Attack +65

Precision +25

Elemental: Fire Damage

Use: Quake

Stats Change: STR +5

Effective Against: Mechs

Equipped By: Cid

Description: Hammer infused with the power of earth.

Note: Two-handed weapon

Location: Tower of Zot, floor 5. Take the centermost floor on floor 4 to get to the chest.

Common drop from Steel Golem.

Mythril Hammer

Attack +55

Precision +25

Effective Against: Mechs, Ghouls

Equipped By: Cid

Description: Hammer of mythril, effective against ghouls.

Note: Two-handed weapon

Location: Buy at Mythril.

Semi-common drop from Hell Turtle.

Semi-common drop from Armadillo.

Semi-common drop from Magma Tortoise.

Semi-common drop from Ironback.

Wooden Hammer

Attack +45

Precision +25

Effective Against: Mechs

Equipped By: Cid

Description: Wooden hammer.

Note: Two-handed weapon

Location: Cid's starting equipment.

Buy at Troia.

Bows

Note: All bows and arrows give you +1 attack by themselves. The attack bonus you get for a particular bow is different depending on what arrows you have equipped, and vice versa. I've arbitrarily assigned Iron Arrows to

be the default arrow. Therefore, the attack bonuses listed for the bows are for that bow with Iron Arrows equipped. The attack bonuses listed for the arrows are simply how much your attack stat will change if you switch from Iron Arrows to that kind of arrow, with the same bow equipped. That's why Iron Arrows are listed as attack +0, and Medusa Arrows are attack -4. This might be confusing; if so, I apologize.

Here's a simpler explanation. Let's say that you're equipped with the Perseus's Bow and Perseus Arrows. To find your attack bonus with this particular bow and arrow combination, do the following:

1. Find the attack bonus listed for the bow you have equipped. In the example above, the bonus listed for Perseus's Bow is +58.
2. Find the attack bonus listed for the arrow you have equipped. In the example above, the bonus listed for Perseus Arrow is +90
3. Add the two numbers that you found in steps one and two. In the example above, $58 + 90 = 148$, so your total attack bonus with Perseus's Bow and Perseus Arrows is +148.

Also, the precision bonuses (or penalties) listed for the bows only take effect if you also have arrows equipped. Make sure you equip the arrows in the character's dominant hand, and the bow in their other hand.

Perseus's Bow

Attack +58

Precision +35

Elemental: Throw Damage

Stats Change: SPR +15

Equipped By: Rosa

Description: Bow said to have been used by a legendary hero.

Location: Lunar Ruins, in the floor before Kain's trial that's full of treasures. It's in a hidden area reachable from a secret passage starting in the northwest corner of the room.

Artemis's Bow

Attack +43

Precision +20

Elemental: Throw Damage

Stats Change: STR +10, AGI +10, STA +10, INT -10, SPR -10

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom, Porom, FuSoYa

Description: Bow named after the goddess of the moon.

Location: Rare drop from SeleneGuardian.

Yoichi's Bow

Attack +33

Precision +10

Elemental: Throw Damage

Stats Change: STR +10

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom, Porom, FuSoYa

Description: Bow once used by a famous marksman.

Location: Cave of Summons, floor B6. Step on the indent on the floor in the middle of floor B4 to get here.

Elven Bow

Attack +28

Precision +25

Elemental: Throw Damage

Stats Change: INT +5

Effective Against: Mages

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa

Description: Wooden bow made by the elves.

Location: Sylvan Cave, floor B1.

Killer Bow

Attack +23

Precision +0

Elemental: Throw Damage

Stats Change: STR +5

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa

Description: Bow with increased capability for critical hits.

Location: Tower of Babel, floor 4, in the Underworld.

Buy at Eblan Cave.

Buy at Tomra.

Great Bow

Attack +18

Precision -10

Elemental: Throw Damage

Stats Change: STR +3

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa

Description: Bow used for battle.

Location: Buy at Troia.

Troia Castle, floor B2 (the treasure room).

Buy at Dwarf Castle.

Crossbow

Attack +13

Precision -15

Elemental: Throw Damage

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa

Description: Bow used for hunting.

Location: Buy at Mysidia.

Buy at Agart.

Bow

Attack +8

Precision -20

Elemental: Throw Damage

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa

Description: Common bow.

Location: Rosa's starting equipment.

Buy at Kaipo.

Buy at Agart.

----- Arrows -----

Perseus Arrow

Attack +90

Equipped By: Rosa

Description: Arrow said to have been used by a legendary hero.

Location: Buy at the town in the Lunar Ruins before Cid's trial (the second
town inside the Lunar Ruins).

Rare drop from Lamia Queen.
Common drop from Metamorpha.

Artemis Arrow

Attack +70
Effective Against: Dragons
Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa
Description: Arrow named after the goddess of the moon.
Location: Lunar Subterrane, floor B4.
Lunar Subterrane, floor B6.
Rare drop from Gloomwing.
Rare drop from Lunar Virus.
Rare drop from Black Flan.
Common drop from Selene Guardian.

Yoichi Arrow

Attack +45
Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa
Description: Arrow said to have been used by a marksman from afar.
Location: Cave of Summons, floor B6. Step on the indent in the floor in the
middle of floor B4 to get here.
Giant of Babel, Chest of the Giant.
Buy at Kokkol's Smithy after getting the Excalibur.
Buy at the town in the Lunar Ruins before Cecil's trial (the first
town inside the Lunar Ruins).
Semi-rare drop from Malboro.

Angel Arrow

Attack +35
Status Effect: Confusion
Effective Against: Giants
Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa
Description: Arrow that sometimes confuses an enemy.
Location: Buy at the Land of Summons.
Sylvan Cave, floor B1.
Rare drop from Lamia Matriarch.
Rare drop from Lamia.

Mute Arrow

Attack +30
Status Effect: Silence
Effective Against: Mages
Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa
Description: Arrow that sometimes silences an enemy.
Location: Eblan Castle, west tower, floor 2.
Buy at Tomra.

Poison Arrow

Attack +25
Status Effect: Poison
Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa
Description: Arrow that sometimes poisons an enemy.
Location: Buy at Eblan Cave.
Semi-rare drop from Hydra.
Semi-rare drop from Twin Snake.

Semi-rare drop from Cave Naga.

Semi-rare drop from Naga.

Semi-rare drop from King Naga.

Dark Arrow

Attack +15

Status Effect: Darkness

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa

Description: Arrow that sometimes envelops an enemy in darkness.

Location: Buy at Dwarf Castle.

Fire Arrow

Attack +10

Elemental: Fire Damage

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa

Description: Arrow immersed in the power of fire.

Location: Buy at Troia.

Troia Castle, floor B2 (the treasure room).

Sylvan Cave, floor B1.

Common drop from Chimera.

Common drop from Fiery Hound.

Common drop from Chimera Brain.

Ice Arrow

Attack +10

Elemental: Ice Damage

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa

Description: Arrow immersed in the power of ice.

Location: Buy at Troia.

Troia Castle, floor B2 (the treasure room).

Tower of Babel, floor 1, in the Underworld. There are two chests
containing Ice Arrows here.

Sylvan Cave, floor B1.

Common drop from Ice Lizard.

Common drop from Cold Beast.

Thunder Arrow

Attack +10

Elemental: Lightning Damage

Effective Against: Mechs

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa

Description: Arrow immersed in the power of lightning.

Location: Buy at Troia.

Troia Castle, floor B2 (the treasure room).

Sylvan Cave, floor B1.

Common drop from Grudger.

Common drop from Screamer.

Common drop from Mech Soldier.

Holy Arrow

Attack +5

Elemental: Holy Damage

Effective Against: Ghouls, Undead

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa

Description: Arrow engulfed in holy power.

Location: Mt. Hobs, summit.
Buy at Mysidia.
Buy at Agart.

Iron Arrow

Attack +0
Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa
Description: Arrow of iron.
Location: Rosa's starting equipment.
Buy at Kaipo.
Buy at Agart.

Medusa Arrow

Attack -4
Status Effect: Stone
Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Edward, Palom,
Porom, FuSoYa
Description: Arrow that sometimes petrifies an enemy.
Location: Sylvan Cave, floor B3.
Common drop from Gorgon.
Common drop from Medusa.
Common drop from Black Lizard.
Semi-rare drop from Stone Golem.
Semi-common drop from Catoblepas.

IV. Armor

Note: The Hero's Shield and the Cursed ring change elemental resistance into elemental absorption. This means that if you're wearing another piece of armor that resists an element, and you equip the Hero's Shield or Cursed Ring, you'll *absorb* damage from that element. For example, let's say you're wearing Adamant Armor, which resists (halves) fire, ice, and lightning damage. You equip the Hero's Shield, which changes elemental resistance into elemental absorption. Now, when you get hit with a fire, ice, or lightning attack, you'll *absorb* (actually gain HP) that attack.

Legend:

<armor name>

Defense + <defense (physical damage reduced) bonus>
Magic Defense + <magic defense (magic damage reduced) bonus>
Evasion +/- <evasion (chance of dodging a physical attack) bonus/penalty>
Magic Evasion + <magic evasion (chance of dodging a magic attack) bonus>
Elemental: <The type of elemental resistance that the armor has, if any.>
Status Effect: <The status effect(s) that the armor prevents, if any.>
Stats Change: <Changes to your base stats when the armor is equipped, if any.>
Effective Against: <The type of monster that the armor is particularly effective against, if any.>
Equipped By: <Who can equip the armor.>
Description: <The in-game description of the armor.>
Note: <Any comment I have about the armor.>
Location: <Where you can find the armor.>

Dark Shields

Demon Shield

Defense +2

Magic Defense +0

Evasion +24

Magic Evasion +1

Equipped By: Dark Knight Cecil

Description: Shield said to have been once owned by a demon.

Location: Fabul, in a hidden area east of the throne room.

Dark Shield

Defense +1

Magic Defense +0

Evasion +22

Magic Evasion +0

Equipped By: Dark Knight Cecil

Description: Shield possessing a powerful dark force.

Location: Dark Knight Cecil's starting equipment.

Shields

Hero's Shield

Defense +20

Magic Defense +20

Evasion +55

Magic Evasion +15

Elemental: Changes elemental resistance into elemental absorbtion

Stats Change: STR +15, AGI +15, STA +15, INT +15, SPR +15

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Kain, Edge,
Edward, Cid, Yang, Palom, Porom, Tellah

Description: Shield that can only be equipped by true heroes.

Location: Common drop from Brachioraidos.

Crystal Shield

Defense +7

Magic Defense +4

Evasion +40

Magic Evasion +6

Stats Change: SPR +3

Effective Against: Undead

Equipped By: Paladin Cecil

Description: Shield resistant against undead attacks.

Location: Lunar Subterrane, floor B5.

Dragon Shield

Defense +6

Magic Defense +3

Evasion +38

Magic Evasion +5

Elemental: Halves Fire, Ice, and Lightning Damage

Equipped By: Paladin Cecil, Kain, Cid

Description: Shield resistant against fire, ice, and lightning.

Location: Lunar Subterrane, floor B2.

Semi-common drop from Crystal Dragon.

Genji Shield

Defense +5

Magic Defense +3

Evasion +36
Magic Evasion +4
Equipped By: Paladin Cecil, Kain, Cid
Description: Shield used in a faraway land.
Location: Cave of Bahamut, floor B1.

Aegis Shield

Defense +4
Magic Defense +5
Evasion +34
Magic Evasion +4
Status Effect: Prevents Stone
Stats Change: INT +3
Equipped By: Paladin Cecil, Kain, Cid
Description: Shield that prevents petrification.
Location: Buy at the Land of Summons.
Buy at the town in the Lunar Ruins before Cecil's trial (the first town inside the Lunar Ruins).
Semi-rare drop from Catoblepas.

Diamond Shield

Defense +4
Magic Defense +2
Evasion +32
Magic Evasion +3
Elemental: Halves Lightning Damage
Equipped By: Paladin Cecil, Kain, Cid
Description: Shield resistant against lightning.
Location: Buy at Tomra.

Ice Shield

Defense +3
Magic Defense +2
Evasion +30
Magic Evasion +2
Elemental: Halves Fire Damage
Equipped By: Paladin Cecil, Kain, Cid
Description: Shield immersed in the power of ice, resistant against fire.
Location: Tower of Babel, floor 4, in the Underworld.
Buy at Eblan Cave.

Fire Shield

Defense +3
Magic Defense +2
Evasion +28
Magic Evasion +2
Elemental: Halves Cold Damage
Equipped By: Paladin Cecil, Kain, Cid
Description: Shield immersed in the power of fire, resistant against cold.
Location: Tower of Zot, floor 5. Use the southwesternmost door on floor 4 to reach it.
Buy at Dwarf Castle.
Semi-rare drop from Fiery Knight.

Mythril Shield

Defense +3
Magic Defense +2
Evasion +26
Magic Evasion +2
Effective Against: Ghouls

Equipped By: Paladin Cecil, Kain, Cid
Description: Shield of mythril, resistant against ghouls attacks.
Location: Buy at Mythril.
Common drop from Hell Turtle.
Common drop from Armadillo.
Common drop from Magma Tortoise.
Common drop from Ironback.
Semi-common drop from Mythril Golem.

Light Shield

Defense +2
Magic Defense +1
Evasion +24
Magic Evasion +1
Stats Change: SPR +3
Effective Against: Undead
Equipped By: Paladin Cecil
Description: Shield resistant against undead attacks.
Location: Buy at Mysidia.

Iron Shield

Defense +1
Magic Defense +0
Evasion +20
Magic Evasion +0
Equipped By: Paladin Cecil, Kain, Cid
Description: Shield of iron.
Location: Kain's starting equipment.
Buy at Agart.

Dark Helmets

Demon Helm

Defense +6
Magic Defense +1
Evasion -10
Magic Evasion +1
Equipped By: Dark Knight Cecil
Description: Helmet said to be possessed by a demon's spirit.
Location: Buy at Fabul.

Hades Helm

Defense +5
Magic Defense +1
Evasion -10
Magic Evasion +0
Equipped By: Dark Knight Cecil
Description: Helmet said to have been once owned by a demon.
Location: Underground Waterway, before Octomammoth.

Dark Helm

Defense +4
Magic Defense +0
Evasion -10
Magic Evasion +0
Equipped By: Dark Knight Cecil
Description: Helmet possessing a powerful dark force.
Location: Dark Knight Cecil's starting equipment.

Helmets

Glass Mask

Defense +30

Magic Defense +0

Evasion -10

Magic Evasion +0

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge, Cid,
Yang, Edward, Palom, Porom, Tellah, FuSoYa

Description: Mask of glass.

Location: Rare drop from Wicked Mask.

Rare drop from Proto Phase.

Grand Helm

Defense +14

Magic Defense +10

Evasion -10

Magic Evasion +7

Elemental: Halves Lightning Damage

Stats Change: AGI +5, SPR +5

Equipped By: Cid

Description: Helm resistant against lightning.

Location: Cave of Trials, floor B6.

Crystal Helm

Defense +12

Magic Defense +8

Evasion -10

Magic Evasion +5

Elemental: Halves Fire, Ice, and Lightning Damage

Stats Change: SPR +3

Equipped By: Paladin Cecil

Description: Helmet resistant against fire, ice, and lightning.

Location: Lunar Subterrane, floor B5.

Dragon Helm

Defense +11

Magic Defense +7

Evasion -10

Magic Evasion +4

Elemental: Halves Fire, Ice, and Lightning Damage

Equipped By: Paladin Cecil, Kain, Cid

Description: Helmet resistant against fire, ice, and lightning.

Location: Lunar Subterrane, floor B3.

Red Cap

Defense +10

Magic Defense +12

Evasion +10

Magic Evasion +12

Elemental: Halves Fire Damage

Stats Change: STA +10

Equipped By: Edward

Description: Hat resistant against fire.

Location: Cave of Trials, floor B4.

Genji Helm

Defense +10
Magic Defense +6
Evasion -10
Magic Evasion +3
Equipped By: Paladin Cecil, Kain, Cid, Edge
Description: Helmet used in a faraway land.
Location: Cave of Bahamut, floor B2.

Ribbon

Defense +9
Magic Defense +12
Evasion +2
Magic Evasion +12
Status Effect: Prevents all status effects
Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge, Cid, Yang, Edward, Palom, Porom, Tellah, FuSoYa
Description: Ribbon that prevents various status ailments.
Location: Lunar Subterrane, floor B7, rightmost room. There are two of them here. Fight the Lunasaurs to get them.
Lunar Ruins, in the floor before Cecil's trial where a man asks you to find the Platinum Toad. Hidden in the grass.
Lunar Ruins, in the floor before Zeromus EG full where you fight Proto Phase. In the center of the room.
Lunar Ruins, in the center of one of the floors before Zeromus EG.
Rare drop from Bog Witch.
Rare drop from Dark Sage.
Semi-rare drop from Worst Malboro.

Diamond Helm

Defense +9
Magic Defense +2
Evasion -10
Magic Evasion +2
Elemental: Halves Thunder Damage
Equipped By: Paladin Cecil, Kain, Cid
Description: Helmet resistant against lightning.
Location: Buy at Tomra.

Funny Mask

Defense +8
Magic Defense +3
Evasion +6
Magic Evasion +3
Status Effect: Prevents Paralysis
Stats Change: STR +5
Equipped By: Yang
Description: Mask that prevents Paralysis.
Location: Cave of Trials, floor B3.

Mythril Helm

Defense +8
Magic Defense +2
Evasion -10
Magic Evasion +2
Effective Against: Ghouls
Equipped By: Paladin Cecil, Kain, Cid
Description: Helmet of mythril, resistant against ghoul attacks.
Location: Buy at Mythril.

Cat Hood

Defense +7
Magic Defense +18
Evasion +8
Magic Evasion +16
Elemental: Halves Ice Damage
Stats Change: AGI +5
Equipped By: Porom
Description: Hood resistant against ice.
Location: Cave of Trials, floor B3.

Coronet

Defense +7
Magic Defense +16
Evasion +8
Magic Evasion +18
Status Effect: Prevents Pig, Mini, and Toad
Stats Change: INT +5
Equipped By: Palom
Description: Crown that prevents Toad, Mini, and Pig.
Location: Cave of Trials, floor B2.

Gold Hairpin

Defense +7
Magic Defense +10
Evasion +0
Magic Evasion +9
Elemental: Halves Thunder Damage
Stats Change: INT +10
Equipped By: Child Rydia, Adult Rydia, Rosa, Porom
Description: Hairpin resistant against lightning.
Location: Mist, inside the northernmost house, past a secret passage.
Buy at Tomra.
Buy at the town in the Lunar Ruins before Cecil's trial (the first town inside the Lunar Ruins).
Semi-rare drop from Thunder Dragon.
Semi-rare drop from Mech Dragon.

Light Helm

Defense +7
Magic Defense +2
Evasion -10
Magic Evasion +1
Stats Change: SPR +3
Effective Against: Undead
Equipped By: Paladin Cecil
Description: Helmet resistant against undead attacks.
Location: Buy at Mysidia.

Sage's Miter

Defense +5
Magic Defense +7
Evasion -2
Magic Evasion +7
Stats Change: SPR +5
Equipped By: Child Rydia, Adult Rydia, Tellah, Rosa, Porom, Palom, Paladin Cecil, FuSoYa
Description: Cap made from sacred threads.
Location: Buy at Dwarf Castle.
FuSoYa's starting equipment.

Black Cowl

Defense +5

Magic Defense +1

Evasion +4

Magic Evasion +1

Status Effect: Prevents Sleep

Stats Change: STR +3, AGI +3, STA +3

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge, Cid,
Yang, Edward, Palom, Porom, Tellah, FuSoYa

Description: Hood that prevents Sleep.

Location: Sealed Cavern, floor B2, behind the northwesternmost Trap Door.

Wizard's Hat

Defense +3

Magic Defense +5

Evasion -3

Magic Evasion +5

Stats Change: INT +3, SPR +3

Equipped By: Child Rydia, Adult Rydia, Tellah, Rosa, Porom, Palom, Paladin
Cecil, FuSoYa

Description: Cap made from special thread.

Location: Buy at Mysidia.

Green Beret

Defense +3

Magic Defense +1

Evasion +2

Magic Evasion +1

Stats Change: STR +5, STA +5

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge, Cid,
Yang, Edward, Palom, Porom, Tellah, FuSoYa

Description: Cap full of magic power.

Location: Tower of Babel, floor 2, in the Underworld.

Edge's starting equipment.

Iron Helm

Defense +3

Magic Defense +0

Evasion -10

Magic Evasion +0

Equipped By: Paladin Cecil, Kain, Cid

Description: Helmet of iron.

Location: Kain's starting equipment.

Buy at Agart.

Feathered Cap

Defense +2

Magic Defense +3

Evasion -4

Magic Evasion +3

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Kain, Edge, Cid,
Edward, Yang, Palom, Porom, Tellah, FuSoYa

Description: Light cap made from silk thread.

Location: Underground Waterway, in the small room with the single potion
(behind a secret passage to the left of the stairs).

Edward's starting equipment.

Palom's starting equipment.

Porom's starting equipment.

Buy at Troia.

Common drop from Zu.

Common drop from Roc.

Twist Headband

Defense +1

Magic Defense +1

Evasion +0

Magic Evasion +1

Status Effect: Prevents Confusion

Stats Change: STR +5

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge, Cid,
Yang, Edward, Palom, Porom, Tellah, FuSoYa

Description: Bandana that prevents Confusion.

Location: Buy at Baron.

Semi-common drop from Ogre.

Semi-common drop from Mad Ogre.

Common drop from Behemoth.

Leather Cap

Defense +1

Magic Defense +1

Evasion -5

Magic Evasion +1

Equipped By: Paladin Cecil, Rosa, Child Rydia, Adult Rydia, Kain, Edge, Cid,
Edward, Yang, Palom, Porom, Tellah, FuSoYa

Description: Leather cap.

Location: Rydia's starting equipment.

Buy at Kaipo.

Rosa's starting equipment.

Buy at Troia.

Common drop from Alligator.

Common drop from Gigas Gator.

Dark Armor

Demon Armor

Defense +9

Magic Defense +3

Evasion -10

Magic Evasion +0

Equipped By: Dark Knight Cecil

Description: Armor said to be possessed by a demon's spirit.

Location: Buy at Fabul.

Hades Armor

Defense +7

Magic Defense +2

Evasion -10

Magic Evasion +0

Equipped By: Dark Knight Cecil

Description: Armor said to have been once owned by a demon.

Location: Underground Waterway (Sunken Lake), floor B1.

Dark Armor

Defense +5

Magic Defense +1

Evasion -10

Magic Evasion +0

Equipped By: Dark Knight Cecil

Description: Armor possessing a powerful dark force.

Location: Dark Knight Cecil's starting equipment.

Armor

Adamant Armor

Defense +100

Magic Defense +20

Evasion +0

Magic Evasion +12

Elemental: Halves Fire, Ice, and Lightning Damage

Status Effect: Prevents all status ailments

Stats Change: STR +15, AGI +15, STA +15, INT +15, SPR +15

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge,
Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa

Description: Armor of adamantite.

Location: Adamant grotto, in exchange for a Pink Tail. The Pink Tail is a rare drop from the Flan Princess. To fight Flan Princesses, use a Siren in the room with the Red Fang, in the southeastern corner of floor B5 of the Lunar Subterrane.

Maximilian

Defense +35

Magic Defense +12

Evasion -10

Magic Evasion +8

Stats Change: STA +10, INT +10, SPR +10

Equipped By: Cid

Description: Armor made by great blacksmiths.

Location: Buy at the town in the Lunar Ruins before Cid's trial (the second town inside the Lunar Ruins).

Rare drop from Gilgamesh.

Caesar's Plate

Defense +32

Magic Defense +14

Evasion -10

Magic Evasion +9

Stats Change: SPR +10

Equipped By: Paladin Cecil

Description: Armor made in worship of an ancient leader.

Location: Lunar Ruins, on the Floor of Remembrance that resembles Mt. Ordeals, before the twins' trial. Examine the grave in the northwest corner.

Dragoon Plate

Defense +31

Magic Defense +15

Evasion -20

Magic Evasion +10

Stats Change: STA +10

Equipped By: Kain

Description: Armor of the legendary dragoon.

Location: Lunar Ruins, on the Floor of Remembrance that resembles the Sealed Cavern, before Edge's trial.

Vishnu Vest

Defense +30

Magic Defense +15

Evasion +40

Magic Evasion +6

Stats Change: STR +10, AGI +10, STA +10

Equipped By: Edward

Description: Vest resistant against all attributes.

Location: Lunar Ruins, in the center of one of the floors before Zeromus EG.

Assassin Vest

Defense +29

Magic Defense +20

Evasion +80

Magic Evasion +12

Status Effect: Prevents Poison, Stone, and Paralysis

Stats Change: STR +5, AGI +5

Equipped By: Edge

Description: Vest that prevents Poison, Petrification, and Paralysis.

Location: Buy at the town in the Lunar Ruins before Cid's trial (the second town inside the Lunar Ruins).

Rare drop from Echidna.

Battle Gear

Defense +29

Magic Defense +12

Evasion +30

Magic Evasion +5

Status Effect: Prevents Pig, Toad, and Curse

Stats Change: STR +10, STA +10

Equipped By: Yang

Description: Gear that prevents Curse, Pig, and Toad.

Location: Buy at the town in the Lunar Ruins before Cid's trial (the second town inside the Lunar Ruins).

Rare drop from Sahagin Prince.

Tabby Suit

Defense +28

Magic Defense +30

Evasion +30

Magic Evasion +15

Status Effect: Prevents Poison

Stats Change: AGI +10, STA +10

Equipped By: Porom

Description: Cat suit that prevents poison.

Location: Buy at the town in the Lunar Ruins before Cid's trial (the second town inside the Lunar Ruins).

Rare drop from Coeurl Regina.

Chocobo Suit

Defense +28

Magic Defense +30

Evasion +25

Magic Evasion +15

Status Effect: Prevents Poison

Stats Change: AGI +15

Equipped By: Palom

Description: Chocobo suit that prevents poison.

Location: Buy at the town in the Lunar Ruins before Cid's trial (the second town inside the Lunar Ruins).

Rare drop from Stratoavis.

Grand Armor

Defense +28
Magic Defense +10
Evasion -10
Magic Evasion +8
Elemental: Halves Thunder Damage
Stats Change: STA +15, SPR +15
Equipped By: Cid
Description: Robe resistant against lightning.
Location: Cave of Trials, floor B6.

White Dress

Defense +26
Magic Defense +20
Evasion +23
Magic Evasion +18
Stats Change: SPR +10
Effective Against: Undead
Equipped By: Rosa
Description: Dress of purity that is resistant against undead.
Location: Lunar Ruins, on the floor before Rydia's trial with waterfalls that you fall down. On the right side of the room.

Rainbow Robe

Defense +25
Magic Defense +15
Evasion +25
Magic Evasion +10
Stats Change: INT +10
Equipped By: Child Rydia, Adult Rydia
Description: Robe resistant against magic.
Location: Lunar Ruins, in the center of one of the rooms before Cid's trial.

Crystal Mail

Defense +25
Magic Defense +10
Evasion -10
Magic Evasion +6
Status Effect: Prevents Darkness, Silence, Pig, Mini, Toad, and Berserk
Stats Change: SPR +3
Equipped By: Paladin Cecil
Description: Armor that prevents various status ailments.
Location: Lunar Subterrane, floor B5.

Black Garb

Defense +24
Magic Defense +15
Evasion +60
Magic Evasion +8
Stats Change: AGI +3
Equipped By: Edge
Description: Entirely black outfit brought from a faraway land.
Location: Lunar Subterrane, floor B1 (via a secret passage on the right-hand side).

Dragon Mail

Defense +23
Magic Defense +8
Evasion -10
Magic Evasion +5

Elemental: Halves Fire, Ice, and Lightning Damage
Equipped By: Paladin Cecil, Kain, Cid
Description: Armor resistant against fire, ice, and lightning.
Location: Lunar Subterrane, floor B3.

Courageous Suit

Defense +22
Magic Defense +8
Evasion +55
Magic Evasion +2
Status Effect: Prevents Curse
Stats Change: STR +10, AGI +10, STA +10
Equipped By: Yang
Description: Suit that prevents Curse.
Location: Cave of Trials, floor B4.

Red Jacket

Defense +21
Magic Defense +12
Evasion +20
Magic Evasion +4
Elemental: Halves Fire Damage
Equipped By: Edward
Description: Jacket resistant against fire.
Location: Cave of Trials, floor B1.

Genji Armor

Defense +21
Magic Defense +7
Evasion -10
Magic Evasion +4
Equipped By: Paladin Cecil, Kain, Cid, Edge
Description: Armor used in a faraway land.
Location: Cave of Bahamut, floor B2.

Minerva's Plate

Defense +20
Magic Defense +5
Evasion +30
Magic Evasion +5
Status Effect: Prevents Paralysis
Stats Change: STR +15, AGI +15, STA +15, INT -15, SPR -15
Equipped By: Child Rydia, Adult Rydia, Rosa, Porom
Description: Clothes of the goddess of the heavens.
Location: Lunar Subterrane, floor B6.
Semi-rare drop from Selene Guardian.
Semi-rare drop from Palace Guard.

Lord's Robe

Defense +19
Magic Defense +18
Evasion +5
Magic Evasion +15
Elemental: Halves Fire, Ice, and Lightning Damage
Stats Change: STA +10, SPR +10
Equipped By: Porom
Description: Robe resistant against fire, ice, and lightning.
Location: Cave of Trials, floor B5.

Sage's Robe

Defense +19
Magic Defense +15
Evasion +5
Magic Evasion +18
Status Effect: Prevents Silence
Stats Change: AGI +10, INT +10
Equipped By: Palom
Description: Robe that prevents silence.
Location: Cave of Trials, floor B5.

Diamond Armor

Defense +19
Magic Defense +4
Evasion -10
Magic Evasion +2
Elemental: Halves Lightning Damage
Equipped By: Paladin Cecil, Kain, Cid
Description: Armor resistant against lightning.
Location: Buy at Tomra.

White Robe

Defense +18
Magic Defense +10
Evasion +0
Magic Evasion +6
Status Effect: Prevents Darkness
Stats Change: SPR +15
Equipped By: Child Rydia, Tellah, Rosa, Porom, Paladin Cecil, FuSoYa
Description: Robe made for those who use white magic.
Location: Lunar Subterrane, floor B5.

Ice Armor

Defense +17
Magic Defense +4
Evasion -10
Magic Evasion +2
Elemental: Halves Fire Damage
Equipped By: Paladin Cecil, Kain, Cid
Description: Armor immersed in the power of ice, resistant against fire.
Location: Tower of Babel, floor 4, in the Underworld.
Buy at Eblan Cave.

Flame Mail

Defense +15
Magic Defense +4
Evasion -10
Magic Evasion +2
Elemental: Halves Ice Damage
Equipped By: Paladin Cecil, Kain, Cid
Description: Armor immersed in the power of fire, resistant against ice.
Location: Tower of Zot, floor 1.
Buy at Dwarf Castle.
Rare drop from Fiery Knight.

Power Sash

Defense +15
Magic Defense +0
Evasion +0
Magic Evasion +0
Stats Change: STR +15

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge,
Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa

Description: Sash made from special threads.

Location: Semi-rare drop from Behemoth.
Semi-common drop from King Behemoth.

Mythril Armor

Defense +13

Magic Defense +4

Evasion -10

Magic Evasion +2

Effective Against: Ghouls

Equipped By: Paladin Cecil, Kain, Cid

Description: Armor of mythril, resistant against ghoul attacks.

Location: Buy at Mythril.
Semi-rare drop from Mythril Golem.

Light Robe

Defense +12

Magic Defense +9

Evasion +0

Magic Evasion +9

Elemental: Halves Lightning Damage

Stats Change: INT +5, SPR +5

Equipped By: Child Rydia, Adult Rydia, Tellah, Rosa, Palom, Porom, Paladin
Cecil, FuSoYa

Description: Robe resistant against lightning.

Location: Buy at the Land of Summons.
FuSoYa's starting equipment.
Buy at the town in the Lunar Ruins before Cecil's trial (the first
town inside the Lunar Ruins).

Knight's Armor

Defense +11

Magic Defense +3

Evasion -10

Magic Evasion +1

Stats Change: SPR +3

Effective Against: Undead

Equipped By: Paladin Cecil

Description: Armor resistant against undead attacks.
Location: Buy at Mysidia.

Black Belt

Defense +10

Magic Defense +3

Evasion +20

Magic Evasion +2

Stats Change: STR +5, STA +5

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge,
Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa

Description: Light and comfortable clothes from a faraway land.

Location: Dwarf Castle, west tower, floor 3.
Edge's starting equipment.

Black Robe

Defense +8

Magic Defense +7

Evasion +0

Magic Evasion +7

Stats Change: INT +5
Equipped By: Adult Rydia, Tellah, Palom, FuSoYa
Description: Robe made for those who use black magic.
Location: Buy at Eblan Cave.

Sage's Surplice

Defense +5
Magic Defense +5
Evasion +0
Magic Evasion +5
Stats Change: SPR +5
Equipped By: Child Rydia, Adult Rydia, Tellah, Rosa, Palom, Porom, Paladin Cecil, FuSoYa
Description: Robe made from sacred threads.
Location: Tower of Zot, floor 5. Use the northeasternmost door on floor 4 to get here.
Buy at Dwarf Castle.

Kenpogi

Defense +5
Magic Defense +2
Evasion +10
Magic Evasion +1
Stats Change: STR +3
Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge, Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa
Description: Clothes favored among martial artists.
Location: Buy at Baron.

Iron Armor

Defense +4
Magic Defense +1
Evasion -10
Magic Evasion +0
Equipped By: Paladin Cecil, Kain, Cid
Description: Armor of iron.
Location: Kain's starting equipment.
Buy at Agart.

Gaia Gear

Defense +3
Magic Defense +3
Evasion +0
Magic Evasion +3
Status Effect: Prevents Stone
Equipped By: Child Rydia, Adult Rydia, Tellah, Rosa, Palom, Porom, Paladin Cecil, FuSoYa
Description: Clothes that prevent gradual petrification.
Location: Buy at Mysidia.

Bard's Tunic

Defense +2
Magic Defense +1
Evasion +0
Magic Evasion +1
Status Effect: Prevents Silence
Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge, Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa
Description: Clothes that prevent Silence.
Location: Edward's starting equipment.

Buy at Mist.

Leather Garb

Defense +2

Magic Defense +1

Evasion +0

Magic Evasion +1

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge,
Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa

Description: Clothes of leather.

Location: Rydia's starting equipment.

Buy at Kaipo.

Tellah's starting equipment.

Rosa's starting equipment.

Yang's starting equipment.

Palom's starting equipment.

Porom's starting equipment.

Buy at Troia.

Semi-common drop from Alligator.

Semi-common drop from Gigas Gator.

Prisoners' Wear

Defense +1

Magic Defense +1

Evasion +0

Magic Evasion +1

Status Effect: Prevents Sleep

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge,
Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa

Description: Clothes that prevent Sleep.

Location: Cid's starting equipment.

Clothes

Defense +1

Magic Defense +0

Evasion +0

Magic Evasion +0

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge,
Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa

Description: Common clothes.

Location: Buy at Kaipo.

Paladin Cecil's starting equipment.

Mist, in the northernmost house, past a secret passage.

Buy at Troia.

Dark Gloves

Demon Gloves

Defense +4

Magic Defense +0

Evasion -10

Magic Evasion +0

Equipped By: Dark Knight Cecil

Description: Gloves said to be possessed by a demon's spirit.

Location: Buy at Fabul.

Hades Gloves

Defense +3

Magic Defense +0
Evasion -10
Magic Evasion +0
Equipped By: Dark Knight Cecil
Description: Gloves said to have been once owned by a demon.
Location: Underground Waterway (Sunken Lake), floor B1.

Dark Gloves

Defense +2
Magic Defense +0
Evasion -10
Magic Evasion +0
Equipped By: Dark Knight Cecil
Description: Gloves possessing a powerful dark force.
Location: Dark Knight Cecil's starting equipment.

Arm Gear

Crystal Ring

Defense +20
Magic Defense +12
Evasion +5
Magic Evasion +10
Status Effect: Prevents Confuse, Sleep, and Paralysis
Stats Change: AGI +5
Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge,
Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa
Description: Ring that prevents Confusion, Sleep, and Paralysis.
Location: Rare drop from Red Dragon.
Rare drop from Crystal Dragon.

Harmonious Ring

Defense +15
Magic Defense +20
Evasion +10
Magic Evasion +12
Equipped By: Edward
Description: Ring that increases the power of bards.
Note: Changes Edward's Sing command into Chant. Chant casts Shell and
Protect on everyone.
Location: Edward's trial.

Twin Stars

Defense +15
Magic Defense +20
Evasion +10
Magic Evasion +12
Equipped By: Palom, Porom
Description: When used by two people, the ultimate magic can be used.
Note: When both Palom and Porom have the Twin Stars equipped, their Twin
magic is Double Meteor.
Location: The twins' trial.

White Ring

Defense +15
Magic Defense +20
Evasion +8
Magic Evasion +15

Equipped By: Rosa

Description: Ring that increases the power of white mages.

Note: Changes Rosa's Pray command into Miracle. Miracle heals more HP, and can cast Esuna.

Location: Rosa's trial. Cure everyone in town (excluding those who become monsters) before time runs out.

Mist Ring

Defense +15

Magic Defense +18

Evasion +8

Magic Evasion +15

Equipped By: Child Rydia, Adult Rydia

Description: Ring that increases the power of summoners.

Note: Rydia's summons, particularly Dragon, become more powerful with the Mist Ring equipped. Dragon also casts Blink on the party when it's summoned, but the Blink effect only lasts for one hit for each party member.

Location: Rydia's trial.

Discipline Armlet

Defense +15

Magic Defense +15

Evasion +6

Magic Evasion +10

Equipped By: Yang

Description: Gloves that increase the strength of monks.

Note: Changes Yang's Power command into Deadly. Deadly does 3X normal damage, instead of Power's 2X.

Location: Yang's trial.

Dragoon Gloves

Defense +15

Magic Defense +10

Evasion -10

Magic Evasion +8

Equipped By: Kain

Description: Gloves that increase the strength of dragoons.

Note: Changes Kain's Jump command into Dbl Jump, which does more damage.

Location: Kain's trial.

Hanzo Gloves

Defense +15

Magic Defense +8

Evasion -10

Magic Evasion +6

Equipped By: Edge

Description: Gloves that increase the strength of ninjas.

Note: Changes Edge's Steal command into Plunder. Plunder has a greater chance of success than Steal, and attacks physically when successful. However, Edge will take more damage when unsuccessful.

Location: Edge's trial.

Protect Ring

Defense +10

Magic Defense +12

Evasion +5

Magic Evasion +10

Elemental: Halves Fire, Ice, and Lightning Damage

Stats Change: STA +15

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge,
Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa
Description: Ring resistant against fire, ice, and lightning.
Location: Lunar Subterrane, floor B5. There are two of them on this floor.
One of them is on the path leading to Ragnarok.
Rare drop from Ahriman.
Semi-rare drop from Magic Dragon.

Crystal Gloves

Defense +10
Magic Defense +7
Evasion -10
Magic Evasion +4
Stats Change: SPR +3
Effective Against: Undead
Equipped By: Paladin Cecil
Description: Gloves resistant against undead attacks.
Location: Lunar Subterrane, floor B5.

Giant's Gloves

Defense +10
Magic Defense +0
Evasion -10
Magic Evasion +0
Status Effect: Prevents Mini
Stats Change: STR +10, STA +10
Equipped By: Paladin Cecil, Kain, Cid, Edge, Yang
Description: Gloves that prevent Mini.
Location: Rare drop from Ogre.
Semi-common drop from Steel Golem.
Rare drop from Mad Ogre.

Dragon Gloves

Defense +9
Magic Defense +6
Evasion -10
Magic Evasion +3
Elemental: Halves Fire, Ice, and Lightning Damage
Equipped By: Paladin Cecil, Kain, Cid
Description: Gloves resistant against fire, ice, and lightning.
Location: Lunar Subterrane, floor B3.
Semi-common drop from Red Dragon.

Genji Gloves

Defense +8
Magic Defense +5
Evasion -10
Magic Evasion +3
Equipped By: Paladin Cecil, Kain, Cid, Edge
Description: Gloves used in a faraway land.
Location: Cave of Bahamut, floor B1.

Diamond Gloves

Defense +7
Magic Defense +3
Evasion -10
Magic Evasion +3
Elemental: Halves Thunder Damage
Equipped By: Paladin Cecil, Kain, Cid
Description: Gloves resistant against lightning.

Location: Buy at Tomra.

Diamond Armlet

Defense +6

Magic Defense +8

Evasion +0

Magic Evasion +6

Elemental: Halves Lightning Damage

Equipped By: Child Rydia, Adult Rydia, Rosa, Edge, Yang, Edward, Palom,
Porom, Tellah, FuSoYa

Description: Armlet resistant against lightning.

Location: Buy at Tomra.

FuSoYa's starting equipment.

Mythril Gloves

Defense +6

Magic Defense +2

Evasion -10

Magic Evasion +2

Effective Against: Ghouls

Equipped By: Paladin Cecil, Kain, Cid, Edge

Description: Gloves of mythril, resistant against ghoul attacks.

Location: Buy at Mythril.

Edge's starting equipment.

Rune Armlet

Defense +5

Magic Defense +8

Evasion +0

Magic Evasion +8

Status Effect: Prevents Silence

Stats Change: INT +3, SPR +3

Equipped By: Child Rydia, Adult Rydia, Rosa, Edge, Yang, Edward, Palom,
Porom, Tellah, FuSoYa

Description: Armlet that prevents Silence.

Location: Buy at Dwarf Castle.

Semi-common drop from Puppeteer.

Semi-common drop from Sorcerer.

Semi-common drop from Summoner.

Semi-common drop from Mist Summoner.

Gauntlets

Defense +5

Magic Defense +1

Evasion -10

Magic Evasion +2

Stats Change: SPR +3

Effective Against: Undead

Equipped By: Paladin Cecil

Description: Gloves resistant against undead attacks.

Location: Buy at Mysidia.

Silver Armlet

Defense +4

Magic Defense +4

Evasion +0

Magic Evasion +4

Effective Against: Ghouls

Equipped By: Child Rydia, Adult Rydia, Rosa, Edge, Yang, Edward, Palom,
Porom, Tellah, FuSoYa

Description: Armlet resistant against ghouls attacks.

Location: Buy at Mysidia.

Buy at Baron.

Semi-common drop from Tiny Mage.

Semi-common drop from Sorceress.

Power Armlet

Defense +2

Magic Defense +2

Evasion +0

Magic Evasion +2

Stats Change: STR +5

Equipped By: Paladin Cecil, Kain, Yang, Cid, Child Rydia, Adult Rydia, Edge

Description: Wristband that increases a martial artist's power.

Location: Dwarf Castle, east tower, floor 3.

Semi-rare drop from Ogre.

Semi-rare drop from Mad Ogre.

Semi-common drop from Behemoth.

Common drop from King Behemoth.

Iron Ring

Defense +2

Magic Defense +2

Evasion +0

Magic Evasion +1

Equipped By: Child Rydia, Adult Rydia, Rosa, Edge, Yang, Edward, Palom,
Porom, Tellah, FuSoYa

Description: Ring of iron.

Location: Rydia's starting equipment.

Buy at Kaipo.

Underground Waterway, floor B1.

Rosa's starting equipment.

Palom's starting equipment.

Porom's starting equipment.

Buy at Agart.

Iron Gloves

Defense +2

Magic Defense +0

Evasion -10

Magic Evasion +0

Equipped By: Paladin Cecil, Kain, Cid, Edge

Description: Gloves of iron.

Location: Kain's starting equipment.

Buy at Agart.

Ruby Ring

Defense +0

Magic Defense +3

Evasion +0

Magic Evasion +2

Status Effect: Prevents Pig

Equipped By: Paladin Cecil, Child Rydia, Adult Rydia, Rosa, Kain, Edge,
Yang, Cid, Edward, Palom, Porom, Tellah, FuSoYa

Description: Ring that prevents Pig.

Location: Edward's starting equipment.

Mist, in the northernmost house, past a secret passage.

Troia Castle, floor B1. There are two of them in the treasure room
accessed from the easternmost stairway in the small room on the
east side of the castle.

Buy at Troia.
Semi-common drop from Lamia Matriarch.
Semi-common drop from Lamia.

Cursed Ring

Defense +0
Magic Defense +0
Evasion -10
Magic Evasion +0
Elemental: Changes elemental resistance into elemental absorbtion
Stats Change: STR -15, AGI -15, STA -15, INT -15, SPR -15
Equipped By: Dark Knight Cecil, Paladin Cecil, Child Rydia, Adult Rydia,
Rosa, Kain, Edge, Yang, Cid, Edward, Palom, Porom, Tellah,
FuSoYa
Description: Ring that increases armor attributes.
Location: Semi-common drop from Spirit.
Semi-common drop from Soul.
Semi-common drop from Evil Dreamer.
Semi-common drop from Belphegor.
Semi-common drop from Bone Dragon.
Semi-common drop from Dinozombie.
Rare drop from Chimerageist.

----- V. Miscellaneous| -----

In this section you will find some cheat codes that might be useful.

----- Items -----

If you want to be able to put any quantity of any item into any slot in your inventory, check out JuanAtari's character modification guide. In it, he has codes for all 48 inventory slots, and all 126 Fat Chocobo inventory slots. He also has a list of item digits for every item in the game. You can use these codes to get the Assassin Dagger (not the one in the Lunar Ruins) or the Hand Axe to use in your game, if you want. JuanAtari's guide has all the information you need on the subject, so there's no need for me to reproduce the codes and item digits here. His codes are in RAW format though, so they won't work with a Gameshark or Codebreaker.

It's interesting to note that the two item digits omitted from his list are actual items, called "None." The in-game description for them is "none." These are probably items that the developers dummied out at some point. They're not useable though.

----- Bestiary Entries -----

Here's a Gameshark code that you can use to fill up your bestiary quickly:

A07AE44E3E30
200A75EFB462

Note that the following "must be on" code (as the name implies) must also be on:

938CCAC38817
B4D2CEE56602
DF55DC852B91

If all you want is to see every monster in your bestiary, this will work. It looks awfully unrealistic though to have exactly 100 of every single monster encountered, including bosses like the Mist Dragon that you can only fight once. I've found codes (in RAW format) for each bestiary entry. With these codes, you can individually edit any bestiary entry to read whatever quantity you want.

Note: The following codes are for 16-bit, 4 hex digit values.

001 Goblin:	020073ec:????
002 Helldiver:	020073f0:????
003 Floating Eyeball:	020073f2:????
004 Sword Rat:	020073fa:????
005 Insectus:	020073f4:????
006 Desert Sahagin:	020073fe:????
007 Flying Eyes:	02007400:????
008 Hundlegs:	02007402:????
009 Sand Worm:	02007404:????
010 Red Mousse:	02007412:????
011 Gigantoad:	02007406:????
012 Zombie:	0200740a:????
013 Vile Shell:	02007408:????
014 Toadgre:	02007410:????
015 Sahagin:	02007416:????
016 Killer Fish:	0200740c:????
017 Tiny Mage:	020073fc:????
018 Water Bug:	0200743e:????
019 Alligator:	02007440:????
020 Baron Soldier:	02007426:????
021 General:	02007428:????
022 Domovoi:	02007422:????
023 Yellow Jelly:	02007414:????
024 Basilisk:	020073ee:????
025 Leshy:	02007418:????
026 Adamantoise:	02007420:????
027 Bomb:	02007496:????
028 Spirit:	02007430:????
029 Gray Bomb:	02007498:????
030 Skeleton:	02007432:????
031 Cockatrice:	02007434:????
032 Gargoyle:	02007436:????
033 Bloodbones:	0200744a:????
034 Gatlinger:	0200742a:????
035 Baron Warrior:	02007444:????
036 Captain:	02007446:????
037 Zu:	0200743c:????
038 Soul:	02007448:????
039 Ghoul:	0200744c:????
040 Revenant:	02007450:????
041 Lillith:	020074a6:????
042 Skullnant:	02007592:????
043 Splasher:	02007442:????
044 Hydra:	0200745c:????
045 Baron Guard:	02007460:????
046 Electrofish:	02007458:????
047 Gigas Gator:	0200745a:????

048 Death Shell:	0200747e:????
049 Flood Worm:	0200745e:????
050 Twin Snake:	02007466:????
051 Treant:	020073f8:????
052 Cait Sith:	02007470:????
053 Hell Needle:	02007464:????
054 Death Flower:	0200742e:????
055 Draculady:	02007452:????
056 Cave Naga:	02007454:????
057 Mind Flayer:	0200746a:????
058 Cave Bat:	020073f6:????
059 Ogre:	0200746e:????
060 Purple Bavarois:	02007424:????
061 Puppet:	0200747a:????
062 Sorceress:	020074e0:????
063 Black Knight:	02007472:????
064 Centaur Knight:	02007474:????
065 Gremlin:	020074cc:????
066 Soldieress:	02007486:????
067 Puppeteer:	02007478:????
068 Ice Lizard:	020074d6:????
069 Cold Beast:	020074dc:????
070 Hell Turtle:	0200749c:????
071 Roc Baby:	02007438:????
072 Blood Flower:	0200740e:????
073 Roc:	020074ae:????
074 Mors:	020074ac:????
075 Steel Golem:	02007512:????
076 Goblin Captain:	0200741c:????
077 Armadillo:	02007484:????
078 Magma Tortoise:	02007490:????
079 Undergrounder:	020074ce:????
080 Hell Flapper:	020074d8:????
081 Chrysalis:	0200741a:????
082 Gloomwing:	0200747c:????
083 Gorgon:	020074a2:????
084 Mystery Egg:	020075aa:????
085 Ironback:	0200749e:????
086 White Mousse:	020074ee:????
087 Naga:	0200746c:????
088 Evil Doll:	020074b4:????
089 Medusa:	0200748c:????
090 Fiery Knight:	020074ba:????
091 Coeurl:	020074c6:????
092 Balloon:	020074be:????
093 Chimera:	0200749a:????
094 Black Lizard:	0200741e:????
095 Sorcerer:	020074b0:????
096 Ghost Knight:	02007488:????
097 Lamia Matriarch:	020074a8:????
098 Lamia:	02007462:????
099 Grudger:	02007468:????
100 Fiery Hound:	020074a0:????
101 Security Eye:	020074fa:????
102 Mad Ogre:	020074b2:????
103 Green Dragon:	020074f6:????
104 Stone Golem:	020074a4:????
105 Mythril Golem:	020074f4:????
106 Bloody Bat:	020074b6:????
107 Skuldier:	0200744e:????

108	Tiny Toad:	020074aa:????
109	Bog Witch:	020074e4:????
110	Evil Dreamer:	02007494:????
111	Mammon:	020074e6:????
112	Malboro:	02007502:????
113	Belphegor:	0200743a:????
114	Bloody Eye:	020074d2:????
115	Warrior:	02007482:????
116	Mini Satana:	02007508:????
117	Summoner:	020074de:????
118	Arachne:	020074b8:????
119	Thunder Dragon:	02007526:????
120	Evil Bat:	020074da:????
121	Screamer:	02007480:????
122	King Naga:	0200748a:????
123	Miss Vamp:	02007476:????
124	Yellow Dragon:	02007506:????
125	Chimera Brain:	020074e8:????
126	Trap Door:	020074e2:????
127	Lunar Virus:	020074ea:????
128	Eukaryote:	0200750a:????
129	Crawler:	020074d4:????
130	Prokaryote:	0200751e:????
131	Abyss Worm:	020074d0:????
132	Black Flan:	020074f0:????
133	Dark Grenade:	020074c0:????
134	Tarantula:	020074ca:????
135	Beamer:	020074bc:????
136	Centaurion:	0200750e:????
137	Mech Soldier:	020074fc:????
138	Searcher:	02007518:????
139	Last Arm:	020074c4:????
140	Giant Soldier:	020074fe:????
141	Mech Dragon:	020074c8:????
142	Great Malboro:	020075b6:????
143	Golden Toad:	020075b8:????
144	Selene Guardian:	02007500:????
145	Dark Sage:	0200751a:????
146	Silver Dragon:	02007504:????
147	Gold Dragon:	02007524:????
148	Bone Dragon:	02007456:????
149	Dinozombie:	0200748e:????
150	L'il Murderer:	0200742c:????
151	Giant Warrior:	02007510:????
152	Blue Dragon:	02007522:????
153	Red Dragon:	0200752a:????
154	Ahriman:	02007514:????
155	Behemoth:	0200752c:????
156	Wicked Mask:	0200750c:????
157	Zemus's Mind:	020074f2:????
158	Zemus's Breath:	020074ec:????
159	Flan Princess:	020074f8:????
160	Goblin Prince:	020075ee:????
161	Echidna:	020075c8:????
162	Lamia Queen:	020075ca:????
163	Sahagin Prince:	020075ec:????
164	King Bomb:	020075d2:????
165	Palace Guard:	020075cc:????
166	Coeurl Regina:	020075e0:????
167	Crystal Dragon:	020075da:????

168 Magic Dragon:	020075dc:????
169 Chaotic Knight:	020075e2:????
170 Stratoavis:	020075f0:????
171 Golden Flan:	020075c4:????
172 Dust Mousse:	020075c6:????
173 Worst Malboro:	020075de:????
174 Chimerageist:	020075e8:????
175 Catoblepas:	020075e6:????
176 Iron Giant:	020075e4:????
177 King Behemoth:	020075ea:????
178 Gilgamesh:	020075ce:????
179 Proto Phase:	020075f2:????
180 Mist Eagle:	020075ba:????
181 Mist Kraken:	020075bc:????
182 Mist Summoner:	020075be:????
183 Metamorpha:	020075c0:????
184 Specter:	020075c2:????
185 Platinum Toad:	020075d4:????
186 Grudge Puppet:	020075d6:????
187 Death Puppet:	020075d8:????
188 Brachioraidos:	020075d0:????
189 Soldier Monk:	02007610:????
190 Super Monk:	02007612:????
191 Drillmaster:	02007614:????
192 Bandit:	0200761e:????
193 Octomammoth:	02007530:????
194 Antlion:	02007532:????
195 Mom Bomb:	02007534:????
196 Baigan:	0200753a:????
197 Right Arm:	0200753c:????
198 Left Arm:	0200753e:????
199 Dark Elf:	02007544:????
200 Dark Dragon:	02007572:????
201 Sandy:	02007546:????
202 Cindy:	02007548:????
203 Mindy:	0200754a:????
204 Calco:	02007550:????
205 Brina:	02007590:????
206 Calcobrena:	02007552:????
207 Golbez:	02007554:????
208 Shadow Dragon:	02007556:????
209 Doctor:	02007558:????
210 Barnabus:	0200755a:????
211 Dr. Lugae:	0200755c:????
212 Barnabus-Z	02007594:????
213 Scarmiglione:	02007536:????
214 Scarmiglione:	02007538:????
215 Cagnazzo:	02007540:????
216 Barbariccia:	0200754e:????
217 Rubicante:	02007562:????
218 Demon Wall:	0200756a:????
219 Defense Node:	02007578:????
220 Attack Node:	02007596:????
221 CPU:	02007576:????
222 Storm Dragon:	020075ac:????
223 Gigas Worm:	020075ae:????
224 Master Flan:	020075b0:????
225 T-Rex:	020075b2:????
226 Death Mech:	020075b4:????
227 Lunasaur:	02007516:????

228 Plague:	020074c2:????
229 White Dragon:	02007528:????
230 Ogopogo:	02007520:????
231 Dark Bahamut:	0200751c:????
232 Zemus:	0200757a:????
233 Zeromus:	0200757c:????
234 Zeromus:	0200757e:????
235 Mist Dragon:	0200752e:????
236 Ifrit:	02007608:????
237 Shiva:	0200760a:????
238 Titan:	0200760c:????
239 Ramuh:	0200760e:????
240 Odin:	02007564:????
241 Leviathan:	02007566:????
242 Bahamut:	02007568:????
243 Asura:	0200756c:????
244 Lunar Bahamut:	020075f6:????
245 Lunar Leviathan:	020075f8:????
246 Lunar Odin:	020075fa:????
247 Lunar Asura:	020075fc:????
248 Lunar Titan:	020075fe:????
249 Lunar Dragon:	02007600:????
250 Lunar Ifrit:	02007602:????
251 Lunar Ramuh:	02007604:????
252 Lunar Shiva:	02007606:????
253 Zeromus EG:	020075f4:????

Replace ???? with any hex number between 0000 and 03e7 (999 decimal).

 Battle to Fight

Here's an even better way to fill out your bestiary. JuanAtari, in his character modification guide, has a code called "battle to fight." This code (which is also in RAW format) determines which encounter you'll have the next time you get into a random battle. Here's the code (16-bit, 4 hex digits):

0200e06c:????

Replace ???? with the battle digits, listed below, for the encounter you want.

With this code, you can simply force the game to give you the encounter that you're looking for.

Here are the battle digits:

0000 Goblin (X3)
 0001 Floating Eyeball (X2)
 0002 Floating Eyeball, Helldiver (X2)
 0003 Helldiver (X3)
 0004 Goblin (X3), Sword Rat
 0005 Sword Rat (X2), Goblin (X2)
 0006 Goblin (X4)
 0007 Insectus (X3)
 0008 Flying Eyes (X2), Insectus (X2)
 0009 Desert Sahagin (X4)
 000a Hundlegs, Desert Sahagin (X2)
 000b Sand Worm
 000c Vile Shell (X3), Water Bug

000d Killer Fish (X3)
000e Gigantoad (X3)
000f Killer Fish (X2), Vile Shell (X2)
0010 Zombie (X4)
0011 Killer Fish (X2), Vile Shell (X2), Water Bug (X2)
0012 Red Mousse (X4)
0013 Tiny Mage (X2), Sahagin (X4)
0014 Gigantoad (X4)
0015 Gigantoad (X2), Toadgre (X2)
0016 Alligator, Killer Fish (X2)
0017 Alligator (X2)
0018 Zombie (X6)
0019 Alligator, Water Bug (X2)
001a Toadgre (X4)
001b Tiny Mage (X4)
001c Goblin (X8)
001d Goblin (X2), Sword Rat (X2), Tiny Mage (X2)
001e Sand Worm, Hundlegs
001f Sand Worm (X2)
0020 Goblin (X3), Domovoi
0021 Adamantoise, Goblin (X2)
0022 Yellow Jelly (X4)
0023 Basilisk, Goblin (X3)
0024 Adamantoise (X2)
0025 Leshy, Adamantoise, Basilisk
0026 Basilisk, Adamantoise
0027 Leshy (X2)
0028 Skeleton (X4)
0029 Spirit (X2)
002a Gargoyle, Cockatrice (X2)
002b Bomb (X3)
002c Cockatrice (X3)
002d Gargoyle (X2)
002e Gray Bomb (X2), Bomb (X2)
002f Spirit (X2), Skeleton (X2)
0030 Gray Bomb (X2), Bomb (X2)
0031 Bloodbones, Skeleton (X3)
0032 Gray Bomb (X2), Bomb (X4)
0033 Spirit (X3), Skeleton (X2), Bloodbones
0034 Domovoi (X3), Gatlinger
0035 Domovoi (X3), Gatlinger (X3)
0036 Domovoi (X4), Goblin (X2)
0037 Sword Rat (X3), Gatlinger (X3)
0038 Zu
0039 Zu, Cockatrice (X3)
003a Gatlinger (X2), Sword Rat (X2)
003b Domovoi (X3), Goblin (X3)
003c Spirit (X3), Soul
003d Soul (X2), Bloodbones (X2)
003e Skeleton (X3), Bloodbones (X2)
003f Lilith, Bloodbones (X2)
0040 Ghoul, Bloodbones (X2), Skeleton (X2)
0041 Spirit (X2), Soul (X2), Bloodbones (X2)
0042 Zombie (X2), Ghoul (X2)
0043 Ghoul (X2), Soul (X2)
0044 Revenant, Ghoul (X3)
0045 Zombie (X3), Ghoul (X2), Revenant (X2)
0046 Lilith
0047 Soul (X2), Ghoul (X2), Revenant (X2)
0048 Soul (X3), Ghoul, Revenant

0049 Lilith (X2)
004a Splasher (X2), Death Shell, Vile Shell
004b Killer Fish (X3), Splasher (X3)
004c Gigas Gator, Splasher (X2)
004d Death Shell (X3), Alligator, Gigas Gator
004e Splasher (X2), Electrofish (X2)
004f Gigas Gator, Electrofish (X3)
0050 Flood Worm, Splasher (X3)
0051 Hydra (X2)
0052 Gigas Gator (X2)
0053 Flood Worm, Electrofish (X3)
0054 Flood Worm, Hydra, Gigas Gator
0055 Baron Guard (X2)
0056 Baron Guard, Hydra (X2)
0057 Flood Worm (X2)
0058 Hell Needle (X3), Treant (X2)
0059 Cait Sith, Hell Needle (X3)
005a Death Flower, Treant (X2)
005b Twin Snake, Death Needle (X2)
005c Ogre, Cait Sith (X2)
005d Ogre (X2)
005e Cave Bat (X3)
005f Cait Sith (X2)
0060 Mind Flayer (X2)
0061 Cave Naga, Ogre
0062 Cave Naga, Twin Snake (X2)
0063 Ogre (X3)
0064 Draculady, Cave Bat (X3)
0065 Mind Flayer, Cait Sith, Ogre
0066 Cait Sith (X2), Ogre (X2)
0067 Cave Naga (X2), Twin Snake (X2)
0068 Draculady (X2), Cave Bat (X3)
0069 Cait Sith (X2), Ogre, Cave Naga
006a Draculady, Cave Bat (X6)
006b Puppeteer, Puppet (X2)
006c Puppeteer, Puppet (X3)
006d Centaur Knight, Cold Beast (X2)
006e Centaur Knight (X2), Cold Beast (X2)
006f Centaur Knight (X3)
0070 Centaur Knight, Gremlin (X2)
0071 Purple Bavarois (X4)
0072 Ice Lizard, Purple Bavarois (X3)
0073 Red Mousse, Purple Bavarois (X2), Yellow Jelly
0074 Gremlin (X2), Ice Lizard (X2)
0075 Hell Turtle (X2), Ice Lizard (X2)
0076 Black Knight (X2)
0077 Black Knight, Ice Lizard (X2)
0078 Black Knight (X2), Ice Lizard (X2)
0079 Black Knight, Cold Beast (X2)
007a Soldieress (X2), Black Knight (X2)
007b Soldieress (X3)
007c Sorceress, Soldieress, Black Knight
007d Soldieress, Ice Lizard, Cold Beast
007e Sorceress, Soldieress, Centaur Knight
007f Sorceress, Cold Beast (X2), Soldieress
0080 Sorceress, Black Knight (X2), Soldieress
0081 Sorceress, Soldieress (X2)
0082 Goblin
0083 Goblin
0084 Goblin

0085 Goblin
0086 Goblin
0087 Goblin
0088 Roc, Roc Baby (X2)
0089 Roc, Roc Baby (X3)
008a Mors (X4)
008b Mors (X3)
008c Bloody Bat (X3)
008d Bloody Bat (X4)
008e Bloody Bat (X3), Cave Bat (X3)
008f Ironback (X2)
0090 Ironback, Armadillo, Black Lizard
0091 Ironback (X2), Black Lizard (X2)
0092 Skuldier (X3)
0093 Skuldier (X4)
0094 Bloodbones (X3), Skuldier (X2)
0095 Steel Golem
0096 Skuldier (X2), Steel Golem
0097 Steel Golem, Skuldier (X2), Bloodbones (X2)
0098 Mad Ogre (X2)
0099 Mad Ogre (X3)
009a Mad Ogre (X4)
009b Coeurl (X2)
009c Coeurl (X3)
009d Lamia, Coeurl, Mad Ogre
009e Mad Ogre, Coeurl (X2)
009f Mad Ogre (X2), Coeurl (X2)
00a0 Mystery Egg (Lamia)
00a1 Lamia (X2)
00a2 Lamia (X3)
00a3 Lamia, Mad Ogre
00a4 Coeurl (X2), Lamia
00a5 Coeurl (X2), Lamia (X2)
00a6 Balloon (X3)
00a7 Balloon (X4)
00a8 Mad Ogre, Coeurl, Balloon (X2)
00a9 Grudger, Mad Ogre, Balloon (X2)
00aa Grudger (X2)
00ab Grudger (X3)
00ac Balloon (X3), Grudger
00ad Grudger (X2), Lamia
00ae Ghost Knight (X3)
00af Coeurl, Ghost Knight, Mad Ogre
00b0 Ghost Knight, Coeurl, Balloon (X3)
00b1 Mad Ogre, Ghost Knight, Coeurl
00b2 Mystery Egg (Green Dragon)
00b3 Sorcerer (summons Mad Ogre), Ghost Knight (X2)
00b4 Sorcerer (summons Coeurl), Ghost Knight (X2)
00b5 Sorcerer (summons Ghost Knight), Ghost Knight (X2)
00b6 Sorcerer (summons Green Dragon), Ghost Knight (X2)
00b7 Goblin
00b8 Searcher (summons Mech Soldier)
00b9 Searcher (summons Mech Soldier), Mech Soldier (X2)
00ba Mech Soldier (X2), Beamer
00bb Mech Soldier (X2), Beamer (X2)
00bc Searcher (summons Centaurion), Mech Soldier (X2)
00bd Centaurion, Mech Soldier (X2)
00be Giant Soldier
00bf Giant Soldier
00c0 Centaurion, Beamer (X2)

00c1 Centaurion, Beamer, Mech Soldier
00c2 Searcher (summons Giant Soldier)
00c3 Giant Soldier, Centaurion
00c4 Searcher (summons Centaurion), Beamer (X2)
00c5 Mech Soldier (X2), Beamer (X3)
00c6 Centaurion (X2)
00c7 Mech Dragon
00c8 Searcher (summons Mech Dragon), Beamer (X2)
00c9 Beamer, Mech Soldier, Giant Soldier
00ca Giant Soldier, Centaurion, Beamer
00cb Goblin
00cc Mech Soldier (X3), Beamer (X2)
00cd Beamer, Mech Soldier (X2), Centaurion
00ce Giant Soldier (X2)
00cf Goblin
00d0 Goblin (X6)
00d1 Sword Rat (X6)
00d2 Fiery Hound (X2), Black Lizard (X2)
00d3 Centaurion, Mech Soldier (X2)
00d4 Centaurion, Eukaryote (X2)
00d5 Centaurion (X2)
00d6 Wicked Mask
00d7 Goblin
00d8 Goblin
00d9 Goblin
00da Goblin
00db Goblin
00dc Elemental Lord
00dd CPU, Attack Node, Defense Node
00de Mist Dragon
00df Octomammoth
00e0 Antlion
00e1 Mom Bomb
00e2 Scarmiglione, Skullnant (X4)
00e3 Scarmiglione
00e4 Baigan, Right Arm, Left Arm
00e5 Cagnazzo
00e6 Dark Elf (initial form)
00e7 Dark Elf (becomes Dark Dragon)
00e8 Sandy, Cindy, Mindy
00e9 Goblin
00ea Barbariccia
00eb Floating Eyeball (X3) (airship battle in opening sequence)
00ec Girl (summons Titan)
00ed General, Baron Soldier (X3)
00ee Bard (story battle between Tellah and Edward)
00ef Sahagin
00f0 Domovoi (X3) (story battle with Yang)
00f1 Dragoon (story battle against Kain)
00f2 Monk (story battle against Yang)
00f3 Golbez (story battle between Tellah and Golbez)
00f4 <nothing> (no enemies; instant victory)
00f5 Zu (airship battle in opening sequence)
00f6 Dark Knight (story battle against Cecil's former self)
00f7 Captain, Baron Warrior (X2)
00f8 Leshy, Domovoi, Sahagin
00f9 Gargoyle
00fa Baron Guard (X2)
00fb Odin
00fc Dark Elf

00fd Rubicante (story battle with Edge)
00fe King of Eblan, Queen of Eblan
00ff Rubicante
0100 Goblin Captain (X3)
0101 Armadillo (X2)
0102 Goblin Captain (X3), Armadillo, Black Lizard
0103 Armadillo, Magma Tortoise (X2)
0104 Goblin Captain (X4)
0105 Magma Tortoise, Goblin Captain (X2)
0106 Magma Tortoise (X2), Armadillo, Black Lizard
0107 Black Lizard (X3)
0108 Puppeteer, Evil Doll (X2)
0109 Puppeteer, Evil Doll (X3)
010a Fiery Hound (X2)
010b Fiery Hound (X3)
010c Fiery Hound (X4)
010d Fiery Knight, Fiery Hound (X2)
010e Fiery Knight (X2), Fiery Hound (X2)
010f Black Lizard (X2)
0110 Black Lizard (X3)
0111 Mystery Egg (hatches into Black Lizard)
0112 Magma Tortoise (X2), Black Lizard
0113 Magma Tortoise (X2), Black Lizard (X2)
0114 White Mousse (X4)
0115 White Mousse (X6)
0116 Chimera, White Mousse (X3)
0117 Chimera
0118 Chimera (X2)
0119 Chimera, Fiery Knight
011a Chimera, Fiery Knight (X2)
011b Chimera, Fiery Hound (X2)
011c Stone Golem, Medusa
011d Medusa (X2)
011e Stone Golem (X2)
011f Security Eye (summons Chimera)
0120 Security Eye (summons Stone Golem)
0121 Security Eye (summons Naga)
0122 Security Eye (summons Fiery Hound)
0123 Naga (X2)
0124 Medusa, Naga
0125 Stone Golem
0126 Goblin
0127 Goblin
0128 Mystery Egg (hatches into Lamia), Lamia Matriarch
0129 Mystery Egg (hatches into Lamia) (X3), Lamia Matriarch
012a Lamia Matriarch, Mystery Egg (hatches into Lamia), Coeurl (X2)
012b Mystery Egg (hatches into Lamia) (X3), Lamia Matriarch
012c Mythril Golem
012d Mythril Golem (X2)
012e Mythril Golem, Ghost Knight (X2)
012f Green Dragon
0130 Ghost Knight, Coeurl, Lamia Matriarch
0131 Mythril Golem, Coeurl (X2)
0132 Sorcerer (summons Lamia Matriarch), Coeurl (X2)
0133 Sorcerer (summons Mythril Golem), Coeurl (X2)
0134 Sorcerer (summons Lamia Matriarch), Coeurl (X2)
0135 Grudger (X2), Ghost Knight (X2)
0136 Grudger, Ghost Knight (X2)
0137 Grudger, Coeurl (X2), Ghost Knight
0138 Undergrunder

0139 Blood Flower, Undergrunder (X2)
013a Blood Flower (X2)
013b Chrysalis (X4)
013c Hell Flapper (X2)
013d Hell Flapper (X2), Chrysalis (X2)
013e Blood Flower, Hell Flapper (X2)
013f Blood Flower, Hell Flapper (X2), Chrysalis (X2)
0140 Bog Witch, Tiny Toad (X3)
0141 Bog Witch, Tiny Toad (X6)
0142 Malboro (X2)
0143 Malboro (X3)
0144 Malboro, Evil Dreamer (X2)
0145 Evil Dreamer (X3)
0146 Evil Dreamer (X4)
0147 Malboro, Evil Dreamer, Mammon
0148 Evil Dreamer (X3), Mammon (X2)
0149 Mammon (X2), Malboro, Evil Dreamer
014a Undergrunder, Malboro (X2)
014b Mammon (X2), Malboro (X2)
014c Bloody Eye (X2)
014d Bloody Eye (X3)
014e Belphegor, Bloody Eye
014f Belphegor
0150 Belphegor (X2)
0151 Warrior (X2), Mini Satana (X2)
0152 Warrior (X2), Mini Satana (X4)
0153 Summoner (summons Goblin)
0154 Summoner (summons Hell Flapper)
0155 Summoner (summons Arachne)
0156 Summoner (summons King Naga)
0157 Summoner (summons Thunder Dragon)
0158 Arachne
0159 Arachne (X2)
015a Thunder Dragon
015b Thunder Dragon (X2)
015c Trap Door (becomes Chimera Brain)
015d Trap Door (becomes Chimera Brain)
015e Trap Door (becomes Yellow Dragon)
015f Trap Door (becomes Yellow Dragon)
0160 Evil Bat (X4)
0161 Evil Bat (X3)
0162 Miss Vamp, Evil Bat (X3)
0163 Miss Vamp, Evil Bat (X6)
0164 Miss Vamp (X2), Evil Bat (X3)
0165 Yellow Dragon
0166 Screamer (X2)
0167 Chimera Brain, Screamer
0168 King Naga (X2)
0169 Screamer, King Naga
016a King Naga, Screamer (X2)
016b Chimera Brain
016c Chimera Brain (X2)
016d Chimera Brain, King Naga (X2)
016e Mystery Egg (hatches into King Naga) (X2)
016f Mystery Egg (hatches into Yellow Dragon), Mystery Egg (hatches into King Naga)
0170 Lunar Virus (X2), Black Flan (X2)
0171 Eukaryote, Dark Grenade (X2)
0172 Eukaryote (X2), Lunar Virus (X2), Dark Grenade
0173 Prokaryote, Eukaryote (X2)

0174 Prokaryote, Black Flan (X2)
0175 Eukaryote, Prokaryote (X2)
0176 Abyss Worm, Prokaryote, Eukaryote
0177 Abyss Worm (X2)
0178 Hiroyuki Ito
0179 Katsuhisa Higuchi
017a Kazuhiko Aoki
017b Akihiko Matsui
017c Kiyoshi Yoshii
017d Hiromi Nakada
017e Tetsuya Takahashi
017f Goblin
0180 Dark Sage
0181 Dark Sage, Selene Guardian
0182 Dark Sage, Selene Guardian (X2)
0183 Giant Warrior
0184 Dark Sage, Selene Guardian, Giant Warrior
0185 Giant Warrior (X2)
0186 Dark Sage (X2), Giant Warrior
0187 Bone Dragon
0188 Silver Dragon
0189 Bone Dragon, Dark Sage
018a Gold Dragon (X2)
018b Dark Sage (X3)
018c Blue Dragon
018d Ahriman
018e Blue Dragon (X2)
018f Silver Dragon, Giant Warrior
0190 Ahriman (X2)
0191 Dinozombie
0192 Gold Dragon
0193 Gold Dragon, Silver Dragon
0194 Li'l Murderer
0195 Li'l Murderer
0196 Flan Princess (X5)
0197 Wicked Mask
0198 Behemoth
0199 Red Dragon
019a Red Dragon (X2)
019b Red Dragon, Behemoth
019c Wicked Mask
019d Behemoth (X2)
019e Wicked Mask (X2)
019f Red Dragon (X3)
01a0 Hiromi Nakada
01a1 Zemus's Breath
01a2 Zemus's Mind
01a3 Behemoth
01a4 Goblin
01a5 Goblin
01a6 Goblin
01a7 Calco (X3), Brina (X3) (unite into Calcobrena)
01a8 <nothing> (no enemies; instant victory)
01a9 Doctor, Barnabus
01aa King of Eblan, Queen of Eblan
01ab Rubicante
01ac Odin
01ad Leviathan
01ae Bahamut
01af Demon Wall

01b0 Asura
01b1 <nothing> (no enemies; instant victory)
01b2 CPU, Defense Node, Attack Node
01b3 Zemus (story battle with Golbez and FuSoYa)
01b4 Zeromus (story battle with Golbez and FuSoYa)
01b5 Dr. Lugae
01b6 Golbez (summons Shadow Dragon)
01b7 Zeromus
01b8 Goblin
01b9 Hiroyuki Ito
01ba Akihiko Matsui
01bb Black Flan (X4)
01bc Black Flan (X2), Dark Grenade (X2)
01bd Balloon (X2), Dark Grenade (X2)
01be Purple Bavarois, White Mousse, Black Flan
01bf Abyss Worm, Dark Grenade (X3)
01c0 Steel Golem, Skuldier (X4)
01c1 Coeurl (X2), Lamia
01c2 Mad Ogre (X3)
01c3 Fiery Hound
01c4 Mad Ogre (X4)
01c5 Green Dragon
01c6 Steel Golem (X2)
01c7 Last Arm
01c8 Goblin
01c9 Goblin
01ca Goblin
01cb Goblin
01cc Goblin
01cd Goblin
01ce Goblin
01cf Goblin
01d0 Goblin
01d1 Goblin
01d2 Goblin
01d3 Goblin
01d4 Goblin
01d5 Goblin
01d6 Goblin
01d7 Goblin
01d8 Blood Flower, Gloomwing (X2), Crawler (X2)
01d9 Medusa, Gorgon, Stone Golem
01da Tarantula, Coeurl (X2)
01db Mystery Egg (hatches into Black Lizard)
01dc Mystery Egg (hatches into Lamia)
01dd Mystery Egg (hatches into King Naga)
01de Mystery Egg (hatches into Green Dragon)
01df Mystery Egg (hatches into Yellow Dragon)
01e0 Security Eye (summons Chimera)
01e1 Security Eye (summons Stone Golem)
01e2 Security Eye (summons Naga)
01e3 Security Eye (summons Fiery Hound)
01e4 Warrior (X5)
01e5 Tiny Toad (X6), Bog Witch
01e6 Evil Dreamer (X6)
01e7 Mammon (X2), Malboro (X2)
01e8 Malboro (X4)
01e9 Undergrunder (X2)
01ea Prokaryote (X2), Eukaryote (X2)
01eb Giant Warrior (X2)

01ec Dark Sage (X2), Selene Guardian (X2)
01ed Dark Sage, Selene Guardian (X3)
01ee Red Dragon, Blue Dragon
01ef Blue Dragon (X2)
01f0 Behemoth
01f1 Red Dragon (X2)
01f2 Dinozombie, Dark Sage
01f3 Behemoth
01f4 Behemoth
01f5 Goblin
01f6 Goblin
01f7 Goblin
01f8 Goblin
01f9 Goblin
01fa Ogopogo
01fb White Dragon
01fc Dark Bahamut
01fd Lunasaur (X2)
01fe Plague
01ff Goblin
0200 Soldier Monk (X8)
0201 Lunar Titan
0202 Lunar Shiva
0203 Goblin Prince (X2)
0204 Giant Warrior, Giant Soldier
0205 Goblin Prince, Black Flan (X3)
0206 Wicked Mask, Gold Dragon
0207 Red Dragon, Mech Dragon
0208 Goblin Prince (X2), Behemoth
0209 Goblin Prince, Red Dragon
020a Goblin Prince (X2), Great Malboro
020b Echidna
020c Goblin Prince, Echidna
020d Wicked Mask, Behemoth
020e Great Malboro (X2)
020f Behemoth, Echidna
0210 Lamia Queen
0211 Goblin Prince (X3), Domovoi (X3)
0212 Yellow Jelly (X3), Goblin Prince (X3)
0213 Behemoth, Basilisk
0214 Adamantoise, Leshy, Echidna
0215 Echidna, Leshy (X2)
0216 Goblin Prince, Lamia Queen, Leshy
0217 Goblin Prince (X2), Behemoth
0218 Lamia Queen, Goblin Prince (X2)
0219 Mech Dragon, Echidna
021a Echidna, Mech Soldier, Centaurion
021b Beamer, Searcher (summons nothing), Lamia Queen
021c Beamer (X2), Goblin Prince (X3)
021d Giant Soldier, Lamia Queen
021e Giant Soldier, Echidna
021f Lamia Queen (X2)
0220 Echidna (X2), Last Arm
0221 Lamia Queen, Echidna, Gigantoad
0222 Echidna, Zombie (X2)
0223 Echidna, Water Bug, Vile Shell
0224 Lamia Queen, Toadgre
0225 Sahagin Prince, Sahagin, Killer Fish
0226 Sahagin Prince, Tiny Mage (X3)
0227 Alligator, Echidna

0228 Sahagin Prince (X2)
0229 Lunar Virus, Prokaryote, Echidna
022a Behemoth, Black Flan (X2)
022b Lamia Queen, Dark Grenade (X3)
022c Behemoth, Crawler
022d Echidna, Abyss Worm
022e Lamia Queen, Tarantula
022f Lamia Queen (X3)
0230 King Bomb
0231 Lamia Queen, Goblin Prince (X2)
0232 Sahagin Prince, Goblin Prince (X2)
0233 Sahagin Prince, Lamia Queen
0234 Lamia Queen, Great Malboro
0235 Palace Guard
0236 King Bomb (X2)
0237 Beamer (X2), King Bomb
0238 Lamia Queen (X2), Beamer (X2)
0239 Centaurion, Palace Guard
023a Centaurion, King Bomb
023b Palace Guard, Mech Soldier
023c King Bomb, Mind Flayer
023d Lamia Queen, Draculady
023e King Bomb, Goblin Prince, Cave Naga
023f King Bomb, Goblin Prince, Cave Bat
0240 Palace Guard, Ogre
0241 King Bomb, Lamia Queen (X2)
0242 Coeurl Regina
0243 King Bomb, Gray Bomb (X2), Bomb
0244 Lamia Queen, Spirit, King Bomb
0245 King Bomb, Gargoyle, Skeleton (X2)
0246 Palace Guard, Bloodbones
0247 Palace Guard, Cockatrice (X2), Goblin Prince
0248 Palace Guard, King Bomb
0249 Coeurl Regina, Goblin Prince
024a King Bomb, Malboro (X2)
024b King Bomb (X2), Mammon (X2)
024c King Bomb, Lamia Queen, Evil Dreamer
024d King Bomb (X3)
024e Palace Guard, Lamia Queen
024f Sorceress, Palace Guard, Purple Bavarois (X2)
0250 King Bomb (X2), Ice Lizard
0251 Coeurl Regina, Black Knight
0252 Soldieress, Palace Guard, King Bomb
0253 Hell Turtle, Cold Beast, Coeurl Regina
0254 Coeurl Regina (X2)
0255 Palace Guard, Bloody Bat (X3)
0256 Bloody Bat (X3), Palace Guard (X2)
0257 King Bomb (X2), Skuldier (X2)
0258 Palace Guard (X3)
0259 Coeurl Regina, Palace Guard (X2)
025a Crystal Dragon
025b Evil Doll, Ironback, Palace Guard
025c Palace Guard (X2), White Mousse (X2)
025d King Bomb (X2), Fiery Hound, Ghost Knight
025e Coeurl Regina, Lamia Matriarch, Lamia
025f Coeurl Regina, Green Dragon
0260 Crystal Dragon, Black Lizard
0261 Crystal Dragon, Mythril Golem
0262 Crystal Dragon, Palace Guard
0263 Sahagin Prince (X2), Electrofish, Splasher

0264 Hydra, Palace Guard (X2)
0265 Flood Worm, Coeurl Regina, Death Shell
0266 Magic Dragon
0267 Sahagin Prince (X2), Red Mousse, Gigantoad
0268 Sahagin Prince (X3), Zombie (X2)
0269 Sahagin Prince (X3), Vile Shell, Water Bug
026a Crystal Dragon, Coeurl Regina, Toadgre
026b King Bomb (X2), Sahagin Prince, Killer Fish
026c Crystal Dragon, Tiny Mage (X3)
026d Alligator, Magic Dragon
026e Magic Dragon, Coeurl Regina
026f Coeurl Regina, Miss Vamp, Echidna
0270 King Bomb (X2), Evil Bat (X3)
0271 Crystal Dragon, Chimera Brain
0272 Chaotic Knight
0273 Crystal Dragon, Coeurl Regina
0274 Magic Dragon, Crystal Dragon
0275 Crystal Dragon, Palace Guard
0276 Crystal Dragon (X2)
0277 Magic Dragon (X2)
0278 Stratoavis
0279 Golden Flan, Black Flan (X2), Red Mousse (X2)
027a Dust Mousse, White Mousse (X2), Purple Bavarois (X2)
027b Golden Flan, Dust Mousse, Yellow Jelly (X3)
027c Golden Flan, Dust Mousse, White Mousse (X3)
027d Dust Mousse (X2), Black Flan (X2), Purple Bavarois (X2)
027e Golden Flan (X2), White Mousse (X2), Red Mousse (X2)
027f Flan Princess (X8)
0280 Golden Flan (X3), Dust Mousse (X3)
0281 Magic Dragon, Palace Guard, Goblin Prince
0282 Chaotic Knight, Lamia Queen
0283 Stratoavis, Coeurl Regina
0284 Magic Dragon, Chaotic Knight
0285 Stratoavis, King Bomb
0286 Goblin Prince (X3), Domovoi (X3), Goblin (X2)
0287 Crystal Dragon, Coeurl Regina, Insectus (X2)
0288 Chaotic Knight, Sword Rat (X2)
0289 Worst Malboro
028a Magic Dragon, Soul (X2)
028b Magic Dragon, Ghoul, King Bomb
028c Magic Dragon, Revenant, Palace Guard
028d Chaotic Knight, Lilith
028e Magic Dragon, Mech Dragon
028f Stratoavis, Centaurion
0290 Chaotic Knight, Searcher (summons nothing)
0291 Magic Dragon, Beamer, Coeurl Regina
0292 Stratoavis, Mech Soldier
0293 Stratoavis, Chaotic Knight
0294 Giant Soldier, Chaotic Knight
0295 Last Arm, Worst Malboro
0296 Crystal Dragon, Thunder Dragon
0297 Stratoavis, Arachne
0298 Warrior, Mini Satana (X2), Chaotic Knight
0299 Magic Dragon, Belphegor
029a Stratoavis, Chaotic Knight
029b Chimerageist
029c Magic Dragon, Gold Dragon, Silver Dragon
029d Chaotic Knight, Dark Sage
029e Stratoavis, Selene Guardian
029f Chimerageist, Red Dragon

02a0 Stratoavis, Magic Dragon
02a1 Wicked Mask, Chaotic Knight
02a2 Chimerageist, Ahriman
02a3 Chaotic Knight (X2)
02a4 Chimerageist (X2)
02a5 Catoblepas
02a6 Iron Giant
02a7 King Behemoth
02a8 Proto Phase
02a9 Chimerageist, Stratoavis
02aa Catoblepas, Stratoavis
02ab King Bomb, Gray Bomb (X2), Bomb
02ac Lamia Queen, Spirit, King Bomb
02ad King Bomb, Gargoyle, Skeleton (X2)
02ae Palace Guard, Bloodbones
02af Palace Guard, Cockatrice (X2), Goblin Prince
02b0 Chaotic Knight
02b1 King Behemoth, Sahagin Prince
02b2 Proto Phase, Goblin Prince
02b3 Palace Guard
02b4 Palace Guard, Goblin Prince (X2)
02b5 Palace Guard, Lamia Queen
02b6 Palace Guard, Behemoth
02b7 Tiny Toad
02b8 Tiny Mage
02b9 Gigantoad
02ba Puppet
02bb Hell Needle
02bc Toadgre
02bd Flying Eyes
02be Insectus
02bf Mist Eagle
02c0 Mist Eagle (X2)
02c1 Mist Kraken
02c2 Mist Kraken (X2)
02c3 Mist Summoner (summons Mist Eagle), Mist Eagle
02c4 Mist Summoner (summons Mist Kraken), Mist Kraken
02c5 Mist Summoner (summons Mist Kraken), Mist Kraken, Mist Eagle
02c6 Mist Summoner (summons Mist Kraken), Mist Kraken, Mist Eagle (X2)
02c7 Gilgamesh
02c8 Proto Phase, Magic Dragon
02c9 Proto Phase, Coeurl Regina
02ca Proto Phase, Chimerageist
02cb Great Malboro
02cc Golden Toad
02cd Goblin Prince
02ce Yellow Dragon (X2)
02cf Storm Dragon
02d0 Gigas Worm
02d1 Master Flan, Black Flan (X2), White Mousse (X2)
02d2 T-Rex
02d3 Death Mech
02d4 Metamorpha
02d5 Specter
02d6 Specter
02d7 Brachioraidos
02d8 Zeromus EG
02d9 Lunar Bahamut
02da Lunar Leviathan
02db Lunar Odin

02dc Lunar Asura
02dd Lunar Dragon
02de Lunar Ifrit
02df Lunar Ramuh
02e0 Super Monk (X8)
02e1 Drillmaster (X8)
02e2 Ifrit
02e3 Shiva
02e4 Ramuh
02e5 Titan
02e6 Grudge Puppet (X3)
02e7 Death Puppet
02e8 Dark Kain (becomes Lunar Bahamut)
02e9 Bandit
02ea Goblin (story battle during Cecil's trial)
02eb Giant Warrior
02ec Platinum Toad
02ed Melt Bomb
02ee Grudge Puppet (X3)
02ef <buggy battle> (remains white screen)

Note: All digits beyond this point result in the same buggy battle (the game will freeze) as 02ef.

Some of these encounters are repeated more than once in this list, and an encounter with a single Goblin seems to be a "filler" for digits that they didn't have another encounter for.

VI. Closing

I hope my guide has been useful. I might update it in the future, if I feel like putting in the work. If you have contributions or corrections, please email me (my contact info is below).

VII. Copyright

This document is not copyrighted. You can do what you want with it, but I'd rather you didn't use it to make money.

VIII. Contact Information

You may email me with contributions or corrections at necrolesian@bitmessage.ch. Put "FFIV Advance," or something similar, in the subject line so I know what the email is about. Emails with ambiguous subject lines, or that are obviously spam, will be deleted without being read. Please let me know if I got anything wrong or left anything out.

IX. Version History

Version 1.1 - 2018-04-03
Rearranged sections.
Fixed a formatting error.

Revised copyright section and contact information.

Version 1.01 - 2012-08-18

Updated contact information.

Version 1.0 - began 2006-05-24

finished 2006-05-30

Initial release.

X. Credits|

Square, for remaking this great game and making it even better.

Nintendo, for their official Player's Guide. I used the information in their book as a starting point for my data.

GameFAQs, for being a great place to find just about anything you want to know about a game.

CronoLV99, for his maximum statistics guide.

JuanAtari, for his character modification guide. Specifically, I stole the "battle to fight" code from his guide, but I found all the battle digits myself (which took a very long time).

Entropiclobo, for his great walkthrough. I got some miscellaneous information from his walkthrough, but I verified it myself. Check out his guide.

Action, for his very detailed walkthrough. I don't remember getting any information from it that I used in my guide, but he has a great walkthrough for the game.

You, of course, for reading this guide.

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