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Section One: Intro
FF5A_1

Welcome to another FAQ of mine. This covers what was the first of my GBA Final Fantasies, and perhaps my favorite, Final Fantasy V Advance. This, however, is not my first FAQ, or even my first Final Fantasy FAQ for that matter.

This RPG is actually my third Final Fantasy FAQ. My previous two were actually quite large, approaching the 1 MB mark, and were rather tedious to do. They were, however, quite an exhilarating experience as far the whole of documenting them went, and are perhaps my favorite GBA guides.

Anyways, I have an FAQ for you to read. I hope you find this useful, and enjoy.

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Section Two: Version History
FF5A_2

- v0.10 - General layout made; Intro, Legal, and Section I of the walkthrough completed. 12:04 AM 2/20/2012
- v0.11 - Haven't updated due to making a Yu-Gi-Oh! Duelists of the Roses FAQ. Anyways, mostly done with Section II. 12:15 AM 2/23/2012
- v0.20 - Finished up Section II; about 1/3 done with Section III. 11:43 PM 2/23/2012
- v0.30 - Finished up Section III; about 1/3 done with Section IV. 12:45 AM 2/25/2012
- v0.40 - Finished up Section IV; a little bit into Section V. 1:44 AM 2/26/2012
- v0.50 - Finished up Section V; a little bit into Section VI. 11:58 PM 2/26/2012
- v0.51 - Starting the Forest of Moore in Section VI, so mostly done with this section. 12:04 AM 2/28/2012
- v0.60 - Finished Section VI; doing the Exdeath boss at the end of Section VII. 12:15 AM 2/29/2012
- v0.70 - Finished Sections VII and VIII; ready for the Phantom Village of Section IX. 12:12 AM 3/1/2012
- v0.80 - Finished Sections IX and X. Data down for Tower of Walse in Section XI. 11:59 PM 3/1/2012
- v0.90 - Finished Sections XI, XII, XIII, and XIV. Section XV format laid out. 12:48 AM 3/3/2012
- v1.00 - *phew!* Finished up Section XV, which finished the main walkthrough. Side stuff up next! 1:46 AM 3/4/2012
- v1.40 - Finished Sections XVI, XVII, XVIII, and XIX. Ready for the Arena in Section XX. 12:15 AM 3/5/2012
- v1.70 - Finished Sections XX, XXI, and XXII. Finally ... just one more to go! 12:30 AM 3/6/2012
- v2.10 - Finished Section XXIII of the walkthrough, which finishes it entirely. Also finished up the Boss FAQ/Walkthrough. Working the enemy bestiary;

50/323 (~15%) entries completed. 12:04 AM 3/7/2012

v2.20 - Was off from school today, so I spent most of my time just working on the enemy bestiary, which finished it. Took me long enough, too.

12:04 AM 3/8/2012

v2.30 - Finished all of the Job Data and working on applying the less "eyesore-y" format. 11:21 PM 3/8/2012

v2.60 - Finished the Ability Data and Items Listings. Also fully applied the better-looking format, which is a major update in and of itself.

12:18 AM 3/10/2012

Final - *phew!* Finished up the Weaponry and Armor Listings, which I'm fairly sure finishes this FAQ. Took me long enough, too. :P

~~ Start-End Time: Three weeks.

~~ File Size : ~1,308 KB.

~~ Time of Update: 1:00 AM 3/11/2012.

Later Updates:

-- Further boss tips and corrections from Djibriel. 11:04 AM 4/13/2012

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Section Three: Legalities
FF5A_3

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

O-----O	O-----O
Allowed sites for my FAQs	Forever-Banned Sites
O-----O	O-----O
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)
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Section Four: Walkthrough
FF5A_4

Welcome to the bulk of this FAQ/Walkthrough. Within this section, you'll find a wealth of information, guiding you from start to finish for this game. All of the info is arranged in a semi-chronological order. This section has been arranged into twenty-three smaller sub-sections so you can find what you want more easily. What the sub-sections are can be found by looking in the Contents section near the top of the document.

/\ | | |\
Section I - To the Wind Crystal! | |
FF5A_41 | |
\/\

=====
Overworld
=====

Treasures Checklist \
Phoenix Down []

Regional Monster Bestiary \

Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	16	5	0	0	20	10

After having watched the introductory scenes, in which it is apparent the Crystals from prior Final Fantasies are getting weaker, you'll soon focus in on your main character, Bartz. Making camp in the forest with his faithful chocobo, Boko, he watches as a meteorite falls from far above, crashing into the ground not too far away. After speaking with Boko shortly, you'll regain control of Bartz on the world map.

Here, you are controlling Boko, atop which Bartz is riding. While riding a Chocobo, such as Boko, you cannot be put into battles, hence the undetailedness of the bestiary above. Anyhow, upon gaining control, go east and north a bit to the large gray rock on the ground (the meteorite) and approach it.

You'll then arrive in a forest. Go north some and Bartz will hop off of Boko, telling him to wait there. Walk along this forest path for a bit and, near the end, Bartz will notice a girl, out cold, being carried off by two Goblins! He quickly heads over to the two of them and engages them in battle.

Welcome to your first battle. There isn't much you really CAN do in this; it is just used to get you accustomed to the battle system of this game. At the moment, just Attack the Goblins. You'll get hit a few times in this battle, but you should be killing them in one or two hits each, so you won't get hurt TOO much. If you do (because you sat around like an idiot), you do have a few Potions in your stock. Go to Items to use them.

Once you defeat the Goblins, you'll end up walking the girl up and calming her down. As you tell her your name, you'll be able to select your name. For the sake of my convenience, I'll use his default name of Bartz throughout this FAQ.

Anyways, this girl you have just saved, unbeknownst to Bartz, is Princess Lenna Tycoon, daughter of King Tycoon, who has gone to check on the Wind Crystal since the winds have messed up. He has yet to return, however, which is why Lenna, against the King's wishes, is going after him. After a bit, Bartz and Lenna hear some groaning from nearby. After regaining control, go northeast and speak with the man near the meteorite.

This old man will get up when you speak with him. He is also acting rather confused, probably as a result of amnesia. He only manages to remember his name, Galuf. Lenna soon decides to continue over to the Wind Shrine, and then Galuf opts to go on with her. Bartz decides to stay behind and do his own thing. They leave without him.

After the scene, you'll regain control. Go to the southeast corner down to the dark tree. Sort of thrust your way into the walls there and you'll find a hidden path to go along, which heads a Phoenix Down. This item is actually quite valuable -- it sells for 500 Gil (a high amount at this time) and can revive KO'ed party members.

Anyhow, go back along the forest path to Boko, and get back on him and ride to the overworld map. There, go back towards the forest to the southwest, then head due north. As you do, you'll reach a nice little valley ... with a tendency for quakes, it seems. As the earthshaker continues, Bartz will hear some cries from the north.

Go north yourself for a bit. As you do, you'll have to fight off four Goblins in battles, in two groups of two. Further north, Bartz will take Lenna and Galuf onto Boko and they head further north a relatively stable part of the area. There, after Lenna and Galuf awaken, they discuss what should happen next. They can't get to Tule to reach the Wind Shrine, where the Wind Crystal is...

Not much we CAN do right now. Bartz decides to join Lenna and Galuf. As for you, send them northward to find a cave. Approach it and Boko will, as with the meteorite, be left behind because of how dangerous it is for Chocobos. And we won't see him again for a while. Continue into the cavern.

=====
Road to Tule
=====

| Treasures Checklist \
|-----\
Leather Cap []

| Regional Monster Bestiary \
|-----\
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
Steel Bat	20	3	0	0	20	9
Devil Crab	16	4	3	0	20	7
Stroper	20	4	0	0	20	8
-----+-----+-----+-----+-----+-----+-----						

Inside the cave, simply go along the path for a bit. Eventually, you'll go beneath an archway, after which Bartz will take note of a pool of water to the west. Head over to this recovery spring to restore your HP, MP, and status in completeness. Afterwards, go back east and north to the next area.

There, go along the path some more and you'll probably take notice of a chest to the west once you reach the first higher ledge. There, head west to the chest and open it up to receive a Leather Cap. Afterwards, return to the main ledge and go north to take notice of a pirate looking around before tapping a skull-shaped switch to open up a door to the next area. After you regain control, go over to that switch and press the A button while facing it to open up that door from earlier. Go through it.

After taking a few steps along the path here, you'll take a notice of a ship sailing to the lake next to the end of the cavern. But how is it doing this without any wind blowing in its sails? Anyways, after regaining control, you can exit the cave through the lit-up doorway nearby to save if you want. Re-enter the cave if you did so and go along the path to the next area, where the pirates' hideout is.

There, going north reveals such to you. Lenna decides to make yourself known to them, to utter surprise of Bartz and Galuf (and not the good kind of surprise). Then Galuf gets his own plan -- sneak in and steal the pirate ship, which surprises the other two members of the party, but it soon becomes the plan of choice.

So, yes, you'll regain control. Go north and you'll quickly spot two pirates, which just so happen to be completely asleep. Yay. Go east across the bridge to the next area to find the pirate ship. Wow, that was easy...

Anyhow, on the pirate ship, go north to the stern of the ship, where you will find the wheel. Examine it to take hold of it, only to find that it won't budge. The trio is quickly found by the pirates, including the captain, Faris. Lenna tries to pull rank on her by revealing her identity, to the astonishment of Bartz and Galuf, but to no avail. Your party is thrown into the brig, and without a chance to struggle.

Over the night, you'll watch the party basically think about what trouble they have got in, and ... you know, the crud you'd expect. Something more interesting in the next room is occurring. Faris is there, wondering why that Lenna should have the same pendant that Faris owns.

The next morning, your party is freed by the good will of Faris, to the disappointment of the crew. The order to sail over to the Wind Shrine is also given, which brings up a good point -- how can you sail a sailing ship without wind? Well, that answer is soon answered -- thanks to Syldra, a big sea dragon (I think).

=====
Overworld
=====

Regional Monster Bestiary		Around Tule and the Torna Canal						
Monster	HP	STR	DEF	MAG	Gil	EXP.		
Goblin	16	5	0	0	20	10		
Killer Bee	20	5	0	0	20	15		
Nutkin	20	5	0	0	20	10		
Stray Cat	20	5	0	0	20	15		
Gatling	80	9	0	0	42	30		
Big Horn	90	10	0	0	50	40		
Bandersnatch	120	14	0	0	100	60		

Anyways, after you regain control of the ship, sail north some. As you do, you will be asked by a shipmate if you want him to do the sailing. Much against what you may think is right, opt to say "No" and do the sailing yourself. Why? Well, we'll go straight to Tule, a nice town where we can stock up and get some new equipment, etc.

So, yeah, now you've got some freedom right now. As you are NOT walking around with Boko (who we'll pick up in a fairly long while), you'll be fighting some random battles in the overworld. There are quite a few enemies around here, offering up to 100 EXP. with Bandersnatches, found near the Torna Canal to the northeast of the pirates' cave. Yeah, consider skipping that for a few moments if you want to grind up a few levels. Odds are, some person has leveled up to Lv. 99 here. Makes you feel happy about yourself, eh?

Anyways, from the pirates' cave, go northwest to find our destination, Tule.

=====
Tule
=====

| Treasures Checklist | \

100 Gil	[]
150 Gil	[]
Ether	[]
Leather Shoes	[]
Leather Shoes	[]
Phoenix Down	[]
Phoenix Down	[]
Potion	[]
Potion	[]
Tent	[]
Tent	[]

| Item Shop | \

Item Name	Cost
Potion	40 Gil
Tent	250 Gil

| Weapon Shop | \

Item Name	Cost
Broadsword	280 Gil
Rod	200 Gil
Staff	200 Gil

| Armor Shop | \

Item Name	Cost
Leather Shield	90 Gil
Leather Cap	50 Gil
Leather Armor	80 Gil

Spell Shop \	
Item Name	Cost
(Black) Fire	150 Gil
(Black) Blizzard	150 Gil
(Black) Thunder	150 Gil

(White) Cure	180 Gil
(White) Libra	80 Gil
(White) Poisons	90 Gil

Before heading into Tule, be sure to hand the Leather Cap from the cavern earlier to Faris, so she (yes, SHE) will have properly-estimated stats for the shopping spree soon to come.

In town, the pirates will run straight into the pub for that heavenly liquid known only as grog; Faris, as per her piratey instincts, follows them. She will leave the party for the time being, until you decide to actually leave.

Anyway, once you get control of the party, speak with the purple-clothed man near the town entrance to head over to the Greenhorn's Club. (Yes, I know you can easily walk to it, but this is ever-so-slightly faster.) Opt to go inside and tell them that you are a beginner. Go into the main room.

Begin by examining the crate, barrel, and pot in the northwestern corner of the room. You'll receive a Tent, Phoenix Down, and Potion, respectively. Next, speak with the green-clothed man to the south. Listen to him, then head into the secret passage he told you that was nearby. Afterwards, on the other end, examine the pot nearby for an Ether. Open the chest nearby for a free 100 Gil, then return back along the passage to the main room and use the northern stairway.

On the upper floor, speak with the green-clothed man next to the chest twice. You'll find that, due to a bug maybe, he'll tell you, almost blatantly, that there is a monster in the chest, whether you opened it or not. Open it anyways to fight a Goblin, then gain some Leather Shoes. Go back downstairs and speak with the green-haired lady. Tell her you are no longer a beginner and you will be forcefully ejected.

Once outside, go over to the inn and examine the barrel to the right of it to find 150 Gil. Go north to find a bunch of barrels and crates. Examine them all and you'll find a Potion and a Tent. Go to the far northern house, Zok's house, a man you'll be meeting soon enough. Go west of the entrance to a bush between some trees. Examine it to find a Phoenix Down, then go to the far east of the same entrance to find a crate. Examine it to find some Leather Shoes.

Now, go back to the pub, which is just north of the town's southern entrance. Inside, head over to the northeast corner to find some dancers and a piano. To get at the piano (if you play all eight pianos in the game, you'll unlock some more abilities later on), you'll have to sit on the chair next to the platform. Afterwards, the ... dancers ... will go ahead and give you some enjoyment. After that little bit of ... whatever you want to call it, stand next to the piano and play it. Woo, you suck.

Go upstairs now to find Faris already asleep in her room. Go ahead and barge in for a nice little cutscene. (Remember, everyone thinks Faris is a guy, okay?) After Bartz and Galuf have some near-fainting experiences with ... whatever

happened (note to self: check game rating), Faris awakens, unaware of what occurred (whatever it was) and shuts herself in her room.

Okay, time for some true shopping. Head over to the weapon shop with the sword next to the door. There, simply buy one Broadsword. Everything else will be covered shortly, weapon-wise.

Next, the armor shop, which has the shield next to the door. Get three Leather Shields, two Leather Caps (one is soon to be found for free), and three Leather Armors.

Our third stop will be the Magic Store, which has a rod-thing next to its door. I'd honestly try to buy all of them, because the bigger repertoire, the better. At minimum, get Fire, Blizzard, or Thunder and a Cure spell. Of the three elements, Blizzard will provide you a big advantage in the next dungeon.

Finally, stop at the item shop, which has a picture of an urn next to the door. There, buy one or two Tents, then leave. You'll get five free Potions soon enough, which is more than enough for now.

Okay, I think we're done in Tule for now. Head over to the southern exit of town and leave. Back in the overworld, simply sail along the northern coast to that Wind Shrine all the cool kids hang out at before dying of something.

If you can't tell, the Wind Shrine is that building on the coast northeast of Tule.

=====
Wind Shrine
=====

Treasures Checklist	
Broadsword	[]
Leather Cap	[]
Potion (x5)	[]
Staff	[]

Regional Monster Bestiary							
Monster	HP	STR	DEF	MAG	Gil	EXP.	
Black Goblin	20	5	0	0	21	20	
White Serpent	25	5	0	0	24	20	
Moldwynd	20	5	0	0	27	20	
Mani Wizard	20	5	0	0	30	20	

As you enter the shrine of the Wind Crystal, you'll notice a bunch of human beings nearby. Sadly enough, these are not beasts you get to slay; just some citizens from Tycoon. Go into the western room to find a few of them. Examine the southern pot to get fully healed, then speak with the man to the left of it to receive five Potions. Exit the room, then go east and use the stairwell to reach the next area. We're here to get back the king. And maybe do something about that crystal.

Up here, be prepared to start fighting some more enemies. On this second floor, go around to the west side of the room and open up the chest for a Tent, then go through the center doorway. Save at the Save Point here (the consecrated

circle) and continue south to the main area. Go east to the chest with the Leather Cap, then go west and upstairs.

Here, you can walk all of the way around, as you'd probably do, or go through the middle of the thin wall because of the secret passage. The door on the other side leads to a Broadsword; ignore the other door. Be sure to optimize your equipment and heal up if you need to. Why? Examine that big bird in front the doorway to find out why.

BOSS: Wing Raptor \			
HP	- 250	Weaknesses:	Treasures Awarded:
Strength	- 7	- None	- Potion (Steal)
Defense	- 0		- Phoenix Down (Drop)
Magic	- 1	Absorptions:	
Magic Defense	- 10	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

=====

The Wing Raptor will often be found using Breath Wing. It is a wind-based attack that takes away HP equal to 1/4 of your max. It also hits all of your party. It also will use a basic attack during the initial phase.

After about two turns, the Wing Raptor will fold in its wing, gaining 20 points of Defense and 40% more Evasion, almost eliminating the use of any attack. Plus, if you DO attack, it'll use a powerful Claw attack.

Your offensive strategy is a pretty basic one. For the first few turns, just attack all-out. Once the Wing Raptor folds in its wings, do NOT attack. Instead, if you need to, use a Potion to heal your low-HP members. Continue until defeated.

After the battle, go up to the next floor. There, in the southeastern corner of the room, you'll find a hidden pathway to a chest, which has a Stave in it. Useful for selling, for now. Also be sure to go north to find the Wind Crystal.

Which is broken.

And King Tycoon is dead.

Dammit.

But not all is bad! The essences of the four Crystals are given to our protagonists. The Fire Crystal gives Faris courage; the Water Crystal gives Lenna devotion; the Earth Crystal gives Galuf hope; and the shattered Wind Crystal gives Bartz passion.

After that, a disembodied voice calls out to Lenna. It is the spirit of the dead King Tycoon! He'll tell you that you need to go on a quest to protect the remaining three crystals from shattering, which, thanks to their amplification machinery, is going to happen. If that happens, all will be destroyed and the planet will become unlivable. The King is taken away before he can elaborate further.

Next, six of the Wind Crystal's shards envelop the party and they each hold a the soul of a long-gone warrior of some job class. By taking in the crystal shards, you'll get certain jobs for your party other than your current Freelancer status. You'll receive the Jobs of Knight, Monk, Thief, White Mage, Black Mage, and Blue Mage.

For the moment, consider making one person a Knight, one a Black Mage, another a White Mage, and one a Monk. This will provide a varied initial status of abilities. You'll probably change this later on, to further vary your stats after gaining bunches of ABP. Remember, though, when you're done with a Black or White Mage, switch that around. You want an offensively and defensively apt character; at least one.

Okay, anyhow, listen to Boko's Job tutorial when you're ready, then take the warp stone on the north side of the room, or better yet, walk your way down. You'll get some EXP. and ABPs, and you'll still be able to use that healing pot. Once outside...

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| | Section II - To the Water Crystal! | |
| | **FF5A_42** | |
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=====
Overworld
=====

Regional Monster Bestiary		Around Tule and the Torna Canal				
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	16	5	0	0	20	10
Killer Bee	20	5	0	0	20	15
Nutkin	20	5	0	0	20	10
Stray Cat	20	5	0	0	20	15
Gatling	80	9	0	0	42	30
Big Horn	90	10	0	0	50	40
Bandersnatch	120	14	0	0	100	60

So, we've seen what happened to the Wind Crystal and want that to NOT happen to the rest. Our next target happens to be the Water Crystal in the Walse kingdom.

Back in the overworld, sail on over to Tule again.

=====
Tule
=====

Item Shop	
Item Name	Cost
Potion	40 Gil
Tent	250 Gil

Weapon Shop	
Item Name	Cost
Broadsword	280 Gil
Rod	200 Gil

```
| Staff ..... 200 Gil |
|_____|
```

```
| Armor Shop \
|_____|\
```

Item Name	Cost
Leather Shield	90 Gil
Leather Cap	50 Gil
Leather Armor	80 Gil

```
| Spell Shop \
|_____|\
```

Item Name	Cost
(Black) Fire	150 Gil
(Black) Blizzard	150 Gil
(Black) Thunder	150 Gil
(White) Cure	180 Gil
(White) Libra	80 Gil
(White) Poisons	90 Gil

Back here, Faris will go into her hotel room to do whatever it was before. Anyways, consider finishing buying the various Magic spells from the shop, restocking your Item stock, and buying better equipment because Job changes screwed you over.

Once you're done, head to the northeastern corner of town, where Zok's house is. He's back home, and welcomes Lenna. He tells you that the nearest Crystal is the Water Crystal of the Walse kingdom. To get there, you'll need to go through the locked Torna Canal. And he has the keys ... which he supposedly and conveniently has lost. Anyhow, accept his hospitality and go into the beds nearby.

Later that night, Bartz walks outside and flashbacks to when he was a kid. His father was apparently a protector of the Crystals, and really devoted to it. He didn't really want his kid having to deal with that kind of thing should he himself die. Sadly enough, Bartz heard it that night.

In the present time, Bartz walks back into the house and, aside from ignoring Zok watching Lenna sleep, speaks with Zok in the front room. Zok ends up handing over the key to the Torna Canal, apparently because of what he heard Lenna groaning in her sleep. >_>

Anyways, the next morning, try to leave town through the southern exit as before. Faris will have a nice tear-jerking scene between her and the crew.

Back in the Overworld, sail southeast back to the pirate cave. Inside, we have some stuff to pick up.

```
=====
                        Road to Tule
=====
```

```
| Treasures Checklist \
|_____|\
```

```
| 300 Gil ..... [] |
```

Ether	[]
Potion (x8)	[]
Tent	[]

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Steel Bat	20	3	0	0	20	9
Devil Crab	16	4	3	0	20	7
Stroper	20	4	0	0	20	8

Go on over to the entrance to the pirate hideout. You'll be able to find a skull-shaped button to the west of it. You'll, by pressing that switch, open up a doorway leading to a trio of chests. Open them up for 300 Gil, an Ether, and a Tent. Next, in the main room of the hideout, speak with one of the pirates there to receive eight Potions.

Boko, in case you're wondering, is in a separate room, having his wounds healed. Aww... Well, say hello and return to the overworld. There, sail north and east to the Torna Canal -- it starts at the pincer-like formation of land.

=====

Torna Canal

=====

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Sucker	50	7	0	0	40	21
Octokraken	60	8	0	0	45	21

As a side note, for some reason, the monsters of this region will only attack females -- Lenna and Faris. Just so you know -- you might need a few Potions for them.

Anyway, upon entering the area, go along the path to the large door to the east. Examine it to watch a scene in which you unlock the door to the canal, to the surprise of everyone else. Go along the path a bit more, defeating the various enemies on the way to encounter a whirlpool.

This whirlpool is apparently being caused by the powerful creature sealed away long ago ... by the Wind Crystal. Syladra soon is overcome by the current and the monster waltzes right up onto the deck to fight you.

BOSS: Karlabos \			
HP	- 650	Weaknesses:	Treasures Awarded:
Strength	- 10	- Lightning	- Potion (Steal)
Defense	- 0		- Tent (Drop)
Magic	- 0	Absorptions:	
Magic Defense	- 10	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

=====

Karlabos has a few different attacks. One is its basic Attack, which is

| not much more powerful than those of the other enemies found here. He can |
 | also use Feeler, which sets the Paralysis status on whoever it hits, so |
 | you'll find this boss annoying fairly quickly. |
 |
 | But perhaps his most dangerous attack would be Tail Screw. Not exactly a |
 | whole lot to say about it, except it makes the HP of whoever it hits hit a |
 | random one-digit number (in other words, the HP goes from 0 to 9). |
 |
 | Not much else to say about this. If you can use Black Magic, Thunder is a |
 | prime choice; Black Mages should be using magic regardless. Keep your |
 | White Mage ready to Cure in case of a Tail Screw. Any other character is |
 | probably best designed for physical combat and should be using the Attack |
 | command constantly. |

After the battle, that beast is still alive, and is overpowering Syldra, taking it down with him. The ship remains intact, except for Faris's emotions, and there is no way for the ship to move under our own control.

We're just drifting along the ocean currents now...

=====
 Ship Graveyard
 =====

Treasures Checklist \	
990 Gil	[]
Antidote	[]
Antidote	[]
Flail	[]
Potion	[]
Phoenix Down	[]
Phoenix Down	[]
Tent	[]

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Skeleton	70	8	0	0	57	38
Calcruthl	75	8	0	0	60	38
Undead Husk	130	10	1	0	63	46
Mind Flusher	90	9	0	0	66	46

Sometime after losing Syldra and drifting along the currents for several days, you find yourself in the Ship Graveyard, where you find ruined ships and a fairly high population of the undead.

You'll be fully healed upon arriving here. Speaking of healing, all of the enemies here are Undead. RPG veterans understand what that means -- healing them hurts them. The same works here. During battles, just keep your basic strategy, but make your White Mage cast Cure on the whole enemy party to deal some pretty decent damage.

Anyhow, upon regaining control, go east and along the wooden plank to what seems like a mere rock. Ah, crap, we're stuck already? No -- somehow, two more stones appear. Move along them to the chest with a Flail inside; it is a weapon

for the White Mage.

Backtrack to the plank and head back east to find another shipwreck. Go inside to find a place filled with fog clouds and cobwebs. Go downstairs to the next area where you'll find another doorway. But look around for a bit of light, showing another hidden doorway. Go through this doorway to find a chest with a Tent. Return to the previous area and go through the unused doorway.

In this area, Faris will make a bit of a fuss over getting her (or, to the party, HIS) clothes wet. Yes, remember that the party doesn't know about Faris being a female.

Anyways, go into the water nearby and go down the stairway you can barely see. (Or, at least on my DS Lite.) In this area, you'll find a chest with a skull marking on it. Open said chest for 990 Gil. Go further to the fork in the road. Go to the door above you to find a chest after going along a path. Open up the chest for a Phoenix Down. Then go back to the fork in the road and through the other door.

In here, open the chest for a Potion, then go up the other staircase to find a nice, dry room. The tile northwest of the stairwell exit will collapse beneath you; don't go on that tile. Anyways, head on to the next area to find some beds, a rope piling, and some chests.

Seems to be safe enough. Lenna goes off in a separate room to dry her clothing while Bartz and Galuf start up a fire to do the same for them. They wonder why Faris (to them, a guy) isn't doing the same. They try to force Faris into it, then it's all found out.

Apparently, she was one day picked up by pirates and, as she puts it, you don't want to be the only girl on a pirate ship. Okay, anyways, after that plot twist and everything soon thereafter, the party decides to rest. This will fully restore your HP and MP, by the way.

After regaining control, continue to the next area. Save with the Save Point you find there, then continue along to the outer areas. There, head south to find a piece of a ship. Head over to it and go inside it. Northeast of you should be a rectangle lighter than the floor. Examine it to find a World Map. More on it when we can use it.

Next, head further down to find another room. Open up the chests here to find a Phoenix Down and two Antidotes. After picking them up, go back to the deck of the ship piece. Go along the remainder of the path to find a chest. Open it up to reveal a whole ship. How logical!

Anyhow, heal up and go to the opposite, northern end of the ship. Cross the stepping stones to meet up with Bartz's mother, to his quite obvious surprise. As he prepares to check this out, his body goes limp. King Tycoon soon appears and the same happens to Lenna ... and Faris, for some reason.

Galuf takes the next turn when another girl appears. The illusion doesn't faze him -- remember, amnesiac? Soon thereafter, the Siren appears and fiery objects float from the bodies of Bartz, Lenna, and Faris. The Siren tells you that those are their souls!!

Galuf quickly takes control of the situation by slapping everyone hard, disentrancing them and letting them take control of their souls before fighting the Siren.

HP	- 900	Weaknesses:	Treasures Awarded:
Strength	- 15	- Healing (Undead)	- None (Steal)
Defense	- 0 / 12	- Fire (Undead)	- Bronze Armor
Magic	- 0	Absorptions:	(Regular Drop)
Magic Defense	- 20 / 0	- Poison (Undead)	- Bronze Shield
Gil Earned	- 0		(Undead Drop)
EXP. Earned	- 0	Type: Humanoid,	
		Undead (at	
		times)	

=====
Siren has a set move repertoire for her first three turns. On her first, she can use Silence, Haste, or Slow. On the second, she can use Libra, Cure, or Blizzard. On her third, she can use Protect, Thunder, or Sleep.

After those three turns, Siren becomes undead. During the next three of her turns, she can use a basic Attack or Venomous Clasp, which can inflict Poison, before returning to a pseudo-normal form.

During the time Siren is normal, focus on physical attacking, due to her lower Defense. Your mages may as well attack, too -- her Magic Defense is too high for much damage to be dealt. The only exception should be a White Mage when there is healing to be done.

During the time Siren is undead, it's a bit different. Her Defense goes up and effectively weakens physical attacks. Have your White Mage use Cure on her, Black Mages use Fire, and physical attackers use Potions on her for a set amount of fifty HP worth of damage. Note that using Phoenix Downs WILL NOT WORK for an instant-kill.

~~~~~

The cycle of regular-undead-regular every three turns continues until the defeat of Siren.

After the battle, be sure to cure any Poison your characters may have -- it will take effect in the field. Continue to the overworld.

=====  
Overworld  
=====

| Regional Monster Bestiary |     |     |     |     |     |      |  |
|---------------------------|-----|-----|-----|-----|-----|------|--|
| Monster                   | HP  | STR | DEF | MAG | Gil | EXP. |  |
| Gatling                   | 80  | 9   | 0   | 0   | 42  | 30   |  |
| Big Horn                  | 90  | 10  | 0   | 0   | 50  | 40   |  |
| Tatou                     | 100 | 11  | 3   | 0   | 70  | 50   |  |
| Garula                    | 500 | 12  | 5   | 0   | 0   | 0    |  |

About the whole Garula thing... Garula is actually a boss you'll fight soon. However, it can be found in the wild in a small patch of land west of the town of Carwen. It won't even attack you. Or yield EXP. Or Gil. So it is not even actually worth noting.

Anyhow, another thing to mention is the world map. You access it with the R button. That pretty much sums that up.

Anyways, our next destination is Carwen. You can find it by heading south along

the western coast. Go into town when you reach it.

-----  
Carwen  
-----

Treasures Checklist \

1,000 Gil ..... []  
Antidote ..... []  
Frost Rod ..... []

Item Shop \

Item Name ..... Cost  
=====

|               |           |
|---------------|-----------|
| Potion        | 40 Gil    |
| Antidote      | 30 Gil    |
| Eye Drops     | 20 Gil    |
| Maiden's Kiss | 60 Gil    |
| Mallet        | 50 Gil    |
| Gold Needle   | 150 Gil   |
| Phoenix Down  | 1,000 Gil |
| Tent          | 250 Gil   |

Weapon Shop \

Item Name ..... Cost  
=====

|            |         |
|------------|---------|
| Dagger     | 300 Gil |
| Long Sword | 480 Gil |
| Rod        | 200 Gil |
| Staff      | 200 Gil |

Armor Shop \

Item Name ..... Cost  
=====

|                |         |
|----------------|---------|
| Bronze Shield  | 290 Gil |
| Bronze Helmet  | 250 Gil |
| Bronze Armor   | 280 Gil |
| Copper Cuirass | 350 Gil |
| Cotton Robe    | 300 Gil |

Spell Shop \

Item Name ..... Cost  
=====

|                  |         |
|------------------|---------|
| (Black) Fire     | 150 Gil |
| (Black) Blizzard | 150 Gil |
| (Black) Thunder  | 150 Gil |
| (Black) Sleep    | 300 Gil |
| (White) Cure     | 180 Gil |
| (White) Poisona  | 90 Gil  |
| (White) Silence  | 280 Gil |

| (White) Protect ..... 280 Gil |  
|\_\_\_\_\_||

Okay, shopping time.

From the Item Shop, buy some Gold Needles, Antidotes, and Eye Drops. Buy some more Potions if you're low on them.

At the Weapon Shop, your Knights and Blue Mages will enjoy a Long Sword, but that should be about it.

From the Armor Shop, replace everything you wear with the armor here -- it is all better than you what you normally have.

As for spells, you'll find that the Black Magic Sleep and White Magics of Silence and Protect are new. Why not get them?

After the shopping spree, head over to the Inn and take a nap if you want to heal up. Afterwards, head over to the Pub and examine one of the barrels to the south of it to find an Antidote. Then go in front of the sign for the Pub and walk due south until you're blocked. Then go west and south until you find the bottom-most crate. Examine it to find a decent Frost Rod.

Okay, enough sidequesting; time to progress further in the story. Go to the Pub, then south to the green-haired lady. Speak with her to learn (again) that the Kingdom of Walse to the south abuses the power of the Water Crystal by amplifying it via a machine. As with the Wind Crystal, if this amplication is not stopped, it will shatter and we're halfway to a screwed-up planet.

There is a problem, though. We can't get there by walking, and we can't get there by sea because of no Syldra and no wind. Hmm...

Go into the Pub and play the piano to find that you suck somewhat less. Then, using the Find Passages ability, use the western secret passage to find a hidden room. Examine the pot here to get 1,000 Gil, then return to the main part of the pub. Then go upstairs and speak with the man there, who is quite a fan of dragons.

According to what information you glean from him, you guess that King Tycoon's Wind Drake is atop North Mountain, probably for the restoring Dragon Grass. It must be Hiryu -- all of the other Wind Drakes are dead.

Okay, anyways, leave town and head north/northeast to North Mountain.

=====  
North Mountain  
=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Gold Needle .....     | [ ] |
| Mythril Helm .....    | [ ] |
| Phoenix Down .....    | [ ] |

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Rock Slug                   | 120 | 13  | 0   | 0   | 69  | 46   |

|            |     |    |   |   |    |    |
|------------|-----|----|---|---|----|----|
| Gaelicat   | 100 | 12 | 0 | 0 | 72 | 55 |
| Cockatrice | 100 | 15 | 0 | 0 | 75 | 55 |
| Headstone  | 50  | 13 | 8 | 0 | 78 | 55 |

I never really did like the mountain dungeons of Final Fantasy IV, at least as far as FAQing went. They were always so linear, it was almost pointless to put in, but it was there, and a major part of the game... >\_>

Anyway, go along the linear path.

The first area has two chests, one with a Phoenix Down (found to the south), then the Gold Needle on the way to the exit.

A few areas later, you'll spot an area with some purplish flowers. DO NOT GO INTO THEM. These will instantly poison your \*whole\* party. Again, avoid them at all costs. Also be prepared to start healing Petrification statuses in battles, as the Cockatrices start showing up here.

In the next area, you'll find a Save Point. I highly recommend healing and saving here before going to the next area. There, Lenna will spot King Tycoon's Mythril Helm on the ground, then gets shot by a poisoned arrow. Note that the Mythril Helm is now part of your inventory, and that Lenna is now Poisoned. Yeah.

Magissa, the shooter of the arrow, soon introduces herself. She seems to plan to find Hiryu and kill it, then sell parts of it, primarily its horn, on the black market. She, with her magical skills, creates a gap in the mountain path. Faris jumps to the other side, and the gap widens, sending Faris to what will be her death ... or so we think -- she climbs up and sets up a rope bridge for the remainder of the party to cross, so we can now fight Magissa.

|                        |       |                |                      |  |  |  |
|------------------------|-------|----------------|----------------------|--|--|--|
| BOSS: Magissa, Forza \ |       |                |                      |  |  |  |
| Magissa Bestiary       |       |                |                      |  |  |  |
| >-----+-----+-----<    |       |                |                      |  |  |  |
| HP                     | - 650 | Weaknesses:    | Treasures Awarded:   |  |  |  |
| Strength               | - 14  | - None         | - None (Steal)       |  |  |  |
| Defense                | - 0   |                | - Whip (Drop)        |  |  |  |
| Magic                  | - 1   | Absorptions:   |                      |  |  |  |
| Magic Defense          | - 0   | - None         |                      |  |  |  |
| Gil Earned             | - 0   |                |                      |  |  |  |
| EXP. Earned            | - 0   | Type: Humanoid |                      |  |  |  |
| >-----+-----+-----<    |       |                |                      |  |  |  |
| Forza Bestiary         |       |                |                      |  |  |  |
| >-----+-----+-----<    |       |                |                      |  |  |  |
| HP                     | - 850 | Weaknesses:    | Treasures Awarded:   |  |  |  |
| Strength               | - 14  | - None         | - None (Steal)       |  |  |  |
| Defense                | - 3   |                | - Power Drink (Drop) |  |  |  |
| Magic                  | - 0   | Absorptions:   |                      |  |  |  |
| Magic Defense          | - 5   | - None         |                      |  |  |  |
| Gil Earned             | - 0   |                |                      |  |  |  |
| EXP. Earned            | - 0   | Type: Humanoid |                      |  |  |  |

=====

Much like Siren, Magissa has a set move repertoire for each turn. On her first turn, she can use Fire, Blizzard, or Thunder. On her second, she can use Aero, Drain, or a critical attack.

Once Magissa hits 300 HP or lower, she'll bring about Forza and put Regen on him before continuing her usual stuff. Forza has a basic attack and a

```
| Tackle, which is his basic attack multiplied by 1.5. |
| |
| First things first. Since your White Mage should have Silence, use it on |
| Magissa and that'll shut her up well and good, pretty much letting you |
| slide through that 350 HP. Once Forza comes about, you can put him to |
| Sleep via your Black Mage. After that, you'll pretty much have a physical |
| fight. White Mages are little help in THAT area, so have them Protect and |
| Cure everyone. |
| |
```

Okay, after the battle, re-equip your characters so one has the Mythril Helm, then continue to the next area. You'll find the last Wind Drake, Hiryu, on the cliff. He is quite hurt and Lenna, seeing the Dragon Grass nearby, walks through the poisoned flowers three or four times to help Hiryu. As she feeds him, she collapses to the ground, unconscious and weak, before being revived by Hiryu.

It is soon time to take flight on Hiryu's back. Bartz makes his fear of heights known, which humors everyone else. (Note to self: kill them all in the next Inn we find.) You'll then take off to the overworld.

```
=====
                          Overworld
=====
```

We're flying -- we shouldn't encounter any battles, and therefore, the lack of an enemy bestiary. Look them on your own time.

Anyhow, Hiryu can't land in the ocean (duh), in a desert, in a forest, on a mountain, and that blue handicapped space everyone uses anyways.

Now, we have two choices. We can head straight to Walse, to the south of here, or go to Castle Tycoon and get a bunch of good stuff. I'll opt for Castle Tycoon. We'll pass over Walse on the way; stay there if you want.

To reach Castle Tycoon, go south to the next town, which is Walse. Go west from there by going north over the mountains. Fly west over the desert, then go southwest to the mountain gap. This area should look familiar. Go along the path counterclockwise to the meteorite, and the castle itself is nearby.

```
=====
                          Castle Tycoon
=====
```

| Treasures Checklist \ |     |
|-----------------------|-----|
| Ashura .....          | [ ] |
| Cottage (x1) .....    | [ ] |
| Cottage (x2) .....    | [ ] |
| Diamond Bell .....    | [ ] |
| Elixir .....          | [ ] |
| Elixir .....          | [ ] |
| Ether .....           | [ ] |
| Ether .....           | [ ] |
| Healing Staff .....   | [ ] |
| Hi-Potion .....       | [ ] |
| Maiden's Kiss .....   | [ ] |
| Phoenix Down .....    | [ ] |
| Phoenix Down .....    | [ ] |
| Shuriken .....        | [ ] |

As you enter the castle courtyard, there is one hidden passage you will want to find. It's in the east wall and undetectable, even with abilities, so keep running into it until you pass through. Go along the path to find a hidden room with three Cottages in it. Cottages are like Super Tents -- more effective, but I doubt you'll notice that for a while.

Backtrack to the courtyard and head north into the castle. You'll speak with the Chancellor of Castle Tycoon. He mentions that the armies today are having trouble defeating the monsters now, as they are appearing in larger numbers. He asks Lenna to take the now-vacant throne; as would be expected given the whole situation, she refuses. She does opt to stay the night, though.

After that night's scene, when you regain control, exit and go downstairs and examine a pot to find a Hi-Potion. Go across the big hall and up the stairs to the right wing, the study. Jenica will mention Lenna's sister, Sarisa, who disappeared at a young age at sea. Could it be that... \*shot\* In this room, examine the numerous pots and crates for a Cottage, Elixir, Ether, and a Phoenix Down.

Return to the big hallway and go north into the throne room. Go into the east room and upstairs to find six pots. Examine them to find an Elixir, Ether, Maiden's Kiss, and a Phoenix Down. Go further up to find the location of the opening cutscene between Lenna and King Tycoon.

Return inside and to the courtyard. A guard was blocking a passage west of the entrance; he now has moving aside. Go along it to find the storage room, seemingly empty. Using the Find Passages ability, first use the switch nearby and go into the now-found hidden passage.

The Chancellor? Hmm... Questionable decisions for unknown reasons, but he makes up for whatever questions you may have by handing you a Healing Staff. Open the other chests in the area to find an Ashura (a powerful weapon for now, but the weakest Katana), a Diamond Bell, and a Shuriken.

Okay, that's it for here. Return to the overworld and backtrack back to Walse. Enter the town.

=====

Walse

=====

-----

| Treasures Checklist \

|-----|

| Silver Specs ..... [| ] |

|-----|

-----

| Item Shop \

|-----|

| Item Name .....     | Cost      |
|---------------------|-----------|
| Potion .....        | 40 Gil    |
| Antidote .....      | 30 Gil    |
| Eye Drops .....     | 20 Gil    |
| Maiden's Kiss ..... | 60 Gil    |
| Mallet .....        | 50 Gil    |
| Gold Needle .....   | 150 Gil   |
| Phoenix Down .....  | 1,000 Gil |
| Tent .....          | 250 Gil   |

-----



| Weapon Shop \    |         |
|------------------|---------|
| Item Name .....  | Cost    |
| Battle Axe ..... | 650 Gil |
| Long Sword ..... | 480 Gil |
| Dagger .....     | 300 Gil |

| Armor Shop \      |         |
|-------------------|---------|
| Item Name .....   | Cost    |
| Iron Shield ..... | 390 Gil |
| Iron Helm .....   | 350 Gil |
| Iron Armor .....  | 500 Gil |
| Kenpo Gi .....    | 450 Gil |
| Cotton Robe ..... | 300 Gil |

| Spell Shop \           |         |
|------------------------|---------|
| Item Name .....        | Cost    |
| (Time) Slow .....      | 80 Gil  |
| (Time) Regen .....     | 100 Gil |
| (Time) Mute .....      | 320 Gil |
| (Time) Haste .....     | 320 Gil |
| -----                  |         |
| (Summon) Chocobo ..... | 300 Gil |
| (Summon) Sylph .....   | 250 Gil |
| (Summon) Remora .....  | 250 Gil |

Once you enter the town of Walse, go east and descend the stairs. Go along the moat to the southwestern corner of town. Go into the building and examine the pot to find the Silver Specs. Go further along the moat counterclockwise and speak with the frogs to get a nice Muppets reference. O\_o

Anyways, let head to the shopping stuff. Nothing we like better than handing over our Gil for stuff that will become mediocre in another forty-five minutes, right?

Begin with item shopping. Stock up as you typically would, being sure to get a few Maiden's Kisses.

Weapons come next. Unless you've bought these items previous, they're all old and such. The Battle Axe is the only new item, only for a Freelancer at this time, and is not really much better than the Long Sword.

After weapons must come armor. Get a bit of everything that improves your stats. Iron equipment is superior to the bronze equipment from earlier, but the one with the Mythril Helm will be fine in the headgear aspect.

Last comes the Magic. Considering the stuff they have, I'd be concerned about the fate of a Crystal right about now -- they only work for Time Mages and Summoners. You may consider buying these ahead of time anyways, if you have the spare change.

Yeah, that's about it. Rest at the Inn if you want, then leave town and go a few steps west and north to the Castle of the Walse Kingdom.

=====  
Castle Walse  
=====

| Treasures Checklist \         |     |
|-------------------------------|-----|
| 490 Gil .....                 | [ ] |
| 1,000 Gil .....               | [ ] |
| 1,000 Gil .....               | [ ] |
| Elven Mantle .....            | [ ] |
| Phoenix Down .....            | [ ] |
| Speed (Time Mage spell) ..... | [ ] |
| Tent .....                    | [ ] |

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Elf Toad                    | 160 | 15  | 0   | 0   | 81  | 65   |
| Ice Soldier                 | 160 | 17  | 0   | 0   | 84  | 65   |
| Jackanapes                  | 666 | 50  | 50  | 50  | 1   | 0    |

Once you enter the castle, you'll find a wooden door to the right of the hall and some stairs heading down. Use doors and continue to the next area. There, go around the up-bound stairwell to the one going down. Get the hidden items here (490 Gil, Phoenix Down, Tent).

Return to the main hall and go north to the throne room. We've come to demand that King Walse cease his amplication of the Water Crystal. As expected, he steadfastly refuses. \*groan\* As this little scene goes on, another meteor crashes to the earth, this time near Walse Tower (near the Water Crystal). As would be expected, King Walse has the decency to go check on it himself. (I wonder if he'll meet the same fate as King Tycoon?)

Anyways, we ought to follow him and save the Crystal.

Then again, there are treasures to plunder, although they are NOT exactly easy to get to without the Flee ability from the Thief.

Anyways, remember the down-bound staircase in the entrance room of the castle? Go down for a while to the prison. You'll probably want to speak with the prisoners. The guy on the left is rather funny; just opt to free him. Now, the main problem is the Lone Wolf in the cell nearby. Do \*not\* free him or you'll be losing some valuable treasures in the future. And you can't free the other guy.

Return upstairs and use the northeastern staircase to find a new area. This area is very dangerous unless you've been doing some serious grinding. An enemy known as the Jackanapes is here. It has higher stats (except in HP) than all of our bosses thus far, some of which that won't be matched in boss's for a LONG time. The only sensible way to avoid this thing is to use the Thieves' ability Flee in each fight against them.

If you manage to proceed through to the end of the room relatively intact, you

will be able to plunder some treasures totalling 2,000 Gil, a Speed spell for Time Mages, and an Elven Mantle.

One final feature to mention would be the road to Shiva. However, there are few benefits to going down this road. Shiva, at the end, is rather tough to defeat at this point in time, and the ability to Summon her in battle won't come any time soon.

Anyways, exit the castle and fly on your Wind Drake northward to the location of the meteorite. Examine it if you want, but go into the Walse Tower when you are ready.

=====  
Tower of Walse  
=====

| Treasures Checklist |     |
|---------------------|-----|
| Ether .....         | [ ] |
| Maiden's Kiss ..... | [ ] |
| Silk Robe .....     | [ ] |
| Silver Armlet ..... | [ ] |

| Regional Monster Bestiary |     |     |     |     |     |      |
|---------------------------|-----|-----|-----|-----|-----|------|
| Monster                   | HP  | STR | DEF | MAG | Gil | EXP. |
| Elf Toad                  | 160 | 15  | 0   | 0   | 81  | 65   |
| Ice Soldier               | 160 | 17  | 0   | 0   | 84  | 65   |
| Ricard Mage               | 100 | 0   | 0   | 1   | 87  | 75   |
| Wyvern                    | 200 | 17  | 0   | 0   | 90  | 160  |
| Pas de Seul               | 280 | 19  | 0   | 0   | 93  | 100  |

Hmm... I've always wondered how the militaries of Final Fantasy IV evolved in the centuries since then. Since King Walse logically took his whole army to the Tower, let's check it out.

Two wounded guards are nearby, with King Walse and an unknown soldier somewhere else, all knocked down by the usually-docile beast, Garula... =/ Yeah, I don't think there are going to be any more Crystal wars now.

Anyhow, onto the dungeon. Much like North Mountain, this place is very linear. You won't really find anything until you find the near-dead body of King Walse on the floor. He urges you to go further up and stop Garula and the amplication of the Crystal. Nearby, you'll find a pillar in the water, covered by vinery. Walk at it and climb up to find a Silk Robe.

Continue to the next floor to find a chest (Maiden's Kiss) and a Save Point. Heal and save with it before continuing further along. On the eighth floor, you'll find some more of those vine-covered pillars. Climb the western one to reach a Silver Armlet. Climb the eastern one to find an Ether and the path to the next area.

Continue there to find the shrine for the Water Crystal. Luckily enough, the Water Crystal is still intact. Now, just to shut off that machine powering it up. Further ahead, however, is the Garula fighting the unknown warrior ... and the warrior isn't doing all too well. Apparently, some unknown being or force is manipulating Garula and trying to use it to destroy the Water Crystal. We

have no choice but to stop Garula ... violently.

| BOSS: Garula \ |         |                   |                          |
|----------------|---------|-------------------|--------------------------|
| HP             | - 1,200 | Weaknesses:       | Treasures Awarded:       |
| Strength       | - 15    | - None            | - Potion (Steal)         |
| Defense        | - 7     |                   | - Hi-Potion (Steal/Drop) |
| Magic          | - 0     | Absorptions:      |                          |
| Magic Defense  | - 4     | - None            |                          |
| Gil Earned     | - 0     |                   |                          |
| EXP. Earned    | - 0     | Type: Magic Beast |                          |

=====

Garula is a fairly basic, albeit somewhat strong, enemy. It has a basic attack, the Toad spell, and a Rush attack. The Toad spell is mainly used to cure itself if you turn it into a Toad. (In theory, you can put Reflect on the Garula to stop that, but why risk it? Especially since you shouldn't will slowly drain.

There are a few ways to go about this. First and foremost, cast Silence to stop any barrages from Toad. After that, you pretty much should let your characters do what they do best -- have someone Curing when needed, and the others using offensive magic and physical attacks/abilities.

One especially useful tactic is a combination of the Guard and Counter abilities. Guard prevents damage when hit, then you'll counterattack. It is theoretically impossible to lose!

After running off Garula, the Water Crystal will shatter.

Crap. All that work for nothing.

Anyways, the unknown warrior we just saved tries to crawl his way back to ... wherever he came from and, as he collapses and breathes the last breaths he'll ever get, he recognizes LORD Galuf. He then gasps and dies, blocking the exit and making a fire hazard.

Afterwards, the six shards of the Water Crystal start shining, just begging to be picked up. Of the six, only five can be picked up -- the final one will have to wait a while. You'll obtain some new jobs: Berserker, Time Mage, Summoner, Red Mage, and Mystic Knight. The Red Mage may be a good idea for you to go for right now with your White/Black Mage, as it uses both, although weaker versions of the spells. Of course, once you pass level three spells, you better prepare to specialize or something.

Not long after grabbing the fifth shard, the tower begins to quake and the whole friggin' peninsula begins to sink to the ocean floor. Go through the door nearby, but it won't matter -- it's sinking too fast!

From ashes to ashes, Chosen Warriors to Chosen Corpses...

Or so we think! Syladra manages to come by and save all four of you and put you on the shore. Faris then bids a heart-jerking final good-bye to her dear friend.

No Syladra, two Crystals gone... What could be worse?

Oh, it's gonna get worse. Much worse.

So, the shattering of the Water Crystal and the confirmed death of Syltra has truly made everything look bleaker than it has so far. We can't help but try to stop the next Crystal from shattering ... but where is it? After regaining control, fly Hiryu over to the Walse Castle and go inside.

```

=====
                        Castle Walse
=====

```

| Regional Monster Bestiary |     |     |     |     |     |      |
|---------------------------|-----|-----|-----|-----|-----|------|
| Monster                   | HP  | STR | DEF | MAG | Gil | EXP. |
| Elf Toad                  | 160 | 15  | 0   | 0   | 81  | 65   |
| Ice Soldier               | 160 | 17  | 0   | 0   | 84  | 65   |
| Jackanapes                | 666 | 50  | 50  | 50  | 1   | 0    |

Back here again, head over into the throne room and into the bedroom of the king. You'll find he managed to escape the sinking Tower, but barely. He tells you to go to Karnak, where you'll find the Fire Crystal, also being amplified. Another meteor crashed near there, so, if tradition has anything to do with it, this Crystal is all too close to bursting.

But we have a slight problem. Karnak is far to the west and there is no way for us to get there with Hiryu -- the mountains are too high. Speaking with one of the Karnak soldiers in the castle may yield some information. He was here to research any connections between the Walse and Karnak meteorites, considering how close together the landings were. Is there a connection?

Eh, may as well check it out. Stock up in the town, then fly over to the meteorite.

```

=====
                        Meteorite
=====

```

```

-----
Walse Side
-----

```

If that sub-heading wasn't warning enough...

Anyways, after getting near the meteorite, you'll find that a doorway has opened up to the inside of it! Go in there and head to the inner chamber where you'll find a tile that could only be a warp tile. Step on it to warp away!

```

-----
Karnak Side
-----

```

Not much to say. You've obviously warped to the Karnak meteorite (or one in space, in which case stepping out will blow up your head), so exit.

Overworld

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Aegir                       | 180 | 19  | 0   | 0   | 99  | 120  |
| Zu                          | 850 | 22  | 0   | 0   | 150 | 360  |
| Wild Nakk                   | 95  | 20  | 0   | 1   | 125 | 70   |
| Grass Tortoise              | 250 | 20  | 11  | 0   | 100 | 230  |

After exiting the meteorite ... eh, there's not a bunch to say. Your destination of Karnak is to be reached somewhat quickly, found to the southwest of the meteorite. You'll find a ship nearby (not open to the public), a castle, a town, and a big wall to the west of them all. Wonder what's abuzz?

Karnak

| Item Shop \         |           |
|---------------------|-----------|
| Item Name .....     | Cost      |
| Potion .....        | 40 Gil    |
| Antidote .....      | 30 Gil    |
| Eye Drops .....     | 20 Gil    |
| Maiden's Kiss ..... | 60 Gil    |
| Mallet .....        | 50 Gil    |
| Gold Needle .....   | 150 Gil   |
| Phoenix Down .....  | 1,000 Gil |
| Tent .....          | 250 Gil   |

| Weapon Shop \        |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Mythril Knife .....  | 450 Gil   |
| Mythril Sword .....  | 880 Gil   |
| Mythril Hammer ..... | 1,050 Gil |
| Flame Rod .....      | 750 Gil   |
| Frost Rod .....      | 750 Gil   |
| Thunder Rod .....    | 750 Gil   |
| Flail .....          | 780 Gil   |

| Armor Shop \         |         |
|----------------------|---------|
| Item Name .....      | Cost    |
| Mythril Shield ..... | 590 Gil |
| Mythril Helmet ..... | 550 Gil |
| Plumed Hat .....     | 350 Gil |
| Mythril Armor .....  | 700 Gil |
| Silver Armor .....   | 600 Gil |
| Silk Robe .....      | 500 Gil |

|                        |         |
|------------------------|---------|
| Mythril Glove .....    | 600 Gil |
| Silver Armlet .....    | 500 Gil |
|                        |         |
| Spell Shops \          |         |
|                        |         |
| Item Name .....        | Cost    |
| =====                  |         |
| (Black) Fira .....     | 600 Gil |
| (Black) Blizzara ..... | 600 Gil |
| (Black) Thundara ..... | 600 Gil |
| (Black) Poison .....   | 290 Gil |
| (Black) Sleep .....    | 300 Gil |
| (Black) Fire .....     | 150 Gil |
| (Black) Blizzard ..... | 150 Gil |
| (Black) Thunder .....  | 150 Gil |
| -----                  |         |
| (White) Cura .....     | 620 Gil |
| (White) Raise .....    | 700 Gil |
| (White) Confuse .....  | 650 Gil |
| (White) Silence .....  | 280 Gil |
| (White) Protect .....  | 280 Gil |
| (White) Cure .....     | 180 Gil |
| (White) Libra .....    | 80 Gil  |
| (White) Poisona .....  | 90 Gil  |
| -----                  |         |
| (Time) Gravity .....   | 620 Gil |
| (Time) Stop .....      | 580 Gil |
| (Time) Haste .....     | 320 Gil |
| (Time) Mute .....      | 320 Gil |
| (Time) Slow .....      | 80 Gil  |
| (Time) Regen .....     | 100 Gil |

^^

Those prices/stocks are not yet current. It'll be a bit before they ARE as they are listed here. You'll get what I mean in a bit.

Anyhow, apparently the big wall west of the town and castle is to stop some scholars from the Library of the Ancients. They've found that amplifying the Fire Crystal is not exactly the best thing in the world but, as all people with some kind of power do, the scholars have been ignored.

Anyways, begin by going to the pub to play the piano as tradition dictates, then head into the Weapon/Armor shop. I'll go ahead and tell you right now to sell whatever you want -- that'll be okay. Then buy a Mythril Hammer -- notice the discount from the listed prices above? A discount of 75% is so not suspicious. Anyways, after buying it, you'll be sent to prison.

There, as you do your time of a lengthy twenty-or-so seconds, you'll just have to wait. Eventually, the guy in the cell next to yours will blow up a hole in the wall. (Why not the cell door, or the wall next to it, exactly?)

Anyways, you'll learn that this old man is Cid Previa, the engineer responsible for creating the Crystals' amplification machines. He learned of what happened to the Crystals in Tycoon and Walse and tried to prevent the same from happening to the Fire Crystal ... and was thrown in prison. Oh, fun. No one watches the news.

Soon after mentioning this, the Karnak Chancellor comes to free Cid because,

"unexpectedly", a crack appeared in the Fire Crystal and its spewing flames. Luckily, Cid manages to get you guys out of the prison too. Go ahead and leave the prison and continue back into the town of Karnak for some shopping.

The Weapon Shop shouldn't have anything for you to buy other than the Mythril Hammer that you took at a discount earlier. Feel free to make any other upgrades that do need to be made weapon-wise, though.

The Armor Shop pretty much will give everyone a full upgrade, except perhaps the one wearing the Mythril Helmet already.

Then there are the numerous spells. The elemental Black Mage "-ras" (Fira, Blizzara, Thundara) are new ones, as is the Poison spell. Strongly consider buying at least Fira and Blizzara for upcoming bosses. As for White Mage, you can now get Cura, Raise, and Confuse; Cura and Raise are high priorities. As for Time magic, you'll find Stop, Haste, and Gravity; they're all good spells for a Time Mage.

Finally, to the item shop. Stock up on some Eye Drops and heal up at the Inn.

Now, we COULD go to the Fire-Powered Ship and immediately continue the story. But remember Shiva back in Walse Castle? Why not earn ourselves another Summon spell that'll become useful in a second? In the Overworld, backtrack to the Karnak meteor, warp to the town of Walse, and go into the castle.

=====

Castle Walse / Walse Watertower

=====

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Elf Toad                    | 160 | 15  | 0   | 0   | 81  | 65   |
| Ice Soldier                 | 160 | 17  | 0   | 0   | 84  | 65   |
| Jackanapes                  | 666 | 50  | 50  | 50  | 1   | 0    |

Once you enter the castle, go to the lower floor and go out via the southern exit. Outside, go into the water and, at the top, you'll find a waterfall. Walk through the middle portion to find the entrance to the Walse Watertower.

Inside, simply go up a few floors, much like in the Tower of Walse. You'll soon reach what is quite obviously Shiva's resting place. Heal up and proceed to the green object and examine it. Shiva will speak, assuming you want to fight her, and then attacks.

| BOSS: Shiva, Ice Commander (x3) \ |         |                |                        |
|-----------------------------------|---------|----------------|------------------------|
| Shiva Bestiary                    |         |                |                        |
| HP                                | - 1,500 | Weaknesses:    | Treasures Awarded:     |
| Strength                          | - 40    | - Fire         | - Hi-Potion (Steal)    |
| Defense                           | - 0     |                | - Phoenix Down (Steal) |
| Magic                             | - 0     | Absorptions:   | - Frost Rod (Drop)     |
| Magic Defense                     | - 0     | - Blizzard     |                        |
| Gil Earned                        | - 0     |                |                        |
| EXP. Earned                       | - 0     | Type: Humanoid |                        |

Ice Commanders' Bestiary



```

>-----+-----+-----<
| HP          - 600      | Weaknesses:      | Treasures Awarded:
| Strength    - 21      | - Fire           | - Mythril Sword (Steal)
| Defense     - 0       |                  | - Long Sword (Drop)
| Magic       - 10      | Absorptions:    | - Shiva (Summon) (Drop)
| Magic Defense - 0     | - Blizzard      |
| Gil Earned  - 0       |                  |
| EXP. Earned - 0       | Type: Humanoid  |
|=====|
| Shiva only really casts Blizzara, and the Ice Commanders' are souped-up
| Ice Soldiers. Yes, that's the enemy offensive in a nutshell.
|
| Your own offensive is pretty much just as simple. You'll probably want to
| Haste your Black Magic user, then have them spam Fira on the whole enemy
| party a few times until the Ice Commanders are gone. During that time, you
| can try to put Slow on Shiva, and, if possible, using Fire-based
| Spellblades on Shiva will really start causing some pain ... especially
| with the Two-Handed ability being used.
|
| That's pretty much it. Keep your HP up and such. Also note that using a
| Goblin Punch (Blue Magic) at Lv. 11 will deal 800% damage.  o_o;
|

```

Okay, that's it. You now have Shiva as a new summon spell. Congratulations.

Backtrack all of the way back to Karnak and go south of the town to the ship.

```

=====
                          Fire-Powered Ship
=====

```

```

|-----|
| Treasures Checklist \
|-----|
| Cottage ..... [ ]
| Elixir ..... [ ]
| Elixir ..... [ ]
| Elixir ..... [ ]
| Green Beret ..... [ ]
| Moonring Blade ..... [ ]
| Mythril Glove ..... [ ]
| Phoenix Down ..... [ ]
| Thief's Gloves ..... [ ]
| World Map (if not already gotten) ..... [ ]
|-----|

```

```

|-----|
| Regional Monster Bestiary \
|-----|
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Crew Dust | 240 | 21 | 0 | 0 | 120 | 130 |
| Poltergeist | 240 | 21 | 0 | 0 | 123 | 135 |
| Defeater | 260 | 22 | 0 | 0 | 129 | 150 |
| Motor Trap | 240 | 24 | 10 | 0 | 126 | 150 |
|-----+-----+-----+-----+-----+-----+-----|

```

Once you enter the ship, you'll be in the monster-infested area. Go through the door visible upon entering to find a chest with a Mythril Glove. Then go up the staircases, then up the western staircase to soon get an Elixir. Go back to find an Cottage in another chest downstairs, then go up the only unused set of stairs to find another Elixir. Go through the unused white door to find an

elevator.

Examine the switch and, after moving a floor or so, exit. Go east to find a Phoenix Down. You'll find the World Map nearby if you haven't grabbed it yet from the Ship Graveyard. Go into the elevator and use it as you did before.

You'll find an air vent nearby. Go along that path, then through the door. Use that elevator to find four more air vents. Take the eastern two to find a set of Thief's Gloves and Green Beret, respectively. Return back here -- it isn't all THAT hard, now -- and go down the second pipe from the left.

Before going through the white door here, go along the stairs and flip the switch to find a weapon for Thieves, the Moonring Blade. Go further along the path, ignoring the conveyer belt on the way. Go through the doorway to find a Save Point. Heal and save at it, then proceed into the next area.

The room you arrive in has simple switch puzzle. Flip every switch you can when you reach them, save for the bottom-most one. Flipping every switch once can let you grab an Elixir easily, you know. Anyways, after solving the puzzle, continue to the next area, the power room.

There, go north and you'll see Queen Karnak in front of the engine of the ship. It is quite apparent this time that something is controlling her, and Queen Karnak (or the something) creates flames, which then attack!

BOSS: Liquid Flame \

| Human Form Bestiary |         |              |                       |
|---------------------|---------|--------------|-----------------------|
| HP                  | - 3,000 | Weaknesses:  | Treasures Awarded:    |
| Strength            | - 18    | - Blizzard   | - None (Steal)        |
| Defense             | - 0     |              | - Flame Scroll (Drop) |
| Magic               | - 10    | Absorptions: |                       |
| Magic Defense       | - 15    | - Fire       |                       |
| Gil Earned          | - 0     | - Wind       |                       |
| EXP. Earned         | - 0     | Type: None.  |                       |

| Hand Form Bestiary |         |              |                    |
|--------------------|---------|--------------|--------------------|
| HP                 | - 3,000 | Weaknesses:  | Treasures Awarded: |
| Strength           | - 18    | - None       | - None (Steal)     |
| Defense            | - 0     |              | - Flame Rod (Drop) |
| Magic              | - 10    | Absorptions: |                    |
| Magic Defense      | - 30    | - Fire       |                    |
| Gil Earned         | - 0     |              |                    |
| EXP. Earned        | - 0     | Type: None.  |                    |

| Torando Form Bestiary |         |              |                    |
|-----------------------|---------|--------------|--------------------|
| HP                    | - 3,000 | Weaknesses:  | Treasures Awarded: |
| Strength              | - 18    | - Blizzard   | - None (Steal)     |
| Defense               | - 0     |              | - Flame Bow (Drop) |
| Magic                 | - 10    | Absorptions: |                    |
| Magic Defense         | - 15    | - Fire       |                    |
| Gil Earned            | - 0     | - Wind       |                    |
| EXP. Earned           | - 0     | Type: None.  |                    |

=====

The Liquid Flame is a monster that will change its form each time it is hit. When hit, it will counterattack and then change form.

The Human form can use a basic Attack, Blaze (subtracts HP equal to the target's max HP; hits whole party), and Rush, which is a Defense-ignoring attack. Blaze is the counterattack.

The Hand can use a basic attack and its Ray move, which may inflict paralysis. Its counterattack is a single-target Fira.

The Whirlwind *\*only\** uses Fira on itself on offense, thereby healing it. As for its counter, it will use Magnet, which sets the target into the front row.

Offensively, let your first turn consist of your Time Mage using Gravity to halve your opponent's HP to 1,500. On the next turn, attack normally, and then cast Gravity on the third turn to probably lower the beast to 600 ~ 700 HP. From there, use Blizzara, Shiva, or the Blizzara Spellblade a time or two to finish it. Be sure to heal if you need it.

After the battle, you'll be rushed into the next room. There, you'll find the Fire Crystal, somehow intact. As you approach it, a wolf approaches and acknowledges Galuf; he fails to return the favor. As all this happens, the quintet forgets about the predicament at hand and a hypnotized soldier waltzes in and maxes the power on the Crystal amplification system, then breaks the switch.

Of course, only the expected happens. The mechanisms in the castle go haywire and air vents start to connect to the Fire Crystal altar. The wolf stops the final vent from connecting by holding it as you flee ... and fall.

The Fire Crystal shatters and the wolf burns to death...

=====

Karnak Castle

=====

| Treasures Checklist       |                          |
|---------------------------|--------------------------|
| 2,000 Gil                 | <input type="checkbox"/> |
| 2,000 Gil                 | <input type="checkbox"/> |
| 2,000 Gil                 | <input type="checkbox"/> |
| Elven Mantle              | <input type="checkbox"/> |
| Elixir                    | <input type="checkbox"/> |
| Elixir                    | <input type="checkbox"/> |
| Elixir                    | <input type="checkbox"/> |
| Elixir                    | <input type="checkbox"/> |
| Elixir                    | <input type="checkbox"/> |
| Elixir                    | <input type="checkbox"/> |
| Esuna (White Magic spell) | <input type="checkbox"/> |
| Lightning Scroll          | <input type="checkbox"/> |
| Main Gauche               | <input type="checkbox"/> |
| Ribbon                    | <input type="checkbox"/> |
| Shuriken                  | <input type="checkbox"/> |

| Regional Monster Bestiary |     |     |     |     |     |      |  |
|---------------------------|-----|-----|-----|-----|-----|------|--|
| Monster                   | HP  | STR | DEF | MAG | Gil | EXP. |  |
| Sergeant                  | 400 | 25  | 0   | 0   | 132 | 160  |  |
| Sorcerer                  | 350 | 20  | 0   | 0   | 138 | 180  |  |

|          |     |    |   |   |     |     |
|----------|-----|----|---|---|-----|-----|
| Cur Nakk | 140 | 20 | 0 | 0 | 141 | 140 |
| Gigas    | 760 | 28 | 0 | 0 | 144 | 350 |
|          |     |    |   |   |     |     |

After falling into the castle basement, you'll go back to the Fire Crystal to find ... well, that it's gone and such.

Anyways, you'll also come to the conclusion that, due to the lack of the Fire Crystal, the castle is about to go ka-boom. That will happen ten minutes, or six hundred seconds, from the time you regain control and begin to the move. Return to the previous area, examine the pot to restore HP/MP/status, then go back to the Save Point room. Save -- seriously, save; failure to leave in the ten minutes results in a game over -- and continue to the prison area.

Here, go north and into the jail cell with the closed chest. Open it for 2,000 Gil. Go around the east side of the room and, in the northeastern cell, in a chest. Open it and defeat the monsters inside for an Elixir. Proceed northeast to the next area.

There, go to the east side of the room. Open the chest and defeat the Gigas, then you'll obtain a Shuriken. Go to the opposite side of the room and open the chest for the valuable Ribbon, which raises many stats and immunizes you from many statuses; sadly, it only works for Dancers and Freelancers. You WILL have to fight for this chest. Afterwards, head north to the next area.

You'll do pretty much nothing for a while until you reach the main hall of the castle.

Here, you'll find two unused doors on either side of the big carpet. For the sake of FAQ tidiness, I'll start with the western door for some one-time plundering.

Here, you can go along the room clockwise to open up three chests. We'll focus on just the west chest with 2,000 Gil and no battle. Open it, then use the stairwell nearby to reach the castle walls. Go along this path counterclockwise to another stairwell. Descend some floors to a chest. Open it for a battle and Elven Mantle.

Afterwards, return to the chest room. Go clockwise to find the other two chests which both contain monsters and one Elixir each. Go south to the balcony that connects to the other room. The eastern chest in this area has 2,000 Gil with no monsters; the other three have monsters and Elixirs.

Go upstairs via the northeastern staircase to reach the castle walls. Go along the path to a room with a chest. Open it and defeat the monsters to receive the Main Gauche. Return to the main hall and go to the southern portion of it. Go along the east and west halls to retrieve a Thunder Scroll and the Esuna spell, respectively; each are guarded by monsters.

Now, you should have about two to three minutes left. Quickly heal with a high-level spell such as Cura for the whole party, then go south to the next area. There, you'll have a nice little boss.

|                                         |         |             |                       |
|-----------------------------------------|---------|-------------|-----------------------|
| BOSS: Sergeant/Iron Claw, Cur Nakk (x3) |         |             |                       |
| Sergeant Bestiary                       |         |             |                       |
| -----+-----+-----<                      |         |             |                       |
| HP                                      | - 1,000 | Weaknesses: | Treasures Awarded:    |
| Strength                                | - 25    | - None      | - Potion (Steal)      |
| Defense                                 | - 0     |             | - Silver Plate (Drop) |

|               |     |                |  |
|---------------|-----|----------------|--|
| Magic         | - 0 | Absorptions:   |  |
| Magic Defense | - 0 | - None         |  |
| Gil Earned    | - 0 |                |  |
| EXP. Earned   | - 0 | Type: Humanoid |  |

>-----+-----+-----<

Iron Claw Bestiary

>-----+-----+-----<

|               |       |              |                         |
|---------------|-------|--------------|-------------------------|
| HP            | - 900 | Weaknesses:  | Treasures Awarded:      |
| Strength      | - 21  | - None       | - Hero Cocktail (Steal) |
| Defense       | - 20  |              | - Silver Specs (Drop)   |
| Magic         | - 1   | Absorptions: |                         |
| Magic Defense | - 10  | - None       |                         |
| Gil Earned    | - 100 |              |                         |
| EXP. Earned   | - 40  | Type: None.  |                         |

>-----+-----+-----<

Cur Nakks' Bestiary

>-----+-----+-----<

|               |       |                   |                    |
|---------------|-------|-------------------|--------------------|
| HP            | - 140 | Weaknesses:       | Treasures Awarded: |
| Strength      | - 20  | - None            | - Potion (Steal)   |
| Defense       | - 0   |                   | - None (Drop)      |
| Magic         | - 0   | Absorptions:      |                    |
| Magic Defense | - 0   | - None            |                    |
| Gil Earned    | - 141 |                   |                    |
| EXP. Earned   | - 140 | Type: Magic Beast |                    |

=====  
I'll go ahead and put two different strategies. You'll understand shortly.

If you don't want to fight Iron Claw (due to stats or time limitations), you should focus all of your strength solely on the Sergeant. Only on him, too. Attacking the Cur Nakks will possibly risk it all for you. Again, all to the Sergeant.

If you do want to fight him, just go ahead and defeat all of the Cur Nakks first. Preferably, do so by using enemy-party-wide Black Magic, because the Sergeant's HP, once below 900, equals that of the Iron Claw. The Iron Claw appears once the Cur Nakks are gone.

Iron Claw can use a basic attack, which can be critical, as well as the Death Claw attack. Aside from being a potential Blue Magic for you, the Death Claw *will* lower your HP into the single-digits, so be prepared to heal from it.

As for your offense, your damage will do slightly better via magical attacks. During this time, you can also set Stop or Sleep on Iron Claw to truly hinder him. There isn't much to it. I also think that you can use Gravity on him; if your magic power doesn't exceed 300, it will be fairly effective then.

After the battle, you'll watch the Karnak Castle explode into dust particles scattered throughout the wind.

Among those dust particles, you'll notice five shards of the Fire Crystal fly at you, but only three get to you. These will yield the job classes of the Ninja, Beastmaster, and Geomancer.

So, we've come to that point in the game, one you've probably expected all along. The Fire Crystal has shattered and set the Karnak Castle into the piles of rubble it now is. The final Crystal, the Earth Crystal, is probably ever closer to shattering, but without knowing where it is, what CAN we do?

Begin by visiting the Fire-Powered Ship momentarily. Speak with Cid there, who is blaming himself for the shattering of the Wind, Water, and Fire Crystals. He runs off to Karnak before you can get a word in. Follow him.

Karnak

Treasures Checklist

Flame Rod ..... []

Item Shop

Item Name ..... Cost

Potion ..... 40 Gil
Antidote ..... 30 Gil
Eye Drops ..... 20 Gil
Maiden's Kiss ..... 60 Gil
Mallet ..... 50 Gil
Gold Needle ..... 150 Gil
Phoenix Down ..... 1,000 Gil
Tent ..... 250 Gil

Weapon Shops

Item Name ..... Cost

Mythril Knife ..... 450 Gil
Mythril Sword ..... 880 Gil
Mythril Hammer ..... 1,050 Gil
Flame Rod ..... 750 Gil
Frost Rod ..... 750 Gil
Thunder Rod ..... 750 Gil
Flail ..... 780 Gil
Mythril Spear ..... 790 Gil
Kunai ..... 600 Gil
Whip ..... 1,100 Gil
Diamond Bell ..... 500 Gil

Armor Shop

Item Name ..... Cost

Mythril Shield ..... 590 Gil
Mythril Helmet ..... 550 Gil
Plumed Hat ..... 350 Gil

|                     |         |
|---------------------|---------|
| Mythril Armor ..... | 700 Gil |
| Silver Armor .....  | 600 Gil |
| Silk Robe .....     | 500 Gil |
| Mythril Glove ..... | 600 Gil |
| Silver Armlet ..... | 500 Gil |

Spell Shops \

| Item Name .....        | Cost    |
|------------------------|---------|
| (Black) Fira .....     | 600 Gil |
| (Black) Blizzara ..... | 600 Gil |
| (Black) Thundara ..... | 600 Gil |
| (Black) Poison .....   | 290 Gil |
| (Black) Sleep .....    | 300 Gil |
| (Black) Fire .....     | 150 Gil |
| (Black) Blizzard ..... | 150 Gil |
| (Black) Thunder .....  | 150 Gil |
| -----                  |         |
| (White) Cura .....     | 620 Gil |
| (White) Raise .....    | 700 Gil |
| (White) Confuse .....  | 650 Gil |
| (White) Silence .....  | 280 Gil |
| (White) Protect .....  | 280 Gil |
| (White) Cure .....     | 180 Gil |
| (White) Libra .....    | 80 Gil  |
| (White) Poisona .....  | 90 Gil  |
| -----                  |         |
| (Time) Gravity .....   | 620 Gil |
| (Time) Stop .....      | 580 Gil |
| (Time) Haste .....     | 320 Gil |
| (Time) Mute .....      | 320 Gil |
| (Time) Slow .....      | 80 Gil  |
| (Time) Regen .....     | 100 Gil |

The city seems so ... normal without the presence of random bonfires scattered throughout town. I love it; the residents think differently.

If you head over to the Inn to heal or shop for items, you'll be able to find a wounded Queen Karnak on the top floor, enveloped in bad dreams. You can also head over to the Weapon Shop for a new shopkeeper there. You'll get some new weapons for the new jobs; no point in getting any of them unless you're using those jobs.

Anyhow, head to the Pub next. Go upstairs and speak with Cid. He's apparently depressed and such; you know how people who've ended the world get. Anyways, we need to figure out where the Earth Crystal is, and there's no better place to look it up than in an old library, right?

Next, we have a bit of finishing to do here. Go to the northeastern corner of town and get onto the town walls. Move along them counterclockwise to the barrel. Examine it to find a Flame Rod. Then stock up in the various shops, heal at the Inn, and exit town to the overworld.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |     |       |
|-----------------------------|-------|-----|-----|-----|-----|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP.  |
| Aegir                       | 180   | 19  | 0   | 0   | 99  | 120   |
| Zu                          | 850   | 22  | 0   | 0   | 150 | 360   |
| Grass Tortoise              | 250   | 20  | 11  | 0   | 100 | 230   |
| Silent Bee                  | 220   | 20  | 0   | 0   | 111 | 120   |
| Mythril Dragon              | 600   | 28  | 15  | 0   | 114 | 270   |
| Dhorme Chimera              | 1,000 | 50  | 20  | 0   | 186 | 1,000 |

As per the overworld, there isn't a bunch to mention. Our destination, the Library of the Ancients, is south-ish of Karnak. Go west, past the broken wall, then southwest. Once you hit the desert, go southeast. There will be a forest to the south eventually, with a building there. That is the Library of the Ancients.

=====  
Library of the Ancients  
=====

| Treasures Checklist \ |                          |
|-----------------------|--------------------------|
| Ether .....           | <input type="checkbox"/> |
| Ninja Suit .....      | <input type="checkbox"/> |
| Phoenix Down .....    | <input type="checkbox"/> |

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Page 32                     | 480 | 27  | 0   | 0   | 147 | 180  |
| Page 64                     | 500 | 27  | 1   | 0   | 150 | 200  |
| Page 128                    | 700 | 28  | 0   | 0   | 153 | 190  |
| Page 256                    | 900 | 29  | 0   | 0   | 156 | 210  |

When you arrive and speak with the scholars on the ground floor, you'll learn that Cid's grandson, Mid, has gone missing. Considering if it was a normal library, that would be okay. A library with possessed books? Not so much. You also can learn that the fire summon, Ifrit, used to burn possessed books, but hasn't really shown up lately.

Anyways, continue north to the second floor. Examine the pot there to fully restore your HP/MP and status. Go up another floor and examine the easternmost book for a battle. Return to the pot on the second floor to heal, then go back to the first floor. Go to the west side of the room and downstairs. Go through the door.

Here, you'll quickly be blocked by a bookshelve. Run into it to move it aside. Go over to the gap in the bookshelf that is reachable, then go through the next two gaps. Climb to the top of the bookshelves and head over to the northeast as much as possible. Continue heading to the northeast corner and, after the bookshelves move, return to the ground and head to the northeast corner. Examine the little gap in the ground to unblock the path. Continue to the next area.

Here, you can simply go along the path southward. As you do, be sure to take



the eastern branch to find an Ether in the chest. Continue south to the next area.

There, go down the ladder. Afterwards, you'll find another ladder nearby. Climb up it and examine the wall to reveal a gap there. Go along this path through the next area. After the bookshelf bit, heal up and examine the book to find the fiery beast, Ifrit.

| BOSS: Ifrit   |         |              |                         |
|---------------|---------|--------------|-------------------------|
| HP            | - 3,000 | Weaknesses:  | Treasures Awarded:      |
| Strength      | - 29    | - Blizzard   | - Phoenix Down (Steal)  |
| Defense       | - 10    | - Water      | - Flame Scroll (Drop)   |
| Magic         | - 32    | Absorptions: | - Ifrit (Summon) (Drop) |
| Magic Defense | - 20    | - Fire       |                         |
| Gil Earned    | - 0     |              |                         |
| EXP. Earned   | - 0     | Type: None.  |                         |

=====  
Ifrit has the ever-expected basic attack and the Fira spell. He can also use Blaze, which takes 25% of each character's maximum HP and subtracts it from the current value. Finally, there is High Kick, which deals damage and has a chance of paralyzing its target.  
  
Your offensive is pretty simple. Have your Black/Red Mages (or those with such abilities) focus on Blizzara. Mystic Knights could consider using the Blizzara Spellblade technique. Summoners could use Shiva. Remember to heal when it is needed, and avoid using the Confuse spell and Gaia technique.

After the brawl, you'll receive the ability to summon Ifrit. Return back a few areas to the one with the unused door. Go through it now.

Here, you'll meet a bookshelf that tries to block you, but is quickly sent cowering (for a bookshelf) by the mere presence of Ifrit. Go along the path to the next area. Be sure to go into the gap in the bookshelf and along to the chest with the Ninja Suit.

In the next area, go south a bit, then west at the fork. Go over to the chest with the Phoenix Down before continuing to the next area. There, continue to the next room.

Here, go up to the bookshelf and run into it to move it aside. Then up the small footladder and examine the bookshelf to move it. Ignore the door for now and get onto the other footladder and examine the bookshelf. Defeat the enemies there, then go through the gap in the shelf there to reach a new area.

There, heal and save with the Save Point before continuing to the next area. You'll find Mid to the north. As you approach him, books approach on either side, bringing about Byblos, a demon from the Wind Shrine sealed here thirty years ago.

| BOSS: Byblos  |         |              |                       |
|---------------|---------|--------------|-----------------------|
| HP            | - 3,600 | Weaknesses:  | Treasures Awarded:    |
| Strength      | - 30    | - Fire       | - Dark Matter (Steal) |
| Defense       | - 10    | - Holy       | - Mallet (Steal)      |
| Magic         | - 20    | Absorptions: | - Iron Draft (Drop)   |
| Magic Defense | - 30    | - Blizzard   |                       |
| Gil Earned    | - 0     | - Thunder    |                       |
| EXP. Earned   | - 0     | - Poison     |                       |

```

| - Wind/Aero |
| - Water |
| - Earth |
| - Holy |
| Type: Magic Beast |

```

Byblos has a very set in moveset.

On his first turn, he can use Web, a basic attack, or Magic Hammer. On the second turn, he'll use a basic attack, Wind Slash, or Confuse. As for his third turn, he'll use a basic attack, Magic Hammer, or Web. And on the fourth turn, he'll use Dischord, a basic attack, or Dischord.

Web induces Slow on a target. Magic Hammer halves the target's MP. Wind Slash is a high-power Wind/Aero-based attack. Byblos will, when below 800 HP, also counter attacks. Physicals may have him use Protect on himself; magic attacks may have him hit the caster with Toad; and other attacks can make him use a fairly powerful Drain spell.

You have a few ways to go about this. The use of the Gravity spell is very highly recommended, as it will lower his HP by 1,800, then 900, and 450 by the time it's not really worth it. Your Black/Red Mage should focus on using Fira, and your Summoner can use Ifrit. Mystic Knights can abuse the Fira Spellblade technique. Ninjas can toss Flame Scrolls at him as well.

After the battle, Mid will finally take notice of you and then take you along a shortcut back to the entrance of the library. He'll mention something about the Fire-Powered Ship and how to fix it, then run off to his grandfather, Cid, to try and remotivate him.

Heal up with the pot on the second floor, then backtrack to Karnak.

-----  
Karnak  
-----

Item Shop \

| Item Name     | Cost      |
|---------------|-----------|
| Potion        | 40 Gil    |
| Antidote      | 30 Gil    |
| Eye Drops     | 20 Gil    |
| Maiden's Kiss | 60 Gil    |
| Mallet        | 50 Gil    |
| Gold Needle   | 150 Gil   |
| Phoenix Down  | 1,000 Gil |
| Tent          | 250 Gil   |

Weapon Shops \

| Item Name      | Cost      |
|----------------|-----------|
| Mythril Knife  | 450 Gil   |
| Mythril Sword  | 880 Gil   |
| Mythril Hammer | 1,050 Gil |
| Flame Rod      | 750 Gil   |
| Frost Rod      | 750 Gil   |

|                     |           |
|---------------------|-----------|
| Thunder Rod .....   | 750 Gil   |
| Flail .....         | 780 Gil   |
| -----               |           |
| Mythril Spear ..... | 790 Gil   |
| Kunai .....         | 600 Gil   |
| Whip .....          | 1,100 Gil |
| Diamond Bell .....  | 500 Gil   |

Armor Shop \

| Item Name .....      | Cost    |
|----------------------|---------|
| =====                |         |
| Mythril Shield ..... | 590 Gil |
| Mythril Helmet ..... | 550 Gil |
| Plumed Hat .....     | 350 Gil |
| Mythril Armor .....  | 700 Gil |
| Silver Armor .....   | 600 Gil |
| Silk Robe .....      | 500 Gil |
| Mythril Glove .....  | 600 Gil |
| Silver Armlet .....  | 500 Gil |

Spell Shops \

| Item Name .....        | Cost    |
|------------------------|---------|
| =====                  |         |
| (Black) Fira .....     | 600 Gil |
| (Black) Blizzara ..... | 600 Gil |
| (Black) Thundara ..... | 600 Gil |
| (Black) Poison .....   | 290 Gil |
| (Black) Sleep .....    | 300 Gil |
| (Black) Fire .....     | 150 Gil |
| (Black) Blizzard ..... | 150 Gil |
| (Black) Thunder .....  | 150 Gil |
| -----                  |         |
| (White) Cura .....     | 620 Gil |
| (White) Raise .....    | 700 Gil |
| (White) Confuse .....  | 650 Gil |
| (White) Silence .....  | 280 Gil |
| (White) Protect .....  | 280 Gil |
| (White) Cure .....     | 180 Gil |
| (White) Libra .....    | 80 Gil  |
| (White) Poisona .....  | 90 Gil  |
| -----                  |         |
| (Time) Gravity .....   | 620 Gil |
| (Time) Stop .....      | 580 Gil |
| (Time) Haste .....     | 320 Gil |
| (Time) Mute .....      | 320 Gil |
| (Time) Slow .....      | 80 Gil  |
| (Time) Regen .....     | 100 Gil |

Back in town, heal up at the Inn and stock up on items and equipment. After that, head over to the top floor of the Pub. Speak with Cid there and Mid will soon enter and smack some sense into Cid, eventually motivating him into fixing the Fire-Powered Ship by showing him the book he was reading. They soon speed off. Follow them out of town to the ship itself.

=====

Overworld

=====

| Regional Monster Bestiary |       | Seafaring Monsters |     |     |       |      |
|---------------------------|-------|--------------------|-----|-----|-------|------|
| Monster                   | HP    | STR                | DEF | MAG | Gil   | EXP. |
| Sahagin                   | 550   | 27                 | 0   | 0   | 100   | 180  |
| Thunder Anemone           | 600   | 28                 | 0   | 10  | 100   | 160  |
| Sea Ibis                  | 25    | 30                 | 10  | 10  | 100   | 200  |
| Corbett                   | 2,800 | 40                 | 0   | 0   | 1,000 | 0    |

| Regional Monster Bestiary |     | Jachol Region |     |     |     |      |
|---------------------------|-----|---------------|-----|-----|-----|------|
| Monster                   | HP  | STR           | DEF | MAG | Gil | EXP. |
| Bomb                      | 440 | 29            | 0   | 0   | 162 | 230  |
| Doublizard                | 700 | 29            | 20  | 10  | 165 | 260  |
| Bio Soldier               | 540 | 30            | 0   | 0   | 168 | 320  |

When you arrive on the Fire-Powered Ship, you'll be rushed aside by Cid and Mid. You'll decide to rest up below deck. There, Galuf suddenly has a flashback to when he remembered stuff...

Apparently, Galuf is from another world. Thirty years ago, the evil sorcerer Exdeath was sealed away. It had to be in this world, using the power of the four Crystals. Galuf knows this because he himself did it, as did the wolf from the Fire Crystal events and two other people. These four Crystals of ours formed a seal keeping Exdeath from coming back. Conversely, should the four Crystals shatter, Exdeath will be set free.

Galuf was, as such, sent back from his home planet in a meteorite, quite likely the one that landed near Tycoon. The one that hit near Walse Tower held the now-dead unknown warrior, and the one north of Karnak held the wolf, also dead.

Before we get much more, Galuf collapses with what is probably a migraine or something.

Anyways, we now have control of the Fire-Powered Ship! Press the R button to check your world map. Look to the southwest of your location and you'll find a white dot. That will be our next destination, Jachol. Once you land on those shores, enter the town. The enemies around the town are above here.

=====

Jachol

=====

| Item Shop     |           |
|---------------|-----------|
| Item Name     | Cost      |
| Potion        | 40 Gil    |
| Antidote      | 30 Gil    |
| Eye Drops     | 20 Gil    |
| Maiden's Kiss | 60 Gil    |
| Mallet        | 50 Gil    |
| Gold Needle   | 150 Gil   |
| Phoenix Down  | 1,000 Gil |

| Tent ..... 250 Gil |  
|-----|

| Weapon Shop \

| Item Name   | Cost      |
|-------------|-----------|
| Ogre Killer | 3,200 Gil |
| Coral Sword | 2,800 Gil |
| Mage Masher | 900 Gil   |
| Trident     | 2,700 Gil |
| Ashura      | 5,800 Gil |
| Silver Bow  | 1,500 Gil |

| Armor Shop \

| Item Name       | Cost      |
|-----------------|-----------|
| Green Beret     | 2,500 Gil |
| Ninja Suit      | 3,000 Gil |
| Sage's Surplice | 1,000 Gil |

| Spell Shop \

| Item Name       | Cost    |
|-----------------|---------|
| (White) Cura    | 620 Gil |
| (White) Raise   | 700 Gil |
| (White) Confuse | 650 Gil |
| (White) Silence | 280 Gil |
| (White) Protect | 280 Gil |
| (White) Cure    | 180 Gil |
| (White) Libra   | 80 Gil  |
| (White) Poisona | 90 Gil  |

As per usual, a shopping spree must occur.

The Armor Shop has some pretty good stuff for more magic-inclined characters. Truly consider the Sage's Surplice, as it immunizes from the Silence status, for your mages.

As for the Weapon Shop, the Ogre Hammer is a nice option for Berserkers. The Thunder-elemental Coral Sword will help out those with swords; as for the Mage Masher, you probably should have a few of these already. The Trident and the Silver Bow can only be wielded by Freelancers right now, and, if you are considering such, just switch said Freelancers to Ninjas and use the Ashura.

The Magic Shop sells the same White Magic from Karnak, and the item shop remains ever the same as usual. Stock up there with some Phoenix Downs, though, as our next dungeon has an enemy that will deal some serious damage to you.

Let's see... Well, you can go to the Inn and heal up if you need to. There is also a piano to play in the Pub. Other than that, there is little else to do. Return to the overworld and head north into the Jachol Cave.

```

=====
| Treasures Checklist \
|-----|
| Blitz Whip ..... [] |
| Shuriken ..... [] |
| Tent ..... [] |
|-----|

```

```

=====
| Regional Monster Bestiary \
|-----|
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Nutkin | 20 | 5 | 0 | 0 | 20 | 10 |
| Skull Eater | 1 | 50 | 90 | 90 | 100 | 300 |
|-----+-----+-----+-----+-----+-----+-----|

```

Here's a bit of help. Consider the Skull Eater's non-HP stats above. There is around a 35% chance that you will fight six of them at once. There initially is just one, but using magic will split the Skull Eater into six. Almost every attack you send at it will be evaded, so either use the Gaia ability, Throw a Scroll, or run for your life.

Anyhow, upon entering the cavern, ignore the skull switch next to you and go further south. Examine the skull switch here to move the rock wall back some, opening up the path forward. Go along it to the south to find a bunch of skull switches. Stand still for about ten seconds and you'll watch one switch not disappear. Quickly head over to it and press it before the others pop back up and you screw you over. Go along the new path to a door. Ignore it momentarily and examine the chest north of it to press a switch and unlock the door. Now go through the door.

Here, simply head north to the fork in the road. There, go west along that path to find two chests, and north along the other fork to another chest. This third chest may have been plundered by the Lone Wolf, so you know. Anyway, the chests will contain a Blitz Whip (the Lone Wolf's chest), a Tent, and a Shuriken.

That's actually it for this dungeon. In this room, you can climb the northwest wall to reach the overworld to save and use a Tent. Backtrack through the cave when you're done to reach the overworld again.

```

=====
| Overworld
|-----|

```

```

=====
| Regional Monster Bestiary \ Seafaring Monsters \
|-----|
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Sahagin | 550 | 27 | 0 | 0 | 100 | 180 |
| Thunder Anemone | 600 | 28 | 0 | 10 | 100 | 160 |
| Sea Ibis | 25 | 30 | 10 | 10 | 100 | 200 |
| Corbett | 2,800 | 40 | 0 | 0 | 1,000 | 0 |
|-----+-----+-----+-----+-----+-----+-----|

```

```

=====
| Regional Monster Bestiary \ Istory Region \
|-----|
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Mythril Dragon | 600 | 28 | 15 | 0 | 114 | 270 |
|-----+-----+-----+-----+-----+-----+-----|

```

|             |       |    |    |    |     |     |
|-------------|-------|----|----|----|-----|-----|
| Black Flame | 220   | 28 | 0  | 0  | 174 | 290 |
| Stone Golem | 1,000 | 32 | 20 | 0  | 177 | 550 |
| Mini Dragon | 1,000 | 30 | 30 | 50 | 180 | 900 |

Since you have no business in being in Jachol or its local caverns anymore, unless you want to heal at the Inn and stock up on items, head east back to wherever you parked the ship.

There, sail southwest until you've rounded the southern tip of the continent. From there, continue south until you reach land. There, check your map and head over to the village in the northwestern portion of the continent, Istory. Go into it when you're ready.

-----  
Istory  
-----

|                                |     |
|--------------------------------|-----|
| Treasures Checklist \          |     |
| Romeo's Ballad (Song) .....    | [ ] |
| Toad (Black Magic spell) ..... | [ ] |

|                     |           |
|---------------------|-----------|
| Item Shop \         |           |
| Item Name .....     | Cost      |
| =====               |           |
| Potion .....        | 40 Gil    |
| Antidote .....      | 30 Gil    |
| Eye Drops .....     | 20 Gil    |
| Maiden's Kiss ..... | 60 Gil    |
| Mallet .....        | 50 Gil    |
| Gold Needle .....   | 150 Gil   |
| Phoenix Down .....  | 1,000 Gil |
| Tent .....          | 250 Gil   |

|                  |            |
|------------------|------------|
| Armor Shop \     |            |
| Item Name .....  | Cost       |
| =====            |            |
| Flame Ring ..... | 50,000 Gil |
| Coral Ring ..... | 50,000 Gil |
| Angel Ring ..... | 50,000 Gil |

|                      |         |
|----------------------|---------|
| Spell Shop \         |         |
| Item Name .....      | Cost    |
| =====                |         |
| (Time) Gravity ..... | 620 Gil |
| (Time) Stop .....    | 580 Gil |
| (Time) Haste .....   | 320 Gil |
| (Time) Mute .....    | 320 Gil |
| (Time) Slow .....    | 80 Gil  |
| (Time) Regen .....   | 100 Gil |

First stop in town: the Armor Shop. The Flame and Coral Rings allow you to

absorb Fire and Water, respectively; nullify Blizzard and Fire, respectively; and weaken you to Water and Thunder, respectively. They also do raise some stats. Not really worth 50,000 Gil, in my opinion. The Angel Ring ups some stats and protects you from Zombie and Old. Still not really worth it.

There is a real use for the Flame and Coral Rings, but remember the expenses... Anyways, consider a Black Mage with Firaga learned. He may be in low HP, and it's just him now in the fight. You could let him cast Firaga on himself to heal him, quite dramatically, too. A physically-powerful character can do a similar thing. For example, a Mystic Knight with the Firaga Spellblade uses said Spellblade and cuts himself. It works!

As for the Magic Shop, it has the same Time Magic stock as Karnak, and the item shop is the same as usual.

After that, head north and west from the town entrance to reach a flower bed spanning eight tiles. Walk on each flower in a circle to initiate a cutscene where you'll get the Toad spell.

Then go to the northeastern part of town where the sheep herd is. Examine the northwesternmost sheep from behind (shut up...) to get kicked over the fence. Speak with the bard there and say "Yes" to receive a song for your future bards, Romeo's Ballad. I'm pretty sure you know where it originates from...

Okay, that'll do it for the town. Heal up in the Inn and leave.

=====  
Overworld  
=====

| Regional Monster Bestiary |       | Seafaring Monsters |     |     |       |      |
|---------------------------|-------|--------------------|-----|-----|-------|------|
| Monster                   | HP    | STR                | DEF | MAG | Gil   | EXP. |
| Sahagin                   | 550   | 27                 | 0   | 0   | 100   | 180  |
| Thunder Anemone           | 600   | 28                 | 0   | 10  | 100   | 160  |
| Sea Ibis                  | 25    | 30                 | 10  | 10  | 100   | 200  |
| Corbett                   | 2,800 | 40                 | 0   | 0   | 1,000 | 0    |

| Regional Monster Bestiary |       | Istory Region |     |     |     |      |
|---------------------------|-------|---------------|-----|-----|-----|------|
| Monster                   | HP    | STR           | DEF | MAG | Gil | EXP. |
| Mythril Dragon            | 600   | 28            | 15  | 0   | 114 | 270  |
| Black Flame               | 220   | 28            | 0   | 0   | 174 | 290  |
| Stone Golem               | 1,000 | 32            | 20  | 0   | 177 | 550  |
| Mini Dragon               | 1,000 | 30            | 30  | 50  | 180 | 900  |

| Regional Monster Bestiary |     | Crescent Region |     |     |     |      |
|---------------------------|-----|-----------------|-----|-----|-----|------|
| Monster                   | HP  | STR             | DEF | MAG | Gil | EXP. |
| Doublizard                | 700 | 29              | 20  | 10  | 165 | 260  |
| Bio Soldier               | 540 | 30              | 0   | 0   | 168 | 320  |
| Harvester                 | 580 | 30              | 0   | 0   | 171 | 300  |
| Black Flame               | 220 | 28              | 0   | 0   | 174 | 290  |



Head into the forests near Istory. There, one of your random encounters would be the Thunder Summon, Ramuh. You'll actually find him in the forest quite often before the battle; about 3 of 4 encounters will be versus him. When you fight him...

| BOSS: Ramuh   |         |                |                         |
|---------------|---------|----------------|-------------------------|
| HP            | - 4,000 | Weaknesses:    | Treasures Awarded:      |
| Strength      | - 27    | - None         | - Hi-Potion (Steal)     |
| Defense       | - 20    |                | - Ramuh (Summon) (Drop) |
| Magic         | - 50    | Absorptions:   |                         |
| Magic Defense | - 5     | - Thunder      |                         |
| Gil Earned    | - 0     |                |                         |
| EXP. Earned   | - 0     | Type: Huamnoid |                         |

=====  
 Ramuh has quite a few attacks. There is a basic attack, Flash (darkness to your party), Mini (inflicts the status), Osmose (absorbs MP from you), Thundara, Electrocute (weak Thunder-based spell), Lightning (subtracts HP equal to 1/4 the max; party-wide), and Rod (hits you with Sap and Aging).  
 Your Time Mage should be using Gravity at least thrice throughout the battle to bring Ramuh down below 500 HP quickly. During this time, you can use your other party members to deal some damage, so long as it is not Thunder-based. Releasing a Mini Dragon from a Beastmaster works EXTREMELY well, easily inflicting over 2,000 damage, which could end this fight in a mere two turns.

After the battle, go to the items menu and use the Ramuh item, making Ramuh a usable Summon for you.

Now, return to your ship and press R to examine your map. See that crescent-shaped island in the southeast corner? That's our destination. Go there now and enter the town, Crescent.

=====  
 Crescent  
 =====

| Treasures Checklist       |     |
|---------------------------|-----|
| Mighty March (Song) ..... | [ ] |

| Item Shop           |           |
|---------------------|-----------|
| Item Name .....     | Cost      |
| Potion .....        | 40 Gil    |
| Antidote .....      | 30 Gil    |
| Eye Drops .....     | 20 Gil    |
| Maiden's Kiss ..... | 60 Gil    |
| Mallet .....        | 50 Gil    |
| Gold Needle .....   | 150 Gil   |
| Phoenix Down .....  | 1,000 Gil |
| Tent .....          | 250 Gil   |

| Weapon Shop |  |
|-------------|--|
|-------------|--|

| Item Name   | Cost      |
|-------------|-----------|
| Flame Bow   | 2,500 Gil |
| Frost Bow   | 2,500 Gil |
| Thunder Bow | 2,500 Gil |
| Silver Harp | 800 Gil   |

| Armor Shop      |           |
|-----------------|-----------|
| Item Name       | Cost      |
| Plumed Hat      | 300 Gil   |
| Sage's Surplice | 1,000 Gil |

As you enter the town, an earthquake hits! This one is not caused by a meteorite, thankfully, but it DOES open up a whirlpool nearby, sucking your Fire-Powered Ship straight into the depths of ocean. In Bartz's words, "Crap!".

Anyhow, onto the shopping... Nothing needed from the Armor Shop, the item shop (except for just refilling stocks), and the Weapon Shop only sells stuff for jobs you've yet to receive. So, yeah, do what you want.

Afterwards, head to the southeastern corner of town. Enter the house there to find a minstrel. Speak with him to receive the Mighty March song for your future bards. You can also play the piano here.

A bit of trivia: the song you play on the piano, assuming you've followed the walkthrough fully, is written by Franz Schubert. It is actually a military march as well, but that is not what matters. What DOES matter is that it's a quatre-main, meaning it needs to be played by four hands, usually two people. Wonder who's playing with Bartz...

Anyhow, we're done in town. We're looking for a way off this island, and some guy in town mentions the Black Chocobo, which can fly, but is rumored to be extinct...

=====  
Overworld  
=====

| Regional Monster Bestiary |     | Crescent Region |     |     |     |      |
|---------------------------|-----|-----------------|-----|-----|-----|------|
| Monster                   | HP  | STR             | DEF | MAG | Gil | EXP. |
| Doublizard                | 700 | 29              | 20  | 10  | 165 | 260  |
| Bio Soldier               | 540 | 30              | 0   | 0   | 168 | 320  |
| Harvester                 | 580 | 30              | 0   | 0   | 171 | 300  |
| Black Flame               | 220 | 28              | 0   | 0   | 174 | 290  |

| Regional Monster Bestiary |    | Lix Region |     |     |     |      |
|---------------------------|----|------------|-----|-----|-----|------|
| Monster                   | HP | STR        | DEF | MAG | Gil | EXP. |
| Goblin                    | 16 | 5          | 0   | 0   | 20  | 10   |
| Killer Bee                | 20 | 5          | 0   | 0   | 20  | 15   |
| Nutkin                    | 20 | 5          | 0   | 0   | 20  | 10   |
| Stray Cat                 | 20 | 5          | 0   | 0   | 20  | 15   |

After leaving Crescent, go south to the forest there. Go into the center and you'll find a Black Chocobo running around. As Bartz, you'll be allowed to catch it. Not too hard.

Afterwards, Bartz tries to fly on it, but the Chocobo falls to the ground. Perhaps Bartz is bigger than we think? Nah, according to Faris, it's choking on something. Guess we're all lucky it has a bird anatomy where the trachea and esophagus are separated, huh? Faris will smack a few Fire Crystal shards out of the Chocobo, giving us the Jobs of Ranger and Bard.

Anyhow, after the scene, get back on board the Black Chocobo. Much like the Wind Drake, the Black Chocobo will fly. It can fly anywhere you want, except over the ice-peaked mountains and some other things. It only can land in a forest, though. (By the by, don't land the Black Chocobo in the center of the forest where you got it, unless you want to recapture it.)

So, yeah, can fly pretty much everywhere we want on this planet now. We'll be opting to do a bit of sidequesting for the moment. Don't worry, it's just a visit to an unvisited town. So, when you begin flying, go north along the chain of islands and a bit more northwest to the Tycoon meteorite, then go north to the Wind Shrine. Then go northwest to find Lix, surrounded by forest and mountains.

=====  
Lix  
=====

| Treasures Checklist \     |     |
|---------------------------|-----|
| Alluring Air (Song) ..... | [ ] |

| Item Shop \         |         |
|---------------------|---------|
| Item Name .....     | Cost    |
| Ether .....         | 750 Gil |
| Potion .....        | 40 Gil  |
| Antidote .....      | 30 Gil  |
| Eye Drops .....     | 20 Gil  |
| Maiden's Kiss ..... | 60 Gil  |
| Mallet .....        | 50 Gil  |
| Gold Needle .....   | 150 Gil |
| Tent .....          | 250 Gil |

| Weapon Shop \        |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Kunai .....          | 600 Gil   |
| Shuriken .....       | 2,500 Gil |
| Flame Scroll .....   | 200 Gil   |
| Thunder Scroll ..... | 200 Gil   |
| Water Scroll .....   | 200 Gil   |

Armor Shop \

| Item Name   | Cost      |
|-------------|-----------|
| Green Beret | 2,500 Gil |
| Ninja Suit  | 3,000 Gil |

| Spell Shop    |           |
|---------------|-----------|
| Item Name     | Cost      |
| (White) Esuna | 3,000 Gil |

There is little here, except shops and cutscenes. Let's start with the shops.

The Weapon Shop now offers scrolls. It will be a good idea to buy some Water Scrolls for a future boss; the rest, as you will.

The Armor Shop has nothing new. The Spell Shop offers Esuna, if you didn't get it from Karnak. The Item Shop took out the Phoenix Down and offered the Ether.

As for the cutscenes, one is activated in Bartz's old house by examining the pink box, another by sleeping in the Inn, and another one by speaking with one of Bartz's childhood friends in town. After the Bartz's house scene, speak with its current resident to learn the Alluring Air Song for your future Bards.

That's pretty much it for you. Return to the overworld.

### Overworld

| Regional Monster Bestiary |    | Lix Region |     |     |     |      |
|---------------------------|----|------------|-----|-----|-----|------|
| Monster                   | HP | STR        | DEF | MAG | Gil | EXP. |
| Goblin                    | 16 | 5          | 0   | 0   | 20  | 10   |
| Killer Bee                | 20 | 5          | 0   | 0   | 20  | 15   |
| Nutkin                    | 20 | 5          | 0   | 0   | 20  | 10   |
| Stray Cat                 | 20 | 5          | 0   | 0   | 20  | 15   |

| Regional Monster Bestiary |       | Karnak Region |     |     |     |       |
|---------------------------|-------|---------------|-----|-----|-----|-------|
| Monster                   | HP    | STR           | DEF | MAG | Gil | EXP.  |
| Aegir                     | 180   | 19            | 0   | 0   | 99  | 120   |
| Zu                        | 850   | 22            | 0   | 0   | 150 | 360   |
| Grass Tortoise            | 250   | 20            | 11  | 0   | 100 | 230   |
| Silent Bee                | 220   | 20            | 0   | 0   | 111 | 120   |
| Mythril Dragon            | 600   | 28            | 15  | 0   | 114 | 270   |
| Dhorme Chimera            | 1,000 | 50            | 20  | 0   | 186 | 1,000 |

Back in the Overworld, head south-southwest back to the Library of the Ancients and you'll learn that King Tycoon was found in the Desert of the Shifting Sands. This place is found to the west of the Library. I thought that guy was dead...

Anyhow, return to the overworld and walk westward along the path between the mountains to reach the Desert of the Shifting Sands.

Desert of the Shifting Sands

| Regional Monster Bestiary \ |       |     |     |     |     |      |
|-----------------------------|-------|-----|-----|-----|-----|------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP. |
| Sandboil                    | 420   | 33  | 5   | 0   | 189 | 260  |
| Desert Killer               | 620   | 34  | 0   | 0   | 192 | 300  |
| Sand Bear                   | 1,000 | 36  | 10  | 0   | 195 | 360  |

As you enter, go into the sand streams that'll move you back to the start, regardless of where you enter them from. So, what's next? Only Cid and Mid coming along to play a bell and flee before the Sandworm comes to attack.

| BOSS: Sandworm \ |         |              |                    |
|------------------|---------|--------------|--------------------|
| HP               | - 3,000 | Weaknesses:  | Treasures Awarded: |
| Strength         | - 25    | - Water      | - None (Steal)     |
| Defense          | - 0     |              | - None (Drop)      |
| Magic            | - 1     | Absorptions: |                    |
| Magic Defense    | - 10    | - None       |                    |
| Gil Earned       | - 0     |              |                    |
| EXP. Earned      | - 0     | Type: Desert |                    |

As you can see, there are three Holes on the field. The Sandworm will occupy one of them, leaving the other two empty until said Sandworm wants to switch. If you non-magically attack an empty Hole, the Sandworm will counterattack with Gravity.

Aside from that, the Sandworm can use a basic attack and Quicksand. The latter is Earth-based, deals low damage, but induces the Sap status.

Perhaps the best way to focus your offense would be with a Ninja, but only if he can throw Water Scrolls, and you have someone on-hand to cast Cura. Your Blue Mage could cast Aqua Breath for severe damage. More often than not, weakness exploitation will result in many Gravity spells, so keep someone always using party-wide Curas. If you choose not to use that idea, just treat it like any other enemy and trudge through the fight.

After the battle, you'll have a viable lump of sand in front of you that can serve as a bridge. Woo. You'll want to move east, south, and further south until it moves you one tile west. Then go west and south to find the exit past one more sand current. Yeah, it was THAT simple. Return to the overworld.

Overworld

| Regional Monster Bestiary \ Gohn Region \ |    |     |     |     |     |      |
|-------------------------------------------|----|-----|-----|-----|-----|------|
| Monster                                   | HP | STR | DEF | MAG | Gil | EXP. |

|                |       |    |    |    |     |       |
|----------------|-------|----|----|----|-----|-------|
| Bomb           | 440   | 29 | 0  | 0  | 162 | 230   |
| Doublizzard    | 700   | 29 | 20 | 10 | 165 | 260   |
| Bio Soldier    | 540   | 30 | 0  | 0  | 168 | 320   |
| Dhorme Chimera | 1,000 | 50 | 20 | 0  | 186 | 1,000 |

Head south a while until you reach a town. Go into it to find Gohn, the town of ruin...

=====

Gohn

=====

Here, you won't find any treasure, so try to head up the northern staircase to note King Tycoon nearby. Afterwards, go to the far western side of the ruins to find a staircase. Approach from it the right and pass the tree to find him again. Go up the north-central staircase to meet up with King Tycoon and, before the floor caves in beneath you, a startling secret is revealed: King Tycoon is Faris's father.

THEN the floor caves in beneath you.

=====

Ancient Ronka Ruins

=====

|                                |     |
|--------------------------------|-----|
| Treasures Checklist \          |     |
| Mini (White Magic spell) ..... | [ ] |
| Shuriken .....                 | [ ] |
| Shuriken .....                 | [ ] |

-----

Gohn Side

-----

When the party lands underground, Faris and Lenna are among the first to awaken. They speak with each about how they're sisters, etc.

After Bartz awakens, the three wonder where Galuf went. They opt to just let him do his own thing. While you leave, Galuf climbs over to you, to your surprise, and his astonishment at how easily you could leave him behind. (Watch me do it again!)

Anyways, go along the path westward to the next area to find the teleporter. Get on it to move somewhere else.

-----

Crescent Side

-----

As you teleport, Cid and Mid exit the Library of the Ancients and fly your Black Chocobo back into the forest on Crescent Island. (No, you idiots, not in the middle!!) \*groan\*

Anyways, after exiting the teleporter, you confirm that the overloading was due to it being so out of use. After regaining control, you'll soon reach a door. Ignore it for now and go south instead, around the staircase, to reach a rest area. Go into the bedroom to heal your HP/MP/status. Go into the left room

afterwards and south to the switch. Examine it and opt to not push it; instead, you will want to opt to PULL it. Then open the three chests for the Mini spell and two Shuriken.

Go back to the previous area. Return to the northern side of the room with the door. Press the switch to open up the door. Continue to the next area to find a Save Point. Save at the Save Point, then continue to the next area.

Here, you'll quickly find the Fire-Powered Ship (which you CAN enter to fight monsters), with some other ... thing ... further east. You'll also find Cid and Mid falling from above. The six of you will find this to be an airship by activating it and it will soon fly into the air. As it does, however, something on the bottom is trying to drag you down. Get rid of the pest.

| BOSS: Cray Claw \ |         |                   |                       |
|-------------------|---------|-------------------|-----------------------|
| HP                | - 2,000 | Weaknesses:       | Treasures Awarded:    |
| Strength          | - 37    | - Thunder         | - Coral Sword (Steal) |
| Defense           | - 25    |                   | - Frost Bow (Drop)    |
| Magic             | - 1     | Absorptions:      |                       |
| Magic Defense     | - 25    | - Water           |                       |
| Gil Earned        | - 0     |                   |                       |
| EXP. Earned       | - 0     | Type: Magic Beast |                       |

=====  
The Cray Claw has a basic attack, Slimer (which induces Sap), and Tailscrew, which is just a more powerful attack.  
|  
This battle is, at best, a nuisance. The massive weakness to Thunder is just too good to pass up. Using Thundara Spellblades, Thundara, Ramuh, Thunder Scrolls, Coral Swords... You name it, you'll pretty much got it. Not to mention that this thing can be hit with Poison, Slow, Stop, Sleep, Paralysis, Confusion... the list goes on and on.  
|

After the battle, the Cray Claw is no more than a rotting mass of lobster. In Bartz's words, I think, "best served with cheese biscuits and mashed potatoes".

O\_o

=====  
Overworld  
=====

-----  
The Flying Town  
-----

So, yes, we now have an airship. This flying machine can fly all over the planet. You can land pretty much anywhere you can walk. You can also land in the ocean for boat functioning!

Hmm... Where next? Well, do what you want, revisit places, visit those you should have visited but haven't, etc. Anyways, continue by going to the area near Gohn, southwest of the Library of the Ancients.

As you do ... holy crap, is that town FLYING?

Wow. Not much else to say about it, except that to return to Crescent Island and land on the gray space there. You'll be able to go south and speak with Cid and Mid about what happened.

-----  
We Need Adamantite!  
-----

Apparently, the ancient Ronka civilization used the Earth Crystal to make their town fly. Simple enough (although "Earth" means ground or on it, basically). They eventually realized that the Earth Crystal would shatter, so they stopped using it and landed the city. Someone in modern times has invaded there, likely controlled by Exdeath, and started it flying again. We HAVE to save the Earth Crystal, but we can't reach it...

Suddenly, there's some talk of Adamantite, that super-strong mineral, and using it to upgrade the airship. Seems like a plan ... but where the heck is it? Galuf suddenly has a brain wave and remembers that there was some of it in his own meteorite, the one near Tycoon.

It's a plan, then. Fly to the Tycoon meteorite, northwest of Crescent Island. There, examine the lumpy-looking front of it and Galuf will open a door. Go inside and grab the Adamantite. Afterwards, futilely try to leave, as you'll have to fight the Adamantoise. (So, wait, Galuf traveled with this thing!?)

| BOSS: Adamantoise \ |         |              |                       |
|---------------------|---------|--------------|-----------------------|
| HP                  | - 2,000 | Weaknesses:  | Treasures Awarded:    |
| Strength            | - 31    | - Blizzard   | - Iron Draft (Steal)  |
| Defense             | - 25    |              | - Turtle Shell (Drop) |
| Magic               | - 0     | Absorptions: |                       |
| Magic Defense       | - 5     | - None       |                       |
| Gil Earned          | - 0     |              |                       |
| EXP. Earned         | - 0     | Type: None.  |                       |

=====

The Adamantoise is no stronger than the Cray Claw, and only has a basic attack. And there are many ways to deal with this thing, despite the fact it always has Shell and Protect on it.

One exploit is the Blizzard weakness. Simple enough: use Shiva, Blizzara, Blizzara Spellblades, and such will do quite good enough. Blizzara is about the lower end of the scale, usually only managing 400 ~ 550.

Another idea would be to use Gravity once or twice in conjunction with some strong attacks to lower his HP much faster. You can also use Death Claw, a Blue Magic you may have, or Level 5 Death. Level 5 Death is the best way to deal with this, as it is not subject to the Adamantoise's 50% Magic Evasion.

Then there's a cheap way. Grind until you get a Monk with the !Guard ability, get a White Mage for curing, and just sit there and cure the Monk as needed. ^\_^

After the battle, backtrack back to the overworld and fly back to the gray tile next to Crescent Island. After landing, Cid and Mid will go ahead and upgrade your airship while you conveniently take a nap, which does restore your HP, MP, and status.

-----  
Attacking Ronka Ruins  
-----



In the morning, Bartz has a rare moment of being psychic by predicting how fast the airship would be done. Afterwards, in the overworld, you can go ahead and press the A button to go higher in the air.

Up there, you'll find the ruins to the north. There are four cannons, two on either side. Each battle will consist of either Flame Throwers or Rocket Launchers, enemies unmentioned in the Bestiary, so I don't have stats for them.

To deal with them, Thunder-based attacks are the bomb. Lightning Scrolls, party-wide Thundaras, Ramuh, Thundara Spellblade (although a bit excessive) are all great ways to finish them off.

Afterwards, a larger cannon will appear. As the adapted saying goes, "There's always a bigger cannon." Anyways, descend to the ground if you want to save, but be sure to heal regardless. Examine the cannon to begin.

| BOSS: Soul Cannon, Launcher, Launcher \ |            |              |                      |
|-----------------------------------------|------------|--------------|----------------------|
| Soul Cannon Bestiary                    |            |              |                      |
| HP                                      | - ? (20K+) | Weaknesses:  | Treasures Awarded:   |
| Strength                                | - 7        | - Thunder    | - Ether (Steal)      |
| Defense                                 | - 5        |              | - Elixir (Steal)     |
| Magic                                   | - 1        | Absorptions: | - Dark Matter (Drop) |
| Magic Defense                           | - 10       | - None       |                      |
| Gil Earned                              | - 100      |              |                      |
| EXP. Earned                             | - 40       | Type: None.  |                      |
| Launcher Bestiary                       |            |              |                      |
| HP                                      | - ? (750+) | Weaknesses:  | Treasures Awarded:   |
| Strength                                | - 7        | - None       | - Ether (Steal)      |
| Defense                                 | - 0        |              | - Hi-Potion (Drop)   |
| Magic                                   | - 1        | Absorptions: |                      |
| Magic Defense                           | - 10       | - None       |                      |
| Gil Earned                              | - 0        |              |                      |
| EXP. Earned                             | - 0        | Type: None.  |                      |
| Launcher Bestiary                       |            |              |                      |
| HP                                      | - ? (750+) | Weaknesses:  | Treasures Awarded:   |
| Strength                                | - 7        | - None       | - Ether (Steal)      |
| Defense                                 | - 0        |              | - Hi-Potion (Drop)   |
| Magic                                   | - 1        | Absorptions: |                      |
| Magic Defense                           | - 10       | - None       |                      |
| Gil Earned                              | - 0        |              |                      |
| EXP. Earned                             | - 0        | Type: None.  |                      |

The Soul Cannon only uses Wave Cannon. After its charging up of around eight turns, it will fire and take off damage equal to each characters' max HP halved. You *will* need to heal between firings as such, or die trying.

As for the Launchers, they'll use Valiant Attack to halve your CURRENT HP and set in some Aging.

Okay, our main problem is the two Launchers. You can essentially take care of them with Level 5 Death from a Blue Mage. Another option is a multi-hit Thundara(s), Ramuh(s), Thundara Spellblades, Lightning Scrolls, whatever.

| Notice how all my attacks above listed only Thunder-based moves for |  
 | enemies not weak to Thunder. Well, be sure to use them, as they will also |  
 | hit the Soul Cannon (or prepare you for such, as far as Spellblades go). |  
 | |  
 | During the attacking time, try to Slow the Soul Cannon. This will help |  
 | when you prepare to attack it, which is basically the same thing I said |  
 | with the Launchers. Just be sure to heal your HP after each Wave Cannon, |  
 | and heal as much Aging as possible from the Launchers -- a short time in |  
 | that status takes away more than you may think... |  
 | |

After the battle, fly into the ruins...

=====  
 Ancient Ronka Ruins  
 =====

| Treasures Checklist \ |     |
|-----------------------|-----|
| 5,000 Gil .....       | [ ] |
| Ancient Sword .....   | [ ] |
| Cottage .....         | [ ] |
| Elixir .....          | [ ] |
| Ether .....           | [ ] |
| Golden Armor .....    | [ ] |
| Golden Shield .....   | [ ] |
| Moonring Blade .....  | [ ] |
| Phoenix Down .....    | [ ] |
| Power Ring .....      | [ ] |
| Shuriken .....        | [ ] |

| Regional Monster Bestiary \ |       |     |     |     |     |       |
|-----------------------------|-------|-----|-----|-----|-----|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP.  |
| Ra Mage                     | 760   | 25  | 0   | 0   | 198 | 370   |
| Ronkan Knight               | 860   | 36  | 20  | 0   | 201 | 380   |
| Stone Mask                  | 450   | 34  | 20  | 0   | 204 | 320   |
| Enchanted Fan               | 1,000 | 35  | 2   | 10  | 207 | 470   |
| Lamia                       | 900   | 35  | 0   | 0   | 210 | 490   |
| Archaotoad                  | 800   | 34  | 0   | 0   | 213 | 390   |
| Hydra                       | 2,000 | 38  | 10  | 0   | 216 | 1,800 |
| Ghidra                      | 3,000 | 42  | 20  | 0   | 219 | 3,108 |

Upon arriving, go through the first area to the next one.

In the next area, as you go east, you'll find some gaps in the path. There are hidden walkways there. They're logically placed, but you can use the Find Passage ability to find them. You'll also find a chest nearby with the Golden Armor. Open it and continue along the path to the next area.

There, you might want to put the Find Passages ability on so you can easily get to an Elixir along the same broken paths. Anyways, go to the other side of the room to find three exits. Go into the one going to the middle of a wall to find a Save Point; the eastern one leads to a Phoenix Down and a Golden Shield. Return to the three-exit fork and take the western path to find a Hi-Potion in the end.

Soon enough, there is a doorway nearby. Ignore it for the moment and use the stairway to find a treasure room. There are five chests here, containing 2,000 Gil, an Ancient Sword, a Moonring Blade, a Power Ring, and a Shuriken. There is a trap, though. On the row of tiles south of the southern most chests are two holes; those holes are in line with the third and fourth chests from the right. Just FYI. Open the chests and leave, to the previous area.

There, go through the door and follow the linear path to find a doorway and a stairwell. Take the latter to find a Save Point. Use a Tent there and save your game. Then return to the previous area and use the doorway.

Oh, boy, another fork in the path. Use the stairwell to reach two chests, which contain a Cottage and an Ether. Then return to the previous area and use the other exit. Go along the path some more to find King Tycoon. Speak with him to watch a scene, where he basically orders you (or Lenna, as the sprite implies) to fight the beast nearby.

| BOSS: Archeoaevis \ |          |              |                        |
|---------------------|----------|--------------|------------------------|
| HP                  | - 8,900+ | Weaknesses:  | Treasures Awarded:     |
| Strength            | - 39     | - Varies     | - None (Steal)         |
| Defense             | - 30     |              | - Hero Cocktail (Drop) |
| Magic               | - 1      | Absorptions: |                        |
| Magic Defense       | - 6      | - Varies     |                        |
| Gil Earned          | - 0      |              |                        |
| EXP. Earned         | - 0      | Type: Varies |                        |

=====

Quite the complicated beast, Archaeovis can switch its elemental data. Depending on how much it has taken, certain things will happen. Note this: each form has a set amount of HP. Any amount over it will not carry over into any form. So a 9,999 HP hit will not kill him. Anyhow, the elemental data:

- ~~ The first form (1,600 HP) is weak to Wind and absorbs nothing.
- ~~ The second form (1,600 HP) is weak to nothing and absorbs Blizzard.
- ~~ The third form (1,600 HP) is weak to nothing and absorbs Fire.
- ~~ The fourth form (1,600 HP) is weak to nothing and absorbs Thunder.
- ~~ The final form (2,500 HP) is weak to nothing and absorbs nothing.

Each form also has set moves to use. It can always utilize a basic attack. Each form will have these attacks in addition to that:

- ~~ The first form (1,600 HP) adds Sap and Breath Wing.
- ~~ The second form (1,600 HP) adds Frost and Wing Attack.
- ~~ The third form (1,600 HP) adds Tail and Blaze.
- ~~ The fourth form (1,600 HP) adds Lightning and Claw.
- ~~ The final form (2,500 HP) adds all of the previous attacks, plus Entangle, Maelstrom, and Tusk.

Breath Wing, Frost, Blaze, and Lightning are all attacks that subtract 25% of each characters' max HP from the current value. They just differ in element: Wind/Aero, Blizzard, Fire, and Thunder, respectively. Sap, Wing Attack, Tail, Claw, and Tusk will damage (except for Sap) and apply the statuses of Sap, Poison, Darkness, Paralyze, and Confusion, respectively. Maelstrom will reduce everyone's HP to one digit.

There is one cheap, VERY cheap, strategy to this, reliant on the fact that Archaeovis changes forms and yet will never counter, it dies instantly when one form is killed by a counterattack. As such, make your whole party Monks, all with White Magic, if possible. (The Counter is automatic.)

```
| From then on out, just let Archaeovis hit you, with you hitting back, to |
| kill it after 1,600 HP. Just let your White Magic people do the healing. |
| Hell, if you want this done quicker, Haste Archaeovis. |
```

After that battle, King Tycoon will leave, laughing maniacally. Yeah, I kinda expected this... Continue into the next area to watch a long cutscene.

In essence, it is quite apparent that King Tycoon has been controlled by Exdeath almost since the start of our journey when we saw him at the Wind Shrine. King Tycoon, possessed by Exdeath, prepares to kill you four, thanks to the impeding Faris and Lenna. Thankfully, Krile, Galuf's granddaughter, comes in via a meteorite landing near Gohn. She waltzes in, hits King Tycoon with some Thunder, ending Exdeath's control over him.

Then the Earth Crystal shatters.

Oh \*\*\*\*.

Exdeath, the evil warlock, after being imprisoned for thirty years, teleports right here to zap you a few times before opting to head over to Galuf's world. The Crystal shards remain under the influence of Exdeath and King Tycoon runs at them to protect you and them, sacrificing himself in the process. The shards yield the jobs of the Samurai, Chemist, Dragoon, and Dancer.

```

/\
| |                Section V - Hello, Galuf's World!           | |
| |                **FF5A_45**                                 | |
\/\

```

So, the four Crystals have shattered. Exdeath is here and gone to terrorize Galuf's planet. Galuf wants to go, and we have no choice but to let him.

```

=====
                        Overworld
=====

```

So, as is obvious now, Galuf will have to return to his own planet. Let him go from Krile's meteorite (Krile with him) and we'll be left with just three people, now without a purpose. That's the end of the game, right?

Nah.

Anyways, fly the airship to the Tycoon meteorite, to save ourselves some time. You'll find that they came back to return to the Adamantite back to where it once came from, because of the instability. Eventually, everyone comes up with a plan. Using the Adamantite, go to each of the three remaining meteorites and suck up the remaining energy, using Krile's to go back to ... wherever Galuf is now.

```

-----
Walse Meteorite
-----

```

Our first stop is the Walse meteorite, found not too far to the northeast of Tycoon. After Cid and Mid do their thing, you'll have to fight some Purobolos.

```

-----
| BOSS: Purobolos (x6) \

```

|               |         |              |                     |
|---------------|---------|--------------|---------------------|
| HP            | - 1,500 | Weaknesses:  | Treasures Awarded:  |
| Strength      | - 45    | - None       | - Potion (Steal)    |
| Defense       | - 0     |              | - Eye Drops (Steal) |
| Magic         | - 10    | Absorptions: | - Potion (Drop)     |
| Magic Defense | - 0     | - None       |                     |
| Gil Earned    | - 0     |              |                     |
| EXP. Earned   | - 0     | Type: None.  |                     |

=====

A Purobolos can use a basic attack, Arise to fully heal a KO'ed ally, Cura as a counter for Summons, and Self-Destruct.

Ehh... I'll not go too much into this one, seeing as there is an easy way to deal with it. Just throw some Scrolls at them and you'll be fine ... so long as you bring a White Mage in case of Self-Destructs.

After that, leave for the Karnak meteorite, found to the west.

-----  
Karnak Meteorite  
-----

Approach the meteorite and, after a bit, it is revealed that there is a monster inside. Go to the center room to find a Titan!

|               |         |                |                         |
|---------------|---------|----------------|-------------------------|
| BOSS: Titan \ |         |                |                         |
| HP            | - 2,500 | Weaknesses:    | Treasures Awarded:      |
| Strength      | - 45    | - None         | - Potion (Steal)        |
| Defense       | - 10    |                | - Gaia Hammer (Steal)   |
| Magic         | - 10    | Absorptions:   | - Hi-Potion (Drop)      |
| Magic Defense | - 0     | - Earth        | - Titan (Summon) (Drop) |
| Gil Earned    | - 0     |                |                         |
| EXP. Earned   | - 0     | Type: Humanoid |                         |

=====

Titan is pretty basic. He uses a basic attack which may be critical, and Earth Shaker for fairly high Earth-based damage to all of your party.

There's no decent strategy for this fight. Fight and be fought. That's all it is. Just be sure to keep your HP above 500 or so because Earth Shaker will hurt. Also try using magical attacks; they'll do somewhat more damage to the Titan. You can also use the Beastmaster's Release to deal severe damage with Mini Dragons and Sand Bears.

Next, let's go to where Cid and Mid have Gohn -- yeah, that meteorite, found southwest of here.

-----  
Gohn Meteorite  
-----

Approach the meteorite and, after a bit, Cid and Mid still haven't returned. Let's head inside to find a Manticore.

It took up residence rather quickly.

|                   |  |  |  |
|-------------------|--|--|--|
| BOSS: Manticore \ |  |  |  |
|-------------------|--|--|--|

|               |         |                   |                       |
|---------------|---------|-------------------|-----------------------|
| HP            | - 3,300 | Weaknesses:       | Treasures Awarded:    |
| Strength      | - 40    | - None            | - Wind Spear (Steal)  |
| Defense       | - 10    |                   | - Dragon Fang (Steal) |
| Magic         | - 1     | Absorptions:      | - Phoenix Down (Drop) |
| Magic Defense | - 20    | - Blizzard        |                       |
| Gil Earned    | - 0     |                   |                       |
| EXP. Earned   | - 0     | Type: Magic Beast |                       |

=====  
The Manticore can use a basic (possibly critical) attack, Aqua Breath (Water damage to all), and Frost (takes away damage equal to 25% of each character's max HP).  
|

Well, there are a few easy ways to deal with this. Using Stop and Gravity a few times will utterly cripple the poor thing; three Gravities brings it down to just over 400 HP. During that time, to eliminate the rest, you can use a bunch of strong physical attacks to end it.  
|

Okay, that is it. You have finally powered up the meteorite enough for you to go to Galuf's world. You won't be coming back here for a while. Of note, you may want to buy a huge stock of Scrolls from Lix, because there isn't a Scroll shop over "there".

Once you're ready, seatbelts fastened, etc., step on the warp tile to leap far through space and time to reach Galuf's planet...

=====  
Overworld  
=====

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Pao                         | 500 | 40  | 0   | 0   | 0   | 0    |

Once you arrive here, you'll be on an isolated little island. Wouldn't it be our luck? It is full of Pao monsters, with a bit of forest, grassland, and marshland.

You may as well just use a Tent you have, or fight a Pao to get one. During the following scene, Lenna and Faris get kidnapped, leaving Bartz to solo battle...

| BOSS: Abductor \ |         |              |                     |
|------------------|---------|--------------|---------------------|
| HP               | - 1,500 | Weaknesses:  | Treasures Awarded:  |
| Strength         | - 40    | - None       | - Gaia Gear (Steal) |
| Defense          | - 0     |              | - Ether (Drop)      |
| Magic            | - 10    | Absorptions: |                     |
| Magic Defense    | - 0     | - None       |                     |
| Gil Earned       | - 0     |              |                     |
| EXP. Earned      | - 0     | Type: None.  |                     |

=====  
The Abductor has a fairly basic moveset. It can use a potentially-critical basic attack and Hurricane. Hurricane, much like Death Claw and Maelstrom, will reduce your HP to a single digit.  
|

For this reason, let the Abductor attack first, just in case it IS the Hurricane, and you can therefore heal. Afterwards, attack it like a normal  
|

enemy. You can use the Monk-with-Counter technique we've abused a few times before, use Slow or Stop, Darkness, etc. Gravity is fairly efficient here, since 750 (then 375) with one character is pretty good.

For the record, you CAN lose this fight. It will just take an Ether away from you, and the hopes of having a legitimately completed Bestiary.

If you lose, you'll get abducted. Crap.

If you win, you'll get a chest. Open it to find some poison gas. Crap.

=====

Exdeath's Castle

=====

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Tarantula                   | 200 | 35  | 0   | 0   | 231 | 88   |
| Shell Bear                  | 380 | 37  | 0   | 0   | 334 | 89   |

As would be expected, you awaken in a prison cell. What is not expected is that it is in Exdeath's Castle, with the owner having many, many followers and a massive army of monsters. Exdeath walks in to inform you of the bleakness of the situation and such, then grabs a giant mirror to transfer your image to the Big Bridge to the west.

Galuf and his troops find the image. Exdeath plans to kill you three should you so much as take one more step closer to the castle, all on national mirror-vision! Well, Galuf gets a plan -- Exdeath never really DID say anything about using Krile's Wind Drake to fly over there, did he? Well, Galuf takes advantage of the moment and flies straight to the castle and barges in.

There, he goes east to find a chest conveniently stocked with ALL of the Crystal Shards and ALL of your equipment. =/ Thought an evil warlock would at least scatter them amongst the castle.

Anyways, after you regain control, go through the northern doorway to find a Save Point. First skip into the next room and examine the water to heal Galuf's HP/MP/status, then return to and save at the Save Point. Continue back one more area and go downstairs. Go along the path east there to go down another level.

Here, you'll reach the jail cell area for your friends. As you proceed to them, Exdeath's lackey, Gilgamesh notices you and prepares to fight you.

| BOSS: Gilgamesh \ |            |                |                    |
|-------------------|------------|----------------|--------------------|
| HP                | - ? (10K+) | Weaknesses:    | Treasures Awarded: |
| Strength          | - 40       | - None         | - None (Steal)     |
| Defense           | - 0        |                | - Elixir (Drop)    |
| Magic             | - 0        | Absorptions:   |                    |
| Magic Defense     | - 0        | - None         |                    |
| Gil Earned        | - 0        |                |                    |
| EXP. Earned       | - 0        | Type: Humanoid |                    |

=====

Gilgamesh, for this battle, is little more than a coward. Effectively, he has at least 10,000 HP, but will leave the battle after taking 1,500 HP

worth of damage. You will get an Elixir for managing, with just Galuf, in the short amount of time given to you, eliminating all of his HP.

Anyways, his attack repertoire is rather weak, consisting of just a basic attack that only sometimes is critical.

Whether you want the kill or for Gilgamesh to run away, you'll want to do something painful. A procedure of self-Haste, Death Claw, and Attack will do the kill, as will two Missiles and an Attack. As you can tell, the most likely methods of defeat *will* require Blue Magic.

If you lack the Blue Magic, there are many other ways to shave off 1,500 HP. A single Gravity, Missile, or Death Claw work. A few casts of your "-ra" magic work, as would several decently-powerful attacks. There are many ways to work it out.

After the battle, Galuf will free Bartz, Lenna, and Faris from the prison! Backtrack along to the room where Galuf entered the castle. There, use the Save Point and healing water to the north, then exit the castle to the south.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Devilfish                   | 600 | 37  | 0   | 0   | 222 | 330  |
| Treant                      | 700 | 36  | 0   | 0   | 225 | 330  |
| Strapparar                  | 600 | 37  | 0   | 0   | 228 | 330  |

Back in the overworld, head west to the Big Bridge. Use Ramuh to kill any impeding monsters on the way.

=====  
The Big Bridge  
=====

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Merrow                      | 400 | 40  | 0   | 0   | 200 | 300  |
| Flying Killer               | 300 | 40  | 0   | 0   | 200 | 300  |
| Little Chariot              | 480 | 40  | 0   | 0   | 200 | 300  |
| Neo Garula                  | 980 | 40  | 0   | 0   | 500 | 300  |

As you proceed north across the bridge, random tiles are turned "on" or "off" to set whether walking there triggers a battle or not. There are six potential groups to fight:

- Three Little Chariots
- Three Merrows
- Three Flying Killers
- One Neo Garula
- One Neo Garula, two Merrows



-- Two Little Chariots followed by two Flying Killers and three Little Chariots

Halfway across the bridge, in the building, you'll fight Gilgamesh. Heal before the fight.

| BOSS: Gilgamesh \ |         |                |                         |
|-------------------|---------|----------------|-------------------------|
| HP                | - 6,500 | Weaknesses:    | Treasures Awarded:      |
| Strength          | - 49    | - None         | - Trident (Steal)       |
| Defense           | - 14    |                | - Hero Cocktail (Steal) |
| Magic             | - 0     | Absorptions:   | - Wizard's Hat (Drop)   |
| Magic Defense     | - 10    | - None         |                         |
| Gil Earned        | - 0     |                |                         |
| EXP. Earned       | - 0     | Type: Humanoid |                         |

=====  
 Gilgamesh, has a wider moveset this battle. There is a basic attack (may be critical), Haste, Protect, Shell, Aera (Wind attack), Wind Slash, Electrocute, Jump, and Goblin Punch. These are all attacks you know of.  
 For the record, the Haste, Protect, and Shell spells are only used when you knock away over 4,000 of Gilgamesh's HP.  
 Your offensive strategy is fairly basic. Attack hard and a lot, healing when needed.

After the battle, continue along the second, northern portion of the Big Bridge. On the other side, as you prepare to exit the area, Exdeath sets up a nice magical barrier around his castle. Not bad for us, except that the barrier smacks our warriors a nice one, sending them blasting off again!

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |     |      |
|-----------------------------|-------|-----|-----|-----|-----|------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP. |
| Tunneler                    | 1,000 | 36  | 0   | 0   | 237 | 353  |
| Birostris                   | 1,000 | 35  | 0   | 0   | 240 | 353  |
| Fairy Orc                   | 1,000 | 36  | 0   | 0   | 243 | 385  |
| Devourer                    | 1,000 | 37  | 0   | 0   | 246 | 385  |
| Mandrake                    | 1,000 | 36  | 0   | 0   | 249 | 385  |

Oh, fun. We've be knocked into the backlands of Galuf's world, a continent inhabited but a few minor towns, a castle, and a bunch of desert and marshlands about. Our next destination is to the far east. Go into that town.

=====  
Regole  
=====

| Item Shops \ |         |
|--------------|---------|
| Item Name    | Cost    |
| Hi-Potion    | 360 Gil |
| Potion       | 40 Gil  |

|               |           |
|---------------|-----------|
| Phoenix Down  | 1,000 Gil |
| Gold Needle   | 150 Gil   |
| Maiden's Kiss | 60 Gil    |
| Mallet        | 50 Gil    |
| Eye Drops     | 20 Gil    |
| Antidote      | 30 Gil    |
| -----         |           |
| Ether         | 1,500 Gil |
| Holy Water    | 150 Gil   |
| Cottage       | 600 Gil   |
| Goliath Tonic | 110 Gil   |
| Power Drink   | 110 Gil   |
| Speed Shake   | 110 Gil   |
| Iron Draft    | 110 Gil   |
| Hero Cocktail | 110 Gil   |

Weapon Shop \

| Item Name       | Cost      |
|-----------------|-----------|
| Orichalcum Dirk | 3,400 Gil |
| War Hammer      | 6,400 Gil |
| Ashura          | 5,800 Gil |
| Sleep Blade     | 5,600 Gil |
| Wind Spear      | 5,400 Gil |
| Dark Bow        | 3,800 Gil |
| Dream Harp      | 1,600 Gil |
| Chain Whip      | 3,300 Gil |

Armor Shop \

| Item Name     | Cost      |
|---------------|-----------|
| Golden Shield | 3,000 Gil |
| Golden Helm   | 3,500 Gil |
| Green Beret   | 2,500 Gil |
| Wizard's Hat  | 1,500 Gil |
| Golden Armor  | 4,000 Gil |
| Ninja Suit    | 3,000 Gil |
| Gaia Gear     | 2,000 Gil |

Spell Shops \

| Item Name     | Cost      |
|---------------|-----------|
| (Black) Drain | 3,000 Gil |
| (Black) Break | 3,000 Gil |
| (Black) Bio   | 3,000 Gil |
| -----         |           |
| (White) Blink | 3,000 Gil |
| (White) Shell | 3,000 Gil |
| (White) Esuna | 3,000 Gil |
| -----         |           |
| (Time) Comet  | 3,000 Gil |
| (Time) Slowga | 3,000 Gil |
| (Time) Return | 3,000 Gil |

When you arrive, head over to the Inn for a free night there. Yay.

The next day: shopping!

The Item Shop now sells Hi-Potions, Ethers, Holy Waters, Cottages (not Tents), and Chemist Drinks. Consider buying a few Holy Waters, some Hi-Potions, and refill stocks on anything you're missing. Cottages are probably not a necessity yet.

The Weapon Shop doesn't actually anything all too special. Just buy what upgrades your jobs. The Armor Shop is pretty much the same sort of deal.

The Spell Shops are quite special. The Time spell Comet is quite useful, as it is offensive, hits all, and ignores Reflect. Slowga Slows the whole opponent team, and Return lets you restart battles. The White Magic is pretty basic. The Black Magic is quite good. Drain damages the enemy AND refills your HP, Break petrifies (ie. kills unless healed) the enemy, and Bio poisons the enemy.

We're almost through here. Head into the Pub and stand on the stage. You'll dance around and get paid 100 Gil each time. So, yeah, a cheap way to make some quick cash; do it 30 times to buy a spell. \*rolls eyes\* Also on the west side of the room is a hidden passage leading to a piano. Play that piano.

That should be it. Leave the town.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |       |       |
|-----------------------------|-------|-----|-----|-----|-------|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil   | EXP.  |
| Tunneler                    | 1,000 | 36  | 0   | 0   | 237   | 353   |
| Birostris                   | 1,000 | 35  | 0   | 0   | 240   | 353   |
| Fairy Orc                   | 1,000 | 36  | 0   | 0   | 243   | 385   |
| Devourer                    | 1,000 | 37  | 0   | 0   | 246   | 385   |
| Mandrake                    | 1,000 | 36  | 0   | 0   | 249   | 385   |
| Kuza Beast                  | 5,000 | 45  | 10  | 0   | 1,000 | 1,000 |

Back outside, go south some and you'll notice a castle. This is the Sealed Kuza Castle, home to the twelve legendary weapons of yore. However, the thousand years since their use has turned them into stone. You can't really do much there whatsoever, except fight some monsters. Do so at your own risk.

Afterwards, if ever, go southeast and go along the paths until you reach a forest. Go inside it and speak with the thing hugging the tree to speak with it. This animal, the ever-cute Moogle, will flee and fall into a hole. We end up following it.

=====  
Underground Waterway  
=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| 4,400 Gil .....       | [ ] |

| Phoenix Down ..... [| ] |  
|

| Regional Monster Bestiary \

| Monster       | HP    | STR | DEF | MAG | Gil | EXP. |
|---------------|-------|-----|-----|-----|-----|------|
| Blood Slime   | 600   | 36  | 39  | 0   | 264 | 365  |
| Acrophies     | 900   | 36  | 20  | 0   | 267 | 410  |
| Moogle Eater  | 1,000 | 39  | 5   | 0   | 270 | 665  |
| Lesser Lopros | 2,300 | 42  | 30  | 0   | 273 | 888  |

After entering the area, go into the water and you'll be swept along a set current, fighting a battle on the way. You can end most battles with a Judgment Bolt, except versus the Lesser Lopros, which need (preferably) a bit MORE Fire magic.

After sailing across the initial current, go into the next one. You'll have two battles on the way.

On the next platform, open the chest nearby for 4,400 Gil. Go along the western current in the water and fight the two battles on the water. On the chunk you land on, take it to the chest to find a Phoenix Down. Continue to the end of the path, where you'll find the Moogle from earlier (well, it MIGHT be him) cornered by a skeleton. Let's kill that beast ...

... again.

| BOSS: Tyrannosaur \

|               |         |                |                         |
|---------------|---------|----------------|-------------------------|
| HP            | - 5,000 | Weaknesses:    | Treasures Awarded:      |
| Strength      | - 45    | - Fire         | - Golden Shield (Steal) |
| Defense       | - 20    | - Restoratives | - Elixir (Drop)         |
| Magic         | - 0     | Absorptions:   |                         |
| Magic Defense | - 20    | - None         |                         |
| Gil Earned    | - 0     |                |                         |
| EXP. Earned   | - 0     | Type: Dragon,  |                         |
|               |         | Undead         |                         |

=====  
| The Tyrannosaur has a fairly basic, albeit deadly, moveset. It has a basic  
| (possibly critical) attack, which it itself uses each turn. It will  
| counter non-magic attacks with the basic attack or ???, which will take  
| the monster's lost HP and subtract it from YOURS. Finally, if hit with a  
| Wind/Holy/Water/Earth attack, it counters with ??? or Poison Breath (the  
| former takes priority).  
|

| Considering that this thing is Undead, you have an easy time with this.  
| Using a Phoenix Down sometimes one-hit kills it; Elixirs always do. You  
| can also use Cura for some damage; Raise has a chance of working.  
| Hi-Potions also do quite a bit of damage.  
|

| The alternate way would be to abuse weaknesses. A good strategy would  
| include using Fira, Fira Spellblades, Ifrit, Gravity, Cura, Fire Scrolls,  
| Flame Thrower, Death Claw, Missile... There are a lot of good things to  
| use. Again, though, using Phoenix Downs or Elixirs can seriously finish it  
| off easily. The latter is not usually OHKO; just more of a Death Claw deal  
| (HP goes down to < 10).  
|

After the battle, the Moogles will return to the overworld and run into some forest. Hmm... Maybe we ought to follow it? Do so.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |        |     |     |     |       |       |
|-----------------------------|--------|-----|-----|-----|-------|-------|
| Monster                     | HP     | STR | DEF | MAG | Gil   | EXP.  |
| Tunneler                    | 1,000  | 36  | 0   | 0   | 237   | 353   |
| Birostris                   | 1,000  | 35  | 0   | 0   | 240   | 353   |
| Fairy Orc                   | 1,000  | 36  | 0   | 0   | 243   | 385   |
| Devourer                    | 1,000  | 37  | 0   | 0   | 246   | 385   |
| Mandrake                    | 1,000  | 36  | 0   | 0   | 249   | 385   |
| Kuza Beast                  | 5,000  | 45  | 10  | 0   | 1,000 | 1,000 |
| Cactus                      | 1,000  | 37  | 0   | 0   | 255   | 419   |
| Sandcrawler                 | 15,000 | 45  | 10  | 0   | 1,000 | 1,000 |

You probably could go into the desert for this bit. Yes, I noticed that the Moogles did not. And yes, there is a beast with 15,000 HP in said desert. But why not? That beast's main problem to you would be Maelstrom, which you can stop with Break, as it is a one-hit kill, basically.

To get to the Moogles, go one step east and due north. In that forest somewhere is a tile you enter to reach the Moogles village. Just scour every tile until you reach it.

If you'd prefer to NOT fight a Sandcrawler, you can walk in the forests while going generally north until you spot the rocky pillars surrounding the forest, then go east.

=====  
Moogles Village  
=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| 1 Gil .....           | [ ] |
| 10,000 Gil .....      | [ ] |
| Cottage .....         | [ ] |
| Dancing Dagger .....  | [ ] |
| Elven Cloak .....     | [ ] |
| Ether .....           | [ ] |
| Phoenix Down .....    | [ ] |

When you enter the area, the Moogles will run around and hide, for the most part. Head over to the easternmost tree house, which happens to be owned by either the Moogles from before or a very trusting Moogles. Either way, when you enter, you'll find most of the treasures listed above.

When you return outside, the Moogles apparently understand you're not here to kill them. We'll leave that to them.

What...?

Yeah, go into the middle of the treehouses to find a Moogles suit to wear. Think

about it like this -- no cloth anywhere nearby, just grass, sand, leaves, and branches. (And some other stuff, but you get my point.) There is nothing really to make the white-pink suit of a Moogle around here ... except a Moogle. O\_o

But go ahead and wear the costume anyways. Go into the house next door and speak with the Moogle and you'll be allowed to open the chest.

After that, go over to the Moogle you saved and speak with him. He'll suddenly climb up the tree and, to Lenna, start saying something like "the nose". This message will be communicated telepathically to Krile's Moogle, who tells Krile about it, who can understand the message.

At the risk of worsening her Wind Drake's injuries, Krile takes him up to the Moogle Village and, through some guiding from her own Moogle, they land in the village and save you guys. You then fly back to Galuf's Castle, Castle Bal.

```

/\
| |                Section VI - Drakenvale and the Forest of Moore    | |
| |                **FF5A_46**                                       | |
\/\

```

```

=====
                        Castle Bal
=====

```

```

| Treasures Checklist \
|-----\
| Angel Robe ..... [ ] |
| Great Sword ..... [ ] |
| Hero Cocktail ..... [ ] |
| Lamia's Harp ..... [ ] |
| Teleport (Time Magic spell) ..... [ ] |
|-----|

```

```

| Regional Monster Bestiary \
|-----\
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Objet d'Art | 3,300 | 76 | 20 | 0 | 507 | 100 |
|-----+-----+-----+-----+-----+-----+-----|

```

```

| Item Shops \
|-----\
| Item Name ..... Cost |
|-----|
| Hi-Potion ..... 360 Gil |
| Potion ..... 40 Gil |
| Phoenix Down ..... 1,000 Gil |
| Gold Needle ..... 150 Gil |
| Maiden's Kiss ..... 60 Gil |
| Mallet ..... 50 Gil |
| Eye Drops ..... 20 Gil |
| Antidote ..... 30 Gil |
|-----|
| Ether ..... 1,500 Gil |
| Holy Water ..... 150 Gil |
| Cottage ..... 600 Gil |
| Goliath Tonic ..... 110 Gil |

```

|                     |         |
|---------------------|---------|
| Power Drink .....   | 110 Gil |
| Speed Shake .....   | 110 Gil |
| Iron Draft .....    | 110 Gil |
| Hero Cocktail ..... | 110 Gil |

Weapon Shop \

| Item Name .....       | Cost      |
|-----------------------|-----------|
| Orichalcum Dirk ..... | 3,400 Gil |
| War Hammer .....      | 6,400 Gil |
| Ashura .....          | 5,800 Gil |
| Sleep Blade .....     | 5,600 Gil |
| Wind Spear .....      | 5,400 Gil |
| Dark Bow .....        | 3,800 Gil |
| Dream Harp .....      | 1,600 Gil |
| Chain Whip .....      | 3,300 Gil |

Armor Shop \

| Item Name .....     | Cost      |
|---------------------|-----------|
| Golden Shield ..... | 3,000 Gil |
| Golden Helm .....   | 3,500 Gil |
| Green Beret .....   | 2,500 Gil |
| Wizard's Hat .....  | 1,500 Gil |
| Golden Armor .....  | 4,000 Gil |
| Ninja Suit .....    | 3,000 Gil |
| Gaia Gear .....     | 2,000 Gil |
| Gauntlet .....      | 3,000 Gil |

After the cutscene, go to the west side of the room. Open up the chest for a Hero Cocktail, then go to the end of the nearby hidden passage to find another chest, in which you'll find the Teleport spell. Go downstairs and out to the courtyard.

The westernmost doorway out there. You'll first find some shops. They all have similar contents to those of Regole, minus a spell shop, with a Gauntlet now in the Armor Shop.

Finish your shopping and head upstairs. On the castle wall, walk east and around the area blocked by the tower to hit some stairs. Continue down to find a chest. Open it to find an Angel Robe. Then press that button behind the counter and stand between those merchants for a nice cutscene, and a free Lamia Harp.

Return to the courtyard and go to the southwest corner of it. Enter the water and head to the left, ignoring the button. Go all of the way around to the far side of the moat, in the southwest corner, examine the tiles for a Great Sword. Push the button to return inside.

Out of interest, you can go to the lower levels of the main building to first find a Save Point. Another floor down, you'll find a room. For now, the room to the north is inaccessible. You can fight Objet d'Arts down here. Fight as you wish.

Afterwards, go to the main building of the castle and to the top. You'll find

that the Wind Drake that saved you overworked itself doing so and, coupled with its numerous, severe injuries, the poor thing is about to die. Well, back on vet duty again, it seems. Go to the main gates of the castle and speak with the soldiers there. As you leave the castle, you'll have to fight another Abductor.

| BOSS: Abductor \ |         |              |                        |
|------------------|---------|--------------|------------------------|
| HP               | - 2,500 | Weaknesses:  | Treasures Awarded:     |
| Strength         | - 40    | - None       | - Hi-Potion (Steal)    |
| Defense          | - 0     |              | - Power Armlet (Steal) |
| Magic            | - 0     | Absorptions: | - Potion (Drop)        |
| Magic Defense    | - 0     | - None       |                        |
| Gil Earned       | - 0     |              |                        |
| EXP. Earned      | - 0     | Type: None.  |                        |

=====

The Abductor has a fairly basic moveset. It can use a potentially-critical basic attack and Hurricane. Hurricane, much like Death Claw and Maelstrom, will reduce your HP to a single digit. He can also use Vampire (Drain).

For this reason, let the Abductor attack first, just in case it IS the Hurricane, and you can therefore heal. Afterwards, attack it like a normal enemy. You can use the Monk-with-Counter technique we've abused a few times before, use Slow or Stop, Darkness, etc. Gravity is fairly efficient here, since 1,250 (then 625) with one character is pretty good.

Continue to the overworld!

=====

Overworld

=====

| Regional Monster Bestiary \ |       |     |     |     |     |      |
|-----------------------------|-------|-----|-----|-----|-----|------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP. |
| Aquathorn                   | 800   | 39  | 0   | 0   | 279 | 490  |
| Weresnake                   | 900   | 40  | 0   | 0   | 282 | 490  |
| Kornago                     | 1,000 | 38  | 0   | 0   | 285 | 512  |
| Cursed Being                | 1,380 | 41  | 5   | 0   | 288 | 900  |

Just pretty much head north to the next town.

On the way, if you are a major user of the Catch ability, you may want to Catch a Kornago and raise yourself about 10,000 Gil. Kornagos can be caught often in the marshland.

In the next town...

=====

Quelb

=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Kornago Gourd .....   | [ ] |
| Potion (x8) .....     | [ ] |
| Potion (x8) .....     | [ ] |
| Potion (x8) .....     | [ ] |



| Requiem (Song) ..... [] |

| Item Shops \

| Item Name     | Cost      |
|---------------|-----------|
| Hi-Potion     | 360 Gil   |
| Potion        | 40 Gil    |
| Phoenix Down  | 1,000 Gil |
| Gold Needle   | 150 Gil   |
| Maiden's Kiss | 60 Gil    |
| Mallet        | 50 Gil    |
| Eye Drops     | 20 Gil    |
| Antidote      | 30 Gil    |
| -----         |           |
| Ether         | 1,500 Gil |
| Holy Water    | 150 Gil   |
| Cottage       | 600 Gil   |
| Goliath Tonic | 110 Gil   |
| Power Drink   | 110 Gil   |
| Speed Shake   | 110 Gil   |
| Iron Draft    | 110 Gil   |
| Hero Cocktail | 110 Gil   |

| Weapon Shops \

| Item Name        | Cost      |
|------------------|-----------|
| Orichalcum Dirk  | 3,400 Gil |
| War Hammer       | 6,400 Gil |
| Ashura           | 5,800 Gil |
| Sleep Blade      | 5,600 Gil |
| Wind Spear       | 5,400 Gil |
| Dark Bow         | 3,800 Gil |
| Dream Harp       | 1,600 Gil |
| Chain Whip       | 3,300 Gil |
| -----            |           |
| Kodachi          | 5,100 Gil |
| Killer Bow       | 5,000 Gil |
| Poison Rod       | 1,500 Gil |
| Shuriken         | 2,500 Gil |
| Flame Scroll     | 200 Gil   |
| Water Scroll     | 200 Gil   |
| Lightning Scroll | 200 Gil   |

| Armor Shops \

| Item Name     | Cost      |
|---------------|-----------|
| Golden Shield | 3,000 Gil |
| Golden Helm   | 3,500 Gil |
| Green Beret   | 2,500 Gil |
| Wizard's Hat  | 1,500 Gil |
| Golden Armor  | 4,000 Gil |
| Ninja Suit    | 3,000 Gil |
| Gaia Gear     | 2,000 Gil |

|                      |           |  |
|----------------------|-----------|--|
| Twist Headband ..... | 3,500 Gil |  |
| Power Sash .....     | 4,500 Gil |  |
| Power Armlet .....   | 2,500 Gil |  |

| Spell Shops \

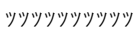
| Item Name .....     | Cost      |  |
|---------------------|-----------|--|
| (Black) Drain ..... | 3,000 Gil |  |
| (Black) Break ..... | 3,000 Gil |  |
| (Black) Bio .....   | 3,000 Gil |  |
| -----               |           |  |
| (White) Blink ..... | 3,000 Gil |  |
| (White) Shell ..... | 3,000 Gil |  |
| (White) Esuna ..... | 3,000 Gil |  |
| -----               |           |  |
| (Time) Comet .....  | 3,000 Gil |  |
| (Time) Slowga ..... | 3,000 Gil |  |
| (Time) Return ..... | 3,000 Gil |  |

Hmm... Everything in town is locked. Eh, let's just pass on through ... which we could have done had not the gate been locked. Well, let's go into the only open building, the big northern one. As you try to exit the supposedly-vacant building, Lord Kelger, former Dawn Warrior, comes out to encounter you.

After knowing of you and your fight versus Exdeath, Kelger decides to test you, Bartz specifically. He tries to use to his Lupine attack, to no avail. Kelger and Galuf, ex-Dawn Warriors, soon learn that Bartz's father was named Dorgann, also a Dawn Warrior. Hm.

After the cutscenes, exit the building to find the buildings now open. There is not a bunch to mention overall, though. You can buy Scrolls in the Weapon Shop, and some potentially-better equipment in the Armor Shop. That's actually about it.

Next, to the southwestern corner of town and you'll find a well. Examine it and you'll notice a man searching there for a frog. If you give him a Caught Kornago and 10,000 Gil, you'll receive the Kornago Gourd. Although heavy, this increases the minimum HP needed for a capture from 12.5% of the max to 50% of said max, which essentially QUADRUPLES the Catch rate for monsters if you don't keep track of HP.



Now hand over to the Inn. There, you can dine on "Quelb's finest dishes" to fully restore your HP/MP/status. You'll need to sit at the table for the werewolf offering you the meal. You'll get eight Potions the first three times you do this, for a total of 24. You can also buy stuff from the Item Shop here, so consider stocking up on Antidotes for the next dungeon.

Exit the Inn and head to the northeastern corner of town. You'll find three of the werewolves praying ritually for your safe return. Speak with one of them to receive the Requiem Song for your Bards, which deals pretty strong damage to all Undead monsters on the field.

Finish up any other business, then exit the town to the north. Go further north in the overworld to find Drakenvale.

```

=====
| Treasures Checklist \
|-----|
| 5,000 Gil ..... [] |
| 7,000 Gil ..... [] |
| Bone Mail ..... [] |
| Cottage ..... [] |
| Hypno Crown ..... [] |
| Phoenix Down ..... [] |
| Wind Slash ..... [] |
|-----|

```

```

| Regional Monster Bestiary \
|-----|
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Drippy | 900 | 35 | 5 | 0 | 294 | 540 |
| Lycaon | 500 | 36 | 5 | 0 | 200 | 300 |
| Bone Dragon | 2,590 | 39 | 10 | 0 | 300 | 890 |
| Poison Eagle | 100 | 37 | 0 | 0 | 303 | 500 |
| Zombie Dragon | 4,590 | 46 | 10 | 0 | 500 | 1,650 |
|-----+-----+-----+-----+-----+-----+-----|

```

Oh, fun, another mountain area. I've said it before, and I'll say it again: I hate FAQing linear parts of the game.

Anyhow, go along the path for a while. You'll find a chest when first entering Drakenvale; open it for 5,000 Gil. Prior to the big bridge should be a Cottage within another chest.

Continue along the path to find a small cavern path. Further ahead is a bone-filled slope. Beneath the second dragon skull you see are some bones, examine them for the Bone Mail.

The Bone Mail is one of the most powerful pieces of equipment in the game. Period. The sad fact is that, once someone equips it, they inherit powers of the Undead. As in they are damaged from restoratives, fully healed with Death and such spells, double-damaged with Fire and Holy, and so on and so forth. The only reasonable way to heal is via the White Wind Blue Magic spell, in fact. You can't revive a character that dies with the Bone Mail on.

Anyways, after getting the Bone Mail, you'll find a cave nearby. Go inside to find a dead end with a skull switch on the lower level. Walk on the tiles in the room until you fall down a hole. There, open the chest and go through the door to find the previous area. Use the skull switch to create a path forward back outside. Backtrack to the previous area with the chest, then go along the linear path. Back outside, go along the new path.

In the next cavern, go west and along that hidden path to find two chests. One has a Hypno Crown, and the other has a Wind Slash. Backtrack to the entrance of the area and use the other path to find a chest. Open it to get a Phoenix Down, then go into the area with the Save Point.

Utilize it by using a Tent/Cottage and saving, then return to the previous area and go to the other exit. Continue along the path to find the Dragon Grass. Or so we are meant to think -- we have a bit of a hybrid here!

```

| BOSS: Dragon Pod, Dragon Flowers \
|-----|

```

Dragon Pod Bestiary

```

>-----+-----+-----<
| HP          - 12,000 | Weaknesses:      | Treasures Awarded: |
| Strength    - 40    | - None           | - None (Steal)     |
| Defense     - 0     |                  | - Elixir (Drop)    |
| Magic       - 50    | Absorptions:    |                    |
| Magic Defense - 40  | - None          |                    |
| Gil Earned  - 0     |                  |                    |
| EXP. Earned - 0     | Type: Humanoid  |                    |
  
```

Dragon Flowers' Bestiary

```

>-----+-----+-----<
| HP          - 100   | Weaknesses:      | Treasures Awarded: |
| Strength    - 5     | - None           | - None (Steal)     |
| Defense     - 0     |                  | - Phoenix Down (Drop) |
| Magic       - 50    | Absorptions:    |                    |
| Magic Defense - 50  | - None          |                    |
| Gil Earned  - 0     |                  |                    |
| EXP. Earned - 0     | Type: None       |                    |
  
```

The Dragon Pod doesn't do anything but summon more and more Dragon Flowers to fight you. Said Dragon Flowers can use a Powder move that damages you and provides one status to the target: Confuse, Old, Darkness, Paralysis, or Poison.

Luckily, the Dragon Flowers have low HP and Defense, so a party-wide physical move, such as Kick. So, yes, if you have someone with that move, Haste them and keep them bruising that foot.

In the meantime, you can use Gravity on the Dragon Pod more than a few times to inflict severe damage -- three uses will bring it down to 1,500 HP. Missile, a Blue Magic you might have, can take it down to 750 in two uses. Death Claw, another Blue Magic, can bring it down to less than TEN. Eventually, just the Kicks will do all of the work. Heh.

If you want more EXP., ABP, Gil, or whatever, you can backtrack back to the area's entrance. Otherwise, you'll be able to Teleport right out of here.

Overworld

```

Regional Monster Bestiary \
-----\-----
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Aquathorn | 800 | 39 | 0 | 0 | 279 | 490 |
| Weresnake | 900 | 40 | 0 | 0 | 282 | 490 |
| Kornago | 1,000 | 38 | 0 | 0 | 285 | 512 |
| Cursed Being | 1,380 | 41 | 5 | 0 | 288 | 900 |
  
```

Back out here, you can still consider going to catch a Kornago and bring it to the guy in Quelb. Regardless, you'll be stopping in Quelb along the way. Do whatever you want there, then continue further south to Castle Bal.

Castle Bal

Treasures Checklist \

|                             |     |
|-----------------------------|-----|
| Angel Robe                  | [ ] |
| Great Sword                 | [ ] |
| Hero Cocktail               | [ ] |
| Lamia's Harp                | [ ] |
| Teleport (Time Magic spell) | [ ] |

Regional Monster Bestiary \

| Monster     | HP    | STR | DEF | MAG | Gil | EXP. |
|-------------|-------|-----|-----|-----|-----|------|
| Objet d'Art | 3,300 | 76  | 20  | 0   | 507 | 100  |

Item Shops \

Item Name ..... Cost

|               |           |
|---------------|-----------|
| Hi-Potion     | 360 Gil   |
| Potion        | 40 Gil    |
| Phoenix Down  | 1,000 Gil |
| Gold Needle   | 150 Gil   |
| Maiden's Kiss | 60 Gil    |
| Mallet        | 50 Gil    |
| Eye Drops     | 20 Gil    |
| Antidote      | 30 Gil    |
| Ether         | 1,500 Gil |
| Holy Water    | 150 Gil   |
| Cottage       | 600 Gil   |
| Goliath Tonic | 110 Gil   |
| Power Drink   | 110 Gil   |
| Speed Shake   | 110 Gil   |
| Iron Draft    | 110 Gil   |
| Hero Cocktail | 110 Gil   |

Weapon Shop \

Item Name ..... Cost

|                 |           |
|-----------------|-----------|
| Orichalcum Dirk | 3,400 Gil |
| War Hammer      | 6,400 Gil |
| Ashura          | 5,800 Gil |
| Sleep Blade     | 5,600 Gil |
| Wind Spear      | 5,400 Gil |
| Dark Bow        | 3,800 Gil |
| Dream Harp      | 1,600 Gil |
| Chain Whip      | 3,300 Gil |

Armor Shop \

Item Name ..... Cost

|               |           |
|---------------|-----------|
| Golden Shield | 3,000 Gil |
| Golden Helm   | 3,500 Gil |

|                    |           |  |
|--------------------|-----------|--|
| Green Beret .....  | 2,500 Gil |  |
| Wizard's Hat ..... | 1,500 Gil |  |
| Golden Armor ..... | 4,000 Gil |  |
| Ninja Suit .....   | 3,000 Gil |  |
| Gaia Gear .....    | 2,000 Gil |  |
| Gauntlet .....     | 3,000 Gil |  |

Back here again, rush up the stairs in the main building to the Wind Drake's roost. As you do, you'll be told that Krile's feeling ill. You can also learn that King Surage, king of the neighboring kingdom of Surage to the north, and ex-Dawn Warrior, is planning to siege a barrier tower near Exdeath's Castle.

Continue upstairs to the Wind Drake. As you hand it the Dragon Grass, it refuses to eat it, as would be expected -- that same grass killed all of its species. After a quick glance at its wounds, its "anything goes" -- those wounds are quite serious, apparently. Lenna then eats a bit of Dragon Grass (which is poisonous to humans) to show how "harmless" the grass is. Shortly before Lenna collapses, the Drake eats it. Oh, great, that's TWICE she's risked her life over a Wind Drake. Krile manages to help out anyways. Woo.

=====  
Overworld  
=====

Anyway, we now have another stop to go. Board the Wind Drake and fly east and north of Drakenvale in the overworld until you reach an island with a cave. This is our next destination, the residence of Ghido the Sage...

... which sinks as you enter the cave, all thanks to Exdeath. We can't do much but fly west to Surgate Castle. Go there now.

=====  
Castle Surgate  
=====

|                                |  |    |
|--------------------------------|--|----|
| Treasures Checklist \          |  |    |
| 5,000 Gil .....                |  | [] |
| Float (Time Magic spell) ..... |  | [] |
| Requiem (Song) .....           |  | [] |

|                     |           |      |
|---------------------|-----------|------|
| Item Shops \        |           |      |
| Item Name .....     |           | Cost |
| Hi-Potion .....     | 360 Gil   |      |
| Potion .....        | 40 Gil    |      |
| Phoenix Down .....  | 1,000 Gil |      |
| Gold Needle .....   | 150 Gil   |      |
| Maiden's Kiss ..... | 60 Gil    |      |
| Mallet .....        | 50 Gil    |      |
| Eye Drops .....     | 20 Gil    |      |
| Antidote .....      | 30 Gil    |      |
| Ether .....         | 1,500 Gil |      |
| Holy Water .....    | 150 Gil   |      |
| Cottage .....       | 600 Gil   |      |
| Goliath Tonic ..... | 110 Gil   |      |

|                     |         |
|---------------------|---------|
| Power Drink .....   | 110 Gil |
| Speed Shake .....   | 110 Gil |
| Iron Draft .....    | 110 Gil |
| Hero Cocktail ..... | 110 Gil |

Weapon Shops \

| Item Name .....        | Cost      |
|------------------------|-----------|
| Orichalcum Dirk .....  | 3,400 Gil |
| War Hammer .....       | 6,400 Gil |
| Ashura .....           | 5,800 Gil |
| Sleep Blade .....      | 5,600 Gil |
| Wind Spear .....       | 5,400 Gil |
| Dark Bow .....         | 3,800 Gil |
| Dream Harp .....       | 1,600 Gil |
| Chain Whip .....       | 3,300 Gil |
| -----                  |           |
| Kodachi .....          | 5,100 Gil |
| Killer Bow .....       | 5,000 Gil |
| Poison Rod .....       | 1,500 Gil |
| Shuriken .....         | 2,500 Gil |
| Flame Scroll .....     | 200 Gil   |
| Water Scroll .....     | 200 Gil   |
| Lightning Scroll ..... | 200 Gil   |

Armor Shops \

| Item Name .....      | Cost      |
|----------------------|-----------|
| Golden Shield .....  | 3,000 Gil |
| Golden Helm .....    | 3,500 Gil |
| Green Beret .....    | 2,500 Gil |
| Wizard's Hat .....   | 1,500 Gil |
| Golden Armor .....   | 4,000 Gil |
| Ninja Suit .....     | 3,000 Gil |
| Gaia Gear .....      | 2,000 Gil |
| -----                |           |
| Twist Headband ..... | 3,500 Gil |
| Power Sash .....     | 4,500 Gil |
| Power Armlet .....   | 2,500 Gil |

Spell Shops \

| Item Name .....     | Cost      |
|---------------------|-----------|
| (Black) Drain ..... | 3,000 Gil |
| (Black) Break ..... | 3,000 Gil |
| (Black) Bio .....   | 3,000 Gil |
| -----               |           |
| (White) Blink ..... | 3,000 Gil |
| (White) Shell ..... | 3,000 Gil |
| (White) Esuna ..... | 3,000 Gil |
| -----               |           |
| (Time) Comet .....  | 3,000 Gil |
| (Time) Slowga ..... | 3,000 Gil |
| (Time) Return ..... | 3,000 Gil |

At the castle, examine the switch next to the door to open up the gates to the castle. Enter for some cutscenes and such and you'll be in the throne room. Once you get control there, go up the northwestern stairs and follow the path to the library. Go down a floor to find three books on a table. Pick each one up and reshelve it on the proper shelf.

Afterwards, go along the new path to the next area. Open up the chest there to get 5,000 Gil. Use the door to go to the courtyard. Cross it to find another doorway. Go through it and open the lone chest to find the Float spell. Then return to the throne room. Use the southwestern staircase there and examine the book on Xezat's table to learn the Swift Song.

Finally, return to the throne room and use the only other staircase to find the Inn and the shops. Use each at your leisure, though the stocks are either the same as usual or just not exactly useful.

Afterwards, exit the castle and get back on your Wind Drake. Fly south to the Big Bridge. Round the southern tip of the continent here and you'll find Xezat's flet. Land on the largest ship.

=====

Surgate Naval Fleet

=====

| Regional Monster Bestiary \ |       |     |     |     |       |      |
|-----------------------------|-------|-----|-----|-----|-------|------|
| Monster                     | HP    | STR | DEF | MAG | Gil   | EXP. |
| Gobbledygook                | 1,000 | 39  | 5   | 0   | 1,000 | 890  |

When you arrive, before a bullet hits you or something, Xezat recognizes Galuf and warmly welcomes you. Xezat informs you on the situation thus far -- we're not doing all to well. He offers you a nap in the ship. Go belowdeck and into the eastern room for a nice sleep.

You'll be awakened by an attack on the ship. Go and speak with Xezat abovedeck to start it all. There will be three Gobbledygooks running around the ship, with another waiting at the bow. Fight them if you want, but you'll have to fight the one at the bow. After a cutscene, where Xezat defeats an enemy and then engages in battle with Enkidu, you'll fight Gilgamesh for the third time.

| BOSS: Gilgamesh, Enkidu \ |         |                |                        |
|---------------------------|---------|----------------|------------------------|
| Gilgamesh Bestiary        |         |                |                        |
| HP                        | - 8,888 | Weaknesses:    | Treasures Awarded:     |
| Strength                  | - 50    | - None         | - Genji Gloves (Steal) |
| Defense                   | - 10    |                | - Golden Shield (Drop) |
| Magic                     | - 50    | Absorptions:   |                        |
| Magic Defense             | - 10    | - None         |                        |
| Gil Earned                | - 0     |                |                        |
| EXP. Earned               | - 0     | Type: Humanoid |                        |
| Enkidu Bestiary           |         |                |                        |
| HP                        | - 4,000 | Weaknesses:    | Treasures Awarded:     |
| Strength                  | - 50    | - None         | - Green Beret (Steal)  |



```

| Defense      - 0          | | - None (Drop) |
| Magic        - 40         | | Absorptions:  |
| Magic Defense - 0        | | - None         |
| Gil Earned   - 0         | |                |
| EXP. Earned  - 0         | | Type: Humanoid |
|=====|
| Gilgamesh can use a basic attack, which may be critical, as well as Death
| Claw (turns HP to less than 10) and Missile (75% HP removal).
|
| His partner, Enkidu, will appear when Gilgamesh hits 6,000 or less HP. He
| can use a basic (possibly critical) attack, White Wind (healing move),
| Dischord, Wind Slash, Web (Slow), Aera, and Missile.
|
| A Slowing of them when possible is a good idea, as is self-Hasting.
| Another good idea would be to Control Enkidu and have him Hurricane
| himself, SEVERELY weakening him to less than 10 HP. Take him out from
| there. You can pretty much pound on Gilgamesh however you want.
|
| You can also the fight earlier by Releasing Aquathorns, using Mix to get a
| Death Potion, having the random kill from Killer Bows and Death Sickles,
| or the Blue Magic spell Dark Spark followed by another Blue Magic known as
| Level 5 Death.
|=====|

```

After the battle, Gilgamesh tries to pull you into the water, only to get you to hang onto the edge, leaving him to swim alone. The Wind Drake will pretty much save you.

Anyways, we've now decided to attack the barrier tower -- Exdeath knows we're here, obviously. Go belowdeck and into the western room. Speak with Xezat and help him move the chest lid to find the freakin' submarine!

So, wait, these guys are still relying on swords and bows for fighting, but they've obviously mastered the art of making submarines, magical skyscrapers, and motor-powered ships? @\_@

Anyway, you'll eventually end up in the barrier tower itself.

```

=====
                        Barrier Tower
=====

```

| Treasures Checklist \ |     |
|-----------------------|-----|
| 18,000 Gil .....      | [ ] |
| 9,000 Gil .....       | [ ] |
| Blood Sword .....     | [ ] |
| Gold Hairpin .....    | [ ] |

| Regional Monster Bestiary \ |       |     |     |     |     |      |  |
|-----------------------------|-------|-----|-----|-----|-----|------|--|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP. |  |
| Neon                        | 700   | 44  | 5   | 0   | 312 | 600  |  |
| Magnetite                   | 1,200 | 43  | 10  | 0   | 315 | 610  |  |
| Reflect Knight              | 1,600 | 47  | 30  | 0   | 318 | 700  |  |
| Traveler                    | 1,400 | 40  | 0   | 0   | 321 | 580  |  |
| Level Tricker               | 1,300 | 41  | 10  | 0   | 324 | 710  |  |
| Gravitator                  | 1,800 | 38  | 20  | 0   | 327 | 720  |  |

|                |       |    |    |    |     |       |
|----------------|-------|----|----|----|-----|-------|
| Ziggurat Gigas | 2,420 | 49 | 20 | 0  | 330 | 1,200 |
| Red Dragon     | 7,500 | 65 | 12 | 50 | 500 | 3,000 |
| Yellow Dragon  | 8,500 | 65 | 10 | 0  | 500 | 2,600 |

We have a simple goal here. You'll ascend the tower to the antenna while Xezat goes to the bottom to the generator. He'll deactivate the generator, opening up the barrier around the antenna. You'll destroy the antenna and stop the barrier entirely. For contact purposes, you are given the Whisperweed.

Continue up to the next area to find a Save Point. Use it and go to the next area to find two chests. One is in the path and another you'll need to do a small bit of sidetracking for, and you'll have to defeat some monsters for that latter one. That latter one contains a Blood Sword; the one in your path has 9,000 Gil.

Continue on up! Once you reach the sixth floor, you'll receive a chest with 18,000 Gil. As you reach the seventh floor, you'll watch a short cutscene, where Xezat basically tells you he's reached the generator room (and kills a poor something in the process!). ^\_^

Up you go! On the ninth floor, go through the western door to find a chest. Open it to find some monsters, then you will get a Gold Hairpin. Then go up some MORE.

On the tenth floor, you'll find a Save Point. Seriously consider using a Tent or Cottage and saving your game. Continue to the top floor to get a message from Xezat again. Then things suddenly turn dark and a message emanates from around you...

"You think it'll be that easy? Think again! Now pay ... with your blood!"

|                |          |              |                      |
|----------------|----------|--------------|----------------------|
| BOSS: Atomos \ |          |              |                      |
| HP             | - 19,997 | Weaknesses:  | Treasures Awarded:   |
| Strength       | - 10     | - None       | - Ether (Steal)      |
| Defense        | - 14     |              | - Flail (Steal)      |
| Magic          | - 80     | Absorptions: | - Dark Matter (Drop) |
| Magic Defense  | - 20     | - None       |                      |
| Gil Earned     | - 0      |              |                      |
| EXP. Earned    | - 0      | Type: None.  |                      |

Oh, what a fun battle. </sarcasm> Anyways, Atomos is always Hasted and can use Old (the status), Comet, Gravity, Wormhole (remove from field), Slowga, and Graviga.

First things first. This guy will attack long and hard, so you really want to consider using Sleep or its Spellblade equivalent; the latter is best, as it guarantees a hit and doesn't go away until changed. Just do what you can to keep him snoozing throughout the battle or you'll feel a nice bit of pain pretty quickly (and your wall will feel a game system).

After the battle, the generators start to malfunction and Xezat is trapped. And so are we, until the Wind Drake manages to come by. Galuf insists on going down to save Xezat before the tower explodes. Only a blow over the head is able to stop him from meeting a similar fate. They all go to the submarine. Galuf will fail there on waiting, so do what you want, probably heal in the submarine or re-equip or something.

Overworld

| Regional Monster Bestiary |       |     |     |     |     |      |
|---------------------------|-------|-----|-----|-----|-----|------|
| Monster                   | HP    | STR | DEF | MAG | Gil | EXP. |
| Cure Beast                | 1,000 | 42  | 0   | 0   | 333 | 620  |
| Land Turtle               | 1,300 | 42  | 30  | 0   | 336 | 790  |
| Dechirer                  | 1,300 | 43  | 0   | 0   | 339 | 660  |

Anyways, once you regain control of the sub, go over to the western continent and, from the north, a large trench should be somewhere. Surface at the end to find the town of Moore nearby.

Just west of you should be the town.

Moore

| Treasures Checklist |     |
|---------------------|-----|
| Main Gauche .....   | [ ] |

| Item Shops          |           |
|---------------------|-----------|
| Item Name .....     | Cost      |
| Hi-Potion .....     | 360 Gil   |
| Potion .....        | 40 Gil    |
| Phoenix Down .....  | 1,000 Gil |
| Gold Needle .....   | 150 Gil   |
| Maiden's Kiss ..... | 60 Gil    |
| Mallet .....        | 50 Gil    |
| Eye Drops .....     | 20 Gil    |
| Antidote .....      | 30 Gil    |
| Ether .....         | 1,500 Gil |
| Holy Water .....    | 150 Gil   |
| Cottage .....       | 600 Gil   |
| Goliath Tonic ..... | 110 Gil   |
| Power Drink .....   | 110 Gil   |
| Speed Shake .....   | 110 Gil   |
| Iron Draft .....    | 110 Gil   |
| Hero Cocktail ..... | 110 Gil   |

| Weapon Shop     |           |
|-----------------|-----------|
| Item Name ..... | Cost      |
| Air Knife ..... | 3,400 Gil |
| Elven Bow ..... | 6,400 Gil |

Armor Shop

| Item Name       | Cost      |
|-----------------|-----------|
| Diamond Shield  | 6,000 Gil |
| Diamond Helm    | 7,000 Gil |
| Tiger Mask      | 5,000 Gil |
| Sage's Miter    | 3,000 Gil |
| Diamond Armor   | 8,000 Gil |
| Diamond Plate   | 6,000 Gil |
| Luminous Robe   | 4,000 Gil |
| Diamond Armband | 4,000 Gil |

| Item Name        | Cost      |
|------------------|-----------|
| (Black) Firaga   | 6,000 Gil |
| (Black) Blizzaga | 6,000 Gil |
| (Black) Thundaga | 6,000 Gil |
| (Black) Drain    | 3,000 Gil |
| (Black) Break    | 3,000 Gil |
| (Black) Bio      | 3,000 Gil |
| (White) Curaga   | 6,000 Gil |
| (White) Reflect  | 6,000 Gil |
| (White) Berserk  | 6,000 Gil |
| (White) Blink    | 3,000 Gil |
| (White) Shell    | 3,000 Gil |
| (White) Esuna    | 3,000 Gil |
| (Time) Graviga   | 6,000 Gil |
| (Time) Hastega   | 6,000 Gil |
| (Time) Old       | 6,000 Gil |
| (Time) Comet     | 3,000 Gil |
| (Time) Slowga    | 3,000 Gil |
| (Time) Return    | 3,000 Gil |

Head over to the Pub and, outside, examine one of the barrels to receive a Main Gauche. Then enter the Pub and play the piano there to hear a very familiar piece of music, the "Alla Turca" by none other than Wolfgang Amadaus Mozart himself!

Anyways, shopping. The weapons aren't really good unless they upgrade what you have. The armors are generally party-wide improvements. And, in the Spell Shops, buy all of the new magic: Firaga, Blizzaga, Thundaga, Curaga, Reflect, Berserk, Graviga, Hastega, and Old. The first four are quite obvious; Reflect reflects most spells back at the caster; Berserk and Old set their respective statuses; Graviga is Gravity, but it reduces HP by not 25% but 87.5%; Hastega is Haste to all. You REALLY want those last two spells.

We're going to detour for an extra Summon spell now. Return to your submarine and go to the northernmost white dot on your map to find a cavern. Go into it.

=====

Sea Floor Cave

=====

| Monster     | HP    | STR | DEF | MAG | Gil | EXP.  |
|-------------|-------|-----|-----|-----|-----|-------|
| Cure Beast  | 1,000 | 42  | 0   | 0   | 333 | 620   |
| Land Turtle | 1,300 | 42  | 30  | 0   | 336 | 790   |
| Dechirer    | 1,300 | 43  | 0   | 0   | 339 | 660   |
| Druid       | 2,200 | 60  | 10  | 30  | 501 | 1,500 |
| Ironback    | 2,200 | 70  | 50  | 0   | 504 | 1,300 |

Our target is Catoblepas, a random encounter in the northern forest. He will appear quite often, usually around in four of every ten encounters there.

Anyway, once you find him...

| BOSS: Catoblepas |         |               |                        |
|------------------|---------|---------------|------------------------|
| HP               | - 5,000 | Weaknesses:   | Treasures Awarded:     |
| Strength         | - 55    | - None        | - Phoenix Down (Steal) |
| Defense          | - 20    |               | - Catoblepas (Drop)    |
| Magic            | - 50    | Absorptions:  |                        |
| Magic Defense    | - 10    | - None        |                        |
| Gil Earned       | - 0     |               |                        |
| EXP. Earned      | - 0     | Type: Dragon, |                        |
|                  |         | Magic Beast   |                        |

Eh, rather too simple for my tastes. Anyways, Catoblepas can use a basic attack, Drain, Rush (damage and may Paralyze), and Evil Eye. Evil Eye is a counter to any attack that petrifies the target.

There are a few ways to go about this. By far my favorite involves using Poison to ... well, Poison him. Over the course of sixteen turns, he'll slowly die until that final turn. All the while, you will be attacked, but with Cura/Curaga on someone, and EVERYONE being able to use items, you are quite fine.

After the battle, you'll get the Catoblepas item. Use it to be able to use the Catoblepas Summon, which is basically a more accurate Break spell.

Next up, we have to go visit Ghido in his cave again. This time, it is underwater and found where it was before, just underwater. Go there now.

=====

Ghido's Cave

=====

| Regional Monster Bestiary |       |     |     |     |     |      |
|---------------------------|-------|-----|-----|-----|-----|------|
| Monster                   | HP    | STR | DEF | MAG | Gil | EXP. |
| Dark Aspic                | 900   | 47  | 30  | 0   | 417 | 800  |
| Metamorph                 | 7,000 | 40  | 10  | 10  | 777 | 20   |

I've been saying "Eh" a lot lately, haven't I? Here it comes again.

Eh, just go along until you reach a room with five chests, one of them being full. Open it up and take the stone. Examine the northwestern chest to put it in there, then go into the new area. There, press the skull switch to open a

path ahead; we just need to reach that path.

Return to the previous room and take the stone from the northwestern chest and put it in the southwestern chest. Go along the newly-opened path for a while until you reach a supposed dead end. Go further south into the hidden passage to find a skull switch eventually.

Use said skull switch to open up a new path further into the cavern. Go there to find a few caves connected with the same kind of hidden paths. Try to reach the southeastern corner of the area to reach the proper area. You'll find a turtle in the water in this area. Go into the water to reach Sage Ghido's room.

There, go north to the nearly-waterlocked platform where the turtle is. After a bit of poking from Bartz, Ghido further informs you on your mission, Exdeath's past, and your next task. Go to the Forest of Moore.

Begin by Teleporting out of this cave and returning to the region of the Moore town. Go east in the overworld to reach that forest.

=====  
The Great Forest of Moore  
=====

| Treasures Checklist         |     |
|-----------------------------|-----|
| 2,500 Gil                   | [ ] |
| 4,900 Gil                   | [ ] |
| 9,500 Gil                   | [ ] |
| Aegis Shield / Flame Shield | [ ] |
| Ash                         | [ ] |
| Cottage                     | [ ] |
| Elixir                      | [ ] |
| Ether                       | [ ] |
| Flametongue                 | [ ] |
| Goliath Tonic               | [ ] |
| Morning Star                | [ ] |
| Phoenix Down                | [ ] |

| Regional Monster Bestiary |       |     |     |     |     |       |
|---------------------------|-------|-----|-----|-----|-----|-------|
| Monster                   | HP    | STR | DEF | MAG | Gil | EXP.  |
| Mini Magician             | 1,100 | 30  | 5   | 1   | 345 | 600   |
| Galajelly                 | 75    | 45  | 20  | 0   | 348 | 750   |
| Mammon                    | 1,700 | 46  | 5   | 0   | 351 | 700   |
| Imp                       | 2,000 | 90  | 5   | 0   | 354 | 840   |
| Wyrn                      | 2,700 | 55  | 20  | 0   | 357 | 2,200 |

The birthplace of the evil warlock Exdeath, the Great Forest is a dark maze filled with trees, shadows, treasure, and deadly beasts. As you go forward and northward, you'll reach a dead end pretty quickly. The Guardian Branch will open up the path forward.

Go northward to find a chest with 2,500 Gil inside. To the east, you'll find a tree with a hole inside. Ignore the tree for the moment and approach the east side of it to find a chest. Open it to receive an Ether, then examine the hole in the tree. This will create a hole in the ground. Go into it and outside the other end of the passage.

Here, go north while walking east a few tiles to find another chest, this one containing 4,900 Gil. Go along the northern edge and eastward to find another chest, this one surrounded by flowers and yielding a Phoenix Down. Continue to find a tree with a hole in the trunk. Note its location, but ignore it for the moment. Continue along to another chest. Get the 9,500 Gil out of it, then go back to the previously-noted tree. Examine the hole in it, go into the gap in the ground, and out the other end of the passage.

In this area, open up the nearby treasure chest to receive a Cottage, then go east to find another chest; open it to receive a Goliath Tonic. Go north from there to find a Save Point that is a bit tougher to see, given the bird's-eye view makes it look like more of a circle than a circle radiating stuff. Anyhow, use a Tent/Cottage at it and save.

Afterwards, go west and north to find another treasure chest. Open this one for an Elixir, then go further north to the edge. Stick to the east side until you find another chest; open it to receive the Morning Stave.

Now go west and a fire storm hits the forest. Your escape is blocked, so I guess we may be just here to roast. Well-done Chosen Warrior, anyone? Also, there is a chest nearby. Open it now for an Aegis Shield; open it later for a Flame Shield. Given the stats and abilities, wait a bit for the Flame Shield, as it absorbs fire and provides better stats. Then again, if you have a Flame Ring, may as well go for the Aegis Shield.

After a while, a Moogle will come along. Follow it into the hole and wait around for the fire to die out. While you're here, examine the western pool of water to restore your HP, MP, and status. After the Moogle near the doorway begins to walk around, you're free to go outside. Do so to find a burned forest. The Flame Shield will be in the chest now, by the way.

Anyways, outside, go west to find some Ash inside a treasure chest. Blech! It is almost useless in this game; at least it could be used with the Combine ability in the PlayStation variation of the game. If you head south, you can exit to the overworld; go west to find a chest with a Flametongue inside.

The Flametongue is a Knightsword that is of the fire-element; therefore, it will deal Fire-based damage. The sword itself is also pretty strong and could come in handy for the next boss. Additionally, if the user of the Flametongue has a Flame Shield/Ring equipped, he/she can cut himself/herself to restore some HP! So, yes, being emo does have its benefits. >\_> Weird thing about that is that being in the back row and attacking yourself still reduces your damage to 1/4 of the norm.

When you're healed, go north to another dead end. The Guardian Branch will let you go forward into the large tree. There, you'll find four enemies to fight. Although you probably shouldn't fight them...

| BOSS: ? (x4)         |         |              |                    |
|----------------------|---------|--------------|--------------------|
| Top Enemy's Bestiary |         |              |                    |
| HP                   | - 7,777 | Weaknesses:  | Treasures Awarded: |
| Strength             | - 40    | - None       | - Elixir (Steal)   |
| Defense              | - 10    |              | - Ash (Drop)       |
| Magic                | - 15    | Absorptions: |                    |
| Magic Defense        | - 20    | - Fire       |                    |
| Gil Earned           | - 0     |              |                    |
| EXP. Earned          | - 0     | Type: None   |                    |

>-----+-----+-----<  
| Left Enemy's Bestiary |  
>-----+-----+-----<

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 7,777 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 40    | - None       | - Elixir (Steal)   |
| Defense       | - 10    |              | - Ash (Drop)       |
| Magic         | - 15    | Absorptions: |                    |
| Magic Defense | - 20    | - Wind/Aero  |                    |
| Gil Earned    | - 0     |              |                    |
| EXP. Earned   | - 0     | Type: None   |                    |

>-----+-----+-----<  
| Right Enemy's Bestiary |  
>-----+-----+-----<

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 7,777 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 40    | - None       | - Elixir (Steal)   |
| Defense       | - 10    |              | - Ash (Drop)       |
| Magic         | - 15    | Absorptions: |                    |
| Magic Defense | - 20    | - Water      |                    |
| Gil Earned    | - 0     |              |                    |
| EXP. Earned   | - 0     | Type: None   |                    |

>-----+-----+-----<  
| Bottom Enemy's Bestiary |  
>-----+-----+-----<

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 7,777 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 40    | - None       | - Elixir (Steal)   |
| Defense       | - 10    |              | - Ash (Drop)       |
| Magic         | - 15    | Absorptions: |                    |
| Magic Defense | - 20    | - Earth      |                    |
| Gil Earned    | - 0     |              |                    |
| EXP. Earned   | - 0     | Type: None   |                    |

=====  
| Each of these enemies can use a basic, possibly critical, attack. Once |  
| they get below 3,000 HP, they'll get another attack. The top enemy gets |  
| Firaga; the left one gets Aeroga; the right one gets Aqua Breath; and the |  
| bottom one gets Earth Shaker. |  
|

| I'll also note that these enemies are all immune to Holy, Thunder, |  
| Blizzard, Poison attacks. |  
|

| Use of the Graviga spell can be quite critical here, as can Gravity and |  
| Missile. (Death Claw doesn't hit all too well, here.) You should also use |  
| Slowga on the enemies and Hastega on your team. |  
|

| For ease, you'll need to put Graviga just once on each enemy (Gravity will |  
| need three). From there, you'll have less than 1,000 HP to contend with. |  
| Use of Summons and multi-target spells may be tough, so try to focus more |  
| on physical attacks and non-elemental spells, such as Comet, or use just |  
| single-target "-gas" -- Firaga will be the only one of them to hit any of |  
| them for damage, by the way. |  
|

| Obviously, your Time Mage is going to get one heck of a workout (or his |  
| other-job equivalent). Keep his MP up and keep someone ready to cast a |  
| Curaga at any time. I'd prefer Curaga rather than put Reflect on everyone, |  
| as Curaga is more efficient. |  
|

Afterwards, it becomes quite apparent we've just revealed the Crystals of the world. Exdeath now comes to try and use them for his own nefarious deeds, and succeeds. As our party is constantly struck by lightning, and their vision darkens, Krile suddenly rushes in and tries to stop Exdeath. Her efforts are



futile, as she just gets stuck in a different spell.

At seeing his granddaughter go through such torture, Galuf suddenly rises to his feet and trudges through the Crystal lightning until the Crystal itself cannot take the strain and shatters! Galuf then gets Krile out of Exdeath's spell and proceeds to fight Exdeath, mano y mano. Or more like mano y freako.

The battle itself is quite simple. We all know Galuf alone couldn't withstand the magic of Exdeath ... or can he? Through the sheer force of willpower, Galuf will manage to take tens of thousands of HP's worth of damage, and still be able to fight. Take advantage of this! Do not heal whatsoever and just attack Exdeath. Once he's lost around 7,000 HP and then casts the ultimate spells of Flare, Holy, and Meteor, three more attacks will end the brawl.

After the battle, Exdeath leaves and Galuf collapses onto the ground. The remaining four crowd around him and, after Galuf speaks what will be his last words, they futilely try to revive him...

After leaving the tree trunk, Krile will regain all Galuf had -- abilities, stats, etc. Be sure to re-equip her.

Now, to finish that evil warlock and avenge our ally!

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/\
| |                Section VII - Invasion of Castle Exdeath!
| |                **FF5A_47**
\/\

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And so, Exdeath's evil reign has claimed yet another life, that of our fellow friend and ex-Dawn Warrior Galuf. It is now that, without question, we must eliminate Exdeath before he kills another soul!

We begin back in the overworld.

```

=====
                        Overworld
=====

```

| Regional Monster Bestiary |       | Moore Region |     |     |     |      |
|---------------------------|-------|--------------|-----|-----|-----|------|
| Monster                   | HP    | STR          | DEF | MAG | Gil | EXP. |
| Cure Beast                | 1,000 | 42           | 0   | 0   | 333 | 620  |
| Land Turtle               | 1,300 | 42           | 30  | 0   | 336 | 790  |
| Dechirer                  | 1,300 | 43           | 0   | 0   | 339 | 660  |

| Regional Monster Bestiary |       | Bal Region |     |     |     |      |
|---------------------------|-------|------------|-----|-----|-----|------|
| Monster                   | HP    | STR        | DEF | MAG | Gil | EXP. |
| Aquathorn                 | 800   | 39         | 0   | 0   | 279 | 490  |
| Weresnake                 | 900   | 40         | 0   | 0   | 282 | 490  |
| Kornago                   | 1,000 | 38         | 0   | 0   | 285 | 512  |
| Cursed Being              | 1,380 | 41         | 5   | 0   | 288 | 900  |

First, however, there is a nice little sidequest for us to complete. Ever hear

of the Gil Turtle and Gil Cave? They are found in a cavern southwest of the Big Bridge (west) and Castle Bal. Head there for the sidequest.

Be sure to save outside the cavern, though...

=====  
 Gil Cave  
 =====

| Treasures Checklist \ |     |
|-----------------------|-----|
| 10 Gil                | [ ] |
| 20 Gil                | [ ] |
| 40 Gil                | [ ] |
| 80 Gil                | [ ] |
| 160 Gil               | [ ] |
| 320 Gil               | [ ] |
| 640 Gil               | [ ] |
| 1,280 Gil             | [ ] |
| 2,560 Gil             | [ ] |
| 5,120 Gil             | [ ] |
| 10,240 Gil            | [ ] |
| 20,480 Gil            | [ ] |
| 40,960 Gil            | [ ] |

| Regional Monster Bestiary \ |       |     |     |     |     |      |
|-----------------------------|-------|-----|-----|-----|-----|------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP. |
| Undergrounder               | 1,450 | 43  | 5   | 0   | 291 | 520  |

First and foremost - due to the Gil Turtle having an extremely powerful Earth attack, you pretty much \*MUST\* use the Float spell on everyone.

Not much to say, actually, about navigating the linear cave. Eventually, after a downward curve, you'll reach a doorway. Going through to the point where you can see your character will award you Gil for the first space. That amount is 10 Gil. That amount will hereafter double for each and every tile, going along the treasures' listings above.

Mathematically, for you nerds like me, the equation is:  $10 * (2^n)$ , where "n" is the tile number, which ranges from 1 to 12, inclusive. This is the basic formula for each tile's value, anyways.

Anyways, on each of the twelve tiles, there is a chance that you'll fight the Gil Turtle before obtaining your Gil. Note that while going south, away from the tiles with Gil, you won't encounter him; just while walking onto one with Gil.

Anyways...

| BOSS: Gil Turtle \ |          |              |                     |
|--------------------|----------|--------------|---------------------|
| HP                 | - 32,768 | Weaknesses:  | Treasures Awarded:  |
| Strength           | - 115    | - Blizzard   | - Hi-Potion (Steal) |
| Defense            | - 40     |              | - Potion (Steal)    |
| Magic              | - 90     | Absorptions: | - None (Drop)       |
| Magic Defense      | - 55     | - Fire       |                     |

```

| Gil Earned      - 5,000   | - Thunder   |
| EXP. Earned    - 0       | - Earth     |
|                 | - Water     |
|                 | - Wind/Aero |
|                 | - Poison    |
|                 |             |
|                 | Type: Undead |

```

=====

Quickly note the fact that the Gil Turtle is immune to Holy.

Anyways, the Gil Turtle actually has a fairly small, but effective, moveset. There is a basic attack. Then there is Earthquake, a party-wide Earth-based move that can be avoided only if you're floating. Finally, the Gil Turtle can use the Turtle attack, which damages and inflicts Poison, Confusion, and Darkness on whosoever it hits. Turtle is a counterattack for any kind of attack.

Before the battle, equipping Main Gauches and Elven Mantles is a must to boost physical Evasion -- there are two Main Gauches and three Elven Mantles you should have. You may as well use Freelancers for this fight, too, for the wider ability/equipment spectrum. Usage of the Blink White Magic spell and the Ninja's Image ability also help to dodge two attacks. Be sure to have one person capable of high-level Time Magic, another for high-level White Magic (mainly Curaga and Raise), and another able to cast Blizzaga. Being able to let a fourth person use Shiva is good, too, as would be someone with Blizzaga Spellblade abilities! Also be sure to get a good stock of Ethers, Hi-Potions, and Phoenix Downs, too.

Begin by starting the brawl with Hastega. Now, try to keep it at just one person attacking at a time. For example, Bartz is my Spellblade guy (with Two-Handed) and Lenna is usually my Blizzaga person. Use Bartz only for the offense for now. Remember that, because with the fact that the Gil Turtle is powerful, counters everything, and gets his own turn, there will be little time for healing. The only way to stop that is keeping the counterattacks to a minimum.

Of course, if your first attacker dies, while you revive him, have your second person attack, and so on. Anyways, that is the basis of your strategy. While one person attacks, keep the other two supporting him, and a White Magic caster supporting the party as a whole with Protect and Blink, and Image if possible. You eventually will overpower that beast; it just might take a while.

After the battle, heal up, because you might have to fight the Gil Turtle again. Anyhow, once you reach the end of the path, you've obtained 81,910 Gil. That might be plenty for a while, but feel free to do it again. Return to the overworld when (or if) you get done.

=====

Overworld

=====

| Regional Monster Bestiary \ |       |     |     |     |     |      |  |
|-----------------------------|-------|-----|-----|-----|-----|------|--|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP. |  |
| Aquathorn                   | 800   | 39  | 0   | 0   | 279 | 490  |  |
| Weresnake                   | 900   | 40  | 0   | 0   | 282 | 490  |  |
| Kornago                     | 1,000 | 38  | 0   | 0   | 285 | 512  |  |

|              |       |    |   |   |     |     |
|--------------|-------|----|---|---|-----|-----|
| Cursed Being | 1,380 | 41 | 5 | 0 | 288 | 900 |
|--------------|-------|----|---|---|-----|-----|

Okay, after you're done with the Gil Turtle, if you've even bothered, you may really want to stock up in the shops. (That's partly why I got you over 80,000 Gil.)

Once you're done, head over into Castle Exdeath. Time to end this!

=====  
 Castle Exdeath  
 =====

| Treasures Checklist \ |     |
|-----------------------|-----|
| 8,000 Gil .....       | [ ] |
| 9,900 Gil .....       | [ ] |
| Diamond Shield .....  | [ ] |
| Elixir .....          | [ ] |
| Elixir .....          | [ ] |
| Ether .....           | [ ] |
| Fuma Shuriken .....   | [ ] |
| Hayate Bow .....      | [ ] |
| Icebrand .....        | [ ] |
| Ice Shield .....      | [ ] |
| Kotetsu .....         | [ ] |
| Partisan .....        | [ ] |
| Twin Lance .....      | [ ] |

| Regional Monster Bestiary \ |       |     |     |     |     |       |
|-----------------------------|-------|-----|-----|-----|-----|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP.  |
| Twin Lizard                 | 1,500 | 54  | 10  | 0   | 360 | 720   |
| Blind Wolf                  | 900   | 54  | 5   | 0   | 363 | 600   |
| Hellraiser                  | 1,050 | 49  | 5   | 0   | 366 | 750   |
| Reflect Mage                | 1,300 | 52  | 5   | 0   | 369 | 900   |
| Magic Dragon                | 2,900 | 58  | 10  | 0   | 372 | 1,200 |
| Black Warlock               | 1,999 | 50  | 10  | 30  | 375 | 950   |
| Adamantite Golem            | 3,650 | 62  | 10  | 0   | 378 | 1,100 |
| Bandercoeur                 | 2,600 | 59  | 5   | 0   | 381 | 1,150 |
| Iron Fist                   | 3,300 | 63  | 15  | 0   | 384 | 1,300 |
| Blue Dragon                 | 6,900 | 64  | 10  | 0   | 500 | 2,500 |
| Red Dragon                  | 7,500 | 65  | 12  | 50  | 500 | 3,000 |
| Yellow Dragon               | 8,500 | 65  | 10  | 0   | 500 | 2,600 |

As you enter, you'll find the soldiers of Surgate lying on the floor. Exdeath just waltzed in there and obliterated their offensive. Grr... Anyways, you can go through the northern doorways to find a Save Point and the healing springs, much like before. May as well use them, right? Afterwards, go up the stairs to the next area.

On the second floor, you'll find two chests. The eastern one has a Diamond Shield, and the western one has an Ether. Grab them and go up a floor.

On the third floor, you'll find a dead end on the western side of the room. As you try to leave, Galuf's spirit gets use some aide, although it costs Kelger his life ... and so, the Dawn Warriors are no more, just like the illusion on

the interior of Exdeath's Castle.

Ughh... Just go up to the next floor.

On the fourth floor, go along the path to the north-south fork. Go north and along that path to a metal panel. Examine it to open up a path to the chest to your east. Open it for an Ice Shield, which is the Flame Shield from the Forest of Moore, but it only absorbs Blizzard. \*sarcastic gasp\* Anyways, along the southern branch of the path to the next floor.

On the fifth floor, you'll be able to find some shortcuts with Find Passages, but they're mere shortcuts. Otherwise not worth mention; continue to the next area via the northeastern exit.

On the sixth floor, you can use the ramp-like structure almost next to the entrance to go over to the hidden chest in the wall. You'll need to walk on the lava, which damages your party unless you have Float on everyone or someone with Light Step as an ability. In the southeastern corner, grab the Hayate Bow from the chest and return to the entrance of the room. Go along the stony path now to the staircase. Continue along a bit more to the Elixir, then go to the next area.

On the seventh floor, proceed onto the skull tile. You'll see the bridge moving rapidly back and forth. Press the A button to stop it. You can land it at either chest (which contain the Icebrand and the Kotetsu) or at the platform to the next floor, three tiles wide. If you stop it at a wall, you'll have to fight a monster that is a somewhat upgraded version of its prior incarnations. Once you reach the proper platform, continue to the next area.

Use the Save Point here and continue to the next area.

On the eighth floor, you can pretty much figure your way through the area. You can find a hidden passage on the west side leading to a 9,900 Gil chest, and another on the east side leading to a chest with an Elixir. Continue to the next floor.

On the ninth floor, proceed up to the tenth. There, walk over to the downbound staircase and go down. Cross the lava by heading east (preferably with Light Step or party-wide Float) and go up the eastern staircase to find the chest with 8,000 Gil. Return to the previous area and ascend the only other stairwell in the area.

Here, on the east side of the room, there is a platform of skull tiles. Certain ones do certain things. Here is a diagram of the floor, first.

```

#           Legend:
ooo
oVVoo      X = First tile you arrive on.
ooooooo    # = Warp to Carbuncle.
XoVoVooo$  @ = Allows you to continue.
oooooVo    $ = The Twin Lance chest.
oooVo      V = Fall to below floor.
ooo        o = Harmless tile.
@
```

Begin by getting to the Twin Lance chest and grabbing it. Then use the warp to reach Carbuncle. Speak with Carbuncle to battle!

```

| BOSS: Carbuncle | \
|                   | \
|                   | \
```

|               |          |                   |                         |
|---------------|----------|-------------------|-------------------------|
| HP            | - 15,000 | Weaknesses:       | Treasures Awarded:      |
| Strength      | - 50     | - None            | - Goliath Tonic (Steal) |
| Defense       | - 50     |                   | - Reflect Ring (Steal)  |
| Magic         | - 50     | Absorptions:      | - Turtle Shell (Drop)   |
| Magic Defense | - 50     | - None            |                         |
| Gil Earned    | - 0      |                   |                         |
| EXP. Earned   | - 0      | Type: Magic Beast |                         |

Carbuncle can use a lot of attacks. He can use a basic (maybe critical) attack, Fira, Blizzara, Thundara, Bio, Cura, Stop, Confuse, Break, Banish, and Death. (Banish removes you from the battlefield for the remainder of the battle, and is therefore worse than Death.) Bio, Stop, and Confuse only start below 10,000 HP; Break, Banish, and Death start below 3,000 HP.

Next, Carbuncle is mostly under the Reflect status. After using his three "-ra" Black Magics, he'll "transform" into a more curative monster where he loses the ability to Float (he is otherwise), is weak to all elements, becomes vulnerable to more statuses, and loses Reflect. He will also be vulnerable to Gravity/Death-based spells. Hint hint.

So, I'm sure you can guess where this strategy is going. Let Carbuncle get two attacks in. Heal there if you need to, then wait for the Cura to go and fire. (During this time, if at all possible, charge up the Break Spellblade.) After the Cura, if you hit him with Break (spell or Spellblade), you will END THE BATTLE. If you use Graviga, you'll put him down to 1,625 HP, enough for physical attacks to reach and END THE BATTLE. If you use Death Claw, you'll lower him past 10 HP, letting a single attack END THE BATTLE.

Remember, though, the only opening for the above strategies is after the Cura spell before the next offensive spell. If you don't get the original attack (Break, Graviga, Death Claw) in, you'll have to wait until the next Cura casting. Heal until then.

After the battle, return to the skull tile platform and get on the southernmost tile (use the above diagram). This will reconnect the bridge. Get on it and go to the next area.

There, head into the Save Point. Use a Tent/Cottage and save, then continue on.

On the eleventh floor, you have two options. In the center of the room is a chest. You'll find it to be empty upon opening it, then be soon forced into a battle with Gilgamesh. If you don't open it, you won't have to deal with him, but you'll miss out on three bits of Genji equipment -- Genji equipment is almost undoubtedly THE equipment.

So, yeah, open the chest and try exiting to the northeast to continue to the next area. I say "try" because Gilgamesh will battle you.

|                   |          |                |                        |
|-------------------|----------|----------------|------------------------|
| BOSS: Gilgamesh \ |          |                |                        |
| HP                | - 55,000 | Weaknesses:    | Treasures Awarded:     |
| Strength          | - 60     | - None         | - Gauntlets (Steal**)  |
| Defense           | - 10     |                | - Genji Helm* (Steal)  |
| Magic             | - 1      | Absorptions:   | - Hi-Potion*** (Steal) |
| Magic Defense     | - 15     | - None         | - Excalipoor (Drop)    |
| Gil Earned        | - 0      |                | * - Only when morphed. |
| EXP. Earned       | - 0      | Type: Humanoid | ** - None post-morph.  |
|                   |          |                | *** - Pre-morph only.  |

```

=====
| Gilgamesh has another variety of attacks. He can use a basic (sometimes
| critical) attack, Dischord, Flash, Hurricane, Pond's Chorus, Time Slip,
| Lilliputian Lyric, Rocket Punch, and Dancehall Daze. We'll just simplify
| the attack data by saying most of those you're not familiar with inflict
| statuses.
|
| Begin your offensive with a Hastega. Afterwards, begin to batter the
| living crap out of him, healing during the process. Your healing with a
| Spellblade user can be lessened by using a Drain Spellblade or an
| elemental Spellblade used on the self to absorb it.
|
| After taking around 13,000 points of damage, Gilgamesh will begin to talk.
| He'll pretty much take each turn of his to speak, so continue to batter
| him; just try not to go over 54,000 damage. But why...?
|
| About halfway through the speech, he'll morph into an eight-armed warrior.
| (No, I am NOT giving you a death sentence.) He tries to use his sword, the
| Excalibur he says, but it truly is the Excalipoor. Before doing anything,
| STEAL THAT GENJI HELM. Then continue with your batter-and-heal strategy.
|
| The battle ends with Exdeath Banishing his ally, Gilgamesh.  O_o
|
=====

```

By the way, never equip the Excalipoor. Freakin' trash it -- what it did with Gilgamesh will happen with you. Also induce party-wide Float after the fight.

Anyways, backtrack to the Save Point, utilize it, and continue along to the thirteenth floor. There, you'll find Exdeath. You may not know his goals, but you know they are evil. You do know what will happen, and you must stop it. Too many people have died in this struggle -- the final one should be the very cause of it, the evil warlock Exdeath!

```

=====
| BOSS: Exdeath \
| \
|-----|-----|-----|
| HP      - 32,768 | Weaknesses:   | Treasures Awarded:
| Strength - 58    | - Holy        | - Elixir (Steal)
| Defense  - 25    |                | - Judgment Staff (Steal)
| Magic    - 0     | Absorptions:  | - None (Drop)
| Magic Defense - 25 | - None        |
| Gil Earned - 0   |                |
| EXP. Earned - 0  | Type: None    |
|-----|-----|-----|

```

```

=====
| So many attacks... There is the basic attack, Zombie Breath (damage and
| Zombie to all), Hurricane, Earth Shaker, Blaze, Bio, Firaga, Blizzaga,
| Thundaga, Dispel, Gravity, Meteor, Level 3 Flare, Haste, Reverse Polarity,
| 100 Gs (removes Float), and Vacuum Wave (damage and Sap).
|

```

Early on is when the greatest variety of attacks occur. Exdeath will go to just physicals, Vacuum Wave, and the Black "-aga" spells below 16,000 HP. However, he'll also use two attacks in a row, most turns.

Once he goes below 7,000 HP, he'll go back to one move per turn. His move repertoire is unchanged except for the addition of Meteor, a highly powerful Time Magic attack that randomly hits the party while ignoring Reflect statuses.

Anyone with the Spellblade techniques should have their weapon(s) casted with Drain on them; your HP restorers will have less to worry about by doing this. Also be sure to use Hastega on your party. Have someone put

```

| Carbuncle on the field, so you need to more or less focus on item-based
| restoration. Remember, though, Hastega BEFORE Carbuncle.
|
| Whosoever has Black Magic should be using the "-aga" spells to deal a nice
| bit of damage, aided by Exdeath's foolish castings of his own "-aga" magic
| spells. If possible, when you have the party-wide Reflect, cast your
| spells onto your whole party, so the spells will accumulate and become
| more powerful.
|
| Once that party-wide Reflect is set, have someone put Reflect on Exdeath.
| (Remember, from here on out, you MUST bounce spells off of your Reflect to
| damage him.) Afterwards, use Slow (or Slowga, for better accuracy) on your
| party member(s) to bounce it onto Exdeath. He should be slowed.
|
| Other than that, you've got a basic strategy. Attack when possible, and
| heal when needed. Blah, blah, blah.
|
| Another strategy simply regards Catching four Yellow Dragons with four
| Beastmasters (not hard with Kornago Gourd) and releasing them. Each will
| do precisely 8,192 damage. Multiply that by four and you'll kill Exdeath.
|

```

After defeating Exdeath, the aforementioned warlock finally disappears ...

... and the remaining three Crystals of Galuf's planet shatter, just as the ground starts to shake...

```

/\
| |           Section VIII - A Merged World and the Earth Tablet   | |
| |                                     **FF5A_48**                  | |
\/\

```

So, we've FINALLY defeated Exdeath. However, after the battle, the last three Crystals broke apart and the ground started to shake violently. We woke up in a grassy plain...

```

=====
                          Overworld
=====

```

As everyone wakes up, Castle Tycoon is spotted in the distance. It seems we have returned to our own world, to which we were never supposed to be able to return. "How is this possible?" is probably at the forefront of your mind, but everything will be explained in good time. Just head north to Castle Tycoon.

```

=====
                          Castle Tycoon
=====

```

As you proceed into the castle, Lenna and Faris (or Sarisa, as she once was named) get escorted away by the staff of the castle, leaving Bartz and Krile alone. Eventually, everyone is ready for a ball in the throne room to celebrate the return of the lost princess of Tycoon. The dancers in the hall will prevent you from speaking with them. Eh... Krile also runs off to the balcony.

Ignore this situation for a moment and use the western doorway. You'll find the late King's room and his diary. Examine it for a bit of background info on Faris and Hiryu. I know, not exactly worth noting, but it does interest some.



Anyways, go south of the throne room onto the balcony and speak with Krile. You will decide to leave the castle with half of the normal number of party members. As you try to leave, you'll learn that a bridge over the river to the southwest has been completed.

What? There was NO river there before...

Anyways, return to the overworld.

=====  
Overworld  
=====

After leaving the castle, go southwest over the river, then go northwest to the Road to Tule cavern. We may as well check on Boko, right?

Man, this landscape has really changed since we left...

Anyways, as you approach the cavern, Boko will walk out of it. Bartz and Boko greet each other, and Krile expresses her ability to understand Chocobo language. Boko then brings out his mate; apparently, he has some li'l ones on the way. At least not every species is going extinct.

Back on the world map, backtrack to Castle Tycoon and go further north to the shore. Go west for a bit until you cross a river and find a passage in the valley between two mountain ranges. You'll go to a more zoomed-in version of the area, where you end up falling into a pit and dragged into a battle.

| BOSS: Antlion |         |              |                     |
|---------------|---------|--------------|---------------------|
| HP            | - 8,100 | Weaknesses:  | Treasures Awarded:  |
| Strength      | - 48    | - Water      | - Hi-Potion (Steal) |
| Defense       | - 20    |              | - Cottage (Drop)    |
| Magic         | - 0     | Absorptions: |                     |
| Magic Defense | - 20    | - None       |                     |
| Gil Earned    | - 3,000 |              |                     |
| EXP. Earned   | - 0     | Type: None   |                     |

=====  
The Antlion has a small repertoire of moves. They consist of a basic (sometimes critical) attack, Digestive Acid, and Dischord. It can also use Flee when it dies to get rid of your Cottage...  
You'll want to begin by using Hastega, then Slow, then Berserk to really cripple your opponent. Then, if possible, have someone utilize the Sleep Spellblade to continually put Sleep on the Antlion with each and every attack.  
The end result is a sped-up party versus an Antlion that is slow, only can use a basic attack, and is asleep half the time! Attack relentlessly and heal when you need to. Throwing Water Scrolls is a nice idea for offense.

After the fight, you'll need to wait a while for a rope to appear on the north wall of the cave. Try to grab it a few times to eventually have Boko, then Bartz and Krile, reach the surface. Faris is the one who saved you, and now rejoins the party!

Continue along the path on the overworld map to eventually reach a cave. There, go north to find Ghido. How in the world is he here!?

Ghido will explain.

Many centuries ago, Bartz's and Galuf's worlds were as one. However, an evil greater than Exdeath came about: Enuo. Enuo could control the Void, the supreme power, and the bane of existence. Thankfully, Enuo was sealed away in the deepest portions of the Void by the wielders of the twelve legendary weapons, the same that reside in the sealed castle of Kuza.

However, despite Enuo no longer being here, the Void remained. The only way to stop it was to take the eight Crystals of the planet (maybe the four Light and Dark Crystals of Final Fantasy IV?) and splitting the group. The world then divided into two and sent far apart. Between the two worlds lay the Interdimensional Rift, where the Void could be sealed, because it could not be eliminated in any sense of the word.

So, it becomes apparent what Exdeath's goal is: to get access to the Void, control it, and become a modern-day Enuo.

After Ghido's speech, Exdeath arises from the splinter on Krile's hand. (That's one big splinter!) So, apparently we haven't yet got rid of the persistent evil... Suddenly, the Interdimensional Rift appears, because the two worlds are one, and the Void sucks in Castle Tycoon and Lenna...!

Ghido then engages in battle with Exdeath, but he proves to be no match for him and, along with Bartz, Krile, and Faris, is blasted away near the Library of the Ancients. Let's go inside...

```
=====
                        Library of the Ancients
=====
| Treasures Checklist \
| _____ \
| Mana's Paeon (Song) ..... [] |
| _____ |
```

Okay, time for a meeting in the Library. There, the scholars of the Library and those of Surgate Castle have reunited the Sealed Tome, so we can now learn how to defeat Exdeath and the Void.

The book itself will speak to you...

"After Enuo's defeat, the weapons of legend were sealed within the Castle Kuza. To break the seals, the four tablets must be assembled.

One rests alongside spirits of the past, blessed by soil...  
One rests within an island shrine, kissed by wind...  
One rests beneath the ocean's floor, engulfed by flames...  
One rests beyond the river's torrents, protected by water...

Along with the keys to open the seals - the four tablets - are sealed our servants. If the tablets are moved, our servants will awaken...

The ultimate spells of white and black...  
The magic of time and space, Meteor...  
The sea king, Leviathan... and the dragon king, Bahamut...

Present this book unto the gate and the way to the seals will be opened."

Hmm... Interesting...

Anyways, after the reading, you can speak with the scholars to learn of this merged world and, on the roof, you can speak with one of the scholars to learn Mana's Paeon. Afterwards, hit the overworld.

=====  
Overworld  
=====

| Treasures Checklist \             |     |
|-----------------------------------|-----|
| Brave Blade / Chicken Knife ..... | [ ] |
| Cottage .....                     | [ ] |

| Regional Monster Bestiary \ |       |     |     |     |     |       |
|-----------------------------|-------|-----|-----|-----|-----|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP.  |
| Sleepy                      | 1,600 | 50  | 5   | 0   | 396 | 700   |
| Triffid                     | 2,200 | 52  | 5   | 0   | 399 | 825   |
| Hedgehog                    | 1,000 | 54  | 25  | 0   | 402 | 850   |
| Python                      | 1,800 | 49  | 5   | 0   | 450 | 680   |
| Shadow                      | 1,000 | 57  | 25  | 0   | 408 | 880   |
| Elm Gigas                   | 4,170 | 62  | 5   | 30  | 411 | 810   |
| Desertpede                  | 2,150 | 59  | 10  | 250 | 426 | 900   |
| Bulette                     | 1,000 | 61  | 55  | 0   | 429 | 1,050 |
| Slug                        | 1,820 | 62  | 10  | 0   | 453 | 1,100 |
| Gloom Widow                 | 1,820 | 60  | 10  | 0   | 456 | 1,100 |
| Mykale                      | 2,000 | 65  | 10  | 0   | 459 | 1,200 |

Back here, first go north to Castle Surgate.

Go into the library there and resort the books. Go into the next room and examine the crate next to the back wall for a Cottage ... if you didn't free the Lone Wolf from the Karnak prison.

After that, head west of the Library of the Ancients to find the No-Longer-Great Forest of Moore. Shrunk due to the merging of the worlds, all that really remains is the big Guardian Tree.

Further west, you'll find the Desert of the Shifting Sands ... which no longer has shifting sands, probably as a result of the shattering of the Earth Crystal before.

Cross the desert to reach the town of Moore. There, go around the Pub and the adjoining building to find another to the south. Go through the back door to find a path in the trees you normally cannot see. From when you first exit the building, go south until you can no more, do the same going west and south again. Go north two spaces, west two, and then south some more. The sky will darken and you'll be given a choice of two crates. Examine the left one for the Brave Blade; the right one for the Chicken Knife.

That's all of the mini-sidequesting for now. Go to the pyramid in the center of the desert.

=====  
Pyramid of Moore  
=====

Treasures Checklist \

|               |     |
|---------------|-----|
| 8,000 Gil     | [ ] |
| 9,000 Gil     | [ ] |
| 10,000 Gil    | [ ] |
| 12,000 Gil    | [ ] |
| Black Garb    | [ ] |
| Black Robe    | [ ] |
| Cottage       | [ ] |
| Crystal Armor | [ ] |
| Cursed Ring   | [ ] |
| Dark Matter   | [ ] |
| Dark Matter   | [ ] |
| Dark Matter   | [ ] |
| Dark Matter   | [ ] |
| Dark Matter   | [ ] |
| Dark Matter   | [ ] |
| Elixir        | [ ] |
| Elixir        | [ ] |
| Elixir        | [ ] |
| Elixir        | [ ] |
| Flame Shield  | [ ] |
| Gaia Hammer   | [ ] |
| Gold Hairpin  | [ ] |
| Ice Shield    | [ ] |
| Protect Ring  | [ ] |
| Ribbon        | [ ] |
| White Robe    | [ ] |

Regional Monster Bestiary \

| Monster       | HP    | STR | DEF | MAG | Gil | EXP.  |
|---------------|-------|-----|-----|-----|-----|-------|
| Objet d'Art   | 3,300 | 76  | 20  | 0   | 507 | 100   |
| Black Warlock | 1,999 | 50  | 10  | 30  | 375 | 950   |
| Bandercoeur   | 2,600 | 59  | 5   | 0   | 381 | 1,150 |
| Lamia Queen   | 2,100 | 54  | 10  | 0   | 435 | 700   |
| Rajiformes    | 2,200 | 61  | 10  | 0   | 438 | 800   |
| Ushtabi       | 1,200 | 51  | 35  | 0   | 441 | 480   |
| Archeosaur    | 9,960 | 67  | 20  | 0   | 444 | 1,800 |
| Zephyrus      | 3,780 | 55  | 25  | 60  | 500 | 2,000 |
| Mummy         | 2,900 | 48  | 25  | 0   | 500 | 0     |
| Aspis         | 1,280 | 57  | 20  | 0   | 0   | 800   |
| Mecha Head    | 7,210 | 59  | 28  | 0   | 0   | 0     |
| The Damned    | 1,980 | 65  | 10  | 0   | 471 | 1,200 |
| Grand Mummy   | 6,000 | 55  | 30  | 5   | 0   | 0     |
| Sekhmet       | 6,000 | 70  | 10  | 0   | 10  | 3     |
| Steel Fist    | 4,000 | 60  | 30  | 0   | 543 | 1,335 |
| Gargoyle      | 5,000 | 58  | 13  | 50  | 0   | 0     |

As you approach and examine the door to the pyramid, resting place of the first tablet, you'll have to fight two Gargoyles. They aren't very much worth mention to me. Just note that they can revive each other, so using multi-target spells is a must, or the use of Berserk.

After defeating the Gargoyles, a page will be removed from the Sealed Tome,

and you'll be allowed in.

Inside, you'll find two viable paths to the west. Use the westernmost of them and go north. You'll find a spike bed nearby; stepping here without party-wide Float or the Light Step ability will remove about 4% of your HP. You can press the left and right buttons on the wall to make a viable path. Afterwards, you will be blocked by a sand river. Get on it to be swept below.

Open up the chest here and fight four of The Damned. After the fight, you'll get an Ice Shield. Along the path, you'll find two Aspises moving around; touch one to fight it. Continue along the path, past the sand river, to the second floor.

Here, there are a few hidden paths you can utilize, if you wish. Go along the main path to find yourself having to deal with a few more Aspises. Defeat them both and continue along. Nearby, you'll find a sarcophagus. Stand in front of it to be able to battle a Grand Mummy. After the battle, head into that same sarcophagus and open the chest for a Cursed Ring. Perhaps the best accessory in the game, although you are instantly Doomed. Not really needed for a boss battle; good otherwise.

Teleport out of the dungeon, then re-enter. Here, take the eastern path and it will be linear for a bit.

On the second floor, the only thing worth note are two Aspises. Continue.

On the third floor, you'll find three chests fairly close together. Each is guarded by monsters. From left to right, you'll receive a Flame Shield, a Dark Matter, and a White Robe. Afterwards, head east to find a color-changing staircase. The light panels are ramps that you down off the staircase; the dark panels are steps. Use them to reach the next floor.

On the fourth floor, you'll find a bunch of Mecha Heads running around. There are about six of them. You'll also have to deal with two Aspises. After the area is devoid of monsters (or so you think), go to the west side of the room. Push the button and head to the chest. Defeat the Archeosaur within to obtain a Black Robe.

Now head to the east side of the room. There should be another sarcophagus near here. Open up the two chests nearby for one Elixir each, then open up the sarcophagus if you feel like fighting some Mummies. Afterwards, open the chest in the sarcophagus for a Thornlet, perhaps the best helmet in the game, except for the pain-in-the-butt automatic Sap status. Eh, not really worth it, then. Open the western sarcophagus, defeat the Mummies, and continue to the next area.

Use the Save Point here and continue to the fifth floor.

There, there are three paths to take. Go up to find a chest duo; one is guarded by Objet d'Arts and yields the Crystal Armor, while the other is guarded by The Damned and yields another Dark Matter. Backtrack and go over to the hidden passage you can see. Go along the proper path to the lone chest, in which you'll find monsters and the Black Garb. Then continue upstairs.

On the sixth floor, you'll find a few sand rivers with buttons to stop them. However, run into the first sand river to reach a guarded chest with Dark Matter inside. Backtrack and go through the door next to the second button to find two more. Press the right button to be pushed back to the fifth floor, where you'll find four chests yielding, altogether, two monster fights, two Dark Matters, and 17,000 Gil. Yay. Backtrack to the sand river room and cross

all of them properly. Continue.

On the seventh floor, ignore the staircase and go through the western doorway. Go along by using Find Passages to find a few chests yielding a battle, 10,000 Gil, a Cottage, and the Gaia Hammer. Backtrack to and use the staircase now.

On the eighth floor, observe the tiles as they switch between the two formations to see which ones never disappear. Do this to open up the three chests in the room for a Protect Ring, Gold Hairpin, and a Ribbon. Then be sure to fall back below to find an Elixir. Return to the eighth floor and use the northeast exit.

Here, open the chests, one of which is guarded, for 12,000 Gil and a Dark Matter. Return to the previous room and use the only unused exit to find two more chests, one also guarded, and containing a Dark Matter and an Elixir.

Now, on the stairway to the middle door, the system for tile colorings is the same as that of the third floor. Continue up a floor to find the Earth Tablet.

Atop and outside the pyramid, a bird-shaped part of a continent will sink into the ocean and Bahamut, the Dragon King Summon, will rise from the depths below. He challenges you to battle him atop North Mountain for his aid in your quest.

Okay ... well, how to get there? Suddenly, the airship returns just near the Library of the Ancients and Surgate Castle. Yay! Return to the overworld.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |     |       |
|-----------------------------|-------|-----|-----|-----|-----|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP.  |
| Sleepy                      | 1,600 | 50  | 5   | 0   | 396 | 700   |
| Triffid                     | 2,200 | 52  | 5   | 0   | 399 | 825   |
| Hedgehog                    | 1,000 | 54  | 25  | 0   | 402 | 850   |
| Python                      | 1,800 | 49  | 5   | 0   | 450 | 680   |
| Shadow                      | 1,000 | 57  | 25  | 0   | 408 | 880   |
| Elm Gigas                   | 4,170 | 62  | 5   | 30  | 411 | 810   |
| Desertpede                  | 2,150 | 59  | 10  | 250 | 426 | 900   |
| Bulette                     | 1,000 | 61  | 55  | 0   | 429 | 1,050 |
| Slug                        | 1,820 | 62  | 10  | 0   | 453 | 1,100 |
| Gloom Widow                 | 1,820 | 60  | 10  | 0   | 456 | 1,100 |
| Mykale                      | 2,000 | 65  | 10  | 0   | 459 | 1,200 |

Back here, head back east towards the Library of the Ancients. As you do, be sure to heal and save before going into the forest.

When you do enter said forest, Lenna will arrive via Hiryu. However, she suddenly, and violently, attacks you for unknown reasons! Exdeath takes this chance to sink away the Library of the Ancients into the Void, then leaves. Hiryu suddenly realizes what is going on and divebombs Lenna, separating her from the demon within, and killing himself. Awww...

This very demon is Melusine, one of the Eleven of the Rift, Exdeath's most elite and strongest force now that he can control the Void. As would be expected, Melusine is in Exdeath's debt for being freed by him, and now chooses to try and slay the three of you.

| BOSS: Melusine \

| First Form Bestiary

>-----+-----+-----<  
| HP - 20,000 | Weaknesses: | Treasures Awarded:  
| Strength - 49 | - Fire | - Leather Armor (Steal)  
| Defense - 90 | | - Maiden's Kiss (Drop)  
| Magic - 5 | Absorptions: |  
| Magic Defense - 0 | - Blizzard |  
| Gil Earned - 0 | - Thunder |  
| EXP. Earned - 0 | Type: None |

| Second Form Bestiary

>-----+-----+-----<  
| HP - 20,000 | Weaknesses: | Treasures Awarded:  
| Strength - 49 | - Blizzard | - Leather Cap (Steal)  
| Defense - 90 | | - Maiden's Kiss (Drop)  
| Magic - 5 | Absorptions: |  
| Magic Defense - 0 | - Fire |  
| Gil Earned - 0 | - Thunder |  
| EXP. Earned - 0 | |  
| | Type: None |

| Third Form Bestiary

>-----+-----+-----<  
| HP - 20,000 | Weaknesses: | Treasures Awarded:  
| Strength - 49 | - Thunder | - Leather Shoes (Steal)  
| Defense - 90 | | - Maiden's Kiss (Drop)  
| Magic - 5 | Absorptions: |  
| Magic Defense - 0 | - Fire |  
| Gil Earned - 0 | - Blizzard |  
| EXP. Earned - 0 | |  
| | Type: None |

| Fourth Form Bestiary

>-----+-----+-----<  
| HP - 20,000 | Weaknesses: | Treasures Awarded:  
| Strength - 65 | - None | - Leather Shield (Steal)  
| Defense - 0 | | - Maiden's Kiss (Drop)  
| Magic - 0 | Absorptions: |  
| Magic Defense - 90 | - Blizzard |  
| Gil Earned - 0 | - Thunder |  
| EXP. Earned - 0 | - Fire |  
| | |  
| | Type: None |

=====

| Melusine can use a basic, possibly critical, attack, Firaga, Thundaga,  
| Blizzaga, Barrier Change (changes form), and Entice.

| There is a very viable strategy, but it requires speed on your part. This  
| can only take place during her first, Fire-weak form. Quickly start up a  
| Firaga Spellblade, Firaga spells, and Ifrit offensive, while having some  
| party member (not the Spellblade person) use Hastega. If you're quick and  
| strong enough, you'll be able to get her before she changes forms, or at  
| least take down a lot of HP.

| If she changes form, you'll probably want to use Libra or Scan to see her  
| elemental weakness, as the form change is random. If she has an elemental  
| weakness, abuse it. Blizzard weaknesses can be dealt with Blizzaga, its

| Spellblade, and Shiva; Thunder weaknesses are best dealt with via  
 | Thundaga, its Spellblade equivalent, and Ramuh. If there are no such  
 | weaknesses, her Defense is 0, and her Magic Defense is 90, so sticking  
 | with physical attacks is best.

|

| If you lack spellcasters for the "-aga" spells and elemental Summons, you  
 | will have a harder time. If possible, use Hastega and Slow on the obvious  
 | targets, and have a Sleep Spellblade ready. Each hit will put Melusine to  
 | sleep, making her inactive until hit again, soon after which you'll hit  
 | with another Sleep Spellblade. Carbuncle will be highly recommended, if it  
 | is possible, when your party is more physical-oriented.

|

| Remember, your elemental weakness/absorption stuff will swap between Fire,  
 | Blizzard, and Thunder. If she is weak to one, she absorbs the other two.  
 | If she lacks weaknesses, she absorbs all three. Additionally, she is  
 | immune to Water, Wind/Aero, Poison, Earth, Holy, and spells such as  
 | Gravity and Missile.

After the battle, Lenna will rejoin the party. Return east to the overworld and use a Tent/Cottage to fully heal everyone. Go east and north to find Surgate Castle with the airship nearby.

As you begin to fly, Exdeath further explemifies his control of the Void by sucking the Walse area, Istory, the Moogle Village, and, to the disgust of all, Lix, a small town and where Bartz was born...

Okay, sidequest time.

```

  /\
 | |                Section IX - Airship Sidequesting Section | |
 | |                **FF5A_49**                               | |
  \/
  
```

Okay, we now have the airship in a merged world. Remember how we couldn't get to a bunch of Galuf's world due to the lack of an airship? Well, we have one now, and Galuf's world technically IS here. Let's get cracking...

```

=====
                          Overworld (generally)
=====
  
```

| Treasures Checklist               |     |
|-----------------------------------|-----|
| Cottage .....                     | [ ] |
| Dragon Whisker .....              | [ ] |
| Odin (Summon) .....               | [ ] |
| One Legendary Sealed Weapon ..... | [ ] |
| One Legendary Sealed Weapon ..... | [ ] |
| One Legendary Sealed Weapon ..... | [ ] |
| Ribbon .....                      | [ ] |
| Sinewy Etude (Song) .....         | [ ] |
| Syldra (Summon) .....             | [ ] |

-----  
 Some Item Hunting  
 -----



First and foremost - we will be doing a fair deal of flying. Keep in mind that you do NOT want to fly above the hole in the sea where Castle Tycoon once was, or you'll be in some serious trouble.

Okay, first bit of business. Head to the northeastern corner of the map to find the large desert, then go west to Regole. Head to the equipment shop there and walk between the counters by using the hidden passage in the east shop. Speak with the girl there for a Ribbon.

Next, go to Carwen, in the southeastern area of the desert. Examine the barrel east of the Pub at the docks. In that middle barrel, you'll find a Cottage if the Lone Wolf wasn't yet freed. Furthermore, speak with the green-haired woman south of the Pub, on the lower level, and say "Yes" to meet up with the Famed Mimic Gogo. More on him later, though you can learn that he is planning on visiting the Tower of Walse.

Next stop, head to the southeastern portion of the map, where Crescent Island was ... "was" because it is now connected to the two big continents by a big strip of land. Anyways, speak with the minstrel in the southeastern house and explemify your piano skills to learn a new song, but only if you've played all seven pianos of the world. You'll learn the Sinewy Etude. Sounds sickening, but it's actually quite valuable.

Okay, now we're in the southeastern corner of the map, right? Well, we're sort of close to it. Get right on the corner and sail around until you encounter a Rukh. You can Steal/Mug the powerful Murasame katana from it. You can also take the Defender from the Sea Devils down there. The Murasame will currently be your best katana, and the Defender is a Knightsword that is sort of like the Main Gauche, but with better stats. I didn't really list them for the sake of they aren't easy to get, but just keep them in mind.

Since we're close to it, sail east a bit to the southwestern corner of the map. This is a nice place to rack up the ABP -- a single Vilia enemy here is worth 25 ABP, and about one in four battles have one.

Now, start flying again and head back to the Road to Tule. This is where you found Boko just after the world merged. You may want to land in the small hole in the mountains for a bit of a shortcut. Anyways, proceed to the end of the cave where the pirates reside. There, Faris will rush off to the shore, where you'll find Syldra!! With the help of Krile, you'll convert Syldra into a nice little Summon spell, a powerful Wind-based one at that!

Exit the cavern and fly to the sealed Kuza Castle. Proceed to the room with the twelve legendary weapons. There, with the help of the Earth Tablet, you can pick any of the twelve weapons you want.

It will be tough to pick. I tend to go for the Assassin Dagger, the Excalibur, and either Sasuke's Katana or the Masamune. Of course, once you get the other three Tablets, you'll be able to obtain the rest anyways.

-----  
Some Boss Fighting  
-----

Now, time to utilize our weapons. Go back to the northeastern desert and south of the black tower near it. There should be a peninsula jutting out into the ocean. If you sail near it, there is a small chance you'll battle the Stingray. Be sure to have someone's secondary ability as the Blue Mage "Learning" ability or you'll be sorry.

| BOSS: Stingray \ |          |              |                         |
|------------------|----------|--------------|-------------------------|
| HP               | - 30,000 | Weaknesses:  | Treasures Awarded:      |
| Strength         | - 66     | - None       | - Rune Blade (Steal)    |
| Defense          | - 60     |              | - Dark Matter (Steal)   |
| Magic            | - 70     | Absorptions: | - Dragon Whisker (Drop) |
| Magic Defense    | - 20     | - Water      |                         |
| Gil Earned       | - 0      |              |                         |
| EXP. Earned      | - 0      | Type: None   |                         |

The Stingray is capable of using a basic attack, Fin (damage and Poison), and Tidal Wave (Water damage to all).

Okay, to deal with this thing for the kill, there is one simple strategy we've used before because of the lack of abusable weaknesses. Use the Poison Spellblade to Poison the beast. Simple enough. Cast Hastega to help yourself heal by speeding up the chance when you can use Curaga. Using a few Protects over the sixteen turns also will help greatly.

Aside from the Dragon's Whisker, there is one more reason to come here... You'll first need to Control the Stingray and use the Mighty Guard spell. The spell can be learned by your Blue Mage and puts Protect, Shell, and Float on the whole party!!

That's about it. Keep your HP up while the Stingray dies from Poisoning, and be sure to Learn Mighty Guard. Since you may have some turns left, why not try to Steal/Mug the Rune Blade and Dark Matter?

Okay, our next stop will be Jachol Cave. To reach it, fly over the Desert of the Shifting Sands and head southeast to find Castle Bal. Somewhat southwest will be the cavern.

Now, why come back here again? Well, mainly because the end of the cavern (where you'd climb up the wall) will now take you into the room of Castle Bal where Odin can be fought. Work your way back through the cave again; the walkthrough through there is in Section IV, about halfway through it.

Once you rise inside the castle, heal up and head over to the generic orb. Examine it to speak with and battle with Odin.

| BOSS: Odin \  |          |                |                        |
|---------------|----------|----------------|------------------------|
| HP            | - 17,000 | Weaknesses:    | Treasures Awarded:     |
| Strength      | - 60     | - None         | - Protect Ring (Steal) |
| Defense       | - 20     |                | - Flame Shield (Drop)  |
| Magic         | - 70     | Absorptions:   |                        |
| Magic Defense | - 50     | - Holy         |                        |
| Gil Earned    | - 0      |                |                        |
| EXP. Earned   | - 0      | Type: Humanoid |                        |

Odin actually has a small set of moves. There is a basic (maybe critical) attack, then the hit-all, powerful Zantetsuken move.

Okay, when you think about it after looking at his Bestiary entry, this battle is FAR simpler that you may imagine, considering Odin is the king of the Norse gods, after all. He is vulnerable to Break. Spellblades with statuses always inflict that status. Therefore, use the Break Spellblade.

Seriously, that is all it will take. Unless he kills your Spellblader each and every turn (in which case, you just suck or have bad luck), you'll easily finish this in less than a minute. For the record, Odin will give you an instant game over if you take too long to finish him. I'm not too sure what that time limit is, though.

As a bit of an aide, you can also try using Hastega and such. If you really want that rare Protect Ring, you'll probably want to save before the fight to learn the time limit, then retry with the above strategy in place and everyone Stealing until the time is almost up.

Now, just go south to the door to go into Castle Bal. You can return to the overworld from the castle, as you'd expect, with the airship remaining where you landed it.

-----  
The Phantom Village  
-----

To find our next destination, fly over to the town of Crescent and south from there. Count the patches of forest. At the third one, land and walk around until you get teleported to a village.

=====  
The Phantom Village  
=====

Treasures Checklist \

Thief Knife ..... []  
Mirage Vest ..... []

Item Shops \

Item Name ..... Cost

Hi-Potion ..... 360 Gil  
Potion ..... 40 Gil  
Phoenix Down ..... 1,000 Gil  
Gold Needle ..... 150 Gil  
Maiden's Kiss ..... 60 Gil  
Mallet ..... 50 Gil  
Eye Drops ..... 20 Gil  
Antidote ..... 30 Gil

Elixir ..... 50,000 Gil  
Ether ..... 1,500 Gil  
Holy Water ..... 150 Gil  
Goliath Tonic ..... 110 Gil  
Power Drink ..... 110 Gil  
Speed Shake ..... 110 Gil  
Iron Draft ..... 110 Gil  
Hero Cocktail ..... 110 Gil

Weapon Shops \

Item Name ..... Cost

|                  |            |
|------------------|------------|
| Flametonque      | 10,000 Gil |
| Icebrand         | 11,000 Gil |
| Gaia Hammer      | 12,800 Gil |
| Morning Star     | 7,800 Gil  |
| Rune Bow         | 10,000 Gil |
| Kiku-ichimonji   | 14,800 Gil |
| Partisan         | 10,200 Gil |
| -----            |            |
| Fuma Shuriken    | 25,000 Gil |
| Shuriken         | 2,500 Gil  |
| Twin Lance       | 10,800 Gil |
| Moonring Blade   | 1,100 Gil  |
| Flame Scroll     | 200 Gil    |
| Water Scroll     | 200 Gil    |
| Lightning Scroll | 200 Gil    |

Armor Shops \

| Item Name      | Cost       |
|----------------|------------|
| =====          |            |
| Crystal Shield | 2,500 Gil  |
| Crystal Helm   | 10,500 Gil |
| Black Cowl     | 6,500 Gil  |
| Circlet        | 4,500 Gil  |
| Crystal Armor  | 12,000 Gil |
| Black Garb     | 9,000 Gil  |
| Black Robe     | 8,000 Gil  |
| White Robe     | 8,000 Gil  |
| -----          |            |
| Hermes Sandals | 50,000 Gil |
| Angel Ring     | 50,000 Gil |
| Flame Ring     | 50,000 Gil |
| Coral Ring     | 50,000 Gil |
| Lamia's Tiara  | 2,500 Gil  |
| Angel Robe     | 3,000 Gil  |

Spell Shops \

| Item Name        | Cost       |
|------------------|------------|
| =====            |            |
| (White) Mini     | 300 Gil    |
| (Black) Toad     | 300 Gil    |
| (Time) Speed     | 30 Gil     |
| (Time) Float     | 300 Gil    |
| (Time) Teleport  | 600 Gil    |
| (Summon) Chocobo | 300 Gil    |
| (Summon) Sylph   | 350 Gil    |
| (Summon) Remora  | 250 Gil    |
| -----            |            |
| (White) Arise    | 10,000 Gil |
| (White) Dispel   | 10,000 Gil |
| (Black) Death    | 10,000 Gil |
| (Black) Osmose   | 10,000 Gil |
| (Time) Quick     | 10,000 Gil |
| (Time) Banish    | 10,000 Gil |

Just looking at those shops' stocks make my wallet feel lighter...

Anyways, first head to the Armor Shop through the main entrance. Speak with the shopkeeper to find some items. Buy the upgrades and examine the crate nearby to open up a path. Follow it to find the other shopkeeper. The only item truly worth mention here is the Hermes' Sandals, which put you under Haste forever.

Next, to the weapon shop. First use the main entrance to find more weapons. Buy the upgrades and exit. Of note is the Rune Bow, which doesn't damage, may Silence ... and can be shot and held with one hand?

Then head over to the magic shop through the main entrance, if you need to find some old spells you SHOULD have gotten earlier. Afterwards, exit the building and work around counterclockwise to find another shopkeeper. Speak with him to find the some of best spells in the game. Arise is Raise/Phoenix Down with full HP; Dispel removes positive statuses; Osmose drains MP; Quick allows the user some turns to themself; Banish and Death are basically the same thing.

Now head over to the inn. Ignore the innkeeper (we can heal for free soon) and go upstairs to find the item shops, now selling Elixirs ... for 50,000 Gil each. 50,000 Gil can buy me 99 Hi-Potions and 9 Ethers, you know.

Next stop is the Pub. Go around to the north side of the outside and go into it from there. Examine the barrels to the south to find the Thief Knife, then go downstairs. Speak with the person there to be challenged to go around the world on a yellow Chocobo (Boko) for a prize (the Mirage Vest). Go ahead, return to Boko, and go around the world -- it's not that hard. Return here and speak with the kid for the Mirage Vest, then continue.

As you go, you'll find a pot in a room. Examine it for a full HP/MP/status recovery, then continue some more. In this square-shaped room, go to the southwestern corner and use the secret passage to go to the far west, where the final piano is. Play it. NOW. That tune really sounds familiar, eh?

Anyways, return to the central room and use the northeastern staircase to reach the other Weapon Shop. Spend your remaining money here, probably on some Twin Lances (equipping two yields four hits per Attack, and a BUNCH (around 16) with Rapid Fire) and Scrolls.

Now, go back to the secret passage area with the piano stuff. As you went to the piano, you passed a stairwell. Climb it and, outside and to the northwest, you'll find the Black Chocobo! Get 'im -- he's part of our sidequesting, but not at this particular time.

=====  
Overworld (generally)  
=====

| Treasures Checklist      |     |
|--------------------------|-----|
| Hero's Rime (Song) ..... | [ ] |
| Magic Lamp .....         | [ ] |
|                          |     |

-----  
The Hero's Rime  
-----

After leaving the Phantom Village, return to Crescent and speak with the

minstrel in the southeastern house. After playing the piano, converse again to receive the Hero's Rime.

-----  
The Magic Lamp  
-----

Next, find Boko again and head to Istory Falls. To do so, go to where you left him originally before getting the airship, then go to the Sealed Castle, north to Regole, then west to the bunch of rivers. Go west to the waterfall. Walk north of the middle tile there to zoom-in on the area. Go due south and examine the waterfall to find the Magic Lamp.

Henceforth ends our first major sidequesting section.

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/\                                     /\  
| |           Section X - The Wind Tablet and the Fork Tower | |  
| |                                     **FF5A_410**         | |  
\/                                     \/
```

=====  
Overworld  
=====

Our destination is the Island Shrine. This can be found in the southern part of the large central sea. If you've done the whole thing from Section IX and returned to where Boko originally was found near Ghido's cavern, you can just go due south to a bridge and cross it to find the destination.

=====  
Island Shrine  
=====

| Treasures Checklist |                          |
|---------------------|--------------------------|
| 9,000 Gil           | <input type="checkbox"/> |
| 12,000 Gil          | <input type="checkbox"/> |
| Beast Killer        | <input type="checkbox"/> |
| Circlet             | <input type="checkbox"/> |
| Crystal Helm        | <input type="checkbox"/> |
| Dark Matter         | <input type="checkbox"/> |
| Dragon Fang         | <input type="checkbox"/> |
| Elixir              | <input type="checkbox"/> |
| Ether               | <input type="checkbox"/> |
| Ether               | <input type="checkbox"/> |
| Hi-Potion           | <input type="checkbox"/> |
| Iron Draft          | <input type="checkbox"/> |
| Protect Ring        | <input type="checkbox"/> |
| Rising Sun          | <input type="checkbox"/> |

| Regional Monster Bestiary |       |     |     |     |     |       |
|---------------------------|-------|-----|-----|-----|-----|-------|
| Monster                   | HP    | STR | DEF | MAG | Gil | EXP.  |
| Prototype                 | 5,000 | 33  | 100 | 10  | 0   | 2,000 |
| Mecha Head                | 7,210 | 59  | 28  | 0   | 0   | 0     |
| The Damned                | 1,980 | 65  | 10  | 0   | 471 | 1,200 |

|               |        |    |    |    |     |       |
|---------------|--------|----|----|----|-----|-------|
| Executor      | 2,000  | 52 | 10 | 0  | 462 | 1,300 |
| Oiseaurare    | 1,900  | 60 | 10 | 0  | 465 | 1,250 |
| Shadow Dancer | 4,480  | 75 | 10 | 0  | 468 | 1,550 |
| Numb Blade    | 2,400  | 81 | 10 | 0  | 474 | 1,400 |
| Tot Aegis     | 33,090 | 70 | 10 | 10 | 0   | 0     |
| Gargoyle      | 5,000  | 58 | 13 | 50 | 0   | 0     |

When you enter the area, fight the two Gargoyles and proceed to the next area.

In this area, using the Find Passages ability, you can go east and along the hidden path to find a chest. Open it for 12,000 Gil, then continue to the next area.

Here, find an air vent. Go into it and, upon exiting, you can find two items. Head to the southeast corner and examine the east wall for an Iron Draft, and on the west wall, one tile north of the southwest corner, is a Hi-Potion.

Now, there are two switches on the northern wall. Depending on how you switch them, then enter the air vent, you'll reach certain areas:

| Left Switch Position | Right Switch Position | Result              |
|----------------------|-----------------------|---------------------|
| Up                   | Up                    | Return to entrance. |
| Up                   | Down                  | Elixir chest.       |
| Down                 | Down                  | 9,000 Gil chest.    |
| Down                 | Up                    | Continue on.        |

Obviously, be sure to snatch the Elixir and Gil before continuing onward.

In this area, open up the chest to fight some monsters, after which you'll get a Rising Sun. Continue to the next area to find a Save Point. Use it and proceed further into the area.

In this next area, go west to find an Ether chest and east to find a hidden passage, visible with Find Passages. At the end of it is a chest with a Crystal Helm. Then head to the center of the room to find another chest guarded by some monsters; after the fight, you'll get a Protect Ring. Continue on.

On the third floor, go north into the room to find a chest with a Beast Killer. Afterwards, work your way around the room clockwise to the stairwell. Go to the next floor, then further north to the next floor.

Here on the fifth floor, you'll notice two chests. FROM THE SIDE, open them to find a Dragon Fang and an Ether, then proceed north to the next area.

On the sixth floor, utilize the Save Point and continue up another floor.

On the seventh floor, go east to find a Circlet in a chest, and west to find a Dark Matter in another chest. Go to the center of the room to find the Wind Tablet. In getting it, you'll unlock the most powerful White and Black Magic spells, Holy and Flare, which are found atop the newly-unlocked Fork Tower.

Additionally, since you have a new tablet, you can take three more weapons from the Sealed Castle of Kuza. Do so at your earliest convenience.

Of course, you have a boss to fight before leaving.

|                 |          |              |                       |
|-----------------|----------|--------------|-----------------------|
| BOSS: Wendigo \ |          |              |                       |
| HP              | - 20,000 | Weaknesses:  | Treasures Awarded:    |
| Strength        | - 65     | - None       | - Dark Matter (Steal) |
| Defense         | - 10     |              | - None (Drop)         |
| Magic           | - 10     | Absorptions: |                       |
| Magic Defense   | - 20     | - Water      |                       |
| Gil Earned      | - 0      |              |                       |
| EXP. Earned     | - 0      | Type: None   |                       |

=====  
 | The Wendigo can use a basic (maybe critical) attack, Mind Blast (Sap and  
 | Paralysis), Frost, and the ever-deadly Hurricane.

| There's not really a bunch I can say about this battle. There are four  
 | bodies, although only one is real and worth damaging. You can't really hit  
 | them all at once, or you'll get hit with three Frosts rather quickly. The  
 | use of Carbuncle to Reflect some spells at your opponent may be useful.

| There is one potential strategy, though. Put Sleep on the whole enemy team  
 | before dealing any damage, then attack the enemies with multi-targeted  
 | "-aga" spells. That's the only decent strategy I can think of...

Teleport out of here, return to your airship, and fly east to Crescent. Enter  
 the black tower nearby.

=====  
 Fork Tower  
 =====

|                                 |     |
|---------------------------------|-----|
| Treasures Checklist \           |     |
| Defender .....                  | [ ] |
| Ether .....                     | [ ] |
| Flare (Black Magic spell) ..... | [ ] |
| Hi-Potion .....                 | [ ] |
| Holy (White Magic spell) .....  | [ ] |
| Wonder Wand .....               | [ ] |

| Regional Monster Bestiary \ |       |     |     |     |     |       |
|-----------------------------|-------|-----|-----|-----|-----|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP.  |
| Goblin                      | 16    | 5   | 0   | 0   | 20  | 10    |
| Mani Wizard                 | 20    | 5   | 0   | 0   | 30  | 20    |
| Bandersnatch                | 120   | 14  | 0   | 0   | 100 | 60    |
| Ricard Mage                 | 100   | 0   | 0   | 1   | 87  | 75    |
| Tiny Mage                   | 1,540 | 80  | 40  | 0   | 477 | 780   |
| Chrono Controller           | 2,600 | 82  | 45  | 20  | 480 | 900   |
| Flaremancer                 | 3,000 | 89  | 35  | 10  | 486 | 1,100 |
| Dueling Knight              | 2,140 | 78  | 5   | 0   | 489 | 1,100 |
| Iron Muscles                | 2,140 | 80  | 25  | 0   | 492 | 1,200 |
| Berserker                   | 2,140 | 77  | 5   | 0   | 495 | 1,000 |

As you proceed northward into the tower, you'll be forced to split your party  
 into two. This is because each spell must be taken near-simultaneously or it  
 all will go up in fireworks.



For the western (Black) tower, you should send spellcasters. As for the eastern (White) tower, send physical fighters. Trust me, you'll be in BIG trouble with everyone if you bring a spellcaster to the White Tower or a fighter to the Black Tower. Try splitting it 50-50, party-wise. We'll begin the ascent on the Black Tower.

The Black Tower is quite linear; I'm more than sure you can navigate it without my help. On the way up, you'll find an Ether (fourth floor) and a Wonder Wand (seventh floor). On the eighth floor, you best prepare for the upcoming boss, as you won't get a chance after switching parties! At the top of the tower, you'll switch.

As for the White Tower, also linear, and its layout is quite similar to that of the Black Tower. As you go on up, you'll find a Hi-Potion (fourth floor) and a Defender (seventh floor). Continue to the top of the tower. Prepare for the fight with the Minotaur in the White Tower. (For an easy win, have two Monks with the Guard ability.)

| BOSS: Minotaur \                                                                                                                                                                                                                      |          |                |                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|----------------|-------------------------|
| HP                                                                                                                                                                                                                                    | - 19,850 | Weaknesses:    | Treasures Awarded:      |
| Strength                                                                                                                                                                                                                              | - 99     | - None         | - Fuma Shuriken (Steal) |
| Defense                                                                                                                                                                                                                               | - 0      |                | - Leather Shoes (Steal) |
| Magic                                                                                                                                                                                                                                 | - 0      | Absorptions:   | - None (Drop)           |
| Magic Defense                                                                                                                                                                                                                         | - 0      | - Water        |                         |
| Gil Earned                                                                                                                                                                                                                            | - 0      | - Holy         |                         |
| EXP. Earned                                                                                                                                                                                                                           | - 0      | - Earth        |                         |
|                                                                                                                                                                                                                                       |          | - Poison       |                         |
|                                                                                                                                                                                                                                       |          |                |                         |
|                                                                                                                                                                                                                                       |          | Type: Humanoid |                         |
| =====                                                                                                                                                                                                                                 |          |                |                         |
| For the majority of the battle, all you'll see are physical attacks that are occasionally critical. Upon death, the Minotaur will hit you with the Holy spell ... but not have MP! =P                                                 |          |                |                         |
| Not much to truly say about it. The Monks-with-Guard strategy is pretty much foolproof, and the Guard ability should have been learned long ago. You can even grind for about 15 minutes out of the boss to just learn it if need be. |          |                |                         |

As for the Black Tower, you'd better examine that red orb quickly for another fight.

| BOSS: Omniscient \                                                                                                                                                                                                                                                                                                                                   |          |              |                         |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|--------------|-------------------------|
| HP                                                                                                                                                                                                                                                                                                                                                   | - 16,999 | Weaknesses:  | Treasures Awarded:      |
| Strength                                                                                                                                                                                                                                                                                                                                             | - 100    | - Wind/Aero  | - Potion (Steal)        |
| Defense                                                                                                                                                                                                                                                                                                                                              | - 0      |              | - Kornago Gourd (Steal) |
| Magic                                                                                                                                                                                                                                                                                                                                                | - 20     | Absorptions: | - None (Drop)           |
| Magic Defense                                                                                                                                                                                                                                                                                                                                        | - 8      | - None       |                         |
| Gil Earned                                                                                                                                                                                                                                                                                                                                           | - 0      |              |                         |
| EXP. Earned                                                                                                                                                                                                                                                                                                                                          | - 0      | Type: None   |                         |
| =====                                                                                                                                                                                                                                                                                                                                                |          |              |                         |
| This boss relies a LOT on spells. He can use Cure/Cura, Fire/Fira/Firaga, Blizzard/Blizzara/Blizzaga, Thunder/Thundara/Thundaga, Poison, Bio, Mini, Silence, Confuse, Libra, Regen, Slow, Stop, Haste, Float, Gravity, Return, Graviga, Toad, Drain, and Reflect. *phew!* Flare will be the move he uses upon death, and it will be fired this time. |          |              |                         |

| And Return will restart the battle EACH AND EVERY TIME you use any  
| non-magic attack, except Steal and maybe a few others.  
|  
| First things first -- Carbuncle is the absolute must. In doing so, you  
| will have severely crippled your opponent's offense. If possible, utilize  
| Hastega beforehand. After this little bit, you're pretty much done. Use  
| your best spells, especially Syl dra if you have her.  
|

After the battle, you'll receive the Flare spell.

Now some notes. Holy is as you'd expect -- a highly powerful Holy-based spell.  
The main attraction is Flare and its use for Spellblades. When using it in such  
a manner, the weapon's power goes up by ONE HUNDRED points, and only ~25% of  
the target's Defense is considered. Expect me to spam this in a few fights.

Afterwards, the towers will disappear, leaving you back in the overworld.

=====  
Overworld  
=====

Now, land your airship on the gray tile that appeared where the airship once  
was. There, go and find Cid -- after the Save Point room, pretty much go due  
south. During the cutscenes, your airship will obtain the ability to function  
as a submarine!!

\_\_\_\_\_  
/\ | | Section XI - Small Sidequest: Sunken Tower of Walse | |  
| | | | \*\*FF5A\_411\*\* | |  
\/ | | | | | |  
\_\_\_\_\_

0-----0  
| NOTICE! |  
| | |  
| Going through with this section will earn you the Mime Job. From one |  
| viewpoint, such a thing would be quite good. In my opinion, the Mime Job |  
| is not really all that worth it. In obtaining the Job, you'll also have |  
| to fight a boss. This boss has a secret to it that makes it perhaps one |  
| of the most fun and challenging bosses of this game. This alternate form |  
| of the boss is listed farther in the walkthrough. |  
| | |  
| Remember -- finishing off the boss here WILL prevent you from going to |  
| complete that super-hard boss. The Mime Job, again, is not really worth |  
| it and you can live without for a while. Okay, I think you got it... |  
| | |  
0-----0

=====  
Overworld  
=====

After all of the cutscenes, when you return to the overworld, please opt to  
go underwater. There, you'll notice four sparklies -- the northern one of the  
eastern two is our destination. From an abovewater perspective, it is near  
where the Walse kingdom used to be, northeast of where Tycoon once was, and in  
the ocean south of the Gloceana desert.

Anyways, go underwater and, along the northeastern rocks, you'll find the sunken Tower of Walse. Run into the tower and we'll begin...

=====  
(Sunken) Tower of Walse  
=====

Back in the submarine, you REALLY need to note something. In this dungeon, all enemies are blacked out, so it is nearly impossible to know which ones are what.

However, one you must extremely wary of -- the one that looks like a Mecha Head. This enemy has unusually high Defense and HP. Considering you're on a strict time limit, you don't want to have to fight it any longer than you need to. The best methods of defeat would be Break, Break Spellblades, and using Control to make it Self-Destruct. Otherwise, run!

Okay, as you enter the Sunken Tower of Walse, you'll find yourself underwater, as expected, in the room where the Water Crystal once was held. Unlike Mario and Luigi, Bartz and company cannot hold their breath for too long -- only seven minutes! A game over will result from having run out of time. Your goal is the bottom of the tower ... and you're on the tenth floor.

The path down there is fairly linear, as it was fifteen hours ago when you played here the first time. Only of note is a chest on the fifth floor you can reach through obvious methods to refill your timer back to seven minutes.

If you do it like I did and fled from each battle on the way down out of fear of running out of time, you should reach the first floor with over six minutes left on the clock. There, you'll find the Water Crystal shard you could not grab earlier. Examine it and say "Yes" to avoid a fight; "No" to induce it.

Oh, and please consider reading the notice affixed about 75 lines above this, please.

|                          |          |                |                         |
|--------------------------|----------|----------------|-------------------------|
| BOSS: Famed Mimic Gogo \ |          |                |                         |
| HP                       | - 47,714 | Weaknesses:    | Treasures Awarded:      |
| Strength                 | - 120    | - None         | - Leather Armor (Steal) |
| Defense                  | - 30     |                | - Gold Hairpin (Steal)  |
| Magic                    | - 25     | Absorptions:   | - Tiger Mask (Drop)     |
| Magic Defense            | - 20     | - None         |                         |
| Gil Earned               | - 0      |                |                         |
| EXP. Earned              | - 0      | Type: Humanoid |                         |

=====  
This strategy details the easier strategy.  
|

Simply let your GBA/DS/GameBoy Player sit there for about two minutes and do absolutely nothing whatsoever. This is because Gogo, for "normal" players, will only counter in response to your moves. But you'll basically win by doing nothing.  
|

If you want the method for "truly" beating Gogo, you'll need to return here far later on, with better equipment and abilities. Such is detailed in the obviously-named section of the walkthrough.  
|

After the battle, assuming you win, you'll be able to grab the Crystal shard to obtain the Mime Job. Congrats, I guess. Doing absolutely nothing DOES have its rewards, huh?

Backtrack to the submarine now; shouldn't take you all that long.

```
/\
| |           Section XII - The Fire Tablet ... Underwater!?
| |           **FF5A_412**
|\
```

=====  
Overworld  
=====

Our next target would be the Fire Tablet. To find it, you'll need to go the Great Sea Trench, of all places. It is underwater in the big eastern ocean, and is the southern of the two eastern sparkles on the underwater map. When you reach the patch shaped like an obtuse triangle, run above it and exit the sub.

=====  
The Great Sea Trench  
=====

```
-----
| Treasures Checklist | \
|-----|
| Dragon Fang ..... [ ] |
| Ether ..... [ ] |
| Flame Ring ..... [ ] |
| Kaiser Knuckles ..... [ ] |
| Meteor (Time Magic spell) ..... [ ] |
| Phoenix Down ..... [ ] |
| Water Scroll ..... [ ] |
|-----|
```

```
-----
| Regional Monster Bestiary | \
|-----|
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Unknown (#168) | 2,500 | 60 | 25 | 0 | 525 | 1,200 |
| Unknown (#169) | 3,500 | 61 | 40 | 0 | 519 | 1,080 |
| Unknown (#170) | 2,500 | 62 | 30 | 0 | 522 | 1,350 |
| Unknown (#171) | 2,500 | 60 | 25 | 0 | 525 | 1,200 |
| Unknown (#172) | 6,500 | 67 | 35 | 0 | 528 | 2,000 |
| Gargoyle | 5,000 | 58 | 13 | 50 | 0 | 0 |
|-----+-----+-----+-----+-----+-----+-----|
```

When you arrive, go along the path to the doorway. Defeat the customary two Gargoyles and burn another page of the Sealed Tome to reach the main area.

On B2F, you'll find a fairly linear path with only one fork. The fork heads south to a chest with a Water Scroll. Grab it, then return to the other path and into the next area.

On B3F, you'll find a Save Point. Use it, then continue to the next area.

On B4F, there will be a linear path with some skull switches along it. You don't technically have to use them whatsoever, but using them will help you cross the lava. If you wish to do so, press the first one you reach, but not the second. In the back of the room, don't press any except the one in the northeast corner. Go over to the somewhat-higher ledge, then go up the new

path to find a chest with the Flame Ring inside. Then go downstairs out of the area.

On B5F, you'll find some lava. Use a party-wide Float or the Geomancer's Light Step ability to avoid resulting damage. Be sure to pick up then Dragon Fang from the chest in area. \*rolls eyes\* Anyways, use the downbound staircase to reach the next area.

On B6F, more lava! And a linear path. Follow it and be sure to grab the two chests in the area, which contain a Phoenix Down and an Ether. Ehh... Go to the next area.

| Weapon Shops     |            |
|------------------|------------|
| Item Name        | Cost       |
| Flametonque      | 10,000 Gil |
| Icebrand         | 11,000 Gil |
| Gaia Hammer      | 12,800 Gil |
| Morning Star     | 7,800 Gil  |
| Rune Bow         | 10,000 Gil |
| Kiku-ichimonji   | 14,800 Gil |
| Partisan         | 10,200 Gil |
| Fuma Shuriken    | 25,000 Gil |
| Shuriken         | 2,500 Gil  |
| Twin Lance       | 10,800 Gil |
| Moonring Blade   | 1,100 Gil  |
| Flame Scroll     | 200 Gil    |
| Water Scroll     | 200 Gil    |
| Lightning Scroll | 200 Gil    |

| Armor Shops    |            |
|----------------|------------|
| Item Name      | Cost       |
| Crystal Shield | 2,500 Gil  |
| Crystal Helm   | 10,500 Gil |
| Black Cowl     | 6,500 Gil  |
| Circlet        | 4,500 Gil  |
| Crystal Armor  | 12,000 Gil |
| Black Garb     | 9,000 Gil  |
| Black Robe     | 8,000 Gil  |
| White Robe     | 8,000 Gil  |
| Hermes Sandals | 50,000 Gil |
| Angel Ring     | 50,000 Gil |
| Flame Ring     | 50,000 Gil |
| Coral Ring     | 50,000 Gil |
| Lamia's Tiara  | 2,500 Gil  |
| Angel Robe     | 3,000 Gil  |

On B7F, continue through the door to find the once-great Dwarven Kingdom! Likely all that remains of the great Underworld's Dwarven Kingdoms of Final Fantasy IV, you won't find much here. In one doorway is a dwarf surrounded by a counter. Speak to him from all sides to obtain different stocks of items.

After the shopping spree, if any (it WAS the Phantom Village stocks, mostly),

you can use the nearby Save Point, then exit to the lake through another doorway. Here, walk into the southeastern alcove of the wall to recharge the Magic Lamp, then walk behind the northeastern waterfall to continue onward.

On B8F, you can go east to take note of some chests. The second one contains the Kaiser Knuckles. To reach it, trigger the easternmost skull switch on the floor to open up the path to them. Next, go to the southwest corner of the room and trigger each of the three skull switches there. Return back to the north side of the room. Ascend the staircase and open the (empty) chest to be able to reach the next area. Heal first, then go there.

Back on B7F, you'll find the Fire Tablet just sitting there waiting for you, but you can only take it and leave after a nice boss.

| BOSS: Triton, Nereid, Phobos |          |              |                        |
|------------------------------|----------|--------------|------------------------|
| Triton Bestiary              |          |              |                        |
| HP                           | - 13,333 | Weaknesses:  | Treasures Awarded:     |
| Strength                     | - 55     | - Blizzard   | - Elixir (Steal)       |
| Defense                      | - 0      |              | - Gold Needle (Steal)  |
| Magic                        | - 20     | Absorptions: | - Iron Draft (Drop)    |
| Magic Defense                | - 25     | - Fire       |                        |
| Gil Earned                   | - 0      |              |                        |
| EXP. Earned                  | - 0      | Type: Undead |                        |
| Nereid Bestiary              |          |              |                        |
| HP                           | - 13,333 | Weaknesses:  | Treasures Awarded:     |
| Strength                     | - 54     | - Fire       | - Elixir (Steal)       |
| Defense                      | - 0      |              | - Gold Needle (Steal)  |
| Magic                        | - 20     | Absorptions: | - Power Drink (Drop)   |
| Magic Defense                | - 25     | - Blizzard   |                        |
| Gil Earned                   | - 0      |              |                        |
| EXP. Earned                  | - 0      | Type: Undead |                        |
| Phobos Bestiary              |          |              |                        |
| HP                           | - 13,333 | Weaknesses:  | Treasures Awarded:     |
| Strength                     | - 55     | - Earth      | - Elixir (Steal)       |
| Defense                      | - 0      |              | - Gold Needle (Steal)  |
| Magic                        | - 20     | Absorptions: | - Goliath Tonic (Drop) |
| Magic Defense                | - 25     | - Poison     |                        |
| Gil Earned                   | - 0      |              |                        |
| EXP. Earned                  | - 0      | Type: Undead |                        |

Okay, despite the needlessness, I'll describe their attack repertoires.

Triton can use a basic (sometimes critical) attack, Blizzaga, Frost, Ice Storm, and Delta Attack. Delta Attack only takes place when someone dies and the others are not dealt with quickly enough to prevent a revival. The attack itself ... eh, let's just say you don't want to be hit with it.

Nereid can use a basic (sometimes critical) attack, Firaga, Flame Thrower, and Delta Attack.

Phobos can use a basic (sometimes critical) attack, Bio, Rainbow Wind, and Delta Attack.

There are a few ways to win this fight with reasonable ease. One involves

| the use of Hastega on your party, then some Break Spellblades. You can use |  
 | Stop or Sleep to aid you in this time interval. |  
 |  
 | Another strategy involves using either the Samurai ability Iainuki or the |  
 | Odin Summon, though Odin doesn't always do the job by sometimes using the |  
 | Gungnir move. |  
 |  
 | Yet another is pretty basic. Poison the whole enemy party in the course of |  
 | one turn, then wait out the sixteen turns until they die. You may want to |  
 | put Carbuncle on your team to reflect the spells, and be ready to heal a |  
 | little. You can do a similar thing with Regen, though it'll take longer. |  
 |  
 | Guess what? A fourth, very obvious, strategy. Use Graviga on each of them |  
 | no less than twice (or once, for the over-leveled), then proceed to hit |  
 | them all at once with Curaga. Okay, I think that's ENOUGH strategies. |

After the battle, you'll get the best of the Time Magic spells, Meteor. A non-elemental attack that randomly attacks the enemy party four times. Best used on single enemies, of course. Especially considering that the enemy won't disappear if it dies during the barrage.

So, anyways, once you have the Fire Tablet and Meteor, Teleport out of here.

```

  /\
  | |                Section XIII - The Water Tablet and Leviathan | |
  | |                **FF5A_413** | |
  \/
  
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=====  
 Overworld  
 =====

Our next stop shall be for the final of the Elemental Tablets, the Water Tablet. To find it, go to the northwestern corner of the overworld, where the town of Istory once was before it got sucked into the Interdimensional Rift. Underwater, in your submarine, you should be able to reach a cavern, which actually looks more like a sand pile on the map. Run into it anyways and exit the submarine.

=====  
 Sea Floor Cave  
 =====

| Regional Monster Bestiary \ |       |     |     |     |     |       |
|-----------------------------|-------|-----|-----|-----|-----|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP.  |
| Druid                       | 2,200 | 60  | 10  | 30  | 501 | 1,500 |
| Ironback                    | 2,200 | 70  | 50  | 0   | 504 | 1,300 |

Ehh... Linear path back to the overworld. Follow it, and perhaps catch an Ironback or two for future perusal...

=====  
 Overworld  
 =====

Back out here, you may as well continue to the west to find Istory Falls. Walk into the falls and you'll find the location of our fourth tablet.

-----  
Istory Falls  
-----

| Treasures Checklist \ |     |
|-----------------------|-----|
| 12,000 Gil            | [ ] |
| Aegis Shield          | [ ] |
| Air Knife             | [ ] |
| Artemis Bow           | [ ] |
| Enhancer              | [ ] |
| Ether                 | [ ] |
| Fuma Shuriken         | [ ] |
| Goliath Tonic         | [ ] |
| Leviathan (Summon)    | [ ] |
| Phoenix Down          | [ ] |
| Protect Ring          | [ ] |
| Reflect Ring          | [ ] |
| Rune Blade            | [ ] |
| Titan's Axe           | [ ] |
| Turtle Shell          | [ ] |

| Regional Monster Bestiary \ |        |     |     |     |     |       |
|-----------------------------|--------|-----|-----|-----|-----|-------|
| Monster                     | HP     | STR | DEF | MAG | Gil | EXP.  |
| Mercury Bat                 | 500    | 65  | 10  | 0   | 531 | 1,020 |
| Coral                       | 2,150  | 66  | 20  | 0   | 534 | 1,268 |
| Aquagel                     | 3,300  | 67  | 20  | 0   | 540 | 1,268 |
| Steel Fist                  | 4,000  | 60  | 30  | 0   | 543 | 1,335 |
| Alchymia                    | 4,500  | 70  | 10  | 90  | 546 | 1,000 |
| Tonberry                    | 39,393 | 119 | 10  | 0   | 537 | 1,268 |
| Gargoyle                    | 5,000  | 58  | 13  | 50  | 0   | 0     |

As per the usual, when you enter the cavern, walk north. Defeat the two Gargoyles and proceed to the door. After burning a final page from the Sealed Tome, you'll be allowed in.

Here, in the next room, you'll find a lot of water, and a lot of waterfalls. You will find a few treasure chests as you traverse this room, which contain a Turtle Shell, Air Knife, and an Ether. The exit to the next area is on the northern side of the room. Go through the doorway.

In this area, go north to arrive at a fork in the path. Go east and south to the next area.

Here, walk south to quickly find a treasure chest. Open it for a Goliath Tonic, then proceed to the southeastern corner of the room to find a hidden pathway to another chest, which contains the Rune Blade. Return to the main area and go westward for a bit until you reach the wall. There, go north and trigger the skull switch to stop the waterfall to the east. Run (or Sprint) eastward to the chest and open it for a Protect Ring. Afterwards, go west and south to the next area.



In this area, proceed along the path, more or less. At the first fork, go north-ish to find one chest, then go back along the main path and west at the next fork to find another chest. From them, you'll receive a Phoenix Down and a Reflect Ring. Return to the main path and follow it to the next area.

Well, we found a Save Point in this area. Use it and continue to the next area.

Here, you may want to employ the Geomancer's Find Pits ability to avoid accidentally falling into any holes. Anyways, from the entrance, go along the path to find two doorways. Go through the northern one first to find a chest. Open it for the Artemis Bow. Return to the main room and go to the southwest corner to find another chest (12,000 Gil), then the northwest chest (Enhancer). Go down to the below floor, via the stairwell or a hole in the floor.

Here, go around the room and you'll find three chests. Before opening any of them, you'll want to trigger the skull switch nearby or you'll take some serious damage. Anyways, the chests contain an Aegis Shield, a Fuma Shuriken, and a Titan's Axe. Then go to the southwestern chest. Push the skull switch to make the nearby spikes disappear, revealing two holes. Jump down there.

In this floor, you'll find the Water Tablet nearby. Work your way around it and try to leave. One of Exdeath's Eleven of the Rift will appear and prepare to fight you. Before the first sword can be unsheathed, however, Leviathan appears and does your job for you! After that, heal up and speak with Leviathan for a battle.

| BOSS: Leviathan \ |          |              |                       |
|-------------------|----------|--------------|-----------------------|
| HP                | - 40,000 | Weaknesses:  | Treasures Awarded:    |
| Strength          | - 85     | - Thunder    | - Elixir (Steal)      |
| Defense           | - 25     |              | - Reflect Ring (Drop) |
| Magic             | - 1      | Absorptions: |                       |
| Magic Defense     | - 15     | - Water      |                       |
| Gil Earned        | - 0      |              |                       |
| EXP. Earned       | - 0      | Type: Dragon |                       |

=====

Leviathan has a nice set of moves. There is a basic attack, Tail (which will set Sap), Entangle (for Paralysis), Aqua Breath, and Tidal Wave. The latter two deal damage to all, with Tidal Wave being elemental (Water).

Seeing as Tidal Wave can easily inflict 1,500+ damage in one turn (due to Leviathan sometimes using it twice), putting Shell on everyone is VERY critical, unless they all have Coral Rings. Otherwise, immediately start with Hastega, then go into using Shell or Mighty Guard, preferably the latter.

Then we STILL have a problem. Leviathan often counters magic with Tidal Waves, and sometimes just anything with Entangle. So, in essence, we're going to have to keep magic out of the fight. Entangle will just be unavoidable.

Perhaps the best way to fix this whole problem is to use Thundaga Spellblades, which won't trigger the Tidal Wave counterattack. You can also use Carbuncle to put Reflect on everyone, then hit your party with a Thundaga. In my experience, this didn't trigger the Tidal Wave counter, though I don't see why it wouldn't. Be sure to have someone on healing duty, whatever you do -- two Tidal Waves can overwhelm you pretty fast.

After the battle, use Teleport to leave the dungeon.

Now, more sidequests before heading into the Rift.

```
/\
| |           Section XIV - A Third Sidequesting Section           | |
| |           **FF5A_414**                                         | |
\/\
```

```
=====
                          Overworld (generally)
=====
```

```
-----
| Treasures Checklist \
|-----|
| One Legendary Sealed Weapon ..... [] |
| One Legendary Sealed Weapon ..... [] |
| One Legendary Sealed Weapon ..... [] |
| One Legendary Sealed Weapon ..... [] |
| One Legendary Sealed Weapon ..... [] |
| One Legendary Sealed Weapon ..... [] |
| One Legendary Sealed Weapon ..... [] |
| One Legendary Sealed Weapon ..... [] |
| One Legendary Sealed Weapon ..... [] |
|-----|
```

```
-----
The Other Legendary Weapons
-----
```

For this little bit, head over to the Sealed Castle of Kuza. As usual, you can find it by going south of Regole, which is east-ish of the Istory Falls. There, proceed northward to the room with the legendary weapons, which number nine if you've followed this FAQ. There, set a Tablet on the sparkling panel, grab three weapons, and repeat until you have all twelve legendary weapons. Not all the best in the game, but they're pretty dang good.

```
-----
Another Three Jobs
-----
```

Next, considering that you've gotten the four Tablets and the twelve weapons of legend, an earthquake will have happened down south, in the region of the Phantom Village. If you've never been to the Phantom Village, head over to Crescent, then southwest along the land strip to the third forest. This is the location of the Phantom Village.

In the seas nearby, you'll find some bubbles popping up from the sea somewhere. Go underwater and move to get above the cause, a rift in the sea! You'll get sucked in and, after a bit, you'll awaken with three Crystal shards.

Examine them to obtain three new jobs. Not the last of them, but we're close. The jobs are the Oracle, Cannoneer, and Gladiator. Afterwards, watch the cutscene and leave.

```
-----
The Phoenix Tower
-----
```

Assuming you've followed the walkthrough so far, you'll have recently gotten the Black Chocobo back. If not, see Section IX for the details.

Afterwards, fly over to the Gloceana Desert in the northeastern corner of the map. Land in the forest there and walk southwest to the black tower ... the Phoenix Tower.

```

=====
Phoenix Tower
=====

```

```

-----
| Treasures Checklist \
|-----\
| 5,000 Gil .....[,] |
| 10,000 Gil .....[,] |
| 15,000 Gil .....[,] |
| 20,000 Gil .....[,] |
| 25,000 Gil .....[,] |
| Avis Killer .....[,] |
| Phoenix Down .....[,] |
| Phoenix Down .....[,] |
| Phoenix Down .....[,] |
| Phoenix Down .....[,] |
| Phoenix (Summon) .....[,] |
|-----|

```

```

-----
| Regional Monster Bestiary \
|-----\
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Lemure | 3,800 | 77 | 30 | 0 | 579 | 1,500 |
| Parthenop | 3,900 | 76 | 30 | 0 | 582 | 1,500 |
| Cherie | 4,000 | 78 | 30 | 0 | 585 | 1,500 |
|-----+-----+-----+-----+-----+-----+-----|

```

The Phoenix Tower is a thirty-floor climb to the top of it. Most of the floors will have no visible staircase; instead, look at the central pillar of the first floor as an example. See the more-squiggly bunch of lines at the top of the wall? Examine one of those wall tiles and you may find a staircase, but some are guarded. There are usually two staircases available -- the middle tile doesn't usually work.

Additionally, throughout the dungeon, you'll find a few Magic Pots. I would suggest that you leave at least one surviving just for the fun of a challenging future "boss". The others, you can feed Elixirs and they'll possibly run away, leaving you 100 ABP.

Anyways...

- Floor #1 -- Right stairway is guarded; the left one is safe.
- Floor #2 -- Just go on up.
- Floor #3 -- Right stairway is guarded; the left one is safe.
- Floor #4 -- Left stairway is guarded; the right one is safe.
- Floor #5 -- Left urn has 5,000 Gil; right urn is a Magic Pot battle. The urn will have a Phoenix Down after said battle.
- Floor #6 -- Just go on up.
- Floor #7 -- Right stairway is guarded; the left one is safe.
- Floor #8 -- Right stairway is guarded; the left one is safe.
- Floor #9 -- Left stairway is guarded; the right one is safe.

Floor #10 -- Left urn has 10,000 Gil; right urn is a Magic Pot battle. The urn will have a Phoenix Down after said battle.

Floor #11 -- Just go on up.

Floor #12 -- Right stairway is guarded; the left one is safe.

Floor #13 -- Right stairway is guarded; the left one is safe.

Floor #14 -- Left stairway is guarded; the right one is safe.

Floor #15 -- Right urn has 15,000 Gil; left urn is a Magic Pot battle. The urn will have a Phoenix Down after said battle.

Floor #16 -- Just go on up.

Floor #17 -- Right stairway is guarded; the left one is safe.

Floor #18 -- Right stairway is guarded; the left one is safe.

Floor #19 -- Left stairway is guarded; the right one is safe.

Floor #20 -- Left urn has 20,000 Gil; right urn is a Magic Pot battle. The urn will have a Phoenix Down after said battle.

Floor #21 -- Just go on up.

Floor #22 -- Left stairway is guarded; the right one is safe.

Floor #23 -- Right stairway is guarded; the left one is safe.

Floor #24 -- Left stairway is guarded; the right one is safe.

Floor #25 -- Left urn has 20,000 Gil; right urn is a Magic Pot battle. The urn will have a Aegis Killer after said battle.

Floor #26 -- Right stairway is guarded; the left one is safe.

Floor #27 -- Right stairway is guarded; the left one is safe.

Floor #28 -- Left stairway is guarded; the right one is safe.

Floor #29 -- Use the middle stairway.

On Floor #30, you'll watch a touching cutscene. This will be one of the few things I fail to spoil, actually.

Anyways, afterwards, you'll get the Phoenix Summon. Perhaps the most useful of the game, although it costs 99 MP. It will use a Fire-elemental attack on the whole enemy party, but not just that... During the target-selection process, you can also choose someone to be hit with an Arise spell (which revives a character from KO with full HP). Pretty useful, if I say so myself. And I do. It also will heal your MP, so, yeah, pretty good.

Once you're done here, Teleport to the overworld.

=====  
Overworld  
=====

Back outside, head north and east to the forest in which you left the Black Chocobo. Afterwards, go north some more, then east to find North Mountain. If you remember, Bahamut, after we obtained the Earth Tablet, challenged us to come here and fight him. Guess what? We're fairly ready.

=====  
North Mountain  
=====

-----  
| Treasures Checklist \  
| \_\_\_\_\_\  
| Bahamut (Summon) ..... [ ] |  
| \_\_\_\_\_|

| Monster    | HP  | STR | DEF | MAG | Gil | EXP. |
|------------|-----|-----|-----|-----|-----|------|
| Rock Slug  | 120 | 13  | 0   | 0   | 69  | 46   |
| Gaelicat   | 100 | 12  | 0   | 0   | 72  | 55   |
| Cockatrice | 100 | 15  | 0   | 0   | 75  | 55   |
| Headstone  | 50  | 13  | 8   | 0   | 78  | 55   |

Eh... Well, you've been here before, and this mountain dungeon, like all of the others, is fairly linear. I really shouldn't have to explain all that much about proceeding through here, except that the purple flowers retain their poisonous characteristics.

On the way, you'll find a Save Point. Put Float on everyone (for Bahamut will use a powerful Earth-based attack), use a Cottage for full healing, and SAVE. Continue along to the summit where you'll find the king of dragons, Bahamut.

| BOSS: Bahamut |          |              |                       |
|---------------|----------|--------------|-----------------------|
| HP            | - 40,000 | Weaknesses:  | Treasures Awarded:    |
| Strength      | - 69     | - None       | - Dragon Fang (Steal) |
| Defense       | - 10     |              | - Dragon Fang (Drop)  |
| Magic         | - 20     | Absorptions: |                       |
| Magic Defense | - 20     | - None       |                       |
| Gil Earned    | - 0      |              |                       |
| EXP. Earned   | - 0      | Type: None   |                       |

What moves Bahamut can use are actually determined by HP. A basic attack (which may be critical) can be used anytime.

- Below 35,000 HP: Uses Atomic Rays and Frost.
- Below 30,000 HP: Uses Blaze and Earth Shaker.
- Below 25,000 HP: Uses Aqua Breath and Lightning.
- Below 20,000 HP: Uses Ice Storm and Maelstrom.
- Below 15,000 HP: Uses Poison Breath and Zombie Breath.
- Below 10,000 HP: Uses only Mega Flares.

A must for the start of the battle would be Hastega and Mighty Guard (or, in the absence of the latter, Protect and Shell). Afterwards, you can use Carbuncle to largely protect you from his attacks, though Carbuncle is for just Mega Flare. If you keep track of his HP, wait until it falls around 11,000 before using Carbuncle. Then again, Carbuncle will help with magic casting on the offense. Your choice.

After you've got your defenses up, it's pretty much a brawl from there on out. You'll want to really keep your HP up, so the waiting with Carbuncle by keeping track of HP is more beneficial as far as using Curaga goes. If you opted for the Reflect anyways, you can cast an "-aga" Black Spell on the entire team for higher damage. Anyone with Spellblade *must* use the Flare Spellblade.

That's pretty much it. If you're keeping track of Bahamut's HP and waiting until a certain moment to use Carbuncle, opt for when he lands in the 11,000's or 12,000's. From when he hits less than 10,000 HP, he'll start using the REFLECTABLE Mega Flare. If you Reflect it, it often does 9,999 damage, which means there is a 99.99% chance that Bahamut will effectively commit suicide. ^\_^

After the brawl, you'll have obtained the strongest Summon in the game. It will pierce the enemies' Defenses and will be non-elemental -- in essence, it will hit and it will hit hard.

Okay, now to the final plot dungeon of the game...

```

/\
| |          Section XV - The Interdimensional Rift: The Endgame   | |
| |                                **FF5A_415**                       | |
\/\

```

So, it is now time for that final dungeon of the game. The Void, the bane of existence, the antithesis of all that is, has opened up over where Castle Tycoon once was, ripping itself free from its prison of the Interdimensional Rift, which was designed when the world divided to seal it away. In this unknown and banished land, Exdeath, a modern-day Enoo, is working without rest to try to gain full control of the Rift and end everything that is and make a world for himself and evil. At the end of our long journey, it will all go down here, precluded by numerous evil creatures ... and ending with Exdeath!

```

=====
Interdimensional Rift -- The Desert
=====

```

```

Regional Monster Bestiary \
\

```

| Monster        | HP     | STR | DEF | MAG | Gil | EXP.  |
|----------------|--------|-----|-----|-----|-----|-------|
| Dhorme Chimera | 1,000  | 50  | 20  | 0   | 186 | 1,000 |
| Ankheg         | 2,780  | 75  | 10  | 0   | 570 | 1,250 |
| Ammonite       | 2,780  | 71  | 10  | 0   | 573 | 1,170 |
| Landcrawler    | 22,000 | 100 | 20  | 0   | 576 | 3,270 |

When you arrive, exit the safety of the airship to hot desert. Here, you'll be in a desert with moving sands, truly showing that we are no longer in our own world, as the lack of the Earth Crystal there stopped the Desert of the Shifting Sands. As you proceed along the linear path to find the sand streams. Just take the ones that will take you forward.

Eventually, you'll reach a door. As you approach it, the remaining seven of the Eleven of the Rift appear before you, bidding you a warm welcome to what they believe will become your resting place. Let's prove them wrong as we have done to many so far -- continue to the next area.

```

=====
Interdimensional Rift -- The Ruins
=====

```

```

Treasures Checklist \
\

```

|                   |     |
|-------------------|-----|
| Blood Sword ..... | [ ] |
| Cottage .....     | [ ] |
| Dark Matter ..... | [ ] |
| Elixir .....      | [ ] |
| Elixir .....      | [ ] |
| Ether .....       | [ ] |

| Regional Monster Bestiary \ |       |     |     |     |     |       |
|-----------------------------|-------|-----|-----|-----|-----|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP.  |
| Ronkan Knight               | 860   | 36  | 20  | 0   | 201 | 380   |
| Stone Mask                  | 450   | 34  | 20  | 0   | 204 | 320   |
| Enchanted Fan               | 1,000 | 35  | 2   | 10  | 207 | 470   |
| Lamia                       | 900   | 35  | 0   | 0   | 210 | 490   |
| Archaotoad                  | 800   | 34  | 0   | 0   | 213 | 390   |
| Ghidra                      | 3,000 | 42  | 20  | 0   | 219 | 3,108 |
| Grenade                     | 3,000 | 75  | 10  | 0   | 558 | 1,100 |
| Baldanders                  | 3,000 | 75  | 10  | 0   | 564 | 1,380 |
| Death Dealer                | 3,000 | 75  | 10  | 0   | 567 | 1,400 |
| Level Checker               | 5,000 | 90  | 20  | 0   | 624 | 1,502 |

Upon entering the building, examine the chain lift to enter the main area of the ruins. Here, you'll find a few chests -- to the east is a Cottage, and an Elixir is to the west. Afterwards, go through the two doorways to find two more chests, these containing a Dark Matter and an Elixir. Continue south to the next area.

Here, proceed along the linear path to find three chain lifts. Examine the easternmost one to be lifted to a chest with an Elixir, then examine the westernmost one to reach a doorway. Go to the next area.

Here, as you go, you'll find two stairways. Ignore the first one and ascend the second. To the north, you'll find a chest with the Blood Sword inside. Then return to the first staircase, go up it, and further north to another area.

Examine this chain lift and exit the building to find the ... Phantom Village!?

=====  
Interdimensional Rift -- The Phantom Village  
=====

So, how could we be in a place inside the Rift that is also in our overworld? Is the Rift and the overworld one? Or did someone inject some drugs into our body?

It is nothing so complicated. The Phantom Village once was a normal village, back in the days before the Rift sucked it in. So, it was there, but not here. Time progressed somewhat normal for them there (kind of like if they were Narnia, if you've ever read the right books). Eventually, the Rift was reformed in our time and the village was released, among other things, although a "ghost" remained in the Rift. This had stopped time there, but ours went as normal. Hence, the doorway in our Phantom Village that housed an entrance to Rift that blew closed there, but not here.

Anyways... Once you arrive, go west and along the first northward path you can. Continue along until you get outside; be sure to examine the pot in the room as you go to fully heal yourself. Back outside, go east, downstairs, and east some more to the forest.

=====  
Interdimensional Rift -- The Forest  
=====

|                   |     |
|-------------------|-----|
| Dragon Fang ..... | [ ] |
| Enhancer .....    | [ ] |
| Lilith Rod .....  | [ ] |
| Ribbon .....      | [ ] |

Regional Monster Bestiary \

| Monster     | HP    | STR | DEF | MAG | Gil | EXP.  |
|-------------|-------|-----|-----|-----|-----|-------|
| White Flame | 1,600 | 65  | 50  | 0   | 588 | 1,430 |
| Moss Fungus | 5,000 | 75  | 15  | 0   | 591 | 1,520 |
| Farfarello  | 2,580 | 90  | 15  | 70  | 606 | 1,390 |

Go along the path to the first large tree you find. Behind it is a chest, in which you'll find a Dragon Fang. Continue further into the forest until you find an open area. Hang left from there to find a chest with a Ribbon. Then go south to find another chest with an Enhancer. Go north to where you were before, then east to find another chest. This one contains the Lilith Rod.

From there, go south to find a tree with a hole in it. Examine said hole to make one appear on the ground. Try to walk into it from the south and you'll fight Calofisteri, one of the Eleven of the Rift.

BOSS: Calofisteri \

|               |          |                 |                        |
|---------------|----------|-----------------|------------------------|
| HP            | - 18,000 | Weaknesses:     | Treasures Awarded:     |
| Strength      | - 66     | - None          | - Reflect Ring (Steal) |
| Defense       | - 50     |                 | - Plumed Hat (Steal)   |
| Magic         | - 20     | Absorptions:    | - Diamond Plate (Drop) |
| Magic Defense | - 30     | - None          |                        |
| Gil Earned    | - 0      |                 |                        |
| EXP. Earned   | - 0      | Type: Humanoid, |                        |
|               |          | Magic Beast     |                        |

Calofisteri can use Poison, Bio, and Drain to hurt you, in general cases. She can use Protect, Shell, Reflect, Haste, Regen, and Cura for self-aid, and Old and Stop to put statuses on you.

Your basic strategy is quite simple. Use Poison, Bio, or one of their Spellblade equivalents to Poison her, which generally is instant death in sixteen turns, if she doesn't heal. This will bypass her counterattack of Drain for whenever she takes damage. IMMEDIATELY afterwards, use Silence or its Spellblade equivalent to stop her from using Esuna and other spells that help her out.

After that, all you have to do is ride out the thunderstorm. She can't heal her Poison status once Silenced, so she'll die eventually. Just to mess with her, you can also Haste her and make her die faster. (The funny part is that Haste usually is helpful.) ^\_^

Remember, however, that she still has a chance of using a basic attack. It isn't all too strong -- most of the recent enemies in the game have done better -- but just keep someone on healing duty in case it is critical.

After the battle, continue along to the next area.



Interdimensional Rift -- The Cavern

Treasures Checklist \

Angel Ring ..... []  
 Coral Ring ..... []

Regional Monster Bestiary \

| Monster       | HP     | STR | DEF | MAG | Gil | EXP.  |
|---------------|--------|-----|-----|-----|-----|-------|
| Drippy        | 900    | 35  | 5   | 0   | 294 | 540   |
| Lycaon        | 500    | 36  | 5   | 0   | 200 | 300   |
| Poison Eagle  | 100    | 37  | 0   | 0   | 303 | 500   |
| Zombie Dragon | 4,590  | 46  | 10  | 0   | 500 | 1,650 |
| Metamorph     | 7,000  | 40  | 10  | 10  | 777 | 20    |
| Orukat        | 2,100  | 75  | 33  | 0   | 594 | 1,350 |
| Great Dragon  | 10,000 | 100 | 20  | 0   | 615 | 1,900 |
| Achelon       | 3,200  | 100 | 70  | 0   | 642 | 1,480 |

When you enter the area, consider placing Float on your party to avoid one of the Great Dragon's powerful attacks.

Anyhow, when you enter the area, go along the linear path to the waterfall room. Go eastward until you find an entrance back into the wall. Pass it and continue to the eastern edge of the ledge. Walk into that waterfall to find a small alcove; open the chest there for an Angel Ring.

Return to the waterfall cavern and go west and through the archway you passed. Here, open up the chest for the Coral Ring, then head downstairs to find a Save Point. Never before in this FAQ have I stressed saving the game. In the next room is a beast (well, machine) you are likely very unprepared to battle with.

Anyways, continue to the next area. In the small open space to the east is a machine roaming. This is Omega. In battle, it may not look all too "all that". Mathematically, this thing will kill you. Let's me put it like this:

It is level 119 (hacker!), has over 55,000 HP, 115 Strength, 190 Defense, will evade all but 5% of physical attacks, 10% of the magical ones, and has a whopping 150 Magic Defense. Still think you can take it on? See the appropriate section further in the walkthrough for details...

Anyways, yes, freakin' try to scoot by it. Eventually, you'll find a doorway to the next area, the library.

Interdimensional Rift -- The Library

For starters, it may interest you to examine the two books on the shelves. You will read some text concerning Omega and Shinryu. From the texts, you can glean how strong they are -- the twelve legendary weapons could seal Enuo away, but not them. Another book concerns Gigaf flare and how the caster becomes defenseless when casting it. This may prove useful in the future, despite the fact that we cannot learn Gigaf flare.

Anyways, examine the book on the table to trigger a dimensional switch, turning the territory outside to another area, and also forcing you to fight Apanda.

| BOSS: Apanda \ |          |                   |                    |  |  |  |
|----------------|----------|-------------------|--------------------|--|--|--|
| HP             | - 22,000 | Weaknesses:       | Treasures Awarded: |  |  |  |
| Strength       | - 73     | - Fire            | - Ash (Steal)      |  |  |  |
| Defense        | - 23     |                   | - Ash (Drop)       |  |  |  |
| Magic          | - 50     | Absorptions:      |                    |  |  |  |
| Magic Defense  | - 10     | - None            |                    |  |  |  |
| Gil Earned     | - 0      |                   |                    |  |  |  |
| EXP. Earned    | - 0      | Type: Magic Beast |                    |  |  |  |

=====

This boss is fairly basic. He can use a basic (maybe critical) attack, Magic Hammer for MP damage, Drain, Wind Slash, Web, Dischord, Confuse, and Protect, all of which you should be familiar with.

This really isn't all that different from the fight with Byblos so long ago. You should use Firaga and Firaga Spellblades for the highest amounts of damage. You can also use Silence or its Spellblade equivalent to lower his attack repertoire to the more basic moves.

Perhaps one of the funnier things of the fight is Summoning Ifrit (who can also deal some okay damage). After Summoning, Apanda will waste one turn on using Panacea to cure his cowardice, only to be sent into fear again when you use Ifrit again. So, you can basically have everyone always use Ifrit and, so long as you're able to heal MP (as in through Osmose), you will theoretically have a foolproof strategy.

After the battle, exit the library and you should be high up in the air.

=====

Interdimensional Rift -- The Tower

=====

| Regional Monster Bestiary \ |       |     |     |     |     |       |
|-----------------------------|-------|-----|-----|-----|-----|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP.  |
| Ninja                       | 500   | 90  | 15  | 0   | 612 | 1,800 |
| Dragon Aegis                | 7,000 | 100 | 15  | 0   | 618 | 2,020 |

Ironically enough, DragonForce's "Strike of the Ninja" started playing as I started to document this section. Heh.

By now, you should have the Find Passages ability, so you'll be able to see the walkways over the gaps, or just infer which one works. The path itself is very linear and featureless. Just go up the stairway to the next area when you get there.

=====

Interdimensional Rift -- Dimension Castle

=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Hermes Sandals .....  | [ ] |
| Man-Eater .....       | [ ] |

|                     |     |
|---------------------|-----|
| Rainbow Dress ..... | [ ] |
| Red Sandals .....   | [ ] |
| Thor Hammer .....   | [ ] |

Regional Monster Bestiary \

| Monster        | HP     | STR | DEF | MAG | Gil | EXP.   |
|----------------|--------|-----|-----|-----|-----|--------|
| Mythril Dragon | 600    | 28  | 15  | 0   | 114 | 270    |
| Mini Magician  | 1,100  | 30  | 5   | 1   | 345 | 600    |
| Galajelly      | 75     | 45  | 20  | 0   | 348 | 750    |
| Mammon         | 1,700  | 46  | 5   | 0   | 351 | 700    |
| Blind Wolf     | 900    | 54  | 5   | 0   | 363 | 600    |
| Hellraiser     | 1,050  | 49  | 5   | 0   | 366 | 750    |
| Magic Dragon   | 2,900  | 58  | 10  | 0   | 372 | 1,200  |
| Red Dragon     | 7,500  | 65  | 12  | 50  | 500 | 3,000  |
| Yellow Dragon  | 8,500  | 65  | 10  | 0   | 500 | 2,600  |
| Sword Dancer   | 3,000  | 75  | 15  | 0   | 561 | 2,400  |
| Death Claw     | 4,000  | 70  | 29  | 50  | 600 | 1,700  |
| Fury           | 5,000  | 80  | 20  | 0   | 630 | 2,250  |
| Yojimbo        | 3,960  | 109 | 5   | 0   | 645 | 2,000  |
| Iron Giant     | 18,000 | 100 | 50  | 50  | 597 | 10,000 |

Once you arrive, head north and into the castle.

Here, go to the western side hall. Use the southbound exit and go along the path into the tower to find a chest. Open it up for a Thor Hammer. Backtrack to the entrance room of the castle and enter the eastern side hall. Use the southbound exit there to go outside again. Go into the tower as before to find another chest, with this one containing the awesome Hermes Sandals, which provide eternal Haste on the wearer.

Return once more to the entrance room of the castle. Use the staircase on the northern part of the room to reach the basement. Here, you can fight quite a few enemies. See those prison cells with the green-clothed men inside? Open up the cell and run into one of them to fight an Alte Roite. You'll have to fight six of them altogether to reach their treasure chests.

BOSS: Alte Roite \

| Before transforming into Jura Avis... |          |                |                        |
|---------------------------------------|----------|----------------|------------------------|
| HP                                    | - 6,000  | Weaknesses:    | Treasures Awarded:     |
| Strength                              | - 45     | - None         | - Potion (Steal)       |
| Defense                               | - 45     |                | - Holy Water (Steal)   |
| Magic                                 | - 5      | Absorptions:   | - Healing Staff (Drop) |
| Magic Defense                         | - 60     | - None         |                        |
| Gil Earned                            | - 0      |                |                        |
| EXP. Earned                           | - 0      | Type: Humanoid |                        |
| After transforming into Jura Avis...  |          |                |                        |
| HP                                    | - 15,000 | Weaknesses:    | Treasures Awarded:     |
| Strength                              | - 65     | - None         | - Dragon Lance (Steal) |
| Defense                               | - 35     |                | - Turtle Shell (Steal) |
| Magic                                 | - 45     | Absorptions:   | - Dragon Fang (Drop)   |
| Magic Defense                         | - 30     | - Fire         |                        |
| Gil Earned                            | - 0      | - Blizzard     |                        |

```

| EXP. Earned   - 0           | - Thunder           |
|               | - Wind/Aero        |
|               |                     |
|               | Type: Aegis        |
|=====|
| Alte Roite can only use a basic, sometimes critical, attack and the move
| Encircle, which removes the target from the field.
|
| After defeating Alte Roite, you'll fight Jura Aegis, which can use a basic
| (sometimes critical) attack, Blaze, Lightning, Breath Wing, Entangle, and
| Maelstrom. All of these you are familiar with.
|
| If you're just here to get the enemy out of the way, all you need to do is
| either use Berserk and finish him or kill him with a counterattack (such
| as when using all Monks and doing nothing). Otherwise, just brawl on the
| Alte Roite. If you plan on fighting Jura Aegis, be sure to set in some
| Flare Spellblades.
|
| Jura Aegis is arguably harder in some ways, and easier in others. For one,
| attacks such as Gravity, Graviga, and Missile will hit. So use them. Just
| one Graviga puts him under 2,000 HP; two puts him under 250! Be sure to
| use them, then just hit him a couple of times.
|
| Another way to kill the Jura Aegis would be through Odin (Summon) or
| Banish (Time Magic).
|=====|

```

Remember to grab the chests in the cells. The northern chest has some Red Slippers; the southern chest has a Rainbow Dress.

Next, heal up and look in the southwestern cell. You'll find another of the Eleven of the Rift, Azulmagia, here. You don't \*have\* to fight him, but you'll get a Save Point, so why not? If you want to fight him, examine the cell door, speak with him, and tell him you are the holders of the Crystal shards for a brawl.

```

|-----|
| BOSS: Azulmagia \
|-----|
| HP           - 27,900   | Weaknesses:         | Treasures Awarded:
| Strength     - 65      | - Poison            | - Elixir (Steal)
| Defense      - 30      |                     | - Titan's Gloves (Steal)
| Magic        - 50      | Absorptions:       | - Black Cowl (Drop)
| Magic Defense - 70     | - None              |
| Gil Earned   - 0       |                     |
| EXP. Earned  - 0       | Type: None          |
|=====|

```

Umm... Wow, this boss has a lot of moves to use. Aside from the basic (possibly critical) attack, he can use almost each and every Blue Magic spell: ???, 1000 Needles, Aera, Aero, Aeroga, Aqua Breath, Dark Spark, Death Claw, Flame Thrower, Flash, Goblin Punch, Level 2 Old, Level 3 Flare, Level 4 Graviga, Level 5 Death, Lilliputian Lyric, Magic Hammer, Mighty Guard, Mind Blast, Missile, Off-Guard, Pond's Chorus, Roulette, Self-Destruct, Time Slip, Vampire, and White Wind. \*phew!\*

However, it is worth noting that some of these moves (1000 Needles, Aeroga, Aqua Breath, Level 3 Flare, Magic Hammer, Self-Destruct) will not be used unless you use them on him. In that, there is a strategy. See the Self-Destruct move up there? If you use it on him, he'll use it on his next turn, killing himself!

| If you don't feel liking going that way, be sure to use Hastega and Mighty |  
| Guard (or just Shell). From there on out, it is pretty much a character |  
| with the Bio Spellblade that will do all of the work. Setting in Carbuncle |  
| for party-wide Reflect can help you out a bit, and teaching Azulmagia |  
| Level 3 Flare will result in a lot of HP loss for him. |

After the battle, be sure to use the Save Point nearby, then head over to the east side of the room. See the "darker" bit of the northeastern cell? First put the Float status on the whole of you party. Afterwards, examine the dark spot and the one-eyed beast, Catastrophe, will come out and battle you.

I prefer his FFX design...

```
| BOSS: Catastrophe \
|-----|-----|-----|-----|
| HP          - 19,997 | Weaknesses:      | Treasures Awarded: |
| Strength    - 67    | - None           | - Elixir (Steal)   |
| Defense     - 40    |                  | - Cottage (Steal)  |
| Magic       - 20    | Absorptions:    | - Gold Needle (Drop)|
| Magic Defense - 20  | - Earth         |                    |
| Gil Earned  - 0     |                  |                    |
| EXP. Earned - 0     | Type: None      |                    |
```

=====  
| Catastrophe has a MUCH smaller moveset than Azulmagia. =P Anyways, there |  
| is a basic (sometimes critical) attack, Evil Eye (petrifies), Earth Shaker |  
| (Earth damage to all), and 100 Gs (removes Float). |

| Okay, there are two big strategies to use that rely on the same principle. |  
| Catastrophe will use 100 Gs after you use Float, always. Well, if you can |  
| cast Float every turn, he'll cast 100 Gs every turn. Likewise, you can do |  
| this with Reflect already on you, from Carbuncle or something, so you'll |  
| always maintain your Float. |

| Note that the Float-casting only takes one character, but the problem with |  
| it is that you'll run out of MP. So time is of the essence (that, or every |  
| party member must be able to use Float). Usage of Flare Spellblades is a |  
| very decent idea, and just one person can end the battle that way, if you |  
| have strong enough characters. |

After the battle, the girl that was trapped in the cell will kiss Bartz. Okay, anyways, follow her outside. There, go east, into the tower, upstairs, and west, out of the tower.

Outside here, you'll be able to find Ramuh if you didn't get him earlier, although he is kind of outdated by now.

Anyways, walk west to the other side of the area, ignoring the big central building for the moment. You'll have to do another tower thing like before and follow the path to find a Man-Eater. Return back outside and go into the big central building to find a throne room.

Here, go down the staircase to find a big door you could have found before, but it was locked. Use the switch nearby to open it up for future use. Afterwards, go back upstairs to the throne room again.

Here, heal up, put Toad on everyone, and go to the throne to the north. Try leaving via the doorway nearby twice to battle another of the Eleven of the Rift.

| BOSS: Halicarnassus \ |          |              |                          |
|-----------------------|----------|--------------|--------------------------|
| HP                    | - 33,333 | Weaknesses:  | Treasures Awarded:       |
| Strength              | - 65     | - None       | - Aegis Shield (Steal)   |
| Defense               | - 10     |              | - Staff of Light (Steal) |
| Magic                 | - 250    | Absorptions: | - Elven Mantle (Drop)    |
| Magic Defense         | - 20     | - None       |                          |
| Gil Earned            | - 0      |              |                          |
| EXP. Earned           | - 0      | Type: None   |                          |

First and foremost, your opponent will use the Ribbit spell. This will effectively use Toad on your party. Those that aren't Toads become such, and those that are Toads are healed. Hence, the notice before the fight to Toad everyone and prevent them from being eaten by the old guy from Quelb.

Aside from that, there is a basic (sometimes critical) attack, Holy, Reverse Polarity, Strong Fight, Haste, Shell, and Dispel.

You should begin by using Hastega, Mighty Guard if possible, then use Carbuncle. This way, your Defenses are upped, you're sped up, and Holy won't hit you.

After that, there isn't a whole lot to say. Have whoever can use Flare Spellblades do so, and whoever has the "-aga" spells cast them on your whole party, thereby Reflecting it to the boss. You can also use a Silence Spellblade to stop her from casting magic spells, such as Holy, Shell, and Haste.

After THAT boss fight, go through the doorway to the next area. There, continue to the top of the castle. Once you get there, heal and go north to fight one more Eleven of the Rift, Twintania.

| BOSS: Twintania \              |          |                   |                        |
|--------------------------------|----------|-------------------|------------------------|
| Not while charging Giga Flare: |          |                   |                        |
| >-----+-----+-----<            |          |                   |                        |
| HP                             | - 50,000 | Weaknesses:       | Treasures Awarded:     |
| Strength                       | - 90     | - Holy            | - Flame Shield (Steal) |
| Defense                        | - 30     | - Water           | - Phoenix Down (Steal) |
| Magic                          | - 7      | Absorptions:      | - Tinklebell (Drop)    |
| Magic Defense                  | - 16     | - None            |                        |
| Gil Earned                     | - 0      |                   |                        |
| EXP. Earned                    | - 0      | Type: Magic Beast |                        |

|                            |          |                   |                       |
|----------------------------|----------|-------------------|-----------------------|
| While charging Giga Flare: |          |                   |                       |
| >-----+-----+-----<        |          |                   |                       |
| HP                         | - 50,000 | Weaknesses:       | Treasures Awarded:    |
| Strength                   | - 90     | - Holy            | - Titan's Axe (Steal) |
| Defense                    | - 0      | - Water           | - Murasame (Drop)     |
| Magic                      | - 7      | Absorptions:      |                       |
| Magic Defense              | - 0      | - None            |                       |
| Gil Earned                 | - 0      |                   |                       |
| EXP. Earned                | - 0      | Type: Magic Beast |                       |

Twintania can use a basic (sometimes critical) attack, Atomic Ray, Tidal Wave, Mind Blast (to all), Ice Storm, Wind Slash, Mega Flare, and Giga Flare. Mega Flare will counter all magic attacks; some attacks result in a Tidal Wave counter; and Giga Flare is only for the second form.

Until he changes form, initially begin with Hastega, Mighty Guard (if it is possible), then Carbuncle. Carbuncle will help counter Mega Flare, which may occur often for you.

Afterwards, until the form change, begin by spamming Holy Spellblades on him, which bypasses the Mega Flare counterattack, sadly. You can have a person spam the spell Holy on him, as well, then the counter will bring close to 9,500+ damage upon him once Reflected. You will be fine in this aspect. His own turns are what's scary and may screw you over; be sure to have someone ready to heal.

Once Twintania changes form, he is starting to charge Giga Flare. You can now use Break, Break Spellblades, Death, or Odin to finish him off; Gravity, Graviga, Missile, and Death Claw for extreme/quick HP loss; or Toad to prevent Giga Flare. That's the order I'd prefer the tactics, but note that the second strategies won't prevent Giga Flare unless you also use Toad. Yes, Toad WILL prevent Giga Flare. You got that spell early in the game ... you ought to have it by now. Continue until dead.

After the battle, heal up if needed and walk north upstairs to reach the final area of the Interdimensional Rift, where Exdeath is, where we'll end this long and epic struggle or die trying.

=====

Interdimensional Rift -- The Final Floors

=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Elixir .....          | [ ] |
| Fuma Shuriken .....   | [ ] |
| Fuma Shuriken .....   | [ ] |
| Fuma Shuriken .....   | [ ] |
| Ragnarok .....        | [ ] |

| Regional Monster Bestiary \ |        |     |     |     |        |      |
|-----------------------------|--------|-----|-----|-----|--------|------|
| Monster                     | HP     | STR | DEF | MAG | Gil    | EXP. |
| King Behemoth               | 18,000 | 95  | 15  | 0   | 1,000  | 0    |
| Crystal Dragon              | 17,500 | 128 | 40  | 0   | 10,000 | 0    |
| Necromancer                 | 6,900  | 79  | 15  | 0   | 1,000  | 0    |
| Gorgimera                   | 10,000 | 100 | 15  | 0   | 900    | 0    |
| Mindflayer                  | 4,700  | 90  | 20  | 0   | 800    | 0    |
| Crystelle                   | 3      | 100 | 50  | 0   | 2,000  | 0    |
| Belphegor                   | 6,000  | 73  | 30  | 50  | 950    | 0    |
| Mover                       | 10,000 | 128 | 50  | 0   | 50,000 | 0    |

So, the final floors of the Interdimensional Rift, the final chapter of our quest. Here, you'll find the Void and where it is sealed, and where the most evil, powerful monsters have been sucked in, Banished or otherwise. And, in the end of the end of nothingness, lies our enemy, Exdeath. We've come here with but one purpose, one goal -- defeat Exdeath and make sure that the Void never hurts anything or anyone ever again.

In the area in which you arrive, you'll be able to just go along a linear path

to another warp panel. You'll find a familiar standing there, Gilgamesh, but only if you opened the empty chest in Castle Exdeath way-back-when.

| BOSS: Gilgamesh \ |          |                |                        |
|-------------------|----------|----------------|------------------------|
| HP                | - 37,000 | Weaknesses:    | Treasures Awarded:     |
| Strength          | - 109    | - None         | - Genji Shield (Steal) |
| Defense           | - 0      |                | - Rune Bow (Drop)      |
| Magic             | - 0      | Absorptions:   |                        |
| Magic Defense     | - 35     | - None         |                        |
| Gil Earned        | - 15     |                |                        |
| EXP. Earned       | - 0      | Type: Humanoid |                        |

=====

Gilgamesh only has one attack that he'll use but three times before fleeing the battle. Just note that these attacks can be critical.

For this battle, your main goal actually is to steal the Genji Shield. As Gilgamesh will only attack three times, you can just make everyone a Thief before the fight and use Steal a lot. Your point of no Return would be when starts his speech after "Rahhh!", so you better hope for the best.

For the record, it is not all that impossible to finish him off. If you grinded a fair deal or something, you might be able to do this. Equip two highly-powerful weapons, then the abilities Spellblade 6 and Rapid Fire. Initiate Flare Spellblade, then use Rapid Fire to hit Gilgamesh eight times with a Flare Spellblade, which is quite powerful, especially given that his Defense is zero. But you'll want to try and steal the Genji Shield when possible. It is the best shield in the game.

After the battle, Gilgamesh will flee. Ehh... Just ignore him and use the warp panel.

In the next area, you'll find another linear path. On the way, you'll find a chest with a Fuma Shuriken, and another chest with an Elixir. One of them requires you go west at the fork in the path; go east to find the next warp panel.

As you progress in this area with a linear path, you'll notice a downbound staircase. Inside this chest, you'll find a dragon stronger than any other, too strong for the twelve legendary weapons to seal away. This is Shinryu, the Dragon-God. In this chest, you'll also find the Ragnarok, a sword more powerful than *almost* any other. You'll really want to fight him some other time, which is listed in the appropriate section further in the walkthrough.

Anyways, continue on and up to find a chest with a Fuma Shuriken inside. Continue to the warp panel and step on it to do something other than warp... which is teleport. =P

Here, as you progress, you'll find a green light to your west. Heal up and examine it to find the final member of the Eleven of the Rift, and the supposedly immortal one, Necrophobe. Ehh... Not the best name, as it means "dark fearing" or "evil fearing"; neither fit this environment or what he's employed to do for Exdeath.

| BOSS: Necrophobe, Barrier (x4), Gilgamesh \ |          |             |                    |
|---------------------------------------------|----------|-------------|--------------------|
| Necrophobe Bestiary                         |          |             |                    |
| >-----+-----+-----<                         |          |             |                    |
| HP                                          | - 44,044 | Weaknesses: | Treasures Awarded: |



|               |      |                |                          |
|---------------|------|----------------|--------------------------|
| Strength      | - 99 | - All Elements | - Thief's Gloves (Steal) |
| Defense       | - 50 |                | - Elixir (Steal)         |
| Magic         | - 50 | Absorptions:   | - Luminous Robe (Drop)   |
| Magic Defense | - 50 | - None         |                          |
| Gil Earned    | - 0  |                |                          |
| EXP. Earned   | - 0  | Type: None     |                          |

>-----+-----+-----<

#### Barriers' Bestiary

>-----+-----+-----<

|               |         |              |                        |
|---------------|---------|--------------|------------------------|
| HP            | - 8,800 | Weaknesses:  | Treasures Awarded:     |
| Strength      | - 100   | - None       | - Reflect Ring (Steal) |
| Defense       | - 30    |              | - Hi-Potion (Steal)    |
| Magic         | - 5     | Absorptions: | - None (Drop)          |
| Magic Defense | - 10    | - None       |                        |
| Gil Earned    | - 0     |              |                        |
| EXP. Earned   | - 0     | Type: None   |                        |

>-----+-----+-----<

#### Gilgamesh Bestiary

>-----+-----+-----<

|               |          |              |                       |
|---------------|----------|--------------|-----------------------|
| HP            | - 55,000 | Weaknesses:  | Treasures Awarded:    |
| Strength      | - 115    | - None       | - Genji Armor (Steal) |
| Defense       | - 35     |              | - None (Drop)         |
| Magic         | - 0      | Absorptions: |                       |
| Magic Defense | - 0      | - None       |                       |
| Gil Earned    | - 0      |              |                       |
| EXP. Earned   | - 0      | Type: None   |                       |

Go ahead and note that Gilgamesh will not appear until later in the fight, and only if you opened up that empty chest in Castle Exdeath.

Necrophobe can use a basic attack, Vacuum Wave (damage, Sap), Hurricane, and Death. Additionally, until you remove the four Barriers from the fight entirely, he WILL NOT be hit with any move ... he is invincible.

The Barriers can use a basic (sometimes critical) attack, in addition to the highest-level spells: Firaga, Blizzaga, Thundaga, Holy, and Flare.

Immediately start the fight with Carbuncle. In doing so, you'll have ended the Barriers' offense and aided your own, because the Barriers themselves have Reflect. In essence, any spell you want to hit them with must Reflect off of you, and vice versa. Use Hastega before casting Carbuncle, though.

Onto our offense. Use Break (reflected), Break Spellblades, or Death (reflected) to finish them off, one at a time. That's pretty simple, right? After that, until Necrophobe starts talking, heal yourself, as he remains invincible shortly. Also try to switch Spellblades to Holy. When you can, start blasting him. Use Black "-aga" spells on your party, abuse the Holy Spells, etc. Considering he is weak to everything...

However, you will truly want to note that Gilgamesh will reappear when Necrophobe gets lower than 10,000 HP. (But only if you opened the empty chest in Exdeath Castle.) Gilgamesh is actually an ally, and his appearance makes Necrophobe invincible towards you again.

During this portion of the battle, you may as well do something -- steal Gilgamesh's Genji Armor. There is nothing to be gained in any way by hurting Gilgamesh, as he IS your ally ... and that thing that happens.

If Gilgamesh doesn't appear, continue with the fight as before. If you are of a decent level, just one more Holy Spellblade will finish him anyway.

After the battle, a Save Point will appear. This is the final Save Point before the fight with Exdeath. Also in this area are some Mover formations; if you load Quicksave data, you'll always fight them second. The special thing about them is that you'll get 199 ABP from each of the battles with them. Hint hint.

Heal, save, and continue to the next warp panel...

In this area, the end of the Interdimensional Rift, you'll find Exdeath. So, it is time to end this once and for all. As you approach, Exdeath further messes up the world by sucking up more and more into the Void, including you. After some help, you'll get outside.

Now is your final chance. Make all of the preparations you need. You can still leave the Rift for some further grinding.

So, preparations. Ribbons are very great ideas, as a lot of statuses will be tossed around. Using Freelancers or Mimes is a good idea as well, for full weapon and ability customization (except in Mimes), due to the lack of ABP from the fights. Be sure to have at least one person with White Magic, another with Spellblade 6 (for Flare Spellblade), one with Summon (Bahamut and Carbuncle), and another with Black Magic. Time Magic should also be someone's ability, Additional decent abilities include Dual-Wield, Counter, Rapid Fire, and whatever else you can think of.

Here we go ... to the end.

| BOSS: Exdeath |          |                |                        |
|---------------|----------|----------------|------------------------|
| HP            | - 49,001 | Weaknesses:    | Treasures Awarded:     |
| Strength      | - ???    | - None         | - Wonder Wand (Steal)  |
| Defense       | - 35     |                | - Phoenix Down (Steal) |
| Magic         | - ???    | Absorptions:   |                        |
| Magic Defense | - 25     | - None         |                        |
| Gil Earned    | - 0      |                |                        |
| EXP. Earned   | - 0      | Type: Humanoid |                        |

Exdeath has a lot of high-level magic. There is a basic (sometimes critical) basic attack, then Meteor, Holy, Flare, Doom, and White Hole. White Hole puts Death AND Petrify on someone.

As would be expected, start up with Hastega, Mighty Guard if possible, and Carbuncle. Your Spellblade person should have Dual-Wield and Rapid Fire set in; use Flare Spellblade and Rapid Fire for MASSIVE damage. If you do over 6,125 damage per hit, one such Rapid Fire will win it. All you have to do is repeat that. Of course, the slower way of doing it without Rapid Fire also works.

If you can't do the one-hit kill, whilst you execute the slower version, have someone be ready to heal at any moment. Your Summon user can use Bahamut for some nice damage; a Black "-aga" Reflected off your team is good; and Meteor is also a good idea.

Perhaps of greatest note is when he hits below 10,000 HP and starts to use Meteor. You really need to finish him fast, because the Reflect really needs to stay on everyone. You may as well use Elixirs or Arise on those most affected. Remember, a Dual-Wield Flare Spellblade will finish him at that point, as would just a Rapid Fire Flare Spellblade. Finish him!!

Heh, after finishing him, Exdeath is unable to control the Void and is, like Enuo, sucked within it, never to be seen again...

...  
...  
...

"I am Neo Exdeath!  
All memories... dimensions... existence...  
All that is shall be returned to nothing.  
Then I, too, can disappear...  
...forever!!!"

Ah, dammit. One more boss, guys. Come on, let's go!

```
| BOSS: Neo Exdeath | \
| _____ | \
| Frontmost Target's Bestiary |
|-----+-----+-----+----->
| HP - 50,000 | Weaknesses: | Treasures Awarded: |
| Strength - ??? | - None | - Murakumo (Steal) |
| Defense - 30 | | |
| Magic - ??? | Absorptions: | |
| Magic Defense - 25 | - None | |
| Gil Earned - 0 | | |
| EXP. Earned - 0 | Type: None | |
|-----+-----+-----+----->
| Second-from-Front Target's Bestiary |
|-----+-----+-----+----->
| HP - 55,000 | Weaknesses: | Treasures Awarded: |
| Strength - ??? | - None | - Dragon Lance (Steal) |
| Defense - 30 | | |
| Magic - ??? | Absorptions: | |
| Magic Defense - 20 | - None | |
| Gil Earned - 0 | | |
| EXP. Earned - 0 | Type: Dragon | |
|-----+-----+-----+----->
| Second-from-Back Target's Bestiary |
|-----+-----+-----+----->
| HP - 55,000 | Weaknesses: | Treasures Awarded: |
| Strength - ??? | - None | - Fuma Shuriken (Steal) |
| Defense - 30 | | |
| Magic - ??? | Absorptions: | |
| Magic Defense - 19 | - None | |
| Gil Earned - 0 | | |
| EXP. Earned - 0 | Type: Magic Beast | |
|-----+-----+-----+----->
| Backmost Target's Bestiary |
|-----+-----+-----+----->
| HP - 60,000 | Weaknesses: | Treasures Awarded: |
| Strength - ??? | - None | - Ragnarok (Steal) |
| Defense - 30 | | |
| Magic - ??? | Absorptions: | |
| Magic Defense - 20 | - None | |
| Gil Earned - 0 | | |
| EXP. Earned - 0 | Type: Humanoid | |
|=====
| Attacks come first. Probably best just to use a listing... Note that each
| target has a basic attack, Comet, Meteor, Vacuum Wave, Maelstrom, and
```

```

| Algamest. Also note that, once you get down to one target, all of the
| attack scripts of the monsters combine ... as in, the lone target will
| attack more often, and with more moves.
|
| ~~ Frontmost Target: Nothing else unique.
| ~~ Second-from-Front Target: Dispel, Grand Cross.
| ~~ Second-from-Back Target: Nothing else unique.
| ~~ Backmost Target: Firaga, Blizzaga, Thundaga, Aeroga, Dispel, Flare,
|         Holy, Delta Attack.
|
| Okay, our offensive should still have Carbuncle's Reflect on it; if not,
| Summon him again. We also should probably switch someone's Spellblade to
| Break, soon, due to an easy kill.
|
| That easy kill is for the second-from-back target. You can instantly get
| rid of it by using the always-using-effect Spellblade. After that, change
| the user's Spellblade to Flare again.
|
| Our next easy kill, which can be dealt with simultaneously, would be the
| backmost target. Use Odin or Doom to finish it.
|
| Now, time for the real fight. Remember that guy with the Flare Spellblade,
| Dual-Wield, and Rapid Fire? Time to abuse him. Use him a bunch on the last
| two targets. Keep him backed up with Bahamut, Meteor, Black "-agas"
| Reflected off your party, but, most of all, keep him healed. This member
| is likely to be the one to influence the outcome of the fight.
|
|-----

```

And so, a journey has ended. Watch the ending cutscenes and save your file...

We have more to do. ;)

```

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CONGRATULATIONS! YOU HAVE BEATEN THE MAIN STORYLINE OF
FINAL FANTASY V ADVANCE!
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| |           Section XVI - An Optional Boss: Omega           | |
| |           **FF5A_416**                                     | |
\/\

```

"The roiling skies let loose a vile beast without a soul;  
Omega was its name."

During the course of our gameplay, we've encountered several monsters that many would have rendered "undefeatable". Four monsters, in fact. These are, in fact, defeatable without using hacking techniques, and some are even easy if you have the proper information and equipment.

Omega is one of these easier monsters. This machine was thought to be more powerful than Enuo, and couldn't be sealed away with the legendary weapons. It was sealed away in the Interdimensional Rift (and Sealed Temple; more on that later). You found in the tunnel-like room; see Section XV on how to get there.

Basically, in that tunnel-like area, you'll find a machine walking around in the area after the Save Point. Be sure to save and then engage it in battle.

It is recommended to use Float beforehand.

| BOSS: Omega   |          |                   |                      |
|---------------|----------|-------------------|----------------------|
| HP            | - 55,530 | Weaknesses:       | Treasures Awarded:   |
| Strength      | - 115    | - Thunder         | - None (Steal)       |
| Defense       | - 190    |                   | - Omega Badge (Drop) |
| Magic         | - 199    | Absorptions:      |                      |
| Magic Defense | - 150    | - All but Thunder |                      |
| Gil Earned    | - 50,000 | ????              |                      |
| EXP. Earned   | - 0      | Type: None.       |                      |

Omega will be able to use a basic (sometimes critical) attack, Blaster, Atomic Ray, Rainbow Wind, Flame Thrower, Earthquake, Rocket Punch, Delta Attack, Wave Cannon, Maelstrom, Search, and Encircle. All of these, you should be familiar with, except Rocket Punch (Confuses all).

Notably, any damaging move (which is rare; Omega has 90+% Evasion) will induce a double counterattack. The first move is either Rocket Punch or Mustard Bomb; the second is either Rocket Punch or Encircle.

In essence, you can understand why it would be near-impossible to beat Omega. You rarely can do damage, and what damage you DO cause often will make your party confused. The only way to win is through a one-hit kill.

There is only one way I've devised to do such. You'll need one character with Spellblade 6 (for Thundaga Spellblade), Dual-Wield, two strong swords to equip, and Rapid Fire. If you lack just one of those, you'll probably have a bunch of trouble. Hermes Sandals on the character also helps.

This character needs to charge his swords with Thundaga Spellblade, then hit the Omega with Rapid Fire. You'll deal eight hits with a Thunder-based sword. It is a one-hit kill if you manage to deal around 6,940 per hit. If that is not managed, you may still have a chance to pull off the kill on the next turn. Just be sure to keep that character alive until then!

As you can tell, your character, if he doesn't deal a one-hit kill, will likely be hit with some statuses. Notably, Confuse. If you have any the Bone Mail, Genji Helm, or Genji Armor, let that character use it. The Ribbon is also a good idea to avoid Delta Attack. A Flame Ring is also a good idea to avoid some attacks.

---

/\ | | Section XVII - An Optional Boss: Shinryu | |  
| | \*\*FF5A\_417\*\* | |  
\ / | | | | \ /

---

"The dragon Shinryu came upon Omega's heels.  
Not e'en the legendary weapons twelve were able to subdue these evil beasts.  
Inside the Rift the demons were interred;  
so should they stay until forever's end  
their names to stay unspoken evermore."

Our next "undefeatable" boss is the Dragon God, Shinryu. We also encountered this beast in the Rift, trapped within a treasure chest of all things. Again, to get there, use Section XV as a comprehensive walkthrough.

So, umm... You might want to get some Coral Rings before this battle or you'll lose right off the bat. There are two main strategies to this boss, but both pretty much require them. It's only 200,000 Gil, now...

|                 |          |              |                            |
|-----------------|----------|--------------|----------------------------|
| BOSS: Shinryu \ |          |              |                            |
| HP              | - 55,500 | Weaknesses:  | Treasures Awarded:         |
| Strength        | - 175    | - None       | - Dragon's Fang (Steal)    |
| Defense         | - 60     |              | - Dragon's Whisker (Steal) |
| Magic           | - 128    | Absorptions: | - Dragon's Seal (Drop)     |
| Magic Defense   | - 60     | - Holy       | - Ragnarok (Drop*)         |
| Gil Earned      | - 0      |              |                            |
| EXP. Earned     | - 0      | Type: Dragon | * - In chest after fight.  |

Shinryu has a few more-familiar attacks: a basic attack, Mighty Guard, Atomic Ray, Lightning, Demon Eye, Poison Breath, Ice Storm, Level 2 Old, Level 3 Flare, Maelstrom, and Roulette. Tidal Wave is used as its first move only, and Zombie Breath only once below 20,000 HP.

So, strategy. One requires a speedy character that has the Berserk spell in their repertoire. I mean speedy -- give them the Hermes Sandals just to be on the safe side. In doing so, all Shinryu gets to use a basic move. (If you failed to do it in time, that's why I still wanted Coral Rings.)

But the 175 Strength..? Well, in dealing with that, there is an archaic strategy I've spammed a few times throughout the FAQ. Everyone must be a Monk with Guard, which induces the implied Counter ability. Yes, someone will have to die in this case (the Monk with White Magic) ... Meh.

If you don't want someone to die, you'll need to use Mix. Mix a Dragon Fang with Eye Drops to put Darkness on the enemy, then go from there. You could spam Flare Spellblades, Flares, Meteors, Bahamut, etc. Just be sure to have someone healing. Mighty Guard is great for that alternative.

Our other strategy is a lot riskier, but doable. Get as many Dragoons with as many Dragon Lances as possible (one Dragoon with two Lances is better than two Dragoons with one each). They must also know Time 6 for the use of Quick. On their turns, use Quick, then Jump. Each Jumper will get one or two Jumps in (equal to two or four hits). Have the others spam Flare, Flare Spellblades, Meteor, etc. Hastega is a decent first move, as well.

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| | Section XVIII - An Optional "Boss": Magic Pot | |

| | \*\*FF5A\_418\*\* | |

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Our third optional boss is not really a boss at all. Found only five times in the Phoenix Tower, inside the urns on every fifth floor, this enemy was strange. It would ask for an Elixir, heal itself, and only leave when you gave it one. How is it possible to defeat something that fully heals itself each and every turn? And that's not even considering the 65,000+ HP and 255 Defense and Magic Defense!

Find one and we'll see. See Section XIV for details on how to get there. Be ready for a very specific strategy, though.

BOSS: Magic Pot \

|               |          |              |                     |
|---------------|----------|--------------|---------------------|
| HP            | - 65,255 | Weaknesses:  | Treasures Awarded:  |
| Strength      | - 0      | - None       | - Hi-Potion (Steal) |
| Defense       | - 255    |              | - Elixir (Drop)     |
| Magic         | - 0      | Absorptions: |                     |
| Magic Defense | - 255    | - None       |                     |
| Gil Earned    | - 0      |              |                     |
| EXP. Earned   | - 0      | Type: None.  |                     |

=====

As mentioned before, the Magic Pot only uses a move that fully restores its HP EACH AND EVERY TURN.

Somehow, a souped-up version of the Mute status is set in place since the start of the fight. So, you cannot use White/Black/Blue/Time/Summon Magic, Spellblades, or Sing. However, if one of the above is caused by using an item, equipment, the Magic Lamp, or the Call command, it'll work.

Anyways, there are few ways to beat this boss. The requirements for each are above the step-by-step process. For this first one, you'll need someone wielding a Dragon Lance and a Dragon's Lance/Whisker through the Dual-Wield ability, then Rapid Fire. You'll also need someone with Mix.

Step 1: Use the Mix command to mix a Maiden's Kiss with a Dragon Fang, which makes the Dragon Kiss (makes the target a Dragon type). Use it on the Magic Pot.

Step 2: Have your Lance-wielder use Rapid Fire. Each hit should easily do 9,999 damage, due to the Dragon Lances/Whiskers dealing double damage to Dragons. If that doesn't happen. use Step 1 of the second strategy to up the Lance-wielder's level.

Second strategy: You'll need three people with Dual-Wield and Rapid Fire as Freelancers or whoever can equip your best weapons. The fourth person must be able to use Mix and Combine. The Judgment Staff must be in your item stocks.

Step 1: Use the Mix command to mix together Potions/Hi-Potions with Dragon Fangs to make Dragon Power, which ups Level for the ingester by 20. Use this to max each character's Level (to 99).

Step 2: Have someone use the Judgment Staff to get rid of the Magic Pot's Protect (and Shell, but that's not important).

Step 3: Have someone Combine some gunpowder with a Turtle Shell to have a good chance of Slowing the beast.

Step 4: Begin abusing Rapid Fire.

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| | Section XIX - An Optional Boss: Famed Mimic Gogo | |

| | \*\*FF5A\_419\*\* | |

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Perhaps the hardest of these four optional bosses, the Famed Mimic Gogo also has the most simplest strategy. So why not use it? Well, it results in some interesting stuff, and you can pride yourself on doing something rather than doing nothing. Which is good. Sometimes.

So, in case you couldn't tell, yes, we'll use the harder strategy here. This strategy will be nearly as specific as the one designed for the Magic Pot, though not as step-by-step as the aforementioned.

You're just lucky I'm spamming a strategy that I've specialized for the occasion. You'll need someone with Mix, and someone that has Spellblade 6 (for Flare Spellblade), Dual-Wield with strong swords, and Rapid Fire.

Anyways, the Famed Mimic Gogo is found at the bottom of the Sunken Tower of Walse. In going there, you'll have a time limit of seven minutes. We want to have a lot of time when we get there, so try to have someone with Read Ahead on them (not the one for the damaging). Examine the crystal shard at the bottom and say "No" to fight.

| BOSS: Famed Mimic Gogo |          |                |                         |
|------------------------|----------|----------------|-------------------------|
| HP                     | - 47,714 | Weaknesses:    | Treasures Awarded:      |
| Strength               | - 120    | - None         | - Leather Armor (Steal) |
| Defense                | - 30     |                | - Gold Hairpin (Steal)  |
| Magic                  | - 25     | Absorptions:   | - Tiger Mask (Drop)     |
| Magic Defense          | - 20     | - None         |                         |
| Gil Earned             | - 0      |                |                         |
| EXP. Earned            | - 0      | Type: Humanoid |                         |

=====  
This strategy details the harder strategy.

Okay, let's get to the dirt. If you somehow manage to deal just 14,714 damage to Gogo and still live, you might not live much longer. For he will say, "You uncultured boors! Know you nothing of an artist's soul? Cut! Cut! Stop TRYING to mimic! Start over, recenter, and begin!", then cast Meteor THREE times. After that, there's some text that obviously shows how bugged this fight is:

"Dragged into another dimension!"  
"Odin: All right, that's far enough!"  
"Turning to stone..."  
"Can't escape!"  
"Countdown to Pestilence ... 4"  
"KO'd!"  
"Countdown to Eruption ... 5"  
"KO'd!"  
"Level halved!"  
"KO'd!"

If you've survived the Meteors, you'll then be hit with Maelstrom, Ice Storm, and Aqua Breath in one turn, then Frost, Ice Storm, and Aqua Breath on the next, effectively killing you. If you somehow survived THAT, you will then loop back to the three Meteors. You'll essentially get no break and die. Painfully.

So, the goal is to defeat him by removing no more than 14,713 HP, then one-hit killing him from there or prior to it. Preferably prior to it, as Gogo has an annoying tendency to counter any move, so we might need to do this one-hit kill style.

You'll first need Mix. Use it to mix together Potions/Hi-Potions with Dragon Fangs to boost your Spellblader's Level by 20 each time. Continue that until your Spellblader manages to get Flare Spellblade on. Continue some more until your Spellblader's next turn, when he'll need to use Rapid



| Fire. You'll need to do 5,965 or more damage per hit to finish him off. If |  
 | you do less, you'll likely loop into Gogo's kill strategy above. |  
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| | Section XX - The Sealed Temple | |
| | **FF5A_420** | |
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So, you've finally found the four Tablets, gotten the twelve legendary weapons, and defeated Exdeath, huh? Well, you've met all of the requirements to reach a new special dungeon exclusive to the GBA reincarnation of Final Fantasy V. Woo.

Okay, if you remember correctly, after collecting the last of the legendary weapons, an earthquake happened southwest of the Phantom Village. Stuff would bubble up there, then you went underwater in your submarine. You sailed above the crack in the ocean, got sucked somewhere, and got three Crystal shards giving you the Gladiator, Oracle, and Cannoneer jobs.

Return there now. Use the skull switch on the centralish pillar to move the entire freakin' cave. After you regain control, use the northwestern door to reach a Save Point. Use it, then continue along into the Sealed Temple.

```

=====
                        Sealed Temple -- Outside
=====

```

```

| Treasures Checklist \
|_____ \
| Blastshot ..... [] |
| Blastshot ..... [] |
| Blastshot ..... [] |
| Blitzshot ..... [] |
| Blitzshot ..... [] |
| Buckshot ..... [] |
| Cottage ..... [] |
| Dark Matter ..... [] |
| Dark Matter ..... [] |
| Elixir ..... [] |
| Elixir ..... [] |
| Ether ..... [] |
| Fuma Shuriken ..... [] |
| Iron Draft ..... [] |
| Mace of Zeus ..... [] |
| Power Drink ..... [] |
| Turtle Shell ..... [] |
| Vishnu Vest ..... [] |
|_____

```

```

| Regional Monster Bestiary \
|_____ \
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Nutkin | 20 | 5 | 0 | 0 | 20 | 10 |
| Blue Dragon | 6,900 | 64 | 10 | 0 | 500 | 2,500 |
| Red Dragon | 7,500 | 65 | 12 | 50 | 500 | 3,000 |
| Yellow Dragon | 8,500 | 65 | 10 | 0 | 500 | 2,600 |
| Mecha Head | 7,210 | 59 | 28 | 0 | 0 | 0 |

```

|                   |        |     |    |    |        |        |  |
|-------------------|--------|-----|----|----|--------|--------|--|
| Chrono Controller | 2,600  | 82  | 45 | 20 | 480    | 900    |  |
| Flaremancer       | 3,000  | 89  | 35 | 10 | 486    | 1,100  |  |
| Vilia             | 19,000 | 77  | 40 | 10 | 10,000 | 0      |  |
| Rukh              | 9,000  | 75  | 20 | 0  | 5,000  | 0      |  |
| Sea Devil         | 5,000  | 71  | 15 | 0  | 3,000  | 0      |  |
| Stingray          | 30,000 | 66  | 60 | 70 | 0      | 0      |  |
| Dragon Aevis      | 7,000  | 100 | 15 | 0  | 618    | 2,020  |  |
| Grenade           | 3,000  | 75  | 10 | 0  | 558    | 1,100  |  |
| Level Checker     | 5,000  | 90  | 20 | 0  | 624    | 1,502  |  |
| Sword Dancer      | 3,000  | 75  | 15 | 0  | 561    | 2,400  |  |
| Death Claw        | 4,000  | 70  | 29 | 50 | 600    | 1,700  |  |
| Fury              | 5,000  | 80  | 20 | 0  | 630    | 2,250  |  |
| Yojimbo           | 3,960  | 109 | 5  | 0  | 645    | 2,000  |  |
| Iron Giant        | 18,000 | 100 | 50 | 50 | 597    | 10,000 |  |
| Gorgimera         | 10,000 | 100 | 15 | 0  | 900    | 0      |  |
| Mindflayer        | 4,700  | 90  | 20 | 0  | 800    | 0      |  |
| Crystelle         | 3      | 100 | 50 | 0  | 2,000  | 0      |  |
| Belphegor         | 6,000  | 73  | 30 | 50 | 950    | 0      |  |
| Mover             | 10,000 | 128 | 50 | 0  | 50,000 | 0      |  |
| Mini Satana       | 6,500  | 100 | 0  | 40 | 785    | 12,000 |  |
| Assassin          | 10,000 | 110 | 20 | 0  | 806    | 8,000  |  |
| Soul Eater        | 7,000  | 50  | 50 | 50 | 800    | 10,000 |  |
| Behemoth          | 15,000 | 90  | 13 | 0  | 800    | 0      |  |
| Dark Elemental    | 5,500  | 80  | 70 | 35 | 757    | 7,000  |  |
| Dark Elemental    | 5,500  | 80  | 70 | 35 | 757    | 7,000  |  |
| Dark Elemental    | 5,500  | 90  | 70 | 35 | 757    | 7,000  |  |
| Exoray            | 6,000  | 50  | 0  | 30 | 724    | 4,000  |  |
| Dinozombie        | 20,000 | 150 | 20 | 0  | 5,000  | 30,000 |  |

-----  
Outside  
-----

We'll start off pretty easily here. As you go south to the lower level, you'll find three doors -- two you can't see because they're on the far west and east sides. Go through the western one first.

-----  
Dungeon  
-----

Here, there will be a small chain of hidden passages east of the entrance, so a Thief or someone with Find Passages may help you out here. Follow the chain to find two chests, the first with Blastshot, and the second with Buckshot. Backtrack to the main hall and follow the pathway to the east. As you do, take note of the second cell you pass. You'll be fighting a battle here eventually against the Archeodemo. Fun.

Continue no further; there's nothing of point further ahead that we won't get able to get later. Return back outside and use the eastern doorway.

-----  
Corridor  
-----

This area is fairly linear as well. Just go along it and you'll eventually find a southbound fork off of the main path. Down there are two warp zones; merely take note of them for the moment. Return to the main path and go west to the next area.

-----  
Hall of Souls  
-----

Here, as you walk south a bit, you'll probably notice the hidden passage to the west (need a Thief or Find Passages). Follow it to a normal corridor, then go south. You'll soon find two treasure chests in a side room; they both contain some Blitzshot. Return to the hidden passage and go back along it.

Back here again, go south to find the intersection. Take the east branch to soon find another hidden pathway. Follow it like before to find two chests, each with some Blastshot. Go back along the hidden path, return to the intersection, and go south. Through the doorway, you'll find the next area.

-----  
Hall of Doubt  
-----

When you arrive, go west to eventually find an Ether. Pick it up from the chest and continue along to the skull switch. Press it to open up another path. To reach it, backtrack to the entrance and go east, past the rock that you moved.

You'll soon find another skull switch. Ignore it for a moment and go northeast to find a chest with the Mace of Zeus within. Backtrack to the skull switch and trigger it to return the rock wall to its original position. Awesome, as you can now get to a chest with Dark Matter inside. Return to the second skull switch now, and bypass it on the west side. Continue along to a hole in the ground. Jump on in there.

-----  
Hall of Watchmen  
-----

Not much to say about this area. To the east, you'll find a warp zone that will take you to another place we'll visit later. To the north is a man who has some medicine that cures the Petrification curses that cannot be cured by other means; again, LATER. So, to the west, you'll find a doorway. Go on through.

-----  
Titan's Grotto  
-----

Another linear area. Oh, fun. Continue along the path and you'll eventually reach a downbound staircase. Follow it to find a chest with an Elixir inside, then return to the main path.

Next, stay up here for a moment. Right here, we need to Catch a Behemoth. So you'll need to pull out the ability or a Beastmaster, then lower the Behemoth's HP some. It has 15,000 HP, so you know. To catch it, you'll need to lower it to less than 1,875 HP (7,500 HP with the Kornago Gourd). Again, you'll need to Catch it if you want to proceed much further here.

Continue into the next area. You'll follow another linear path to another chest, this one containing a Vishnu Vest.

That's it for this area. Backtrack to the Hall of Watchmen, then go east to the warp zone. Use it to reach our next area.

-----  
River of Souls  
-----

For the record, see that doorway behind you? You can use that to return to the Dungeon area we first visited. We aren't going back there yet. Anyways, there is a linear path here. Follow it, and ignore the first staircase into the water.

Take the second one, however. To the east, you'll notice a chest with an Iron Draft inside. Return to the split and go down below to find another staircase. Use it to reach a Power Drink. Then go into the hole nearby to find another area.

Here, go west to find a chest with Dark Matter. After grabbing it, use the nearby staircase to reach another platform. Go west to find another chest, this one containing a Turtle Shell. Go north until you find an eastbound path. Ignore it and just head west, then north and around the water. You'll soon find four staircases.

Use the second from the left to find a small island. Open the chest nearby for an Elixir, then go down the nearby staircase. When you make landfall, go north, east, and you'll notice your path to the south is blocked by another Gil Turtle. Heal up, put Float on the party, then examine the turtle for a fight.

| BOSS: Gil Turtle \ |          | \            |                     |
|--------------------|----------|--------------|---------------------|
| HP                 | - 40,000 | Weaknesses:  | Treasures Awarded:  |
| Strength           | - 115    | - Blizzard   | - Hi-Potion (Steal) |
| Defense            | - 50     |              | - Grand Helm (Drop) |
| Magic              | - 90     | Absorptions: |                     |
| Magic Defense      | - 60     | - Fire       |                     |
| Gil Earned         | - 0      | - Thunder    |                     |
| EXP. Earned        | - 0      | - Earth      |                     |
|                    |          | - Water      |                     |
|                    |          | - Wind/Aero  |                     |
|                    |          | - Poison     |                     |
|                    |          |              |                     |
|                    |          | Type: Undead |                     |

Quickly note the fact that the Gil Turtle is immune to Holy.

Anyways, the Gil Turtle actually has a fairly small, but effective, moveset. There is a basic attack. Then there is Earthquake, a party-wide Earth-based move that can be avoided only if you're floating. Finally, the Gil Turtle can use the Turtle attack, which damages and inflicts Poison, Confusion, and Darkness on whosoever it hits. Turtle is a counterattack for any kind of attack.

Unlike before, we have greatly upgraded our tactics, stats, and abilities, while our opponent has only gained a few points in some stats. Heh. This one is almost TOO easy.

Whoever can do so should be using Blizzaga Spellblades coupled with Rapid Fire. One person with Dual-Wield only needs to deal 5,000 damage per hit to win, which isn't all that hard by now. Repeat if needed, and just be sure to let someone heal if that becomes necessary.

After the battle, continue along the hallway to the next area.

Here, go east to find a treasure chest; open it for a Cottage. Then go west to find a long, linear path. Follow it and you'll eventually find a fork in the path. There, go west to find a Fuma Shuriken in a chest. Return to the man path and go along it.

Eventually, you'll find a staircase. Go north along it to reach some guy asking for a Behemoth. If you caught one earlier, you have it. If not, you'll have to backtrack to Titan's Grotto and Catch one in the first area. Once you bring him one, he'll open up the middle door in the outer area of the Sealed Temple.

Okay, now backtrack all of the way back through this area back into Dungeon area, then back outside. There, examine the middle door to find the Arena. Let us go inside.

If you want, you can exit the temple to the north to use the Save Point, you know...

```

=====
                        Sealed Temple -- Arena
=====

```

```

| Treasures Checklist \
|-----|
| Apocalypse ..... [] |
| Blastshot ..... [] |
| Blastshot ..... [] |
| Blitzshot ..... [] |
| Blitzshot ..... [] |
| Buckshot ..... [] |
| Cottage ..... [] |
| Cottage ..... [] |
| Cottage ..... [] |
| Cottage ..... [] |
| Dark Matter ..... [] |
| Dark Matter ..... [] |
| Dark Matter ..... [] |
| Dark Matter ..... [] |
| Elixir ..... [] |
| Ether ..... [] |
| Ether ..... [] |
| Fuma Shuriken ..... [] |
| Fuma Shuriken ..... [] |
| Gladius ..... [] |
| Hero Cocktail ..... [] |
| Holy Water ..... [] |
| Holy Water ..... [] |
| Hyper Wrist ..... [] |
| Kagenui ..... [] |
| Longinus ..... [] |
| Phoenix Down ..... [] |
| Royal Crown ..... [] |
| Sorceror's Mantle ..... [] |
| Turtle Shell ..... [] |
| Water Scroll ..... [] |
|-----|

```

```

| Regional Monster Bestiary \
|-----|
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----|

```

|                |        |     |    |    |       |        |
|----------------|--------|-----|----|----|-------|--------|
| Blue Dragon    | 6,900  | 64  | 10 | 0  | 500   | 2,500  |
| Red Dragon     | 7,500  | 65  | 12 | 50 | 500   | 3,000  |
| Yellow Dragon  | 8,500  | 65  | 10 | 0  | 500   | 2,600  |
| Mecha Head     | 7,210  | 59  | 28 | 0  | 0     | 0      |
| Grenade        | 3,000  | 75  | 10 | 0  | 558   | 1,100  |
| Level Checker  | 5,000  | 90  | 20 | 0  | 624   | 1,502  |
| Moss Fungus    | 5,000  | 75  | 15 | 0  | 591   | 1,520  |
| Great Dragon   | 10,000 | 100 | 20 | 0  | 615   | 1,900  |
| Achelon        | 3,200  | 100 | 70 | 0  | 642   | 1,480  |
| Ninja          | 500    | 90  | 15 | 0  | 612   | 1,800  |
| Dragon Aegis   | 7,000  | 100 | 15 | 0  | 618   | 2,020  |
| Sword Dancer   | 3,000  | 75  | 15 | 0  | 561   | 2,400  |
| Death Claw     | 4,000  | 70  | 29 | 50 | 600   | 1,700  |
| Fury           | 5,000  | 80  | 20 | 0  | 630   | 2,250  |
| Yojimbo        | 3,960  | 109 | 5  | 0  | 645   | 2,000  |
| Iron Giant     | 18,000 | 100 | 50 | 50 | 597   | 10,000 |
| Gorgimera      | 10,000 | 100 | 15 | 0  | 900   | 0      |
| Mindflayer     | 4,700  | 90  | 20 | 0  | 800   | 0      |
| Mini Satana    | 6,500  | 100 | 0  | 40 | 785   | 12,000 |
| Assassin       | 10,000 | 110 | 20 | 0  | 806   | 8,000  |
| Soul Eater     | 7,000  | 50  | 50 | 50 | 800   | 10,000 |
| Behemoth       | 15,000 | 90  | 13 | 0  | 800   | 0      |
| Dark Elemental | 5,500  | 80  | 70 | 35 | 757   | 7,000  |
| Dark Elemental | 5,500  | 80  | 70 | 35 | 757   | 7,000  |
| Dark Elemental | 5,500  | 90  | 70 | 35 | 757   | 7,000  |
| Exoray         | 6,000  | 50  | 0  | 30 | 724   | 4,000  |
| Duelist        | 15,000 | 100 | 30 | 0  | 838   | 25,000 |
| Dinozombie     | 20,000 | 150 | 20 | 0  | 5,000 | 30,000 |
| Claret Dragon  | 17,000 | 135 | 40 | 30 | 2,200 | 30,000 |
| Ironclad       | 22,000 | 140 | 60 | 60 | 1,000 | 40,000 |

-----  
Introduction to the Arena  
-----

As you walk into the Arena, you'll find a fork in the path. Go along the bottom of the two paths and walk around and along the path. You'll soon reach a chest with some Dark Matter. Then enter the hidden path to the west to find another chest, this one containing a Hero Cocktail. Return to the Dark Matter's old chest, then go south to find another chest. Grab the Holy Water from it, then go east.

In this room, go east some more to find a hidden pathway leading to a Gladius chest. Return to the room and go north to find a statue. Examine it to find it to be petrified. (And we can't even try to cure it.) Apparently, we'll need that super-softener that one guy offered. Well, time to grab it.

-----  
De-Petrifying the Statue  
-----

Okay, backtrack out of the building, then go east and through the doorway. There, continue to the split in the path; there, go south. You'll find two warp zones; use the western one, since we'll also find some treasure.

Here in the Titan's Grotto, open the chest nearby for some Dark Matter, then go east and downstairs to find an Elixir. You should then head west to the waterfall and press Down on the D-Pad to fall down some. Upon landing,

backtrack to the Hall of Watchmen.

Here, go east and north to reach the guy from earlier. Before speaking with him, consider equipping the Read Ahead (Oracle) and Sprint (Thief) abilities to lessen enemy encounters and speed us up. Afterwards, speak with the guy to get the super-softener, but it'll only last five minutes.

Sprint south and east to the warp zone, then use it to go to the River of Souls. There, go through the doorway behind you, then sprint along the path back outside. Return inside the main building for the Arena, then go along the path back to the petrified statue. You should have at least three minutes left; heal your party before using the medicine on the statue. Also consider putting in place the strategies ahead of here, and using Angel Rings. Once you use the medicine on the statue, rather than be grateful, it attacks you.

| BOSS: Grand Aevis, Dark Elementals                                                                                                                                                                                                                                                                                                                                                      |          |              |                      |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|--------------|----------------------|
| Grand Aevis Bestiary                                                                                                                                                                                                                                                                                                                                                                    |          |              |                      |
| HP                                                                                                                                                                                                                                                                                                                                                                                      | - 42,000 | Weaknesses:  | Treasures Awarded:   |
| Strength                                                                                                                                                                                                                                                                                                                                                                                | - 120    | - None       | - Cottage (Steal)    |
| Defense                                                                                                                                                                                                                                                                                                                                                                                 | - 60     |              | - Fairy's Bow (Drop) |
| Magic                                                                                                                                                                                                                                                                                                                                                                                   | - 100    | Absorptions: |                      |
| Magic Defense                                                                                                                                                                                                                                                                                                                                                                           | - 40     | - Fire       |                      |
| Gil Earned                                                                                                                                                                                                                                                                                                                                                                              | - 0      | - Ice        |                      |
| EXP. Earned                                                                                                                                                                                                                                                                                                                                                                             | - 0      | - Thunder    |                      |
|                                                                                                                                                                                                                                                                                                                                                                                         |          | - Wind/Aero  |                      |
|                                                                                                                                                                                                                                                                                                                                                                                         |          | Type: Aevis  |                      |
| Dark Elementals' Bestiary                                                                                                                                                                                                                                                                                                                                                               |          |              |                      |
| HP                                                                                                                                                                                                                                                                                                                                                                                      | - 5,500  | Weaknesses:  | Treasures Awarded:   |
| Strength                                                                                                                                                                                                                                                                                                                                                                                | - 80     | - None       | - Hi-Potion (Steal)  |
| Defense                                                                                                                                                                                                                                                                                                                                                                                 | - 70     |              | - None (Drop)        |
| Magic                                                                                                                                                                                                                                                                                                                                                                                   | - 35     | Absorptions: |                      |
| Magic Defense                                                                                                                                                                                                                                                                                                                                                                           | - 0      | - None       |                      |
| Gil Earned                                                                                                                                                                                                                                                                                                                                                                              | - 0      |              |                      |
| EXP. Earned                                                                                                                                                                                                                                                                                                                                                                             | - 0      | Type: None   |                      |
| The Grand Aevis can use Wing Attack, Zombie Breath, Zombie Powder, Evil Eye, Breath Wing, Posion Breath, Blast, Maelstrom, and Paraclete.                                                                                                                                                                                                                                               |          |              |                      |
| Dark Elementals will continually reproduce after the initial ones are killed. They can use White Wind, Self-Destruct, and Aeroga.                                                                                                                                                                                                                                                       |          |              |                      |
| The main strategy goes something like this. We're going to abuse the fact that Dark Elementals, once dead, won't reproduce until the Grand Aevis takes some damage. During the first parts of the battle, set up a Hastega, Mighty Guard, and have someone ready a Dual-Wield Flare Spellblade.                                                                                         |          |              |                      |
| Whoever can do so really now needs to start healing, because the Grand Aevis is fast and powerful. Our next stop is killing the two Dark Elementals. Bahamut is a good route to take with that idea. Any who survive probably can be dealt with via a weak attack. During this time, as well, when you are waiting for a Summoner's turn to come around, you can Flare the Grand Aevis. |          |              |                      |
| Okay, once the Dark Elementals are gone, have no one damage the Grand Aevis for the moment; let them focus on healing, if anything. Once your                                                                                                                                                                                                                                           |          |              |                      |

| Dual-Wield Spellblader's turn comes around, use the Rapid Fire move to |  
| take off a large chunk of the Grand Aegis's HP. |  
| |  
| That's all you really have to do; repeat if needed, and stay healed. This |  
| is a one-hit kill strategy if you do 5,250+ damage per hit; two-hit kill |  
| with a mere 2,625+ damage. Of course, that's not taking into account if |  
| you Flared Grand Aegis for the fun of it. |

-----  
The Heart of Ronka  
-----

After the boss battle, go along the linear path to the exit. There, go north and you'll find a treasure chest with an Ether inside. Grab it then leave the area.

In the next area, you'll quite easily manage to find four treasure chests; open them for two Ethers and two Fuma Shurikens. Afterwards, go south and you'll soon find a Dark Matter and a Cottage. Further south, you'll find a Cottage, some Blitzshot, and the Sorceror's Mantle. Return to the previous intersection and go east. Open up the chests for two Holy Waters, then go south to the next area.

Here, go along the dead-end path to the chest; open it for the Kagenui. Return to the previous area, go back to the intersection, then go west for two more chests (Blitzshot, Phoenix Down), then south to the next area.

Here, go south and into the room to find a heavy stone puzzle like you found in Ghido's cavern. Take the stone from the central chest and put it in the northwestern chest. Go into the newly-opened area to find a Blastshot and a Buckshot.

Return to the chests and put the stone in the southeastern chest. Go along the new path to find a Hyper Wrist. Return to the puzzle again and put the stone in the southwestern chest, then go along the new path to the next area.

Here, go east to find a treasure chest. Open it to obtain a Cottage, then you will find a chain lift nearby, sort of like the ones from the Interdimensional Rift. Examine it to reach the next area to reach the aptly-named Warp Zone. (And no, there are no pipes here.)

Here, go south and east to find a quintet of chain lifts. Use the one that is the second from the left, then follow the path to find a chest with the Apocalypse inside. Backtrack to the Warp Zone and use the westernmost chain lift. Go along the small pathway to your left, then north to find a long staircase as you go. Continue along until you can get on it, then use it.

-----  
The Abyssal Falls  
-----

Once you arrive here, go east of the large waterfall and proceed downstairs. Stick to the east side of the area as you go down and you'll obtain some treasures: a Cottage and a Royal Crown. As you continue downstairs, you'll reach another area.

There, head downstairs to soon find a doorway. This doorway is magically guarded (ie. you can't get through) and leads to Neo Shinryu (so you don't want to go through). Ignore it and go east and south to the next area.



Here, you'll basically find a few treasure chests. Open them all up to get a Cottage, two Dark Matters, a Turtle Shell, and a Water Scroll. Return to the previous area and go west. You'll notice a waterfall in your way. Press the nearby skull switch and literally Sprint past the waterfall's empty path; it won't remain hidden for long. Continue to the next area.

-----  
The Archeodemon  
-----

You'll arrive inside the Hall of Tranquility. Go north to the treasure chest; open it for a Longinus. Also use the Save Point nearby.

Now, speak with the person in the middle of the room to get some info and a key.

In essence, our situation is this. We have three big bosses surrounding us: to the east, Neo Shinryu; the west, Omega Mk. II; and to the south, Enuo. The former two will be dealt with in their own sections later in the walkthrough. We're mostly here to fight Enuo and such. However, the warp there is blocked. Hence the key the character to the north gave you; it'll unlock a key in the Dungeon area, letting you fight the Archeodemon. Fun.

Backtrack across the areas to the Heart of Ronka, where the large staircase is. Get on the opposite side of the wall and head south to the chain lift to your east. Use it to reach the Warp Zone. Go east and north to find a warp leading to the dungeon entrance.

Consider leaving the Sealed Temple momentarily to use the Save Point. Back in the Sealed Temple, go through the westernmost of the doorways and along the path to find a creature in a jail cell. Unlock the jail cell and be prepared to face the most archaic of demons.

| BOSS: Archeodemon \ |          |                |                        |
|---------------------|----------|----------------|------------------------|
| HP                  | - 50,000 | Weaknesses:    | Treasures Awarded:     |
| Strength            | - 180    | - None         | - Phoenix Down (Steal) |
| Defense             | - 40     |                | - Chaos Orb (Drop)     |
| Magic               | - 90     | Absorptions:   |                        |
| Magic Defense       | - 0      | - All Elements |                        |
| Gil Earned          | - 0      |                |                        |
| EXP. Earned         | - 0      | Type: Undead,  |                        |
|                     |          | Magic Beast    |                        |

=====

The Archeodemon can use Flare, Holy, Meteor, Drain Touch, Mega Flare, Giga Flare (which won't provoke a Defense reduction), Curse, and ????. What's worse is he can use Death on himself when hit with a non-magic attack for a full heal.

So, in essence, there are two strategies for how to do this. With either of them, using Hastega, Mighty Guard, and Carbuncle beforehand are good ideas, although Carbuncle may not be too good for the second strategy.

Our first strategy is more suicidal and risky than anything, but also is a lot shorter and less MP-reducing. Have someone be a White Mage with Arise and another person have the ever-useful Spellblade + Dual-Wield + Rapid Fire combo we've spammed for a while. Have someone put Reflect on the boss to Reflect Death.

| When possible, start up the Spellblader's Flare Spellblade, then, on the |  
| next turn, use Rapid Fire. Simple enough. (Remember not to think of using |  
| Holy Spellblade just because he's undead.) Afterwards, you'll have to cope |  
| with the Death (hence the Arise). Heal up if you need to, then repeat the |  
| Rapid Fire. You'll probably take two turns for this to work, in which case |  
| it'll need to be doing 3,125+ damage per hit. |

| Our other strategy severely will lower your MP stats, but it may also be |  
| more effective. As many people as possible will need to be Time Mages (or |  
| some other job with Time 6). Two of them should have high-level White |  
| Magic; the other two should have Dualcast. If someone can't comply, you |  
| can try having them use Blue Magic for the super-helpful White Wind spell. |

| This strategy largely depends on your wearing of Ribbons and other status |  
| prevents; wear as many as you can, since he doesn't use physical attacks |  
| and those he has ignore Magic Defense. Gold Hairpins may help with the |  
| intense MP drainage. |

| Those Time Mages with Dualcast should be using Meteor/Quick on one turn, |  
| then double-Meteor on the next two. Those without Dualcast should either |  
| be healing or using Quick, followed by two Meteors on the next two turns. |  
| As you can tell, there is some extreme MP drainage with this strategy. |

| The main reason for the White Magic is Curse, the counterattack your boss |  
| will shoot at you for magic attacks. As Meteor hits multiple times, you |  
| may get Cursed, which inflicts a random status. If you didn't put on |  
| Carbuncle, you'll be able to usually use Esuna and be fine. If some of the |  
| Flares/Mega Flares/Giga Flares get in, it will also help with Curaga. |

After the battle, you'll be able to warp to the Lethe Court -- the warp is where the Hall of Tranquility is.

Exit the Dungeon to the outside, then go back into the Arena via the center door. Continue along into the Heart of Ronka. There, go to the first intersection and west, then south to the next area. Go south to the chest/stone puzzle; put the stone in the southwest chest.

Go along the new path and continue over to the large staircase. Descend it to reach the Abyssal Falls. Descend downstairs like before until you reach the magical doorway to Neo Shinryu. Ignore it and continue west to find our destination.

Here, head over to the nearby Save Point. Use one of your now-numerous Cottages there and save, then use the southern warp zone.

=====

Sealed Temple -- Lethe Court

=====

---

|                       |     |
|-----------------------|-----|
| Treasures Checklist \ |     |
| Elixir .....          | [ ] |
| Mutsunokami .....     | [ ] |
| Robe of Lords .....   | [ ] |

---

---

|                             |    |     |     |     |     |      |
|-----------------------------|----|-----|-----|-----|-----|------|
| Regional Monster Bestiary \ |    |     |     |     |     |      |
| Monster                     | HP | STR | DEF | MAG | Gil | EXP. |

---

|                |        |     |    |    |        |        |
|----------------|--------|-----|----|----|--------|--------|
| Great Dragon   | 10,000 | 100 | 20 | 0  | 615    | 1,900  |
| King Behemoth  | 18,000 | 95  | 15 | 0  | 1,000  | 0      |
| Crystal Dragon | 17,500 | 128 | 40 | 0  | 10,000 | 0      |
| Assassin       | 10,000 | 110 | 20 | 0  | 806    | 8,000  |
| Behemoth       | 15,000 | 90  | 13 | 0  | 800    | 0      |
| Dinozombie     | 20,000 | 150 | 20 | 0  | 5,000  | 30,000 |
| Claret Dragon  | 17,000 | 135 | 40 | 30 | 2,200  | 30,000 |
| Ironclad       | 22,000 | 140 | 60 | 60 | 1,000  | 40,000 |
| Hades          | 33,333 | 120 | 30 | 66 | 15,000 | 50,000 |

-----  
The Shadowed Gate  
-----

Eh... The path here is pretty easy to follow. You'll find a chest with the Mutsunokami on the way; it is THE best katana stat-wise, and 50% of hits are critical. You'll also find another chest on the way, this one containing an Elixir.

At the warp point, use it to reach the next area. Continue along there to the next one ... and the next one, which takes you to the next area.

-----  
The Stairs of Destiny  
-----

Here, go to the right and go along the staircase to find a chest. Open it up to find the Robe of Lords, the best Clothing-type armor in the game. Backtrack to the entrance of the area and go west for a nice ol' boss battle.

|                                              |          |              |                      |  |  |  |
|----------------------------------------------|----------|--------------|----------------------|--|--|--|
| BOSS: Guardian, Wave Cannon, Launcher (x2) \ |          |              |                      |  |  |  |
| Guardian Bestiary                            |          |              |                      |  |  |  |
| >-----+-----+-----<                          |          |              |                      |  |  |  |
| HP                                           | - 55,000 | Weaknesses:  | Treasures Awarded:   |  |  |  |
| Strength                                     | - 110    | - None       | - Blitzshot (Steal)  |  |  |  |
| Defense                                      | - 40     |              | - Crystal Orb (Drop) |  |  |  |
| Magic                                        | - 50     | Absorptions: |                      |  |  |  |
| Magic Defense                                | - 10     | - Thunder    |                      |  |  |  |
| Gil Earned                                   | - 0      |              |                      |  |  |  |
| EXP. Earned                                  | - 0      | Type: None.  |                      |  |  |  |
| >-----+-----+-----<                          |          |              |                      |  |  |  |
| Wave Cannon Bestiary                         |          |              |                      |  |  |  |
| >-----+-----+-----<                          |          |              |                      |  |  |  |
| HP                                           | - 22,000 | Weaknesses:  | Treasures Awarded:   |  |  |  |
| Strength                                     | - 120    | - None       | - Blitzshot (Steal)  |  |  |  |
| Defense                                      | - 20     |              | - None (Drop)        |  |  |  |
| Magic                                        | - 100    | Absorptions: |                      |  |  |  |
| Magic Defense                                | - 0      | - Thunder    |                      |  |  |  |
| Gil Earned                                   | - 0      |              |                      |  |  |  |
| EXP. Earned                                  | - 0      | Type: None.  |                      |  |  |  |
| >-----+-----+-----<                          |          |              |                      |  |  |  |
| Launchers' Bestiary                          |          |              |                      |  |  |  |
| >-----+-----+-----<                          |          |              |                      |  |  |  |
| HP                                           | - 20,000 | Weaknesses:  | Treasures Awarded:   |  |  |  |
| Strength                                     | - 110    | - None       | - Blastshot (Steal)  |  |  |  |
| Defense                                      | - 20     |              | - None (Drop)        |  |  |  |
| Magic                                        | - 50     | Absorptions: |                      |  |  |  |

|                    |  |             |  |
|--------------------|--|-------------|--|
| Magic Defense - 10 |  | - Thunder   |  |
| Gil Earned - 0     |  |             |  |
| EXP. Earned - 0    |  | Type: None. |  |

=====

The Guardian can use Gravity, Graviga, Encircle, Reverse Polarity, Delta Attack, Off-Guard, Atomic Ray, and Electrocute. It won't attack until it is alone on the field with you.

The Wave Cannon only does a Wave Cannon attack. This attack LITERALLY is an instant-kill. Try to get someone Jumping by the "Energy Cells: 128% Capacity" message or YOU WILL HAVE A GAME OVER.

The Launchers both can use Valiant Attack and Missile. The left one also can use Rocket Punch and Rainbow Wind; the right one also uses Mustard Bomb.

Our first goal is to attack the Wave Cannon, the most dangerous enemy here. Start with Hastega and Mighty Guard. Begin with the typical stuff we have spammed many times over: Flare Spellblade. For now, we can't easily Rapid Fire -- only a 25% chance of hitting the proper target, so stick with normal attacks on it. Try having others use Meteor, Flare, and Holy, preferably Dualcasted, or Bahamut.

Next targets: the Launchers. Unless you happened to accidentally kill them by spamming Meteors, you'll still need to attack them. Continue the same strategy as before. Be SURE to have the Flare Spellblade ready by this point.

After this, the Guardian is a lone, vulnerable target. You'll have to dodge or cope with a Delta Attack, then proceed as before by spamming Holy, Flare, Meteor, and Bahamut. Most importantly, though, is having your Spellblader use the Flare Spellblade + Dual-Wield + Rapid Fire combo. You will have three turns to manage this all, so you'll need to have a lone Spellblader doing close to 2,300+ damage per hit. So, yeah, you've won.

Ascend up to the next area for the end.

-----  
 Lethe Court - The Void  
 -----

It's been quite the long haul, eh? A journey that merely started with Bartz and Boko finding a girl kidnapped by Goblins has come to its final chapter: a fight with the evil ancient mage, Enuo. Millennia ago, an unknown group of warriors took up the twelve legendary weapons and sealed away Enuo to prevent him from controlling the Void and the fate of the world. It has been said he only once was immortal, but the power of the Void was traded for that. And so, we thought him to be long gone.

Millennia later, Bartz, Lenna, Krile, and Faris joined forces for a journey of unknown proportions, but for a similar cause: to seal away Exdeath. Oh, but we did so much more than that -- we ended him. Sometime after doing such, we then invaded the Sealed Temple and slain every truly evil beast there ... except for one. Enuo is apparently not as dead as we would like to think.

What am I saying? Of course he is as dead as we would like to think -- what other point would there be to this whole thing if not to eliminate the whole cause of the problem!? So heal up and proceed over to Enuo. Equip some damn Ribbons or you'll be screwed over fast, in addition to some Angel Rings if you

want.

Do what the ancients could not -- finish him. Permanently.

| BOSS: Enuo      |          |              |                     |
|-----------------|----------|--------------|---------------------|
| Part One of Two |          |              |                     |
| HP              | - 60,000 | Weaknesses:  | Treasures Awarded:  |
| Strength        | - ???    | - None       | - None (Steal)      |
| Defense         | - 100    |              | - None (Drop)       |
| Magic           | - ???    | Absorptions: |                     |
| Magic Defense   | - 30     | - None       |                     |
| Gil Earned      | - 0      |              |                     |
| EXP. Earned     | - 0      | Type: None.  |                     |
| Part Two of Two |          |              |                     |
| HP              | - 60,000 | Weaknesses:  | Treasures Awarded:  |
| Strength        | - ???    | - None       | - Bone Mail (Steal) |
| Defense         | - 100    |              | - None (Drop)       |
| Magic           | - ???    | Absorptions: |                     |
| Magic Defense   | - 30     | - None       |                     |
| Gil Earned      | - 0      |              |                     |
| EXP. Earned     | - 0      | Type: None.  |                     |

=====  
During the first part of the battle, Enuo has a LOT of attacks. There is Firaga, Blizzaga, Thundaga, Poison, Bio, Holy, Flare, Osmose, Meteor, Graviga, Aeroga, Pond's Chorus, Aqua Breath, Evil Eye, White Hole, Grand Cross, Giga Flare, Drain Touch, Regen, Haste, Shell, Protect, and Berserk.

During the second part of the fight, Enuo can use Holy, Flare, Level 3 Flare, Meteor, Level 4 Graviga, Level 5 Death, Deep Freeze, Meltdown, Grand Cross, Almagest, Danse Macabre, Reaper's Sword (Death), White Hole, Hurricane, Maelstrom, and Dimension Zero.

First things first: Hastega, Mighty Guard, and Carbuncle in that order. Our offensive is a bit of a pain, as the random-target attacks (Rapid Fire and Meteor, our mains) will possibly hit two invulnerable, otherwise not hittable targets. Nevertheless, have your Spellblader charge up the Flare Spellblade and begin beating the living crap out of Enuo.

Everyone else should be spamming the same idea, Dualcasting Flare or Holy, or focusing on using White Wind. When needed, and it will be, you'll want to start using Arise to revive characters, Dualcasted with a Holy for Enuo. If someone seems to have no use, have them give Ethers to our mages.

After 60,000 damage to Enuo, the second part begins.

Enuo will quickly begin his offensive with two moves, which can be Meteor, White Hole, Almagest, Maelstrom, or Dimension Zero. Heal who needs to be and redo Hastega, Mighty Guard, and Carbuncle now, in that order. Also recharge your Spellblader's Flare Spellblade if it hasn't been already.

Without a doubt, keeping your Spellblader and White Mage alive is of the highest priority. Given just two turns, if a Flare Spellblader with the Dual-Wield + Rapid-Fire combo does over 3,750 damage per hit, you'll win. As such, that is pretty much the strategy you'll want to spam and keep the Spellblader alive, and the White Mage alive.

```

| Of course, it is possible someone will have a turn to do nothing. Make it
| be useful -- Dualcast Flare, Holy, Meteor, or something. You may also want
| to consider using Elixirs -- you've gathered quite a bunch over the game,
| likely. Your mages may need the full MP, your Spellblader may need the
| full HP, and ... well, it's quicker than casting White Wind just to heal
| someone.
|
| Good luck!!
|

```

After the battle, there will be a lot of shaking and explosions nearby. Congratulations, you've just defeated the most nefarious of all evils, just to die in the explosion.

Or so you think. After awakening, you'll find a crystal shard nearby. Pick it up to get the Necromancer job. Not exactly the best job (as it is always an Undead), but it has considerable spells. Wrong section for that, though.

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/\
| | Section XXI - An Optional Boss: Omega Mk. II | |
| | **FF5A_421** | |
\/\

```

So, Exdeath's gone, Omega's gone, and Enuo's gone. I don't see a bunch else to do...

... except destroy the upgraded versions of Omega and Shinryu, perhaps? You'll be defeating Omega Mk. II in this section. We'll begin at the Hall of Tranquility in the Sealed Temple; see the previous section on how to get there. To the west is the area where we'll start.

```

=====
Sealed Temple -- Arena -- Tomb of Memory
=====

```

```

| Treasures Checklist \
|_____ \
| Ash ..... [] |
| Ash ..... [] |
| Blitzshot ..... [] |
| Blitzshot ..... [] |
| Dark Matter ..... [] |
| Dark Matter ..... [] |
| Demon's Rod ..... [] |
| Elixir ..... [] |
| Hero Cocktail ..... [] |
| Holy Water ..... [] |
|_____

```

```

| Regional Monster Bestiary \
|_____ \
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Mecha Head | 7,210 | 59 | 28 | 0 | 0 | 0 |
| Necromancer | 6,900 | 79 | 15 | 0 | 1,000 | 0 |
| Mini Satana | 6,500 | 100 | 0 | 40 | 785 | 12,000 |
| Medusa | 7,500 | 99 | 30 | 50 | 762 | 15,000 |
| Dinozombie | 20,000 | 150 | 20 | 0 | 5,000 | 30,000 |

```

|       |        |       |       |       |        |       |  |
|-------|--------|-------|-------|-------|--------|-------|--|
| Omega | 55,530 | 115   | 190   | 199   | 50,000 | 0     |  |
| _____ | _____  | _____ | _____ | _____ | _____  | _____ |  |

-----  
Incubi's Path  
-----

When you arrive, you'll see a bunch of machines, exactly six, running around. The way to beat them is quite simple -- survive their attacks while someone (with Spellblade, Dual-Wield, and Rapid Fire) uses Thundaga Spellblade followed with a Rapid Fire. If you cannot manage such a task by this point in the game, you really need to leave ... now. The full strategy for the fight is in Section XVI.

Anyways, defeat the six Omegas strolling around here. As a matter of note, you will get 300,000 Gil and 600 ABP just for that.

Next, return to the entrance, for we shall be treasure hunting now. Use the hidden path to the west to find some Ash in a chest. Go back to the entrance and go north, sticking to the east wall to find another hidden path. Follow it to an Elixir, then go back to the main chamber. Ignore the exit and just head over to the next chest, in which you'll find the Demon's Rod. Then go through the exit to your east.

-----  
Decedent's Path  
-----

When you arrive, go north and press the button. This will remove the barrier stopping you from whipping the stuffing out of Neo Shinryu (or vice versa). Then go back to the entrance and go east to find another button; press it to open up a path in the previous area. Then go to the button west of the entrance and press it to return there via the fun way. Go through the new door.

-----  
Iniquity's Path  
-----

Quite a few hidden paths here, eh? Find the one to the southeast and follow it to reach a chest containing some Dark Matter. Afterwards, go back to the start of the passage. Go west where you earlier went east to find a chest that has a Hero Cocktail inside; beware the hole in the floor, though!

Go into the hidden path west of the Hero Cocktail to find another chest, this one containing some Dark Matter. Drop down a hole nearby now.

-----  
Throne Room  
-----

Open up the chest nearby for some more Ash, then go north to find some Blitzshot in another chest. Look at the two buttons nearby. The top one will open up a door; press it. Also press another one and go down the slope and to the east. Ignore the second slope and continue southeast to find another chest with a Holy Water. To the north is a doorway. Go in there to find another button. Press it and go through the middle doorway to reach Omega Mk. II.

Time to Rage Against the Machine.

-----  
| BOSS: Omega Mk. II | \

|               |          |                |                       |
|---------------|----------|----------------|-----------------------|
| HP            | - 65,000 | Weaknesses:    | Treasures Awarded:    |
| Strength      | - 150    | - One (varies) | - Elixir (Steal)      |
| Defense       | - 200    |                | - Force Shield (Drop) |
| Magic         | - 200    | Absorptions:   |                       |
| Magic Defense | - 200    | - All but one  |                       |
| Gil Earned    | - 0      | ????           |                       |
| EXP. Earned   | - 0      | Type: None.    |                       |

Omega will be able to use a basic (sometimes critical) attack, Blaster, Atomic Ray, Rainbow Wind, Flame Thrower, Earthquake, Rocket Punch, Delta Attack, Wave Cannon, Maelstrom, Search, and Encircle. All of these, you should be familiar with, except Rocket Punch (Confuses all). It also can use Barrier Change on its first turn and any time you hit with its current weakness.

Notably, any damaging move (which is rare; Omega has 100% Evasion) will induce a double counterattack. The first move is either Rocket Punch or Mustard Bomb; the second is either Rocket Punch or Encircle.

Okay, you're going to have to proceed quickly, because Omega Mk. II is fast. Begin with the standard of Hastega, Mighty Guard, and Carbuncle.

During this time, Libra or otherwise try to see Omega's weakness; set that to your Spellblader. Keep everyone alive through White Wind as you get ready for your Spellblader to Dual-Wield + Rapid Fire Omega.

It is likely you won't succeed in a one-hit kill. All you'll have to do is re-scan Omega's weakness, reapply the weakness, and re-use Rapid Fire. I know that I'm strongly oversimplifying the strategy, but that's all it is: keep your Spellblader alive for those two Rapid Fires and you'll win.

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| | Section XXII - An Optional Boss: Neo Shinryu | |

| | \*\*FF5A\_422\*\* | |

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Okay, so we've finally gotten rid of Omega Mk. II as well, There is not much left for us to do in extinguishing powerful enemies except the God Dragon of God Dragons -- Neo Shinryu.

Like with Omega Mk. II, you'll need go to the Hall of Tranquility in the Sealed Temple. In the areas with Omega Mk. II, there is a button in the Decedent's Path you'll need to push to open the up the magical barrier east of the Hall of Tranquility, which will let you fight Neo Shinryu at the end of the tunnel.

---

Sealed Temple -- Arena -- Neo Shinryu's Cave

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|                     |     |
|---------------------|-----|
| Treasures Checklist |     |
| Ash .....           | [ ] |
| Ash .....           | [ ] |
| Blastshot .....     | [ ] |
| Blitzshot .....     | [ ] |
| Blitzshot .....     | [ ] |



|                        |    |
|------------------------|----|
| Elixir .....           | [] |
| Elixir .....           | [] |
| Flame Scroll .....     | [] |
| Flame Scroll .....     | [] |
| Lightning Scroll ..... | [] |
| Maximillian .....      | [] |
| Phoenix Down .....     | [] |
| Ribbon .....           | [] |
| Ultima Weapon .....    | [] |

| Regional Monster Bestiary |        |     |     |     |        |        |
|---------------------------|--------|-----|-----|-----|--------|--------|
| Monster                   | HP     | STR | DEF | MAG | Gil    | EXP.   |
| Shield Dragon             | 19,999 | 40  | 40  | 0   | 1,000  | 10,000 |
| Blue Dragon               | 6,900  | 64  | 10  | 0   | 500    | 2,500  |
| Red Dragon                | 7,500  | 65  | 12  | 50  | 500    | 3,000  |
| Yellow Dragon             | 8,500  | 65  | 10  | 0   | 500    | 2,600  |
| Great Dragon              | 10,000 | 100 | 20  | 0   | 615    | 1,900  |
| Dragon Aegis              | 7,000  | 100 | 15  | 0   | 618    | 2,020  |
| Crystal Dragon            | 17,500 | 128 | 40  | 0   | 10,000 | 0      |
| Claret Dragon             | 17,000 | 135 | 40  | 30  | 2,200  | 30,000 |

As you go along the path, you may want to consider putting Float on everyone, or using Light Step, because we have some lava to cross. Anyways, go north some and then east to find a chest (Elixir). As you went, you probably noticed a skull switch. Press it now to reach a treasure room.

Note that you can leave by heading west and upstairs. Anyways, proceed into or above the lava, depending on whether you're using Float/Light Step/none of them right now. In the middle, you'll find a whopping ten chests with all of the treasures in the above list, except an Elixir (already got), the Ribbon, some Blitzshot, and the Ultima Weapon.

Afterwards, return to where you landed, then go counterclockwise to a doorway. Go through it. Back in this area, you'll find a skull switch nearby; use it to move a chest-holding island. Leave your rock island by going into the lava and east to find, to the north a bit, a staircase. Use it to go up the rock wall and along the path to find a chest (Blitzshot). Backtrack, ignoring the skull switch and sticking to the outer wall. You'll pass a closed chest. When you leave the lava to the west, go southeast to find the chest, which has a Ribbon.

Next, go back into the lava via the same way you left it, then go east and stick to the outer wall. At the far right, ignore the stairs and head to the north. You'll find a doorway; go on through.

Here, go along the path and you'll find a chest at a dead end. You should know what to expect, so heal up and open it.

| BOSS: Neo Shinryu |          |              |                    |
|-------------------|----------|--------------|--------------------|
| HP                | - 65,000 | Weaknesses:  | Treasures Awarded: |
| Strength          | - 200    | - None       | - Elixir (Steal)   |
| Defense           | - 100    |              | - None (Drop)      |
| Magic             | - 8      | Absorptions: |                    |
| Magic Defense     | - 100    | - Holy       |                    |
| Gil Earned        | - 0      |              |                    |
| EXP. Earned       | - 0      | Type: Dragon |                    |

Okay, Neo Shinryu is perhaps the hardest boss of the game. To begin with attacks ... One part (the one you \*sometimes\* can hit) uses Doom, Giga Flare, White Hole, Meteor, and Zombie Powder. The one you never can hit uses a basic (sometimes critical) attack, Tidal Wave, Almagest, Blaze, Mute, Mighty Guard, Breath Wing, Earthquake, Ice Storm, Maelstrom, Poison Breath, Zombie Breath, and Lightning.

Anyways, to aide Neo Shinryu are three "dummy" targets, like we saw with Enoo. You can't manually target them and you can't defeat them; they're just there to \*\*\*\* with you. So, we just lost Meteor and Rapid Fire.

Okay, this bit is a little weirder. There's two Neo Shinryus basically. One handles basic attacks and is invulnerable, then there's the one that handles counterattacks and turns off/on its invulnerability. You will not know if you can hit it or not until you try. It's a confusing idea, but it is worth mentioning.

In other words, there are four targets. Three can never be hurt, period. Two can never be targeted. Only one is damagable, and only about half the time. Oh, boy, this will be FUN.

Okay, this will require a specific strategy. You'll need four characters, each with Jump, two with Time Magic Level 6, two with White Magic. All need Dragon Lances or Whiskers equipped, and Hermes Sandals are a good idea. If a character can't support White/Time Magic to meet the 2-2 ratio, use Dual-Wield and put another Lance/Whisker on him/her.

During the battle, on Neo Shinryu's second turn, he will use Maelstrom. You first need to deal with this, QUICK -- use an Elixir to hurry up and completely heal your White Mage(s), then Curaga everyone with that person continually. I'm not joking -- you'll want that Curaga being casted each turn, given what may happen.

While this happens, everyone else needs to use Quick, then Jump and Jump. If in an emergency, let that person use an Elixir on themself rather than wait around for a White Mage to do it, and be sure to cast Mighty Guard at your earliest convenience.

After a long and grueling battle, Neo Shinryu will perish and you'll gain the weapon of weapons, the strongest weapon in the game, the Ultima Weapon. Just think what you can do now.

Oh ... we've killed everything tough. Derp.

Well, congratulations. You've defeated the toughest boss in the game with an over-simplified strategy. Enjoy.

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/\
| |                Section XXIII - The Cloister of the Dead | |
| |                **FF5A_423** | |
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Treasures Checklist \

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Medal of Smiting ..... []

So, have we truly reached the end now? We originally meant to kill just Exdeath, but we didn't stop there. We killed some of the toughest beasts in memory: Omega, Omega Mk. II, Shinryu, Neo Shinryu, and Enoo.

So, there is nothing left? Then why would I be making this section, huh? Well, we're going to the Cloister of the Dead. After all of these brutal bosses, doesn't it make you just want to slay monster after monster with utter ease?

I thought so.

So, where is this area? Well, you remember the area where you found the three Crystal shards giving you the Cannoneer, Gladiator, and Oracle jobs? In that area, go through the middle door.

Anyways, here, you'll fight many of the game's bosses in waves of five. These bosses are generally more souped-up versions of the ones you fought earlier, except they have no items to drop or Steal, and have upgraded versions of their spells and such. Regardless, for many of the battles, you'll be able to win in a hit or two due to Rapid Fire or something.

Anyhow, onto the battles.

---

First Wave: Suffice it to say that your Spellblader with Rapid Fire and Dual-Wield will be enough.

- Wing Raptor : Rapid Fire.
- Garula : Rapid Fire.
- Siren : Rapid Fire.
- Magissa and Forza: Flare Spellblade followed by Rapid Fire.
- Gil Turtle : Blizzaga Spellblade followed by Rapid Fire. This may need to occur twice. Consider using Mighty Guard to bring up the party-wide Float to avoid the Earthquake at the end.

---

Second Wave: Someone with Summon coupled with your Spellblader with Rapid Fire and Dual-Wield.

- Liquid Flame : Rapid Fire.
- Soul Cannon : Thundaga Spellblade followed by Rapid Fire.
- Purobolos : Rapid Fire and Bahamut.
- Minotaur : Rapid Fire.
- Triton, Nereid, and Phobos: Odin.

---

Third Wave: Three Time Magic users along with your Spellblader with Rapid Fire and Dual-Wield. Have at least one Time Magic user with Summon. Have the other two with Doublecast.

- Byblos : Rapid Fire. Using Firaga Spellblade prior to it may help.
- Tyranosaur : Rapid Fire. Using Firaga Spellblade prior to it may help.
- Dragon Pod : Bahamut, Rapid Fire, and Meteor.
- Archeodemon: Have the Time Magic users attack only; the Spellblader will be just support. Use Quick, Meteor, then Meteor if you can't use Doublecast; Meteor, Quick, Meteor, Meteor, Meteor, Meteor if you can. The Spellblader needs to support via Ethers or Elixirs

due to mass MP loss.

-- Apanda : Firaga Spellblade followed by Rapid Fire.

---

Fourth Wave: Someone with Summon coupled with your Spellblader with Rapid Fire and Dual-Wield.

-- Manticore : Odin.

-- Adamantoise: Blizzaga Spellblade followed by Rapid Fire.

-- Jackanapes : Rapid Fire, possibly coupled with Flare Spellblade.

-- Calofisteri: Flare Spellblade followed by Rapid Fire.

-- Twintania : Flare Spellblade followed by Rapid Fire. If you want until the transformation due to the Giga Flare being charged up, you can use Odin then.

---

Fifth Wave: Your Spellblader with Dual-Wield and Rapid Fire, someone with Blue Magic, someone with Black Magic, and someone with Summon.

-- Omniscient : Aeroga and Syl dra. Lacking them, Silence Spellblade with Rapid Fire is sufficient.

-- Wendigo : Use Mighty Guard first, just in case. Cast Sleep on everyone, then start using "-aga" spells on the four enemies.

-- Sandworm : Aqua Breath, Flare Spellblade with Rapid Fire.

-- Atomos : Flare or Sleep Spellblade with Rapid Fire.

-- Halicarnassus: Use Carbuncle beforehand. Offense should consist of using Flare Spellblade with Rapid Fire.

---

Sixth Wave: Someone with Summon coupled with your Spellblader with Rapid Fire and Dual-Wield.

-- Crystals : Odin.

-- Melusine : Firaga Spellblade coupled with Rapid Fire.

-- Catastrophe: First use Carbuncle, then use Flare Spellblade with Rapid Fire.

-- Azulmagia : Bio Spellblade followed by Rapid Fire.

-- Necrophobe : Have the Spellblader use Flare Spellblade (without Rapid Fire for now), and your Summon user cast Bahamut to start dealing with the Barriers. After they're gone, have the Spellblader Rapid Fire Necrophobe until death do you two part.

---

And that is the final wave. After having finished off Necrophobe, you'll leave the Cloister and meet someone outside. There, you'll receive the Medal of Smiting as a reward for your awesome triumph.

And so, the walkthrough comes to an end...

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|7|7| \_\_\_\_\_ |7|7|  
| | | Section Five: Enemy Bestiary | | |  
| | | \*\*FF5A\_5\*\* | | |  
|\_|\_| \_\_\_\_\_ |\_|\_|  
 \ / \ /

This section is pretty simple to explain. It lists the details of every monster in the game (for the most part), taken straight from the in-game Bestiary. You'll get the monster's stats, item drops/steals, and elemental and status data. Good enough?

Below, you'll find a quick-reference list for the monsters in the game. This is basically the list of the monsters. More often than not, CTRL+F'ing the monster number and name as below will bring you straight to the proper Bestiary entry. Of course, be sure to note that #000 is not a monster (but can be CTRL+F'ed). Enjoy, and beware the length of this section - it's longer than the walkthrough above here.

#000. [section format]  
#001. Goblin  
#002. Steel Bat  
#003. Devil Crab  
#004. Stroper  
#005. Killer Bee  
#006. Nutkin  
#007. Stray Cat  
#008. Black Goblin  
#009. White Serpent  
#010. Moldwynd  
#011. Mani Wizard  
#012. Skeleton  
#013. Calcruthl  
#014. Undead Husk  
#015. Mindflusher  
#016. Gatling  
#017. Big Horn  
#018. Tatou  
#019. Bandersnatch  
#020. Garula  
#021. Rock Slug  
#022. Gaelicat  
#023. Cockatrice  
#024. Headstone  
#025. Elf Toad  
#026. Ice Soldier  
#027. Ricard Mage  
#028. Wyvern  
#029. Pas de Seul  
#030. Jackanapes  
#031. Aegir  
#032. Zu  
#033. Wild Nakk  
#034. Grass Tortoise  
#035. Silent Bee  
#036. Mythril Dragon  
#037. Crew Dust  
#038. Poltergeist  
#039. Defeater  
#040. Motor Trap  
#041. Sergeant  
#042. Sorcerer  
#043. Cur Nakk  
#044. Gigas  
#045. Page 32  
#046. Page 64  
#047. Page 128

#048. Page 256  
#049. Bomb  
#050. Double Lizard  
#051. Bio Soldier  
#052. Harvester  
#053. Black Flame  
#054. Stone Golem  
#055. Mini Dragon  
#056. Prototype  
#057. Skull Eater  
#058. Dhorme Chimera  
#059. Sandboil  
#060. Desert Killer  
#061. Sand Bear  
#062. Ra Mage  
#063. Ronkan Knight  
#064. Stone Mask  
#065. Enchanted Fan  
#066. Lamia  
#067. Archeotoad  
#068. Hydra  
#069. Ghidra  
#070. Pao  
#071. Tarantula  
#072. Shell Bear  
#073. Devilfish  
#074. Treant  
#075. Strapparer  
#076. Merrow  
#077. Flying Killer  
#078. Little Chariot  
#079. Neo Garula  
#080. Tunneller  
#081. Birostris  
#082. Fairy Orc  
#083. Devourer  
#084. Mandrake  
#085. Kuza Beast  
#086. Shield Dragon  
#087. Exdeath's Soul  
#088. Blood Slime  
#089. Acrophies  
#090. Moogle Eater  
#091. Lesser Lopros  
#092. Cactus  
#093. Sandcrawler  
#094. Aquathorn  
#095. Weresnake  
#096. Kornago  
#097. Cursed Being  
#098. Undergrounder  
#099. Objet d'Art  
#100. Drippy  
#101. Lycaon  
#102. Bone Dragon  
#103. Poison Eagle  
#104. Zombie Dragon  
#105. Gobbledygook  
#106. Neon  
#107. Magnetite

#108. Reflect Knight  
#109. Traveler  
#110. Level Tricker  
#111. Gravitator  
#112. Ziggurat Gigas  
#113. Dark Aspic  
#114. Metamorph  
#115. Cure Beast  
#116. Land Turtle  
#117. Dechirer  
#118. Mini Magician  
#119. Galajelly  
#120. Mammon  
#121. Imp  
#122. Wyrn  
#123. Twin Lizard  
#124. Blind Wolf  
#125. Hellraiser  
#126. Reflect Mage  
#127. Magic Dragon  
#128. Black Warlock  
#129. Adamantite Golem  
#130. Bandercoeur  
#131. Iron Fist  
#132. Blue Dragon  
#133. Red Dragon  
#134. Yellow Dragon  
#135. Sleepy  
#136. Triffid  
#137. Hedgehog  
#138. Python  
#139. Shadow  
#140. Elm Gigas  
#141. Desertpede  
#142. Bulette  
#143. Lamia Queen  
#144. Rajiformes  
#145. Ushabti  
#146. Archeosaur  
#147. Zephyrus  
#148. Mummy  
#149. Aspis  
#150. Mecha Head  
#151. The Damned  
#152. Grand Mummy  
#153. Sekhmet  
#154. Slug  
#155. Gloom Widow  
#156. Mykale  
#157. Executor  
#158. Oiseaurare  
#159. Shadow Dancer  
#160. Numb Blade  
#161. Tot Aevis  
#162. Tiny Mage  
#163. Chrono Controller  
#164. Flaremancer  
#165. Dueling Knight  
#166. Iron Muscles  
#167. Berserker

#168. Unknown  
#169. Unknown  
#170. Unknown  
#171. Unknown  
#172. Unknown  
#173. Frost Bull  
#174. Istory Lythos  
#175. Spizzner  
#176. Druid  
#177. Ironback  
#178. Mercury Bat  
#179. Coral  
#180. Aquagel  
#181. Steel Fist  
#182. Alchymia  
#183. Tonberry  
#184. Ankheg  
#185. Ammonite  
#186. Landcrawler  
#187. Lemure  
#188. Parthenope  
#189. Cherie  
#190. Magic Pot  
#191. Sucker  
#192. Octokraken  
#193. Sahagin  
#194. Thunder Anemone  
#195. Sea Ibis  
#196. Corbett  
#197. Nix  
#198. Water Scorpion  
#199. Vilia  
#200. Gel Fish  
#201. Rukh  
#202. Sea Devil  
#203. Stingray  
#204. Grenade  
#205. Baldanders  
#206. Death Dealer  
#207. Level Checker  
#208. White Flame  
#209. Moss Fungus  
#210. Farfarello  
#211. Orukat  
#212. Great Dragon  
#213. Achelon  
#214. Ninja  
#215. Dragon Aevis  
#216. Sword Dancer  
#217. Death Claw  
#218. Fury  
#219. Yojimbo  
#220. Iron Giant  
#221. King Behemoth  
#222. Crystal Dragon  
#223. Necromancer  
#224. Gorgimera  
#225. Mindflayer  
#226. Crystelle  
#227. Belphegor



#228. Mover  
#229. Mini Satana  
#230. Assassin  
#231. Soul Eater  
#232. Behemoth  
#233. Dark Elemental  
#234. Dark Elemental  
#235. Dark Elemental  
#236. Exoray  
#237. Duelist  
#238. Medusa  
#239. Dinozombie  
#240. Claret Dragon  
#241. Ironclad  
#242. Hades  
#243. Wing Raptor  
#244. Karlabos  
#245. Siren  
#246. Magissa  
#247. Forza  
#248. Ice Commander  
#249. Shiva  
#250. Garula  
#251. Liquid Flame  
#252. Iron Claw  
#253. Ifrit  
#254. Byblos  
#255. Ramuh  
#256. Sandworm  
#257. Cray Claw  
#258. Adamantoise  
#259. Soul Cannon  
#260. Launcher  
#261. Launcher  
#262. Archeoaevis  
#263. Purobolos  
#264. Titan  
#265. Manticore  
#266. Abductor  
#267. Gilgamesh  
#268. Gilgamesh  
#269. Tyrannosaur  
#270. Abductor  
#271. Golem  
#272. Dragon Pod  
#273. Dragon Flower  
#274. Gilgamesh  
#275. Enkidu  
#276. Atomos  
#277. Crystal  
#278. Crystal  
#279. Crystal  
#280. Crystal  
#281. Catoblepas  
#282. Gil Turtle  
#283. Carbuncle  
#284. Gilgamesh  
#285. Exdeath  
#286. Antlion  
#287. Melusine

#288. Gargoyle  
#289. Wendigo  
#290. Odin  
#291. Minotaur  
#292. Omniscient  
#293. Triton  
#294. Nereid  
#295. Phobos  
#296. Leviathan  
#297. Famed Mimic Gogo  
#298. Bahamut  
#299. Apanda  
#300. Calofisteri  
#301. Azulmagia  
#302. Alte Roite  
#303. Jura Aevis  
#304. Catastophe  
#305. Halicarnassus  
#306. Twintania  
#307. Gilgamesh  
#308. Necrophobe  
#309. Barrier  
#310. Gilgamesh  
#311. Omega  
#312. Shinryu  
#313. Exdeath  
#314. Neo Exdeath  
#315. Grand Aevis  
#316. Archeodemon  
#317. Guardian  
#318. Launcher  
#319. Launcher  
#320. Wave Cannon  
#321. Omega Mk. II  
#322. Neo Shinryu  
#323. Enuo

=====  
#000. [section format]

Basic Stats:

~~ Level : The monster's level.  
~~ Max HP : The numerical measure of the monster's health.  
~~ Max MP : The numerical measure of the monster's magic points.  
~~ Strength : The numerical measure of the monster's physical strength.  
~~ Defense : The numerical measure of the monster's physical resistance.  
~~ Evasion : The numerical measure of the monster's ability to dodge.  
~~ Magic : The numerical measure of the monster's magical power.  
~~ Magic Defense: The numerical measure of the monster's magical resistance.

~~ Gil Earned : The amount of money earned for defeating one of these.  
~~ EXP. Earned: The amount of experience earned for defeating one of these.

Potential Item Steals: Items that may be taken with the Steal or Mug abilities.

Potential Item Drops: Items you may receive after battle from this enemy.

Elemental/Status Data:

~~ Elemental Immunities: What elements do not affect the monster whatsoever?  
~~ Elemental Weaknesses: What elements deal extra damage to the monster?

~~ Elemental Absorptions: What elements heal the monster?  
~~ Monster Type(s): Used to determine weaponry strengths.  
~~ Status Immunities: What statuses do not affect the enemy whatsoever?

=====

#001. Goblin

Basic Stats:

~~ Level : 6  
~~ Max HP : 16  
~~ Max MP : 3  
~~ Strength : 5  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 20  
~~ EXP. Earned: 10

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Leather Cap

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Death

=====

#002. Steel Bat

Basic Stats:

~~ Level : 2  
~~ Max HP : 20  
~~ Max MP : 10,000  
~~ Strength : 3  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 20  
~~ EXP. Earned: 9

Potential Item Steals:

-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None

~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#003. Devil Crab

Basic Stats:

~~ Level : 3  
~~ Max HP : 16  
~~ Max MP : 0  
~~ Strength : 4  
~~ Defense : 3  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 20  
~~ EXP. Earned: 7

Potential Item Steals:

-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

=====

#004. Stroper

Basic Stats:

~~ Level : 3  
~~ Max HP : 20  
~~ Max MP : 0  
~~ Strength : 4  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 20  
~~ EXP. Earned: 8

Potential Item Steals:

-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None

~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#005. Killer Bee

Basic Stats:

~~ Level : 1  
~~ Max HP : 20  
~~ Max MP : 0  
~~ Strength : 5  
~~ Defense : 0  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 20  
~~ EXP. Earned: 15

Potential Item Steals:

-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#006. Nutkin

Basic Stats:

~~ Level : 1  
~~ Max HP : 20  
~~ Max MP : 0  
~~ Strength : 5  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 20  
~~ EXP. Earned: 10

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====

#007. Stray Cat

Basic Stats:

~~ Level : 2  
~~ Max HP : 20  
~~ Max MP : 0  
~~ Strength : 5  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 20  
~~ EXP. Earned: 15

Potential Item Steals:

-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====

#008. Black Goblin

Basic Stats:

~~ Level : 7  
~~ Max HP : 20  
~~ Max MP : 0  
~~ Strength : 5  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 21  
~~ EXP. Earned: 20

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Leather Shoes

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#009. White Serpent

Basic Stats:

~~ Level : 4  
~~ Max HP : 25  
~~ Max MP : 0  
~~ Strength : 5  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 24  
~~ EXP. Earned: 20

Potential Item Steals:

-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#010. Moldwynd

Basic Stats:

~~ Level : 1  
~~ Max HP : 20  
~~ Max MP : 5  
~~ Strength : 5  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 27  
~~ EXP. Earned: 20

Potential Item Steals: None

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None

~~ Elemental Absorptions:  
- Aero/Wind  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#011. Mani Wizard

Basic Stats:

~~ Level : 5  
~~ Max HP : 20  
~~ Max MP : 7  
~~ Strength : 5  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 30  
~~ EXP. Earned: 20

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Rod

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None

=====

#012. Skeleton

Basic Stats:

~~ Level : 10  
~~ Max HP : 70  
~~ Max MP : 0  
~~ Strength : 8  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 57  
~~ EXP. Earned: 38

Potential Item Steals: None

Potential Item Drops:

-- Dagger

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire



- Holy
- ~~ Elemental Absorptions:
  - Poison
- ~~ Monster Type(s):
  - Undead
- ~~ Status Immunities:
  - Darkness
  - Poison
  - Mini
  - Petrify
  - Death
  - Silence
  - Confuse
  - Paralyze
  - Sleep
  - Old

=====

#013. Calcruthl

Basic Stats:

- ~~ Level : 10
- ~~ Max HP : 75
- ~~ Max MP : 50
- ~~ Strength : 8
- ~~ Defense : 0
- ~~ Evasion : 0
- ~~ Magic : 0
- ~~ Magic Defense: 5

- ~~ Gil Earned : 60
- ~~ EXP. Earned: 38

Potential Item Steals:

- Potion

Potential Item Drops:

- Elixir

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s):
  - Undead
- ~~ Status Immunities:
  - Mini
  - Toad

=====

#014. Undead Husk

Basic Stats:

- ~~ Level : 11
- ~~ Max HP : 130
- ~~ Max MP : 0
- ~~ Strength : 10
- ~~ Defense : 1
- ~~ Evasion : 0
- ~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 63

~~ EXP. Earned: 46

Potential Item Steals:

-- Ether

-- Potion

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Thunder

- Aero/Wind

~~ Elemental Absorptions:

- Earth

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Mini

=====

#015. Mindflusher

Basic Stats:

~~ Level : 11

~~ Max HP : 90

~~ Max MP : 100

~~ Strength : 9

~~ Defense : 0

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 66

~~ EXP. Earned: 46

Potential Item Steals: None

Potential Item Drops:

-- Flame Scroll

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

- Silence

- Confuse

- Paralyze

- Sleep
- Old
- Slow
- Stop

=====

#016. Gatling

Basic Stats:

~~ Level : 7  
~~ Max HP : 80  
~~ Max MP : 0  
~~ Strength : 9  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 42  
~~ EXP. Earned: 30

Potential Item Steals:

-- Gold Needle

Potential Item Drops:

-- Gold Needle

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====

#017. Big Horn

Basic Stats:

~~ Level : 8  
~~ Max HP : 90  
~~ Max MP : 0  
~~ Strength : 10  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 50  
~~ EXP. Earned: 40

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====

#018. Tatou

Basic Stats:

~~ Level : 8  
~~ Max HP : 100  
~~ Max MP : 0  
~~ Strength : 11  
~~ Defense : 3  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 70  
~~ EXP. Earned: 50

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Tent

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====

#019. Bandersnatch

Basic Stats:

~~ Level : 9  
~~ Max HP : 120  
~~ Max MP : 0  
~~ Strength : 14  
~~ Defense : 0  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 100  
~~ EXP. Earned: 60

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities: None

=====

#020. Garula

Basic Stats:

~~ Level : 9  
~~ Max HP : 500  
~~ Max MP : 0  
~~ Strength : 12  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Maiden's Kiss

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
- Blizzard  
- Thunder  
- Poison  
- Holy  
- Earth  
- Aero/Wind  
- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#021. Rock Slug

Basic Stats:

~~ Level : 11  
~~ Max HP : 120  
~~ Max MP : 0  
~~ Strength : 13  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 69  
~~ EXP. Earned: 46

Potential Item Steals:  
-- Potion

Potential Item Drops: None

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

-----  
#022. Gaelicat

Basic Stats:  
~~ Level : 12  
~~ Max HP : 100  
~~ Max MP : 20  
~~ Strength : 12  
~~ Defense : 0  
~~ Evasion : 15  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 72  
~~ EXP. Earned: 55

Potential Item Steals:  
-- Potion

Potential Item Drops: None

Elemental/Status Data:  
~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

-----  
#023. Cockatrice

Basic Stats:  
~~ Level : 12  
~~ Max HP : 100  
~~ Max MP : 0  
~~ Strength : 15  
~~ Defense : 0  
~~ Evasion : 30  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 75

~~ EXP. Earned: 55

Potential Item Steals:

-- Gold Needle

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities:

- Holy

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

- Toad

-----  
#024. Headstone

Basic Stats:

~~ Level : 12

~~ Max HP : 50

~~ Max MP : 0

~~ Strength : 13

~~ Defense : 8

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 78

~~ EXP. Earned: 55

Potential Item Steals:

-- Hi-Potion

-- Silver Specs

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities:

- Fire

- Blizzard

- Poison

- Earth

- Aero/Wind

- Water

~~ Elemental Weaknesses:

- Thunder

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Poison

- Mini

- Toad

- Petrify

- Silence

- Berserk

- Confuse
- Paralyze
- Sleep
- Old

=====

#025. Elf Toad

Basic Stats:

~~ Level : 13  
~~ Max HP : 160  
~~ Max MP : 50  
~~ Strength : 15  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 81  
~~ EXP. Earned: 65

Potential Item Steals: None

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#026. Ice Soldier

Basic Stats:

~~ Level : 13  
~~ Max HP : 160  
~~ Max MP : 20  
~~ Strength : 17  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 84  
~~ EXP. Earned: 65

Potential Item Steals:

-- Potion  
-- Mythril Sword

Potential Item Drops:

-- Long Sword

Elemental/Status Data:



~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Blizzard  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Toad

=====

#027. Ricard Mage

Basic Stats:

~~ Level : 10  
~~ Max HP : 100  
~~ Max MP : 70  
~~ Strength : 0  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 5

~~ Gil Earned : 87  
~~ EXP. Earned: 75

Potential Item Steals:

-- Rod

Potential Item Drops:

-- Flame Rod

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Toad  
- Sleep

=====

#028. Wyvern

Basic Stats:

~~ Level : 14  
~~ Max HP : 200  
~~ Max MP : 0  
~~ Strength : 17  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 90  
~~ EXP. Earned: 160

Potential Item Steals:

-- Mythril Knife

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad  
- Paralyze  
- Sleep

-----  
#029. Pas de Seul

Basic Stats:

~~ Level : 14  
~~ Max HP : 280  
~~ Max MP : 50  
~~ Strength : 19  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 93  
~~ EXP. Earned: 100

Potential Item Steals:

-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad  
- Paralyze  
- Sleep

-----  
#030. Jackanapes

Basic Stats:

~~ Level : 20  
~~ Max HP : 666  
~~ Max MP : 5,000  
~~ Strength : 50  
~~ Defense : 50  
~~ Evasion : 50  
~~ Magic : 50  
~~ Magic Defense: 50

~~ Gil Earned : 1  
~~ EXP. Earned: 0

Potential Item Steals:

- Elixir
- Iron Draft

Potential Item Drops:

- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Fire
- Blizzard
- Thunder
- Poison
- Holy
- Earth
- Aero/Wind

~~ Monster Type(s): None

~~ Status Immunities:

- Darkness
- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Stop

=====  
#031. Aegir

Basic Stats:

~~ Level : 14  
~~ Max HP : 180  
~~ Max MP : 0  
~~ Strength : 19  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 99  
~~ EXP. Earned: 120

Potential Item Steals:

- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#032. Zu

Basic Stats:

~~ Level : 15  
~~ Max HP : 850  
~~ Max MP : 0  
~~ Strength : 22  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 150  
~~ EXP. Earned: 360

Potential Item Steals:

-- Elixir

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad  
- Sleep

=====

#033. Wild Nakk

Basic Stats:

~~ Level : 15  
~~ Max HP : 95  
~~ Max MP : 100  
~~ Strength : 20  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 125  
~~ EXP. Earned: 70

Potential Item Steals:

-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====

#034. Grass Tortoise

Basic Stats:

~~ Level : 15  
~~ Max HP : 250  
~~ Max MP : 0  
~~ Strength : 20  
~~ Defense : 11  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 4

~~ Gil Earned : 100  
~~ EXP. Earned: 230

Potential Item Steals:

-- Turtle Shell

Potential Item Drops:

-- Turtle Shell

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#035. Silent Bee

Basic Stats:

~~ Level : 16  
~~ Max HP : 220  
~~ Max MP : 50  
~~ Strength : 20  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 111  
~~ EXP. Earned: 120

Potential Item Steals: None

Potential Item Drops:

-- Gold Needle

Elemental/Status Data:

~~ Elemental Immunities:

- Earth

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

- Toad

=====

#036. Mythril Dragon

Basic Stats:

~~ Level : 16

~~ Max HP : 600

~~ Max MP : 200

~~ Strength : 28

~~ Defense : 15

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 20

~~ Gil Earned : 114

~~ EXP. Earned: 270

Potential Item Steals:

-- Mythril Armor

-- Potion

Potential Item Drops:

-- Mythril Glove

Elemental/Status Data:

~~ Elemental Immunities:

- Earth

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Dragon

~~ Status Immunities:

- Mini

- Toad

- Sleep

=====

#037. Crew Dust

Basic Stats:

~~ Level : 17

~~ Max HP : 240

~~ Max MP : 100

~~ Strength : 21

~~ Defense : 0

~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 120  
~~ EXP. Earned: 130

Potential Item Steals:

-- Eye Drops  
-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities:

- Fire
- Thunder
- Poison
- Holy
- Earth

~~ Elemental Weaknesses:

- Blizzard
- Aero/Wind
- Water

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Slow
- Stop

=====

#038. Poltergeist

Basic Stats:

~~ Level : 17  
~~ Max HP : 240  
~~ Max MP : 100  
~~ Strength : 21  
~~ Defense : 0  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 123  
~~ EXP. Earned: 135

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities:

- Fire
- Thunder
- Poison
- Holy
- Earth

~~ Elemental Weaknesses:

- Aero/Wind
- Water

~~ Elemental Absorptions:

- Blizzard

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness
- Poison
- Mini
- Toad
- Petrify
- Death
- Confuse
- Paralyze
- Sleep
- Old
- Slow
- Stop

=====

#039. Defeater

Basic Stats:

- ~~ Level : 18
- ~~ Max HP : 260
- ~~ Max MP : 100
- ~~ Strength : 22
- ~~ Defense : 0
- ~~ Evasion : 0
- ~~ Magic : 0
- ~~ Magic Defense: 0

~~ Gil Earned : 129

~~ EXP. Earned: 150

Potential Item Steals:

- Potion

Potential Item Drops:

- Speed Shake

Elemental/Status Data:

~~ Elemental Immunities:

- Earth

~~ Elemental Weaknesses:

- Blizzard

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:



- Mini
- Toad

-----  
#040. Motor Trap

Basic Stats:

~~ Level : 17  
~~ Max HP : 240  
~~ Max MP : 100  
~~ Strength : 24  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 126  
~~ EXP. Earned: 150

Potential Item Steals:

-- Ether

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Confuse  
- Paralyze  
- Sleep  
- Old

-----  
#041. Sergeant

Basic Stats:

~~ Level : 0  
~~ Max HP : 400  
~~ Max MP : 100  
~~ Strength : 25  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 132  
~~ EXP. Earned: 160

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Silver Plate

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None

=====

#042. Sorcerer

Basic Stats:

~~ Level : 18  
~~ Max HP : 350  
~~ Max MP : 500  
~~ Strength : 20  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 138  
~~ EXP. Earned: 180

Potential Item Steals:

-- Gaia Gear  
-- Mage Masher

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#043. Cur Nakk

Basic Stats:

~~ Level : 19  
~~ Max HP : 140  
~~ Max MP : 0  
~~ Strength : 20  
~~ Defense : 0  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 141  
~~ EXP. Earned: 140

Potential Item Steals:

-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====

#044. Gigas

Basic Stats:

~~ Level : 19  
~~ Max HP : 760  
~~ Max MP : 35  
~~ Strength : 28  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 144  
~~ EXP. Earned: 350

Potential Item Steals:

-- Elixir

Potential Item Drops:

-- Goliath Tonic

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Aero/Wind  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini  
- Toad  
- Sleep

=====

#045. Page 32

Basic Stats:

~~ Level : 19  
~~ Max HP : 480  
~~ Max MP : 500  
~~ Strength : 27  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 147

~~ EXP. Earned: 180

Potential Item Steals:

- Green Beret
- Potion

Potential Item Drops:

- Potion

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses:
  - Fire
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s): None
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Petrify
  - Death
  - Silence
  - Berserk
  - Confuse
  - Paralyze
  - Sleep
  - Old
  - Stop

=====

#046. Page 64

Basic Stats:

- ~~ Level : 20
- ~~ Max HP : 500
- ~~ Max MP : 500
- ~~ Strength : 27
- ~~ Defense : 1
- ~~ Evasion : 0
- ~~ Magic : 0
- ~~ Magic Defense: 5

~~ Gil Earned : 150

~~ EXP. Earned: 200

Potential Item Steals:

- Silver Specs
- Potion

Potential Item Drops:

- Phoenix Down

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses:
  - Fire
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s): None
- ~~ Status Immunities:
  - Poison

- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Stop

=====  
#047. Page 128

Basic Stats:

~~ Level : 20  
~~ Max HP : 700  
~~ Max MP : 500  
~~ Strength : 28  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 153  
~~ EXP. Earned: 190

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====  
#048. Page 256

Basic Stats:

~~ Level : 21  
~~ Max HP : 900

~~ Max MP : 500  
~~ Strength : 29  
~~ Defense : 0  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 156  
~~ EXP. Earned: 210

Potential Item Steals:

-- Ninja Suit  
-- Hi-Potion

Potential Item Drops:

-- Mythril Shield

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====

#049. Bomb

Basic Stats:

~~ Level : 21  
~~ Max HP : 440  
~~ Max MP : 50  
~~ Strength : 29  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 162  
~~ EXP. Earned: 230

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#050. Double Lizard

Basic Stats:

~~ Level : 21  
~~ Max HP : 700  
~~ Max MP : 0  
~~ Strength : 29  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 165  
~~ EXP. Earned: 260

Potential Item Steals: None

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

=====

#051. Bio Soldier

Basic Stats:

~~ Level : 18  
~~ Max HP : 540  
~~ Max MP : 500  
~~ Strength : 30  
~~ Defense : 0  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 168  
~~ EXP. Earned: 320

Potential Item Steals:

-- War Hammer  
-- Battle Axe

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Toad

=====

#052. Harvester

Basic Stats:

~~ Level : 22  
~~ Max HP : 580  
~~ Max MP : 0  
~~ Strength : 30  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 171  
~~ EXP. Earned: 300

Potential Item Steals:

-- Silver Bow

Potential Item Drops:

-- Death Sickle

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#053. Black Flame

Basic Stats:

~~ Level : 22  
~~ Max HP : 220  
~~ Max MP : 100  
~~ Strength : 28  
~~ Defense : 0  
~~ Evasion : 50  
~~ Magic : 0  
~~ Magic Defense: 25

~~ Gil Earned : 174  
~~ EXP. Earned: 290

Potential Item Steals:

-- Speed Shake



Potential Item Drops:

-- Speed Shake

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Water

~~ Elemental Absorptions:

- Poison

- Holy

- Earth

- Aero/Wind

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

- Toad

- Petrify

- Sleep

=====

#054. Stone Golem

Basic Stats:

~~ Level : 22

~~ Max HP : 1,000

~~ Max MP : 0

~~ Strength : 32

~~ Defense : 20

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 50

~~ Gil Earned : 177

~~ EXP. Earned: 550

Potential Item Steals:

-- Gold Needle

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities:

- Poison

- Earth

~~ Elemental Weaknesses:

- Thunder

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Poison

- Mini

- Toad

- Petrify

- Death

- Old

=====

#055. Mini Dragon

Basic Stats:

~~ Level : 22  
~~ Max HP : 1,000  
~~ Max MP : 100  
~~ Strength : 30  
~~ Defense : 30  
~~ Evasion : 30  
~~ Magic : 50  
~~ Magic Defense: 20

~~ Gil Earned : 180  
~~ EXP. Earned: 900

Potential Item Steals:

-- Dragon Fang

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None

~~ Monster Type(s):

- Dragon

~~ Status Immunities:

- Darkness  
- Poison  
- Mini  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====

#056. Prototype

Basic Stats:

~~ Level : 23  
~~ Max HP : 5,000  
~~ Max MP : 1,000  
~~ Strength : 33  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 100

~~ Gil Earned : 0  
~~ EXP. Earned: 2,000

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Dark Matter

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Death  
- Confuse  
- Paralyze  
- Old  
- Sleep  
- Stop

=====

#057. Skull Eater

Basic Stats:

~~ Level : 32  
~~ Max HP : 1  
~~ Max MP : 100  
~~ Strength : 50  
~~ Defense : 90  
~~ Evasion : 90  
~~ Magic : 90  
~~ Magic Defense: 90

~~ Gil Earned : 100  
~~ EXP. Earned: 300

Potential Item Steals:

-- Tent

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#058. Dhorme Chimera

Basic Stats:

~~ Level : 23  
~~ Max HP : 1,000  
~~ Max MP : 150  
~~ Strength : 50  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 20

~~ Gil Earned : 186

~~ EXP. Earned: 1,000

Potential Item Steals:

-- Trident

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Water

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

- Death

- Silence

- Berserk

- Confuse

- Paralyze

- Sleep

- Old

- Stop

=====

#059. Sandboil

Basic Stats:

~~ Level : 23

~~ Max HP : 420

~~ Max MP : 0

~~ Strength : 33

~~ Defense : 5

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 189

~~ EXP. Earned: 260

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Water

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Desert

~~ Status Immunities:

- Mini
- Toad

-----  
#060. Desert Killer

Basic Stats:

~~ Level : 23  
~~ Max HP : 620  
~~ Max MP : 0  
~~ Strength : 34  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 192  
~~ EXP. Earned: 300

Potential Item Steals: None

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Undead  
- Desert  
~~ Status Immunities:  
- Mini

-----  
#061. Sand Bear

Basic Stats:

~~ Level : 24  
~~ Max HP : 1,000  
~~ Max MP : 0  
~~ Strength : 36  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 195  
~~ EXP. Earned: 360

Potential Item Steals:

-- Javelin

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:

- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
- Desert  
~~ Status Immunities:  
- Mini

=====

#062. Ra Mage

Basic Stats:

~~ Level : 19  
~~ Max HP : 760  
~~ Max MP : 200  
~~ Strength : 25  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 198  
~~ EXP. Earned: 370

Potential Item Steals:

-- Sage's Surplice

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Toad

=====

#063. Ronkan Knight

Basic Stats:

~~ Level : 24  
~~ Max HP : 860  
~~ Max MP : 0  
~~ Strength : 36  
~~ Defense : 20  
~~ Evasion : 20  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 201  
~~ EXP. Earned: 380

Potential Item Steals:

-- Power Drink  
-- Hi-Potion

Potential Item Drops:

-- Mythril Shield

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Toad  
- Confuse

=====  
#064. Stone Mask

Basic Stats:

~~ Level : 24  
~~ Max HP : 450  
~~ Max MP : 20  
~~ Strength : 34  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 204  
~~ EXP. Earned: 320

Potential Item Steals:

-- Gold Needle

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Paralyze  
- Sleep  
- Old

=====  
#065. Enchanted Fan

Basic Stats:

~~ Level : 24  
~~ Max HP : 1,000  
~~ Max MP : 200  
~~ Strength : 35  
~~ Defense : 2  
~~ Evasion : 0

~~ Magic : 10  
~~ Magic Defense: 0

~~ Gil Earned : 207  
~~ EXP. Earned: 470

Potential Item Steals:

-- Elixir  
-- Potion

Potential Item Drops:

-- Dark Bow

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Aero/Wind  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#066. Lamia

Basic Stats:

~~ Level : 24  
~~ Max HP : 900  
~~ Max MP : 100  
~~ Strength : 35  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 3

~~ Gil Earned : 210  
~~ EXP. Earned: 490

Potential Item Steals:

-- Lamia's Tiara  
-- Maiden's Kiss

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini  
- Petrify  
- Confuse

=====

#067. Archeotoad



Basic Stats:

~~ Level : 25  
~~ Max HP : 800  
~~ Max MP : 100  
~~ Strength : 34  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 213  
~~ EXP. Earned: 390

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#068. Hydra

Basic Stats:

~~ Level : 25  
~~ Max HP : 2,000  
~~ Max MP : 1,000  
~~ Strength : 38  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 216  
~~ EXP. Earned: 1,800

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Dragon Fang

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Thunder  
~~ Monster Type(s):  
- Dragon  
~~ Status Immunities:  
- Mini

- Toad
- Petrify
- Paralyze

=====

#069. Ghidra

Basic Stats:

~~ Level : 26  
~~ Max HP : 3,000  
~~ Max MP : 1,000  
~~ Strength : 42  
~~ Defense : 20  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 219  
~~ EXP. Earned: 3,108

Potential Item Steals:

-- Killer Bow

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:

- Blizzard
- Thunder
- Poison
- Earth
- Aero/Wind
- Water

~~ Monster Type(s):

- Undead
- Dragon

~~ Status Immunities:

- Poison
- Mini
- Toad
- Confuse
- Sleep
- Stop

=====

#070. Pao

Basic Stats:

~~ Level : 27  
~~ Max HP : 500  
~~ Max MP : 0  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Tent

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#071. Tarantula

Basic Stats:

~~ Level : 27  
~~ Max HP : 200  
~~ Max MP : 0  
~~ Strength : 35  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 231  
~~ EXP. Earned: 88

Potential Item Steals: None

Potential Item Drops:

-- Poison

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#072. Shell Bear

Basic Stats:

~~ Level : 27  
~~ Max HP : 380  
~~ Max MP : 0  
~~ Strength : 37  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0

~~ Magic Defense: 0

~~ Gil Earned : 334

~~ EXP. Earned: 89

Potential Item Steals:

-- Spear

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities:

- Mini

=====

#073. Devilfish

Basic Stats:

~~ Level : 26

~~ Max HP : 600

~~ Max MP : 50

~~ Strength : 37

~~ Defense : 0

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 222

~~ EXP. Earned: 330

Potential Item Steals:

-- Ether

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Thunder

~~ Elemental Absorptions:

- Water

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities:

- Mini

=====

#074. Treant

Basic Stats:

~~ Level : 26

~~ Max HP : 700

~~ Max MP : 50

~~ Strength : 36

~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 225  
~~ EXP. Earned: 330

Potential Item Steals:

-- Potion  
-- Hi-Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad  
- Paralyze

=====

#075. Strapparar

Basic Stats:

~~ Level : 26  
~~ Max HP : 600  
~~ Max MP : 100  
~~ Strength : 37  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 228  
~~ EXP. Earned: 330

Potential Item Steals:

-- Elixir

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify

- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old

=====

#076. Merrow

Basic Stats:

~~ Level : 25  
~~ Max HP : 400  
~~ Max MP : 0  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 200  
~~ EXP. Earned: 300

Potential Item Steals: None

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

=====

#077. Flying Killer

Basic Stats:

~~ Level : 26  
~~ Max HP : 300  
~~ Max MP : 0  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 200  
~~ EXP. Earned: 300

Potential Item Steals: None

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#078. Little Chariot

Basic Stats:

~~ Level : 8  
~~ Max HP : 480  
~~ Max MP : 100  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 200  
~~ EXP. Earned: 300

Potential Item Steals: None

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Confuse  
- Paralyze  
- Sleep  
- Old

=====

#079. Neo Garula

Basic Stats:

~~ Level : 27  
~~ Max HP : 980  
~~ Max MP : 100  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 500

~~ EXP. Earned: 300

Potential Item Steals: None

Potential Item Drops:

-- Water Scroll

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Thunder

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities:

- Mini

=====  
#080. Tunneller

Basic Stats:

~~ Level : 27

~~ Max HP : 1,000

~~ Max MP : 100

~~ Strength : 36

~~ Defense : 0

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 237

~~ EXP. Earned: 353

Potential Item Steals:

-- Phoenix Down

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities:

- Mini

- Silence

- Paralyze

- Sleep

=====  
#081. Birostris

Basic Stats:

~~ Level : 27

~~ Max HP : 1,000

~~ Max MP : 500

~~ Strength : 35

~~ Defense : 0



~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 240  
~~ EXP. Earned: 353

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

=====

#082. Fairy Orc

Basic Stats:

~~ Level : 28  
~~ Max HP : 1,000  
~~ Max MP : 1,000  
~~ Strength : 36  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 243  
~~ EXP. Earned: 385

Potential Item Steals:

-- Potion  
-- Holy Water

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Holy  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#083. Devourer

Basic Stats:

~~ Level : 28  
~~ Max HP : 1,000  
~~ Max MP : 100  
~~ Strength : 37  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 246  
~~ EXP. Earned: 385

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Thunder  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

=====

#084. Mandrake

Basic Stats:

~~ Level : 28  
~~ Max HP : 1,000  
~~ Max MP : 100  
~~ Strength : 36  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 249  
~~ EXP. Earned: 385

Potential Item Steals:

-- Antidote  
-- Eye Drops

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Mini  
- Toad  
- Paralyze  
- Sleep

=====

#085. Kuza Beast

Basic Stats:

~~ Level : 28  
~~ Max HP : 5,000  
~~ Max MP : 1,000  
~~ Strength : 45  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 1,000  
~~ EXP. Earned: 1,000

Potential Item Steals: None

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Aero/Wind  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini  
- Toad  
- Paralyze  
- Sleep  
- Old

=====

#086. Shield Dragon

Basic Stats:

~~ Level : 29  
~~ Max HP : 19,999  
~~ Max MP : 20,000  
~~ Strength : 40  
~~ Defense : 40  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 25

~~ Gil Earned : 1,000  
~~ EXP. Earned: 10,000

Potential Item Steals:

-- Golden Shield  
-- Mythril Shield

Potential Item Drops:

-- Golden Shield

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Dragon  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death  
- Confuse  
- Paralyze  
- Sleep  
- Stop

-----  
#087. Exdeath's Soul

Basic Stats:

~~ Level : 1  
~~ Max HP : ???  
~~ Max MP : 20,000  
~~ Strength : 77  
~~ Defense : 40  
~~ Evasion : 50  
~~ Magic : 0  
~~ Magic Defense: 45

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops:

-- Dark Matter

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Undead  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

-----

#088. Blood Slime

Basic Stats:

~~ Level : 29  
~~ Max HP : 600  
~~ Max MP : 100  
~~ Strength : 36  
~~ Defense : 39  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 264  
~~ EXP. Earned: 365

Potential Item Steals:

-- Holy Water

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

=====

#089. Acrophies

Basic Stats:

~~ Level : 30  
~~ Max HP : 900  
~~ Max MP : 0  
~~ Strength : 36  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 20

~~ Gil Earned : 267  
~~ EXP. Earned: 410

Potential Item Steals:

-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

- Toad

=====

#090. Moogles Eater

Basic Stats:

~~ Level : 23  
~~ Max HP : 1,000  
~~ Max MP : 50  
~~ Strength : 39  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 270  
~~ EXP. Earned: 665

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

=====

#091. Lesser Lopros

Basic Stats:

~~ Level : 32  
~~ Max HP : 2,300  
~~ Max MP : 200  
~~ Strength : 42  
~~ Defense : 30  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 15

~~ Gil Earned : 273  
~~ EXP. Earned: 888

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None

~~ Monster Type(s) :  
- Avis  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Paralyze  
- Sleep

=====

#092. Cactus

Basic Stats:

~~ Level : 29  
~~ Max HP : 1,000  
~~ Max MP : 50  
~~ Strength : 37  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 255  
~~ EXP. Earned: 419

Potential Item Steals:

-- Gold Needle  
-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s) :  
- Desert  
~~ Status Immunities:  
- Mini

=====

#093. Sandcrawler

Basic Stats:

~~ Level : 29  
~~ Max HP : 15,000  
~~ Max MP : 1,000  
~~ Strength : 45  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 1,000  
~~ EXP. Earned: 1,000

Potential Item Steals:

-- Tent

Potential Item Drops:

-- Power Drink

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Desert  
~~ Status Immunities:  
- Mini  
- Toad

=====

#094. Aquathorn

Basic Stats:

~~ Level : 31  
~~ Max HP : 800  
~~ Max MP : 100  
~~ Strength : 39  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 279  
~~ EXP. Earned: 490

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

=====

#095. Weresnake

Basic Stats:

~~ Level : 31  
~~ Max HP : 900  
~~ Max MP : 20  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 282  
~~ EXP. Earned: 490



Potential Item Steals:

-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Blizzard

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

=====

#096. Kornago

Basic Stats:

~~ Level : 31

~~ Max HP : 1,000

~~ Max MP : 300

~~ Strength : 38

~~ Defense : 0

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 285

~~ EXP. Earned: 512

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Eye Drops

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Blizzard

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

- Toad

=====

#097. Cursed Being

Basic Stats:

~~ Level : 31

~~ Max HP : 1,380

~~ Max MP : 200

~~ Strength : 41

~~ Defense : 5

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 0

~~ Gil Earned : 288  
~~ EXP. Earned: 900

Potential Item Steals:

-- Maiden's Kiss

Potential Item Drops:

-- Hero's Cocktail

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Toad

-----  
#098. Undergrounder

Basic Stats:

~~ Level : 24  
~~ Max HP : 1450  
~~ Max MP : 200  
~~ Strength : 43  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 291  
~~ EXP. Earned: 520

Potential Item Steals: None

Potential Item Drops:

-- Iron Draft

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Earth  
~~ Elemental Absorptions:  
- Earth  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

-----  
#099. Objet d'Art

Basic Stats:

~~ Level : 45  
~~ Max HP : 3,300  
~~ Max MP : 20  
~~ Strength : 76  
~~ Defense : 20

~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 507  
~~ EXP. Earned: 100

Potential Item Steals:

-- Twin Lance  
-- Hi-Potion

Potential Item Drops:

-- Gold Needle

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====

#100. Drippy

Basic Stats:

~~ Level : 32  
~~ Max HP : 900  
~~ Max MP : 100  
~~ Strength : 35  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense:

~~ Gil Earned : 294  
~~ EXP. Earned: 540

Potential Item Steals:

-- Sage's Surplice  
-- Mythril Hammer

Potential Item Drops:

-- Tent

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None

~~ Monster Type(s) :  
- Humanoid  
~~ Status Immunities:  
- Toad  
- Sleep

=====

#101. Lycaon

Basic Stats:

~~ Level : 32  
~~ Max HP : 500  
~~ Max MP : 0  
~~ Strength : 36  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 200  
~~ EXP. Earned: 300

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s) :  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====

#102. Bone Dragon

Basic Stats:

~~ Level : 32  
~~ Max HP : 2,590  
~~ Max MP : 10,000  
~~ Strength : 39  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 300  
~~ EXP. Earned: 890

Potential Item Steals:

-- Gold Needle

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Undead  
- Dragon  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Sleep

=====

#103. Poison Eagle

Basic Stats:

~~ Level : 32  
~~ Max HP : 100  
~~ Max MP : 0  
~~ Strength : 37  
~~ Defense : 0  
~~ Evasion : 50  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 303  
~~ EXP. Earned: 500

Potential Item Steals:

-- Hayate Bow

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Earth  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad

=====

#104. Zombie Dragon

Basic Stats:

~~ Level : 24  
~~ Max HP : 4,590  
~~ Max MP : 0  
~~ Strength : 46  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 500

~~ EXP. Earned: 1650

Potential Item Steals:

-- Dark Matter

Potential Item Drops:

-- Dragon Fang

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Undead

- Dragon

~~ Status Immunities:

- Poison

- Mini

- Confuse

- Paralyze

- Sleep

=====

#105. Gobbledygook

Basic Stats:

~~ Level : 24

~~ Max HP : 1,000

~~ Max MP : 100

~~ Strength : 39

~~ Defense : 5

~~ Evasion : 15

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 1,000

~~ EXP. Earned: 890

Potential Item Steals:

-- Hi-Potion

-- Potion

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Magic Beast

- Humanoid

~~ Status Immunities: None

=====

#106. Neon

Basic Stats:

~~ Level : 33  
~~ Max HP : 700  
~~ Max MP : 100  
~~ Strength : 44  
~~ Defense : 5  
~~ Evasion : 20  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 312  
~~ EXP. Earned: 600

Potential Item Steals:

-- Speed Shake

Potential Item Drops:

-- Speed Shake

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====  
#107. Magnetite

Basic Stats:

~~ Level : 33  
~~ Max HP : 1,200  
~~ Max MP : 100  
~~ Strength : 43  
~~ Defense : 10  
~~ Evasion : 40  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 315  
~~ EXP. Earned: 610

Potential Item Steals: None

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

- Confuse
- Paralyze
- Sleep

=====

#108. Reflect Knight

Basic Stats:

~~ Level : 33  
~~ Max HP : 1,600  
~~ Max MP : 200  
~~ Strength : 47  
~~ Defense : 30  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 318  
~~ EXP. Earned: 700

Potential Item Steals:

- Poison Axe
- War Hammer

Potential Item Drops:

- Reflect Ring

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Toad

=====

#109. Traveler

Basic Stats:

~~ Level : 33  
~~ Max HP : 1,400  
~~ Max MP : 100  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 20  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 321  
~~ EXP. Earned: 580

Potential Item Steals:

- Dream Harp

Potential Item Drops:

- Dream Harp

Elemental/Status Data:

~~ Elemental Immunities:



- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Toad

=====

#110. Level Tricker

Basic Stats:

~~ Level : 34  
~~ Max HP : 1,300  
~~ Max MP : 100  
~~ Strength : 41  
~~ Defense : 10  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 324  
~~ EXP. Earned: 710

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#111. Gravitator

Basic Stats:

~~ Level : 34  
~~ Max HP : 1,800  
~~ Max MP : 200  
~~ Strength : 38  
~~ Defense : 20  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 327  
~~ EXP. Earned: 720

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Gaia Gear

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Toad

-----  
#112. Ziggurat Gigas

Basic Stats:

~~ Level : 34  
~~ Max HP : 2,420  
~~ Max MP : 500  
~~ Strength : 49  
~~ Defense : 20  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 330  
~~ EXP. Earned: 1,200

Potential Item Steals:

-- Partisan

Potential Item Drops:

-- Goliath Tonic

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Aero/Wind  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini  
- Toad

-----  
#113. Dark Aspic

Basic Stats:

~~ Level : 40  
~~ Max HP : 900  
~~ Max MP : 1,000  
~~ Strength : 47  
~~ Defense : 30  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 20

~~ Gil Earned : 417  
~~ EXP. Earned: 800

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

- Toad

=====

#114. Metamorph

Basic Stats:

~~ Level : 43

~~ Max HP : 7,000

~~ Max MP : 10,000

~~ Strength : 40

~~ Defense : 10

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 5

~~ Gil Earned : 777

~~ EXP. Earned: 20

Potential Item Steals:

-- Hi-Potion

-- Staff

Potential Item Drops:

-- Staff of Light

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Aero/Wind

- Water

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Poison

- Toad

- Petrify

- Death

- Silence

- Old

=====

#115. Cure Beast

Basic Stats:

~~ Level : 34  
~~ Max HP : 1,000  
~~ Max MP : 100  
~~ Strength : 42  
~~ Defense : 0  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 333  
~~ EXP. Earned: 620

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#116. Land Turtle

Basic Stats:

~~ Level : 34  
~~ Max HP : 1,300  
~~ Max MP : 0  
~~ Strength : 42  
~~ Defense : 30  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 15

~~ Gil Earned : 336  
~~ EXP. Earned: 790

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Turtle Shell

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#117. Dechirer

Basic Stats:

~~ Level : 35

~~ Max HP : 1,300  
~~ Max MP : 0  
~~ Strength : 43  
~~ Defense : 0  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 339  
~~ EXP. Earned: 660

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Thunder

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities:

- Mini  
- Toad  
- Petrify

=====

#118. Mini Magician

Basic Stats:

~~ Level : 11  
~~ Max HP : 1,100  
~~ Max MP : 10  
~~ Strength : 30  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 0

~~ Gil Earned : 345  
~~ EXP. Earned: 600

Potential Item Steals:

-- Wizard's Hat

Potential Item Drops:

-- Wizard's Hat

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini

=====

#119. Galajelly

Basic Stats:

~~ Level : 34  
~~ Max HP : 75  
~~ Max MP : 100  
~~ Strength : 45  
~~ Defense : 20  
~~ Evasion : 50  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 348

~~ EXP. Earned: 750

Potential Item Steals:

-- Eye Drops

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Fire
- Blizzard
- Thunder
- Poison
- Holy
- Earth
- Water

~~ Monster Type(s): None

~~ Status Immunities:

- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Paralyze
- Sleep
- Old
- Stop

=====

#120. Mammon

Basic Stats:

~~ Level : 35  
~~ Max HP : 1,700  
~~ Max MP : 100  
~~ Strength : 46  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 351  
~~ EXP. Earned: 700

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Death

=====

#121. Imp

Basic Stats:

~~ Level : 36  
~~ Max HP : 2,000  
~~ Max MP : 200  
~~ Strength : 90  
~~ Defense : 5  
~~ Evasion : 30  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 354  
~~ EXP. Earned: 840

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Diamond Armlet

Elemental/Status Data:

~~ Elemental Immunities:  
- Holy  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Poison  
- Petrify  
- Death

=====

#122. Wyrn

Basic Stats:

~~ Level : 36  
~~ Max HP : 2,700  
~~ Max MP : 100  
~~ Strength : 55

~~ Defense : 20  
~~ Evasion : 20  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 357  
~~ EXP. Earned: 2,200

Potential Item Steals:  
-- Antidote

Potential Item Drops:  
-- Dragon Fang

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
- Dragon  
~~ Status Immunities:  
- Mini  
- Toad  
- Paralyze  
- Sleep

-----  
#123. Twin Lizard

Basic Stats:  
~~ Level : 33  
~~ Max HP : 1,500  
~~ Max MP : 0  
~~ Strength : 54  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 360  
~~ EXP. Earned: 720

Potential Item Steals:  
-- Hi-Potion

Potential Item Drops:  
-- Potion

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

-----



#124. Blind Wolf

Basic Stats:

~~ Level : 33  
~~ Max HP : 900  
~~ Max MP : 0  
~~ Strength : 54  
~~ Defense : 5  
~~ Evasion : 20  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 363

~~ EXP. Earned: 600

Potential Item Steals:

-- Eye Drops

Potential Item Drops:

-- Eye Drops

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities: None

=====

#125. Hellraiser

Basic Stats:

~~ Level : 34  
~~ Max HP : 1,050  
~~ Max MP : 100  
~~ Strength : 49  
~~ Defense : 5  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 366

~~ EXP. Earned: 750

Potential Item Steals:

-- Hi-Potion

-- Potion

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities: None

=====

#126. Reflect Mage

Basic Stats:

~~ Level : 36  
~~ Max HP : 1,300  
~~ Max MP : 100  
~~ Strength : 52  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 369  
~~ EXP. Earned: 900

Potential Item Steals:

-- Reflect Ring

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None

=====

#127. Magic Dragon

Basic Stats:

~~ Level : 36  
~~ Max HP : 2,900  
~~ Max MP : 300  
~~ Strength : 58  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 372  
~~ EXP. Earned: 1200

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Poison  
- Aero/Wind  
~~ Elemental Absorptions: None

~~ Monster Type(s):  
- Magic Beast  
- Dragon  
~~ Status Immunities:  
- Mini  
- Toad

=====

#128. Black Warlock

Basic Stats:

~~ Level : 36  
~~ Max HP : 1,999  
~~ Max MP : 500  
~~ Strength : 50  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 30  
~~ Magic Defense: 5

~~ Gil Earned : 375  
~~ EXP. Earned: 950

Potential Item Steals:

-- Judgment Staff  
-- Poison Rod

Potential Item Drops:

-- Power Staff

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Toad  
- Paralyze

=====

#129. Adamantite Golem

Basic Stats:

~~ Level : 37  
~~ Max HP : 3,650  
~~ Max MP : 0  
~~ Strength : 62  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 378  
~~ EXP. Earned: 1,100

Potential Item Steals:

-- Hi-Potion

-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Paralyze  
- Sleep  
- Stop

=====

#130. Bandercoeurl

Basic Stats:

~~ Level : 37  
~~ Max HP : 2,600  
~~ Max MP : 100  
~~ Strength : 59  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 381  
~~ EXP. Earned: 1,150

Potential Item Steals:

-- Phoenix Down

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====

#131. Iron Fist

Basic Stats:

~~ Level : 38  
~~ Max HP : 3,300  
~~ Max MP : 0  
~~ Strength : 63

~~ Defense : 15  
~~ Evasion : 20  
~~ Magic : 0  
~~ Magic Defense: 15

~~ Gil Earned : 384  
~~ EXP. Earned: 1,300

Potential Item Steals:

-- Beast Killer  
-- Potion

Potential Item Drops:

-- Hero Cocktail

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
- Blizzard  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison

-----  
#132. Blue Dragon

Basic Stats:

~~ Level : 38  
~~ Max HP : 6,900  
~~ Max MP : 1,000  
~~ Strength : 64  
~~ Defense : 10  
~~ Evasion : 20  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 500  
~~ EXP. Earned: 2,500

Potential Item Steals:

-- Cottage  
-- Dragon Fang

Potential Item Drops:

-- Dragon Fang

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Blizzard  
~~ Monster Type(s):  
- Dragon  
~~ Status Immunities:  
- Mini

- Toad
- Confuse
- Paralyze
- Sleep

=====

#133. Red Dragon

Basic Stats:

~~ Level : 30  
~~ Max HP : 7,500  
~~ Max MP : 1,000  
~~ Strength : 65  
~~ Defense : 12  
~~ Evasion : 0  
~~ Magic : 50  
~~ Magic Defense: 8

~~ Gil Earned : 500  
~~ EXP. Earned: 3,000

Potential Item Steals:

- Flame Ring
- Hi-Potion

Potential Item Drops:

- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
- Earth  
- Water  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s):  
- Undead  
- Dragon  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Confuse  
- Paralyze  
- Sleep

=====

#134. Yellow Dragon

Basic Stats:

~~ Level : 38  
~~ Max HP : 8,500  
~~ Max MP : 1,000  
~~ Strength : 65  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 500  
~~ EXP. Earned: 2,600

Potential Item Steals:

- Ether
- Thunder Rod

Potential Item Drops:

- Coral Ring

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions:
  - Thunder
- ~~ Monster Type(s):
  - Dragon
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Petrify
  - Confuse
  - Paralyze
  - Sleep

=====

#135. Sleepy

Basic Stats:

- ~~ Level : 36
- ~~ Max HP : 1,600
- ~~ Max MP : 100
- ~~ Strength : 50
- ~~ Defense : 5
- ~~ Evasion : 10
- ~~ Magic : 0
- ~~ Magic Defense: 5

~~ Gil Earned : 396  
~~ EXP. Earned: 700

Potential Item Steals:

- Hi-Potion
- Healing Staff

Potential Item Drops:

- Leather Cap

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s): None
- ~~ Status Immunities: None

=====

#136. Triffid

Basic Stats:

~~ Level : 37  
~~ Max HP : 2,200  
~~ Max MP : 100  
~~ Strength : 52  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 399  
~~ EXP. Earned: 825

Potential Item Steals:

-- Iron Draft  
-- Power Drink

Potential Item Drops:

-- Speed Shake

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None

=====

#137. Hedgehog

Basic Stats:

~~ Level : 37  
~~ Max HP : 1,000  
~~ Max MP : 0  
~~ Strength : 54  
~~ Defense : 25  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 402  
~~ EXP. Earned: 850

Potential Item Steals:

-- Gold Needle

Potential Item Drops:

-- Gold Needle

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====



#138. Python

Basic Stats:

~~ Level : 39  
~~ Max HP : 1,800  
~~ Max MP : 0  
~~ Strength : 49  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 405

~~ EXP. Earned: 680

Potential Item Steals:

-- Antidote

Potential Item Drops:

-- Eye Drops

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Blizzard

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

=====

#139. Shadow

Basic Stats:

~~ Level : 40  
~~ Max HP : 1,000  
~~ Max MP : 0  
~~ Strength : 57  
~~ Defense : 25  
~~ Evasion : 30  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 408

~~ EXP. Earned: 880

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

- Toad

=====

#140. Elm Gigas

Basic Stats:

~~ Level : 39  
~~ Max HP : 4,170  
~~ Max MP : 5,000  
~~ Strength : 62  
~~ Defense : 5  
~~ Evasion : 20  
~~ Magic : 30  
~~ Magic Defense: 30

~~ Gil Earned : 411  
~~ EXP. Earned: 810

Potential Item Steals:

-- Hero Cocktail

Potential Item Drops:

-- Goliath Tonic

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Aero/Wind  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad

=====

#141. Desertpede

Basic Stats:

~~ Level : 40  
~~ Max HP : 2,150  
~~ Max MP : 0  
~~ Strength : 59  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 250  
~~ Magic Defense: 5

~~ Gil Earned : 426  
~~ EXP. Earned: 900

Potential Item Steals:

-- Antidote  
-- Potion

Potential Item Drops:

-- Dark Matter

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Desert  
~~ Status Immunities:  
- Mini

=====

#142. Bulette

Basic Stats:

~~ Level : 41  
~~ Max HP : 1,000  
~~ Max MP : 0  
~~ Strength : 61  
~~ Defense : 55  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 20

~~ Gil Earned : 429  
~~ EXP. Earned: 1,050

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Desert  
~~ Status Immunities:  
- Mini

=====

#143. Lamia Queen

Basic Stats:

~~ Level : 40  
~~ Max HP : 2,100  
~~ Max MP : 600  
~~ Strength : 54  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 435  
~~ EXP. Earned: 700

Potential Item Steals:

-- Thornlet  
-- Maiden's Kiss

Potential Item Drops:

-- Lamia's Tiara

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Blizzard

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Undead

- Magic Beast

- Humanoid

~~ Status Immunities: None

-----  
#144. Rajiformes

Basic Stats:

~~ Level : 41

~~ Max HP : 2,200

~~ Max MP : 1,000

~~ Strength : 61

~~ Defense : 10

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 438

~~ EXP. Earned: 800

Potential Item Steals:

-- Power Drink

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities:

- Earth

~~ Elemental Weaknesses:

- Thunder

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Undead

- Magic Beast

~~ Status Immunities:

- Mini

- Toad

- Paralyze

- Sleep

- Stop

-----  
#145. Ushabti

Basic Stats:

~~ Level : 38

~~ Max HP : 1,200

~~ Max MP : 10

~~ Strength : 51  
~~ Defense : 35  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 6

~~ Gil Earned : 441  
~~ EXP. Earned: 480

Potential Item Steals: None

Potential Item Drops:

-- Iron Draft

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Old

=====

#146. Archeosaur

Basic Stats:

~~ Level : 35  
~~ Max HP : 9,960  
~~ Max MP : 1,000  
~~ Strength : 67  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 444  
~~ EXP. Earned: 1,800

Potential Item Steals:

-- Phoenix Down

Potential Item Drops:

-- Dragon Fang

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
~~ Elemental Weaknesses:  
- Fire  
- Earth  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead

- Dragon
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Petrify
  - Silence
  - Berserk
  - Confuse
  - Paralyze
  - Sleep
  - Stop

=====

#147. Zephyrus

Basic Stats:

~~ Level : 53  
~~ Max HP : 3,780  
~~ Max MP : 5,000  
~~ Strength : 55  
~~ Defense : 25  
~~ Evasion : 30  
~~ Magic : 60  
~~ Magic Defense: 30

~~ Gil Earned : 500  
~~ EXP. Earned: 2,000

Potential Item Steals:

- Elixir
- Potion

Potential Item Drops:

- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):

- Magic Beast
- Humanoid

~~ Status Immunities:

- Mini
- Petrify
- Death

=====

#148. Mummy

Basic Stats:

~~ Level : 27  
~~ Max HP : 2,900  
~~ Max MP : 50  
~~ Strength : 48  
~~ Defense : 25  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 20

~~ Gil Earned : 500

~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Potion

-- Potion

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Undead

- Humanoid

~~ Status Immunities:

- Poison

- Toad

- Confuse

- Paralyze

- Sleep

=====

#149. Aspis

Basic Stats:

~~ Level : 35

~~ Max HP : 1,280

~~ Max MP : 50

~~ Strength : 57

~~ Defense : 20

~~ Evasion : 10

~~ Magic : 0

~~ Magic Defense: 20

~~ Gil Earned : 0

~~ EXP. Earned: 800

Potential Item Steals:

-- Hi-Potion

-- Antidote

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Blizzard

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Poison

- Mini

- Confuse

- Paralyze
- Sleep

-----  
#150. Mecha Head

Basic Stats:

~~ Level : 37  
~~ Max HP : 7,210  
~~ Max MP : 5,000  
~~ Strength : 59  
~~ Defense : 28  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 18

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Gauntlets  
-- Ether

Potential Item Drops:

-- Speed Shake

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Paralyze  
- Sleep  
- Old

-----  
#151. The Damned

Basic Stats:

~~ Level : 44  
~~ Max HP : 1,980  
~~ Max MP : 0  
~~ Strength : 65  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 471  
~~ EXP. Earned: 1,200



Potential Item Steals:

-- Holy Water

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

- Magic Beast

~~ Status Immunities:

- Poison

- Petrify

- Old

=====

#152. Grand Mummy

Basic Stats:

~~ Level : 0

~~ Max HP : 6,000

~~ Max MP : 300

~~ Strength : 55

~~ Defense : 30

~~ Evasion : 10

~~ Magic : 5

~~ Magic Defense: 10

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Holy Water

-- Hi-Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

- Humanoid

~~ Status Immunities:

- Poison

- Mini

- Toad

- Petrify

- Confuse

- Paralyze

- Sleep

- Old
- Stop

-----  
#153. Sekhmet

Basic Stats:

~~ Level : 41  
~~ Max HP : 6,000  
~~ Max MP : 0  
~~ Strength : 70  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 10  
~~ EXP. Earned: 3

Potential Item Steals:

-- Thief's Gloves  
-- Hi-Potion

Potential Item Drops:

-- Crystal Armor

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Sleep

-----  
#154. Slug

Basic Stats:

~~ Level : 42  
~~ Max HP : 1,820  
~~ Max MP : 100  
~~ Strength : 62  
~~ Defense : 10  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 453  
~~ EXP. Earned: 1,100

Potential Item Steals: None

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

-----  
#155. Gloom Widow

Basic Stats:

~~ Level : 42  
~~ Max HP : 1,820  
~~ Max MP : 0  
~~ Strength : 60  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 456  
~~ EXP. Earned: 1,100

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

-----  
#156. Mykale

Basic Stats:

~~ Level : 42  
~~ Max HP : 2,000  
~~ Max MP : 200  
~~ Strength : 65  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 459  
~~ EXP. Earned: 1,200

Potential Item Steals:

-- Death Sickle  
-- Silk Robe

Potential Item Drops:

-- Luminous Robe

Elemental/Status Data:

~~ Elemental Immunities:

- Earth

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Mini

- Toad

-----  
#157. Executor

Basic Stats:

~~ Level : 42

~~ Max HP : 2,000

~~ Max MP : 10,000

~~ Strength : 52

~~ Defense : 10

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 462

~~ EXP. Earned: 1,300

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Diamond Armllet

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Humanoid

~~ Status Immunities: None

-----  
#158. Oiseaurare

Basic Stats:

~~ Level : 43

~~ Max HP : 1,900

~~ Max MP : 100

~~ Strength : 60

~~ Defense : 10

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 465

~~ EXP. Earned: 1,250

Potential Item Steals:

- Mirage Vest
- Hi-Potion

Potential Item Drops:

- Holy Water

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s):
  - Magic Beast
- ~~ Status Immunities: None

=====

#159. Shadow Dancer

Basic Stats:

- ~~ Level : 43
- ~~ Max HP : 4,480
- ~~ Max MP : 100
- ~~ Strength : 75
- ~~ Defense : 10
- ~~ Evasion : 20
- ~~ Magic : 0
- ~~ Magic Defense: 5

- ~~ Gil Earned : 468
- ~~ EXP. Earned: 1,550

Potential Item Steals:

- Dancing Dagger
- Power Armlet

Potential Item Drops:

- Mallet

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Darkness
  - Mini
  - Toad

=====

#160. Numb Blade

Basic Stats:

- ~~ Level : 43
- ~~ Max HP : 2,400
- ~~ Max MP : 0
- ~~ Strength : 81
- ~~ Defense : 10
- ~~ Evasion : 30

~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 474  
~~ EXP. Earned: 1,400

Potential Item Steals:

-- Ice Shield  
-- Ashura

Potential Item Drops:

-- Kotetsu

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Mini  
- Confuse  
- Sleep  
- Stop

=====  
#161. Tot Avis

Basic Stats:

~~ Level : 47  
~~ Max HP : 33,090  
~~ Max MP : 1,000  
~~ Strength : 70  
~~ Defense : 10  
~~ Evasion : 20  
~~ Magic : 10  
~~ Magic Defense: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Ether  
-- Avis Killer

Potential Item Drops:

-- Avis Killer

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Aero/Wind  
~~ Monster Type(s):  
- Avis  
~~ Status Immunities:  
- Poison  
- Mini

- Toad
- Petrify
- Death
- Berserk
- Paralyze
- Sleep
- Old
- Stop

=====

#162. Tiny Mage

Basic Stats:

~~ Level : 43  
~~ Max HP : 1,540  
~~ Max MP : 500  
~~ Strength : 80  
~~ Defense : 40  
~~ Evasion : 15  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 477  
~~ EXP. Earned: 780

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad  
- Death

=====

#163. Chrono Controller

Basic Stats:

~~ Level : 43  
~~ Max HP : 2,600  
~~ Max MP : 1,000  
~~ Strength : 82  
~~ Defense : 45  
~~ Evasion : 20  
~~ Magic : 20  
~~ Magic Defense: 0

~~ Gil Earned : 480  
~~ EXP. Earned: 900

Potential Item Steals:

-- Healing Staff  
-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Petrify  
- Death  
- Berserk  
- Paralyze

=====

#164. Flaremancer

Basic Stats:

~~ Level : 44  
~~ Max HP : 3,000  
~~ Max MP : 1,000  
~~ Strength : 89  
~~ Defense : 35  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 0

~~ Gil Earned : 486  
~~ EXP. Earned: 1,100

Potential Item Steals:

-- Blitz Whip  
-- Elixir

Potential Item Drops:

-- Sage's Miter

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Toad  
- Death  
- Paralyze  
- Sleep  
- Stop

=====

#165. Dueling Knight

Basic Stats:

~~ Level : 44  
~~ Max HP : 2,140  
~~ Max MP : 0  
~~ Strength : 78



~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 489  
~~ EXP. Earned: 1,100

Potential Item Steals:

-- Flame Shield  
-- Power Drink

Potential Item Drops:

-- Power Drink

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Petrify  
- Death

=====

#166. Iron Muscles

Basic Stats:

~~ Level : 44  
~~ Max HP : 2,140  
~~ Max MP : 0  
~~ Strength : 80  
~~ Defense : 25  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 492  
~~ EXP. Earned: 1,200

Potential Item Steals:

-- Goliath Tonic

Potential Item Drops:

-- Goliath Tonic

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Petrify  
- Death

=====

#167. Berserker

Basic Stats:

~~ Level : 44  
~~ Max HP : 2,140  
~~ Max MP : 0  
~~ Strength : 77  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 495  
~~ EXP. Earned: 1,000

Potential Item Steals:

-- Elven Bow  
-- Speed Shake

Potential Item Drops:

-- Death Sickle

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Petrify  
- Death

=====

#168. Unknown

Basic Stats:

~~ Level : 41  
~~ Max HP : 2,500  
~~ Max MP : 0  
~~ Strength : 60  
~~ Defense : 25  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 525  
~~ EXP. Earned: 1,200

Potential Item Steals:

-- Beast Killer

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:

- Poison
- Mini
- Toad
- Confuse
- Paralyze
- Sleep
- Old
- Stop

=====

#169. Unknown

Basic Stats:

~~ Level : 47  
~~ Max HP : 3,500  
~~ Max MP : 500  
~~ Strength : 61  
~~ Defense : 40  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 519  
~~ EXP. Earned: 1,080

Potential Item Steals:

- Hi-Potion
- Potion

Potential Item Drops:

- Goliath Tonic

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Holy  
- Water  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Poison  
- Death  
- Silence  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====

#170. Unknown

Basic Stats:

~~ Level : 46  
~~ Max HP : 2,500  
~~ Max MP : 500  
~~ Strength : 62  
~~ Defense : 30

~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 522  
~~ EXP. Earned: 1,350

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Power Drink

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Poison  
- Petrify  
- Paralyze

-----  
#171. Unknown

Basic Stats:

~~ Level : 41  
~~ Max HP : 2,500  
~~ Max MP : 500  
~~ Strength : 60  
~~ Defense : 25  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 525  
~~ EXP. Earned: 1,200

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Speed Shake

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Poison

- Mini
- Toad
- Confuse
- Paralyze
- Sleep
- Old
- Stop

=====

#172. Unknown

Basic Stats:

~~ Level : 47  
~~ Max HP : 6,500  
~~ Max MP : 500  
~~ Strength : 67  
~~ Defense : 35  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 528  
~~ EXP. Earned: 2,000

Potential Item Steals:

- Hi-Potion
- Potion

Potential Item Drops:

- Iron Draft

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death

=====

#173. Frost Bull

Basic Stats:

~~ Level : 45  
~~ Max HP : 2,300  
~~ Max MP : 0  
~~ Strength : 77  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 510  
~~ EXP. Earned: 1,200

Potential Item Steals:  
-- Hi-Potion

Potential Item Drops:  
-- Hi-Potion

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Blizzard  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini

=====

#174. Istory Lythos

Basic Stats:  
~~ Level : 45  
~~ Max HP : 2,300  
~~ Max MP : 0  
~~ Strength : 85  
~~ Defense : 30  
~~ Evasion : 20  
~~ Magic : 0  
~~ Magic Defense: 30

~~ Gil Earned : 513  
~~ EXP. Earned: 2,000

Potential Item Steals:  
-- Judgment Staff  
-- Antidote

Potential Item Drops:  
-- Dragon Fang

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
- Dragon  
~~ Status Immunities:  
- Mini  
- Toad  
- Paralyze  
- Sleep

=====

#175. Spizzner

Basic Stats:

~~ Level : 39  
~~ Max HP : 2,300  
~~ Max MP : 0  
~~ Strength : 71  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 516  
~~ EXP. Earned: 1,250

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities: None

=====

#176. Druid

Basic Stats:

~~ Level : 44  
~~ Max HP : 2,200  
~~ Max MP : 900  
~~ Strength : 60  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 30  
~~ Magic Defense: 5

~~ Gil Earned : 501  
~~ EXP. Earned: 1,500

Potential Item Steals:

-- Angel Ring  
-- Potion

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None

=====

#177. Ironback

Basic Stats:

~~ Level : 44  
~~ Max HP : 2,200  
~~ Max MP : 0  
~~ Strength : 70  
~~ Defense : 50  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 15

~~ Gil Earned : 504  
~~ EXP. Earned: 1,300

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Tent

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities: None

=====  
#178. Mercury Bat

Basic Stats:

~~ Level : 46  
~~ Max HP : 500  
~~ Max MP : 500  
~~ Strength : 65  
~~ Defense : 10  
~~ Evasion : 50  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 531  
~~ EXP. Earned: 1,020

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====  
#179. Coral



Basic Stats:

~~ Level : 46  
~~ Max HP : 2,150  
~~ Max MP : 100  
~~ Strength : 66  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 534  
~~ EXP. Earned: 1,268

Potential Item Steals:

-- Iron Draft  
-- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Poison  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Mini  
- Toad  
- Paralyze  
- Sleep

-----  
#180. Aquagel

Basic Stats:

~~ Level : 46  
~~ Max HP : 3,300  
~~ Max MP : 100  
~~ Strength : 67  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 540  
~~ EXP. Earned: 1,268

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Speed Shake

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death

=====

#181. Steel Fist

Basic Stats:

~~ Level : 47  
~~ Max HP : 4,000  
~~ Max MP : 100  
~~ Strength : 60  
~~ Defense : 30  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 543  
~~ EXP. Earned: 1,335

Potential Item Steals:

-- Hero Cocktail  
-- Twist Headband

Potential Item Drops:

-- Kaiser Knuckles

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None

=====

#182. Alchymia

Basic Stats:

~~ Level : 47  
~~ Max HP : 4,500  
~~ Max MP : 3,900  
~~ Strength : 70  
~~ Defense : 10  
~~ Evasion : 50  
~~ Magic : 90  
~~ Magic Defense: 10

~~ Gil Earned : 546  
~~ EXP. Earned: 1,000

Potential Item Steals:

- Man-Eater
- Maiden's Kiss

Potential Item Drops:

- Elixir

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Petrify
  - Death
  - Silence
  - Confuse
  - Paralyze
  - Sleep

=====

#183. Tonberry

Basic Stats:

- ~~ Level : 46
- ~~ Max HP : 39,393
- ~~ Max MP : 100
- ~~ Strength : 119
- ~~ Defense : 10
- ~~ Evasion : 30
- ~~ Magic : 0
- ~~ Magic Defense: 0

- ~~ Gil Earned : 537
- ~~ EXP. Earned: 1,268

Potential Item Steals:

- Elixir
- Plumed Hat

Potential Item Drops:

- Mirage Vest

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Mini
  - Toad
  - Petrify
  - Death

=====

#184. Ankheg

Basic Stats:

~~ Level : 48  
~~ Max HP : 2,780  
~~ Max MP : 100  
~~ Strength : 75  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 570  
~~ EXP. Earned: 1,250

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

-----  
#185. Ammonite

Basic Stats:

~~ Level : 48  
~~ Max HP : 2,780  
~~ Max MP : 0  
~~ Strength : 71  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 573  
~~ EXP. Earned: 1,170

Potential Item Steals:

-- Potion  
-- Hi-Potion

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:

- Mini

=====

#186. Landcrawler

Basic Stats:

~~ Level : 48  
~~ Max HP : 22,000  
~~ Max MP : 500  
~~ Strength : 100  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 576  
~~ EXP. Earned: 3,270

Potential Item Steals:

-- Defender  
-- Ancient Sword

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Earth  
~~ Monster Type(s):  
- Magic Beast  
- Desert  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Paralyze  
- Sleep

=====

#187. Lemure

Basic Stats:

~~ Level : 49  
~~ Max HP : 3,800  
~~ Max MP : 300  
~~ Strength : 77  
~~ Defense : 30  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 579  
~~ EXP. Earned: 1,500

Potential Item Steals:

-- Ribbon  
-- Reflect Ring

Potential Item Drops:

-- Lamia's Harp

Elemental/Status Data:

~~ Elemental Immunities:

- Earth

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Humanoid

~~ Status Immunities: None

=====  
#188. Parthenope

Basic Stats:

~~ Level : 49  
~~ Max HP : 3,900  
~~ Max MP : 300  
~~ Strength : 76  
~~ Defense : 30  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 582  
~~ EXP. Earned: 1,500

Potential Item Steals:

-- Coral Ring  
-- Rainbow Dress

Potential Item Drops:

-- Reflect Ring

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None

=====  
#189. Cherie

Basic Stats:

~~ Level : 49  
~~ Max HP : 4,000  
~~ Max MP : 300  
~~ Strength : 78  
~~ Defense : 30  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 585  
~~ EXP. Earned: 1,500

Potential Item Steals:

- Elven Mantle
- Red Slippers

Potential Item Drops:

- Hermes Sandals

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities: None

-----  
#190. Magic Pot

Basic Stats:

- ~~ Level : ???
- ~~ Max HP : ???
- ~~ Max MP : ???
- ~~ Strength : ???
- ~~ Defense : ???
- ~~ Evasion : ???
- ~~ Magic : ???
- ~~ Magic Defense: ???

- ~~ Gil Earned : ???
- ~~ EXP. Earned: ???

Potential Item Steals: ???

Potential Item Drops: ???

Elemental/Status Data:

- ~~ Elemental Immunities: ???
- ~~ Elemental Weaknesses: ???
- ~~ Elemental Absorptions: ???
- ~~ Monster Type(s): ???
- ~~ Status Immunities: ???

-----  
#191. Sucker

Basic Stats:

- ~~ Level : 6
- ~~ Max HP : 50
- ~~ Max MP : 0
- ~~ Strength : 7
- ~~ Defense : 0
- ~~ Evasion : 0
- ~~ Magic : 0
- ~~ Magic Defense: 5

- ~~ Gil Earned : 40
- ~~ EXP. Earned: 21

Potential Item Steals: None

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Thunder

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

=====

#192. Octokraken

Basic Stats:

~~ Level : 7

~~ Max HP : 60

~~ Max MP : 0

~~ Strength : 8

~~ Defense : 0

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 45

~~ EXP. Earned: 21

Potential Item Steals: None

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

=====

#193. Sahagin

Basic Stats:

~~ Level : 20

~~ Max HP : 550

~~ Max MP : 10

~~ Strength : 27

~~ Defense : 0

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 5

~~ Gil Earned : 100

~~ EXP. Earned: 180

Potential Item Steals:

-- Potion



Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities:

- Water

~~ Elemental Weaknesses:

- Thunder

~~ Elemental Absorptions:

- Water

~~ Monster Type(s): None

~~ Status Immunities: None

=====  
#194. Thunder Anemone

Basic Stats:

~~ Level : 21

~~ Max HP : 600

~~ Max MP : 100

~~ Strength : 28

~~ Defense : 0

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 5

~~ Gil Earned : 100

~~ EXP. Earned: 160

Potential Item Steals: None

Potential Item Drops:

-- Thunder Scroll

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Thunder

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

- Toad

=====  
#195. Sea Ibis

Basic Stats:

~~ Level : 19

~~ Max HP : 25

~~ Max MP : 100

~~ Strength : 30

~~ Defense : 10

~~ Evasion : 90

~~ Magic : 10

~~ Magic Defense: 35

~~ Gil Earned : 100

~~ EXP. Earned: 200

Potential Item Steals:

-- Gold Needle

Potential Item Drops:

-- Gold Needle

Elemental/Status Data:

~~ Elemental Immunities:

- Earth
- Water

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini
- Toad

=====

#196. Corbett

Basic Stats:

~~ Level : 29  
~~ Max HP : 2,800  
~~ Max MP : 0  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 25

~~ Gil Earned : 1,000

~~ EXP. Earned: 0

Potential Item Steals:

-- Trident

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities:

- Earth

~~ Elemental Weaknesses:

- Thunder

~~ Elemental Absorptions:

- Water

~~ Monster Type(s): None

~~ Status Immunities:

- Mini
- Toad
- Petrify
- Death
- Confuse
- Paralyze
- Sleep
- Old

=====

#197. Nix

Basic Stats:

~~ Level : 25  
~~ Max HP : 1,500  
~~ Max MP : 300  
~~ Strength : 90  
~~ Defense : 35  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 740  
~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Potion  
-- Antidote

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#198. Water Scorpion

Basic Stats:

~~ Level : 26  
~~ Max HP : 500  
~~ Max MP : 0  
~~ Strength : 59  
~~ Defense : 20  
~~ Evasion : 80  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 680  
~~ EXP. Earned: 0

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities:  
- Water  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities:

- Mini

=====

#199. Vilia

Basic Stats:

~~ Level : 27  
~~ Max HP : 19,000  
~~ Max MP : 10,000  
~~ Strength : 77  
~~ Defense : 40  
~~ Evasion : 40  
~~ Magic : 10  
~~ Magic Defense: 30

~~ Gil Earned : 10,000  
~~ EXP. Earned: 0

Potential Item Steals:

-- Silver Specs  
-- Maiden's Kiss

Potential Item Drops:

-- Angel Ring

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Holy  
- Earth  
- Aero/Wind  
- Water  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None

=====

#200. Gel Fish

Basic Stats:

~~ Level : 28  
~~ Max HP : 1,000  
~~ Max MP : 0  
~~ Strength : 0  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 540  
~~ EXP. Earned: 0

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

=====

#201. Rukh

Basic Stats:

~~ Level : 29  
~~ Max HP : 9,000  
~~ Max MP : 500  
~~ Strength : 75  
~~ Defense : 20  
~~ Evasion : 5  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 5,000  
~~ EXP. Earned: 0

Potential Item Steals:

-- Murasame  
-- Hi-Potion

Potential Item Drops:

-- Goliath Tonic

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Aevis  
~~ Status Immunities:  
- Mini  
- Toad

=====

#202. Sea Devil

Basic Stats:

~~ Level : 30  
~~ Max HP : 5,000  
~~ Max MP : 1,000  
~~ Strength : 71  
~~ Defense : 15  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 3,000  
~~ EXP. Earned: 0

Potential Item Steals:

-- Defender  
-- Hi-Potion

Potential Item Drops:

-- Turtle Shell

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities: None

-----  
#203. Stingray

Basic Stats:

~~ Level : 93  
~~ Max HP : 30,000  
~~ Max MP : 1,000  
~~ Strength : 66  
~~ Defense : 60  
~~ Evasion : 40  
~~ Magic : 70  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Rune Blade  
-- Dark Matter

Potential Item Drops:

-- Dragon's Whisker

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death

-----  
#204. Grenade

Basic Stats:

~~ Level : 47  
~~ Max HP : 3,000  
~~ Max MP : 500  
~~ Strength : 75  
~~ Defense : 10

~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 558  
~~ EXP. Earned: 1,100

Potential Item Steals:

-- Flame Shield  
-- Hi-Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#205. Baldanders

Basic Stats:

~~ Level : 48  
~~ Max HP : 3,000  
~~ Max MP : 100  
~~ Strength : 75  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 564  
~~ EXP. Earned: 1,380

Potential Item Steals:

-- Angel Ring  
-- Turtle Shell

Potential Item Drops:

-- Rune Chime

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#206. Death Dealer

Basic Stats:

~~ Level : 63  
~~ Max HP : 3,000  
~~ Max MP : 100

~~ Strength : 75  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 90  
~~ Magic Defense: 0

~~ Gil Earned : 567  
~~ EXP. Earned: 1,400

Potential Item Steals:

-- Sage's Miter  
-- Holy Water

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None

=====

#207. Level Checker

Basic Stats:

~~ Level : 54  
~~ Max HP : 5,000  
~~ Max MP : 500  
~~ Strength : 90  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 624  
~~ EXP. Earned: 1,520

Potential Item Steals:

-- Ether  
-- Potion

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#208. White Flame

Basic Stats:



~~ Level : 49  
~~ Max HP : 1,600  
~~ Max MP : 100  
~~ Strength : 65  
~~ Defense : 50  
~~ Evasion : 33  
~~ Magic : 0  
~~ Magic Defense: 35

~~ Gil Earned : 588  
~~ EXP. Earned: 1,430

Potential Item Steals:

-- Elixir  
-- Eye Drops

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Holy  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Paralyze  
- Sleep

=====

#209. Moss Fungus

Basic Stats:

~~ Level : 48  
~~ Max HP : 5,000  
~~ Max MP : 200  
~~ Strength : 75  
~~ Defense : 15  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 591  
~~ EXP. Earned: 1,520

Potential Item Steals:

-- Air Knife  
-- Hi-Potion

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None

~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison

=====

#210. Farfarello

Basic Stats:

~~ Level : 48  
~~ Max HP : 2,580  
~~ Max MP : 485  
~~ Strength : 90  
~~ Defense : 15  
~~ Evasion : 20  
~~ Magic : 70  
~~ Magic Defense: 0

~~ Gil Earned : 606  
~~ EXP. Earned: 1,390

Potential Item Steals:

-- Lilith Rod  
-- Speed Shake

Potential Item Drops:

-- Eye Drops

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None

=====

#211. Orukat

Basic Stats:

~~ Level : 49  
~~ Max HP : 2,100  
~~ Max MP : 0  
~~ Strength : 75  
~~ Defense : 33  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 16

~~ Gil Earned : 594  
~~ EXP. Earned: 1,350

Potential Item Steals:

-- Gold Needle  
-- Dark Matter

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Earth  
- Water  
~~ Elemental Absorptions:  
- Holy  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

-----  
#212. Great Dragon

Basic Stats:

~~ Level : 51  
~~ Max HP : 10,000  
~~ Max MP : 1,000  
~~ Strength : 100  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 20

~~ Gil Earned : 615  
~~ EXP. Earned: 1,900

Potential Item Steals:

-- Power Drink  
-- Dragon Fang

Potential Item Drops:

-- Dragon Fang

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

-----  
#213. Achelon

Basic Stats:

~~ Level : 52  
~~ Max HP : 3,200  
~~ Max MP : 0  
~~ Strength : 100  
~~ Defense : 70  
~~ Evasion : 70  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 642  
~~ EXP. Earned: 1,480

Potential Item Steals:

-- Flametongue

-- Turtle Shell

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Water

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities: None

=====

#214. Ninja

Basic Stats:

~~ Level : 52

~~ Max HP : 500

~~ Max MP : 200

~~ Strength : 90

~~ Defense : 15

~~ Evasion : 70

~~ Magic : 0

~~ Magic Defense: 0

~~ Gil Earned : 612

~~ EXP. Earned: 1,800

Potential Item Steals:

-- Kiku-ichimonji

-- Shuriken

Potential Item Drops:

-- Fuma Shuriken

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

- Toad

=====

#215. Dragon Aegis

Basic Stats:

~~ Level : 49

~~ Max HP : 7,000

~~ Max MP : 1,000

~~ Strength : 100

~~ Defense : 15

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 15

~~ Gil Earned : 618

~~ EXP. Earned: 2,020

Potential Item Steals:

- Artemis Bow
- Trident

Potential Item Drops:

- Dragon Fang

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses:
  - Water
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s):
  - Aevis
- ~~ Status Immunities:
  - Mini
  - Toad
  - Death
  - Confuse
  - Paralyze
  - Sleep
  - Stop

=====

#216. Sword Dancer

Basic Stats:

- ~~ Level : 48
- ~~ Max HP : 3,000
- ~~ Max MP : 0
- ~~ Strength : 75
- ~~ Defense : 15
- ~~ Evasion : 0
- ~~ Magic : 0
- ~~ Magic Defense: 0

- ~~ Gil Earned : 561
- ~~ EXP. Earned: 2,400

Potential Item Steals:

- Enhancer
- Mythril Helm

Potential Item Drops:

- Icebrand

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities: None

=====

#217. Death Claw

Basic Stats:

- ~~ Level : 51

~~ Max HP : 4,000  
~~ Max MP : 200  
~~ Strength : 70  
~~ Defense : 29  
~~ Evasion : 0  
~~ Magic : 50  
~~ Magic Defense: 0

~~ Gil Earned : 600  
~~ EXP. Earned: 1,700

Potential Item Steals:

-- Thor Hammer  
-- Hero Cocktail

Potential Item Drops:

-- Gold Needle

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death

=====

#218. Fury

Basic Stats:

~~ Level : 50  
~~ Max HP : 5,000  
~~ Max MP : 1,000  
~~ Strength : 80  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 630  
~~ EXP. Earned: 2,250

Potential Item Steals:

-- Cursed Ring  
-- Reflect Ring

Potential Item Drops:

-- Black Robe

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None

~~ Monster Type(s): None  
~~ Status Immunities: None

-----  
#219. Yojimbo

Basic Stats:

~~ Level : 52  
~~ Max HP : 3,960  
~~ Max MP : 0  
~~ Strength : 109  
~~ Defense : 5  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 645  
~~ EXP. Earned: 2,000

Potential Item Steals:

-- Murakumo  
-- Cottage

Potential Item Drops:

-- Power Sash

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
    - Humanoid  
~~ Status Immunities: None

-----  
#220. Iron Giant

Basic Stats:

~~ Level : 61  
~~ Max HP : 18,000  
~~ Max MP : 10,000  
~~ Strength : 100  
~~ Defense : 50  
~~ Evasion : 0  
~~ Magic : 50  
~~ Magic Defense: 0

~~ Gil Earned : 597  
~~ EXP. Earned: 10,000

Potential Item Steals:

-- Iron Armor  
-- Iron Helm

Potential Item Drops:

-- Goliath Tonic

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:

- Water
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s): None
- ~~ Status Immunities:
  - Darkness
  - Poison
  - Mini
  - Toad
  - Silence
  - Berserk
  - Confuse
  - Paralyze
  - Sleep
  - Old
  - Stop

=====

#221. King Behemoth

Basic Stats:

- ~~ Level : 82
- ~~ Max HP : 18,000
- ~~ Max MP : 300
- ~~ Strength : 95
- ~~ Defense : 15
- ~~ Evasion : 0
- ~~ Magic : 0
- ~~ Magic Defense: 0

~~ Gil Earned : 1,000

~~ EXP. Earned: 0

Potential Item Steals:

- Blood Sword
- Phoenix Down

Potential Item Drops:

- Twin Lance

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses:
  - Water
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s): None
- ~~ Status Immunities:
  - Mini

=====

#222. Crystal Dragon

Basic Stats:

- ~~ Level : 62
- ~~ Max HP : 17,500
- ~~ Max MP : 10,000
- ~~ Strength : 128
- ~~ Defense : 40
- ~~ Evasion : 0
- ~~ Magic : 0
- ~~ Magic Defense: 20



~~ Gil Earned : 10,000

~~ EXP. Earned: 0

Potential Item Steals:

-- Dragon Lance

-- Elixir

Potential Item Drops:

-- Crystal Armor

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Fire

- Blizzard

- Thunder

- Aero/Wind

~~ Monster Type(s):

- Dragon

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

=====

#223. Necromancer

Basic Stats:

~~ Level : 54

~~ Max HP : 6,900

~~ Max MP : 300

~~ Strength : 79

~~ Defense : 15

~~ Evasion : 0

~~ Magic : 0

~~ Magic Defense: 30

~~ Gil Earned : 1,000

~~ EXP. Earned: 0

Potential Item Steals:

-- Bone Mail

-- Holy Water

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities:

- Earth

~~ Elemental Weaknesses:

- Water

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Undead

~~ Status Immunities: None

=====

#224. Gorgimera

Basic Stats:

~~ Level : 51  
~~ Max HP : 10,000  
~~ Max MP : 1,000  
~~ Strength : 100  
~~ Defense : 15  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 900

~~ EXP. Earned: 0

Potential Item Steals:

-- Aegis Shield  
-- Hi-Potion

Potential Item Drops:

-- Circlet

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad

=====

#225. Mindflayer

Basic Stats:

~~ Level : 53  
~~ Max HP : 4,700  
~~ Max MP : 500  
~~ Strength : 90  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 800

~~ EXP. Earned: 0

Potential Item Steals:

-- Main Gauche  
-- Green Beret

Potential Item Drops:

-- White Robe

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#226. Crystelle

Basic Stats:

~~ Level : 52  
~~ Max HP : 3  
~~ Max MP : 500  
~~ Strength : 100  
~~ Defense : 50  
~~ Evasion : 50  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 2,000  
~~ EXP. Earned: 0

Potential Item Steals:

-- Crystal Shield  
-- Ether

Potential Item Drops:

-- Crystal Helm

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:

- Fire
- Blizzard
- Thunder
- Poison
- Holy
- Earth
- Aero/Wind
- Water

~~ Monster Type(s): None

~~ Status Immunities:

- Poison
- Mini
- Toad
- Old

=====

#227. Belphegor

Basic Stats:

~~ Level : 55  
~~ Max HP : 6,000  
~~ Max MP : 500  
~~ Strength : 73  
~~ Defense : 30  
~~ Evasion : 15  
~~ Magic : 50  
~~ Magic Defense: 10

~~ Gil Earned : 950

~~ EXP. Earned: 0

Potential Item Steals:

- Rising Sun
- Moonring Blade

Potential Item Drops:

- Ice Shield

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions:
  - Earth
- ~~ Monster Type(s):
  - Magic Beast
- ~~ Status Immunities:
  - Mini

-----  
#228. Mover

Basic Stats:

- ~~ Level : 52
- ~~ Max HP : 10,000
- ~~ Max MP : 500
- ~~ Strength : 128
- ~~ Defense : 50
- ~~ Evasion : 0
- ~~ Magic : 0
- ~~ Magic Defense: 0

~~ Gil Earned : 50,000

~~ EXP. Earned: 0

Potential Item Steals:

- Water Scroll
- Flame Scroll

Potential Item Drops:

- Lightning Scroll

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses:
  - Fire
- ~~ Elemental Absorptions:
  - Poison
- ~~ Monster Type(s): None
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Petrify
  - Death

-----  
#229. Mini Satana

Basic Stats:

~~ Level : 71  
~~ Max HP : 6,500  
~~ Max MP : 1,000  
~~ Strength : 100  
~~ Defense : 0  
~~ Evasion : 50  
~~ Magic : 40  
~~ Magic Defense: 60

~~ Gil Earned : 785  
~~ EXP. Earned: 12,000

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities:

- Poison  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old

=====

#230. Assassin

Basic Stats:

~~ Level : 73  
~~ Max HP : 10,000  
~~ Max MP : 500  
~~ Strength : 110  
~~ Defense : 20  
~~ Evasion : 70  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 806  
~~ EXP. Earned: 8,000

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Fuma Shuriken

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Confuse  
- Paralyze  
- Sleep  
- Old

=====

#231. Soul Eater

Basic Stats:

~~ Level : 68  
~~ Max HP : 7,000  
~~ Max MP : 700  
~~ Strength : 50  
~~ Defense : 50  
~~ Evasion : 50  
~~ Magic : 50  
~~ Magic Defense: 50

~~ Gil Earned : 800  
~~ EXP. Earned: 10,000

Potential Item Steals:

-- Holy Water

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Confuse  
- Old

=====

#232. Behemoth

Basic Stats:

~~ Level : 77  
~~ Max HP : 15,000  
~~ Max MP : 200

~~ Strength : 90  
~~ Defense : 13  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 800  
~~ EXP. Earned: 0

Potential Item Steals:

-- Phoenix Down

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death

=====

#233. Dark Elemental

Basic Stats:

~~ Level : 74  
~~ Max HP : 5,500  
~~ Max MP : 10,000  
~~ Strength : 80  
~~ Defense : 70  
~~ Evasion : 0  
~~ Magic : 35  
~~ Magic Defense: 0

~~ Gil Earned : 757  
~~ EXP. Earned: 7,000

Potential Item Steals:

-- Buckshot

Potential Item Drops:

-- Buckshot

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Blizzard  
- Thunder  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini

- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old

=====

#234. Dark Elemental

Basic Stats:

~~ Level : 74  
~~ Max HP : 5,500  
~~ Max MP : 10,000  
~~ Strength : 80  
~~ Defense : 70  
~~ Evasion : 0  
~~ Magic : 35  
~~ Magic Defense: 0

~~ Gil Earned : 757  
~~ EXP. Earned: 7,000

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions:  
- Fire  
- Thunder  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old

=====

#235. Dark Elemental

Basic Stats:

~~ Level : 74  
~~ Max HP : 5,500  
~~ Max MP : 10,000



~~ Strength : 90  
~~ Defense : 70  
~~ Evasion : 0  
~~ Magic : 35  
~~ Magic Defense: 0

~~ Gil Earned : 757  
~~ EXP. Earned: 7,000

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Thunder

~~ Elemental Absorptions:

- Fire

- Blizzard

~~ Monster Type(s): None

~~ Status Immunities:

- Poison

- Mini

- Toad

- Petrify

- Death

- Silence

- Berserk

- Confuse

- Paralyze

- Sleep

- Old

=====

#236. Exoray

Basic Stats:

~~ Level : 72  
~~ Max HP : 6,000  
~~ Max MP : 5,000  
~~ Strength : 50  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 30  
~~ Magic Defense: 40

~~ Gil Earned : 724  
~~ EXP. Earned: 4,000

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Old

=====

#237. Duelist

Basic Stats:

~~ Level : 73  
~~ Max HP : 15,000  
~~ Max MP : 0  
~~ Strength : 100  
~~ Defense : 30  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 838  
~~ EXP. Earned: 25,000

Potential Item Steals:

-- Tent

Potential Item Drops:

-- Cottage

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death  
- Confuse  
- Paralyze  
- Sleep  
- Old

=====

#238. Medusa

Basic Stats:

~~ Level : 69  
~~ Max HP : 7,500

~~ Max MP : 800  
~~ Strength : 99  
~~ Defense : 30  
~~ Evasion : 0  
~~ Magic : 50  
~~ Magic Defense: 20

~~ Gil Earned : 762  
~~ EXP. Earned: 15,000

Potential Item Steals:  
-- Gold Needle

Potential Item Drops:  
-- Gold Needle

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old

=====

#239. Dinozombie

Basic Stats:  
~~ Level : 94  
~~ Max HP : 20,000  
~~ Max MP : 5000  
~~ Strength : 150  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 20

~~ Gil Earned : 5,000  
~~ EXP. Earned: 30,000

Potential Item Steals:  
-- Antidote

Potential Item Drops:  
-- Dragon Fang

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions:

- Poison
- ~~ Monster Type(s):
  - Undead
  - Dragon
- ~~ Status Immunities:
  - Darkness
  - Poison
  - Mini
  - Toad
  - Petrify
  - Death
  - Silence
  - Confuse
  - Paralyze
  - Sleep
  - Old

=====

#240. Claret Dragon

Basic Stats:

- ~~ Level : 92
- ~~ Max HP : 17,000
- ~~ Max MP : 8,000
- ~~ Strength : 135
- ~~ Defense : 40
- ~~ Evasion : 0
- ~~ Magic : 30
- ~~ Magic Defense: 0

- ~~ Gil Earned : 2,200
- ~~ EXP. Earned: 30,000

Potential Item Steals:

- Blastshot

Potential Item Drops:

- Dragon Fang

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions:

- Fire
- Aero/Wind

~~ Monster Type(s):

- Dragon

~~ Status Immunities:

- Darkness
- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old

=====  
#241. Ironclad

Basic Stats:

~~ Level : 91  
~~ Max HP : 22,000  
~~ Max MP : 15,000  
~~ Strength : 140  
~~ Defense : 60  
~~ Evasion : 0  
~~ Magic : 60  
~~ Magic Defense: 0

~~ Gil Earned : 1,000  
~~ EXP. Earned: 40,000

Potential Item Steals:

-- Earthbreaker

Potential Item Drops:

-- Diamond Helm

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old

=====  
#242. Hades

Basic Stats:

~~ Level : 97  
~~ Max HP : 33,333  
~~ Max MP : 10,000  
~~ Strength : 120  
~~ Defense : 30  
~~ Evasion : 50  
~~ Magic : 66  
~~ Magic Defense: 40

~~ Gil Earned : 15,000  
~~ EXP. Earned: 50,000

Potential Item Steals:

-- Cursed Ring

Potential Item Drops:

-- Bone Mail

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

- Death

- Silence

- Berserk

- Confuse

- Paralyze

- Sleep

- Old

=====  
#243. Wing Raptor

Basic Stats:

~~ Level : 1

~~ Max HP : 250

~~ Max MP : 25

~~ Strength : 7

~~ Defense : 0

~~ Evasion : 0

~~ Magic : 1

~~ Magic Defense: 10

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Mini

- Toad

- Petrify

=====  
#244. Karlabos

Basic Stats:

~~ Level : 5  
~~ Max HP : 650  
~~ Max MP : 100  
~~ Strength : 10  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Tent

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old

=====

#245. Siren

Basic Stats:

~~ Level : 2  
~~ Max HP : 900  
~~ Max MP : 200  
~~ Strength : 15  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops:

-- Bronze Armor

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini  
- Toad  
- Silence  
- Sleep

=====  
#246. Magissa

Basic Stats:

~~ Level : 8  
~~ Max HP : 650  
~~ Max MP : 200  
~~ Strength : 14  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops:

-- Whip

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old

=====  
#247. Forza

Basic Stats:

~~ Level : 8  
~~ Max HP : 850  
~~ Max MP : 100  
~~ Strength : 14  
~~ Defense : 3



~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops:  
-- Power Drink

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death

=====

#248. Ice Commander

Basic Stats:

~~ Level : 4  
~~ Max HP : 600  
~~ Max MP : 200  
~~ Strength : 21  
~~ Defense : 0  
~~ Evasion : 10  
~~ Magic : 10  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Mythril Sword

Potential Item Drops:  
-- Long Sword

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Blizzard  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini

=====

#249. Shiva

Basic Stats:

~~ Level : 11  
~~ Max HP : 1,500  
~~ Max MP : 1,000  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Phoenix Down  
-- Hi-Potion

Potential Item Drops:

-- Frost Rod

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Blizzard  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====

#250. Garula

Basic Stats:

~~ Level : 3  
~~ Max HP : 1,200  
~~ Max MP : 100  
~~ Strength : 15  
~~ Defense : 7  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 4

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini  
- Sleep

=====

#251. Liquid Flame

Basic Stats:

~~ Level : 19  
~~ Max HP : 3,000  
~~ Max MP : 100  
~~ Strength : 18  
~~ Defense : 0  
~~ Evasion : 20  
~~ Magic : 10  
~~ Magic Defense: 15

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops:

-- Flame Scroll

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
- Water  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions:  
- Fire  
- Aero/Wind  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Silence  
- Berserk  
- Sleep  
- Old  
- Slow  
- Stop

=====

#252. Iron Claw

Basic Stats:

~~ Level : 39  
~~ Max HP : 900  
~~ Max MP : 150  
~~ Strength : 21  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 10

~~ Gil Earned : 100  
~~ EXP. Earned: 40

Potential Item Steals:

-- Hero Cocktail

Potential Item Drops:

-- Silver Specs

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

-----  
#253. Ifrit

Basic Stats:

~~ Level : 22  
~~ Max HP : 3,000  
~~ Max MP : 1,000  
~~ Strength : 29  
~~ Defense : 10  
~~ Evasion : 20  
~~ Magic : 32  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Phoenix Down

Potential Item Drops:

-- Flame Scroll

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
~~ Elemental Weaknesses:  
- Blizzard  
- Water  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini

- Toad
- Sleep

=====

#254. Byblos

Basic Stats:

~~ Level : 24  
~~ Max HP : 3,600  
~~ Max MP : 1,000  
~~ Strength : 30  
~~ Defense : 10  
~~ Evasion : 30  
~~ Magic : 20  
~~ Magic Defense: 30

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Dark Matter  
-- Mallet

Potential Item Drops:

-- Iron Draft

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Blizzard
- Thunder
- Poison
- Holy
- Earth
- Aero/Wind
- Water

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities:

- Mini
- Toad
- Petrify
- Death
- Silence
- Confuse
- Sleep
- Old
- Stop

=====

#255. Ramuh

Basic Stats:

~~ Level : 21  
~~ Max HP : 4,000  
~~ Max MP : 300  
~~ Strength : 27

~~ Defense : 20  
~~ Evasion : 10  
~~ Magic : 50  
~~ Magic Defense: 5

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Hi-Potion

Potential Item Drops:  
-- Ramuh

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Thunder  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Toad  
- Petrify  
- Silence  
- Confuse  
- Paralyze  
- Sleep  
- Old

=====

#256. Sandworm

Basic Stats:  
~~ Level : 18  
~~ Max HP : 3,000  
~~ Max MP : 10,125  
~~ Strength : 25  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops: None

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Desert  
~~ Status Immunities:  
- Darkness

- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Stop

=====

#257. Cray Claw

Basic Stats:

~~ Level : 43  
~~ Max HP : 2,000  
~~ Max MP : 500  
~~ Strength : 37  
~~ Defense : 25  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 25

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Coral Sword

Potential Item Drops:

-- Frost Bow

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini  
- Toad

=====

#258. Adamantoise

Basic Stats:

~~ Level : 20  
~~ Max HP : 2,000  
~~ Max MP : 125  
~~ Strength : 31  
~~ Defense : 25  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 5

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Iron Draft

Potential Item Drops:

-- Turtle Shell

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Confuse  
- Paralyze  
- Sleep  
- Stop

=====

#259. Soul Cannon

Basic Stats:

~~ Level : 36  
~~ Max HP : ???  
~~ Max MP : 1,000  
~~ Strength : 7  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 10

~~ Gil Earned : 100

~~ EXP. Earned: 40

Potential Item Steals:

-- Elixir

-- Ether

Potential Item Drops:

-- Dark Matter

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
- Aero/Wind  
- Water  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini



- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Stop

-----  
#260. Launcher

Basic Stats:

~~ Level : 50  
~~ Max HP : ???  
~~ Max MP : 1,000  
~~ Strength : 7  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
- Aero/Wind  
- Water  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old

-----  
#261. Launcher

Basic Stats:

~~ Level : 50

~~ Max HP : ???  
~~ Max MP : 1,000  
~~ Strength : 7  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities:

- Poison
- Aero/Wind
- Water

~~ Elemental Weaknesses: None

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Darkness
- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old

=====

#262. Archeoaevis

Basic Stats:

~~ Level : 21  
~~ Max HP : ???  
~~ Max MP : 2,000  
~~ Strength : 39  
~~ Defense : 30  
~~ Evasion : 10  
~~ Magic : 1  
~~ Magic Defense: 6

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops:

-- Goliath Tonic

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses:  
- Aero/Wind  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====  
#263. Purobolos

Basic Stats:

~~ Level : 22  
~~ Max HP : 1,500  
~~ Max MP : 100  
~~ Strength : 45  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Potion  
-- Eye Drops

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad  
- Confuse  
- Paralyze

=====  
#264. Titan

Basic Stats:

~~ Level : 1

~~ Max HP : 2,500  
~~ Max MP : 2,000  
~~ Strength : 45  
~~ Defense : 10  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Gaia Hammer  
-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:

- Earth

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

- Death

- Silence

- Berserk

- Confuse

- Sleep

- Old

=====  
#265. Manticore

Basic Stats:

~~ Level : 19  
~~ Max HP : 3,300  
~~ Max MP : 1,000  
~~ Strength : 40  
~~ Defense : 10  
~~ Evasion : 10  
~~ Magic : 1  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Wind Spear  
-- Dragon Fang

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Blizzard  
~~ Monster Type(s):  
- Magic Beast  
~~ Status Immunities:  
- Mini  
- Toad  
- Confuse  
- Paralyze  
- Sleep

-----  
#266. Abductor

Basic Stats:

~~ Level : 22  
~~ Max HP : 1,500  
~~ Max MP : 2,000  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Gaia Gear

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Mini  
- Toad  
- Paralyze  
- Sleep

-----  
#267. Gilgamesh

Basic Stats:

~~ Level : 26  
~~ Max HP : ???  
~~ Max MP : 2,000  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops:  
-- Elixir

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Toad  
- Petrify  
- Confuse  
- Paralyze  
- Sleep

-----  
#268. Gilgamesh

Basic Stats:  
~~ Level : 28  
~~ Max HP : ???  
~~ Max MP : 1,000  
~~ Strength : 49  
~~ Defense : 14  
~~ Evasion : 10  
~~ Magic : 0  
~~ Magic Defense: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Trident  
-- Hero Cocktail

Potential Item Drops:  
-- Wizard's Hat

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Confuse

- Paralyze
- Sleep
- Stop

=====

#269. Tyrannosaur

Basic Stats:

~~ Level : 29  
~~ Max HP : 5,000  
~~ Max MP : 1,000  
~~ Strength : 45  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Golden Shield

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities:  
- Blizzard  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Undead  
- Dragon  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Silence  
- Confuse  
- Paralyze  
- Sleep  
- Stop

=====

#270. Abductor

Basic Stats:

~~ Level : 29  
~~ Max HP : 2,500  
~~ Max MP : 1,000  
~~ Strength : 40  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

- Power Armlet
- Hi-Potion

Potential Item Drops:

- Potion

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s): None
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Paralyze

=====

#271. Golem

Basic Stats:

- ~~ Level : ???
- ~~ Max HP : ???
- ~~ Max MP : ???
- ~~ Strength : ???
- ~~ Defense : ???
- ~~ Evasion : ???
- ~~ Magic : ???
- ~~ Magic Defense: ???

- ~~ Gil Earned : ???
- ~~ EXP. Earned: ???

Potential Item Steals: ???

Potential Item Drops: ???

Elemental/Status Data:

- ~~ Elemental Immunities: ???
- ~~ Elemental Weaknesses: ???
- ~~ Elemental Absorptions: ???
- ~~ Monster Type(s): ???
- ~~ Status Immunities: ???

=====

#272. Dragon Pod

Basic Stats:

- ~~ Level : 33
- ~~ Max HP : 12,000
- ~~ Max MP : 1,000
- ~~ Strength : 40
- ~~ Defense : 0
- ~~ Evasion : 0
- ~~ Magic : 50
- ~~ Magic Defense: 40



~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops:  
-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Silence  
- Confuse  
- Paralyze  
- Sleep

=====

#273. Dragon Flower

Basic Stats:

~~ Level : 31  
~~ Max HP : 100  
~~ Max MP : 1,000  
~~ Strength : 5  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 50  
~~ Magic Defense: 50

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops:  
-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities: None

=====

#274. Gilgamesh

Basic Stats:

~~ Level : 31  
~~ Max HP : 8,888  
~~ Max MP : 888  
~~ Strength : 50

~~ Defense : 10  
~~ Evasion : 10  
~~ Magic : 50  
~~ Magic Defense: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Genji Gloves

Potential Item Drops:  
-- Golden Shield

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Confuse  
- Paralyze  
- Sleep  
- Stop

=====  
#275. Enkidu

Basic Stats:  
~~ Level : 29  
~~ Max HP : 4,000  
~~ Max MP : 1,000  
~~ Strength : 50  
~~ Defense : 0  
~~ Evasion : 20  
~~ Magic : 40  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Green Beret

Potential Item Drops: None

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Mini

- Toad
- Petrify
- Confuse
- Paralyze
- Sleep
- Stop

=====

#276. Atomos

Basic Stats:

~~ Level : 41  
~~ Max HP : 19,997  
~~ Max MP : 10,000  
~~ Strength : 10  
~~ Defense : 14  
~~ Evasion : 0  
~~ Magic : 80  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

- Flail
- Ether

Potential Item Drops:

- Dark Matter

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:

- Darkness
- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Old
- Slow
- Stop

=====

#277. Crystal

Basic Stats:

~~ Level : 77  
~~ Max HP : 7,777  
~~ Max MP : 10,000  
~~ Strength : 40  
~~ Defense : 10  
~~ Evasion : 0

~~ Magic : 15  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Elixir

Potential Item Drops:  
-- Ash

Elemental/Status Data:

~~ Elemental Immunities:  
- Blizzard  
- Thunder  
- Poison  
- Holy  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

-----  
#278. Crystal

Basic Stats:

~~ Level : 77  
~~ Max HP : 7,777  
~~ Max MP : 10,000  
~~ Strength : 40  
~~ Defense : 10  
~~ Evasion : 1  
~~ Magic : 1  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Elixir

Potential Item Drops:  
-- Ash

Elemental/Status Data:

~~ Elemental Immunities:  
- Blizzard

- Thunder
- Poison
- Holy

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Earth

~~ Monster Type(s): None

~~ Status Immunities:

- Poison
- Mini
- Toad
- Petrify
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Stop

=====

#279. Crystal

Basic Stats:

~~ Level : 77

~~ Max HP : 7,777

~~ Max MP : 10,000

~~ Strength : 40

~~ Defense : 10

~~ Evasion : 1

~~ Magic : 15

~~ Magic Defense: 20

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir

Potential Item Drops:

-- Ash

Elemental/Status Data:

~~ Elemental Immunities:

- Blizzard
- Thunder
- Poison
- Holy

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Water

~~ Monster Type(s): None

~~ Status Immunities:

- Poison
- Mini
- Toad
- Petrify
- Silence
- Berserk
- Confuse

- Paralyze
- Sleep
- Old
- Stop

=====

#280. Crystal

Basic Stats:

~~ Level : 77  
~~ Max HP : 7,777  
~~ Max MP : 10,000  
~~ Strength : 40  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir

Potential Item Drops:

-- Ash

Elemental/Status Data:

~~ Elemental Immunities:  
- Blizzard  
- Thunder  
- Poison  
- Holy  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Aero/Wind  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====

#281. Catoblepas

Basic Stats:

~~ Level : 38  
~~ Max HP : 5,000  
~~ Max MP : 500  
~~ Strength : 55  
~~ Defense : 20  
~~ Evasion : 0

~~ Magic : 50  
~~ Magic Defense: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Phoenix Down

Potential Item Drops:  
-- Catoblepas

Elemental/Status Data:  
~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
- Dragon  
~~ Status Immunities:  
- Darkness  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Slow

=====

#282. Gil Turtle

Basic Stats:  
~~ Level : 57  
~~ Max HP : 32,768  
~~ Max MP : 8,000  
~~ Strength : 115  
~~ Defense : 40  
~~ Evasion : 40  
~~ Magic : 90  
~~ Magic Defense: 55

~~ Gil Earned : 5,000  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Hi-Potion  
-- Potion

Potential Item Drops: None

Elemental/Status Data:  
~~ Elemental Immunities:  
- Holy  
~~ Elemental Weaknesses:  
- Blizzard

~~ Elemental Absorptions:

- Fire
- Thunder
- Poison
- Earth
- Aero/Wind
- Water

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness
- Poison
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Stop

-----  
#283. Carbuncle

Basic Stats:

- ~~ Level : 44
- ~~ Max HP : 15,000
- ~~ Max MP : 10,000
- ~~ Strength : 50
- ~~ Defense : 50
- ~~ Evasion : 70
- ~~ Magic : 50
- ~~ Magic Defense: 50

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

- Goliath Tonic
- Reflect Ring

Potential Item Drops:

- Turtle Shell

Elemental/Status Data:

- ~~ Elemental Immunities:
  - Earth
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s):
  - Magic Beast
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk



- Confuse
- Paralyze
- Sleep
- Old
- Stop

=====

#284. Gilgamesh

Basic Stats:

~~ Level : 53  
~~ Max HP : ???  
~~ Max MP : 2,000  
~~ Strength : 60  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 15

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Gauntlets

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====

#285. Exdeath

Basic Stats:

~~ Level : 66  
~~ Max HP : 32,768  
~~ Max MP : 32,768  
~~ Strength : 58  
~~ Defense : 25  
~~ Evasion : 10  
~~ Magic : 0

~~ Magic Defense: 25

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Judgment Staff

-- Elixir

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities:

- Poison

~~ Elemental Weaknesses:

- Holy

~~ Elemental Absorptions: None

~~ Monster Type(s): None

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

- Death

- Silence

- Berserk

- Confuse

- Paralyze

- Sleep

- Old

- Stop

=====

#286. Antlion

Basic Stats:

~~ Level : 34

~~ Max HP : 8,100

~~ Max MP : 1,000

~~ Strength : 48

~~ Defense : 20

~~ Evasion : 10

~~ Magic : 0

~~ Magic Defense: 20

~~ Gil Earned : 3,000

~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Cottage

Elemental/Status Data:

~~ Elemental Immunities:

- Earth

~~ Elemental Weaknesses:

- Water

~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Confuse  
- Paralyze  
- Stop

=====

#287. Melusine

Basic Stats:

~~ Level : 29  
~~ Max HP : 20,000  
~~ Max MP : 500  
~~ Strength : 49  
~~ Defense : 90  
~~ Evasion : 10  
~~ Magic : 5  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Leather Armor

Potential Item Drops:

-- Maiden's Kiss

Elemental/Status Data:

~~ Elemental Immunities:

- Poison  
- Holy  
- Earth  
- Aero/Wind  
- Water

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Blizzard  
- Thunder

~~ Monster Type(s): None

~~ Status Immunities:

- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Old

=====

#288. Gargoyle

Basic Stats:

~~ Level : 33  
~~ Max HP : 5,000  
~~ Max MP : 300  
~~ Strength : 58  
~~ Defense : 13  
~~ Evasion : 10  
~~ Magic : 50  
~~ Magic Defense: 12

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Phoenix Down  
-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Holy  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini  
- Toad  
- Confuse

-----  
#289. Wendigo

Basic Stats:

~~ Level : 7  
~~ Max HP : 20,000  
~~ Max MP : 8192  
~~ Strength : 65  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Dark Matter

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None  
~~ Status Immunities:

- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Old
- Stop

=====

#290. Odin

Basic Stats:

~~ Level : 2  
~~ Max HP : 17,000  
~~ Max MP : 500  
~~ Strength : 60  
~~ Defense : 20  
~~ Evasion : 10  
~~ Magic : 50  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Protect Ring

Potential Item Drops:

-- Flame Shield

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Holy  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Death  
- Confuse

=====

#291. Minotaur

Basic Stats:

~~ Level : 37  
~~ Max HP : 19,850  
~~ Max MP : 0  
~~ Strength : 99  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

- Fuma Shuriken
- Leather Shoes

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities:

- Poison
- Holy
- Earth
- Water

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Poison
- Holy
- Earth
- Water

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Darkness
- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Slow
- Stop

=====

#292. Omniscient

Basic Stats:

~~ Level : 53  
~~ Max HP : 16,999  
~~ Max MP : 30,000  
~~ Strength : 100  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 20  
~~ Magic Defense: 8

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

- Kornago Gourd
- Potion

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Aero/Wind  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Confuse  
- Sleep

=====  
#293. Triton

Basic Stats:

~~ Level : 37  
~~ Max HP : 13,333  
~~ Max MP : 10,000  
~~ Strength : 55  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 20  
~~ Magic Defense: 25  
  
~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir  
-- Gold Needle

Potential Item Drops:

-- Iron Draft

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Blizzard  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Mini  
- Toad  
- Berserk  
- Slow

=====  
#294. Nereid

Basic Stats:

~~ Level : 20  
~~ Max HP : 13,333

~~ Max MP : 10,000  
~~ Strength : 54  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 20  
~~ Magic Defense: 25

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir  
-- Gold Needle

Potential Item Drops:

-- Power Drink

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Blizzard

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Mini

- Toad

- Berserk

- Slow

-----  
#295. Phobos

Basic Stats:

~~ Level : 39  
~~ Max HP : 13,333  
~~ Max MP : 10,000  
~~ Strength : 55  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 20  
~~ Magic Defense: 25

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir  
-- Gold Needle

Potential Item Drops:

-- Goliath Tonic

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Earth

~~ Elemental Absorptions:

- Poison



~~ Monster Type(s) :  
- Undead  
~~ Status Immunities:  
- Mini  
- Toad  
- Berserk  
- Slow

=====

#296. Leviathan

Basic Stats:

~~ Level : 37  
~~ Max HP : 40,000  
~~ Max MP : 2,000  
~~ Strength : 85  
~~ Defense : 25  
~~ Evasion : 10  
~~ Magic : 1  
~~ Magic Defense: 15

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir

Potential Item Drops:

-- Reflect Ring

Elemental/Status Data:

~~ Elemental Immunities:  
- Fire  
- Earth  
~~ Elemental Weaknesses:  
- Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s) :  
- Dragon  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====

#297. Famed Mimic Gogo

Basic Stats:

~~ Level : 77  
~~ Max HP : ???  
~~ Max MP : 60,000

~~ Strength : 120  
~~ Defense : 30  
~~ Evasion : 30  
~~ Magic : 35  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Gold Hairpin  
-- Leather Armor

Potential Item Drops:

-- Tiger Mask

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====

#298. Bahamut

Basic Stats:

~~ Level : 99  
~~ Max HP : 40,000  
~~ Max MP : 10,000  
~~ Strength : 69  
~~ Defense : 10  
~~ Evasion : 5  
~~ Magic : 20  
~~ Magic Defense: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Dragon Fang

Potential Item Drops:

-- Dragon Fang

Elemental/Status Data:

~~ Elemental Immunities:

- Earth
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s): None
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Paralyze
  - Sleep
  - Old

=====

#299. Apanda

Basic Stats:

- ~~ Level : 59
- ~~ Max HP : 22,200
- ~~ Max MP : 1,000
- ~~ Strength : 73
- ~~ Defense : 23
- ~~ Evasion : 20
- ~~ Magic : 50
- ~~ Magic Defense: 10

- ~~ Gil Earned : 0
- ~~ EXP. Earned: 0

Potential Item Steals:

- Ash

Potential Item Drops:

- Ash

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses:
  - Fire
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s):
  - Magic Beast
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Petrify
  - Death
  - Confuse
  - Paralyze
  - Sleep
  - Old
  - Stop

=====

#300. Calofisteri

Basic Stats:

~~ Level : 68  
~~ Max HP : 18,000  
~~ Max MP : 1,000  
~~ Strength : 66  
~~ Defense : 50  
~~ Evasion : 10  
~~ Magic : 20  
~~ Magic Defense: 30

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Reflect Ring  
-- Plumed Hat

Potential Item Drops:

-- Diamond Plate

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Magic Beast  
- Humanoid  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Stop

=====  
#301. Azulmagia

Basic Stats:

~~ Level : 57  
~~ Max HP : 27,900  
~~ Max MP : 50,000  
~~ Strength : 65  
~~ Defense : 30  
~~ Evasion : 10  
~~ Magic : 50  
~~ Magic Defense: 70

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Titan's Gloves  
-- Elixir

Potential Item Drops:

-- Black Cowl

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None  
~~ Monster Type(s): None  
~~ Status Immunities:  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Slow  
- Stop

=====

#302. Alte Roite

Basic Stats:

~~ Level : 58  
~~ Max HP : 6,000  
~~ Max MP : 1,000  
~~ Strength : 45  
~~ Defense : 45  
~~ Evasion : 70  
~~ Magic : 5  
~~ Magic Defense: 60

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Holy Water  
-- Potion

Potential Item Drops:

-- Healing Staff

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death  
- Confuse  
- Paralyze  
- Sleep  
- Old

- Stop

=====

#303. Jura Aevis

Basic Stats:

~~ Level : 61  
~~ Max HP : 15,000  
~~ Max MP : 1,000  
~~ Strength : 65  
~~ Defense : 35  
~~ Evasion : 20  
~~ Magic : 45  
~~ Magic Defense: 30

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Dragon Lance  
-- Turtle Shell

Potential Item Drops:

-- Dragon Fang

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:  
- Fire  
- Blizzard  
- Thunder  
- Aero/Wind

~~ Monster Type(s):  
- Aevis

~~ Status Immunities:  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep  
- Stop

=====

#304. Catastophe

Basic Stats:

~~ Level : 71  
~~ Max HP : 19,997  
~~ Max MP : 19,997  
~~ Strength : 67  
~~ Defense : 40  
~~ Evasion : 15  
~~ Magic : 20  
~~ Magic Defense: 20

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

- Cottage
- Elixir

Potential Item Drops:

- Gold Needle

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions:
  - Earth
- ~~ Monster Type(s): None
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Petrify
  - Death
  - Silence
  - Berserk
  - Confuse
  - Sleep
  - Stop

=====

#305. Halicarnassus

Basic Stats:

- ~~ Level : 97
- ~~ Max HP : 33,333
- ~~ Max MP : 5,000
- ~~ Strength : 65
- ~~ Defense : 10
- ~~ Evasion : 0
- ~~ Magic : 250
- ~~ Magic Defense: 20

- ~~ Gil Earned : 0
- ~~ EXP. Earned: 0

Potential Item Steals:

- Aegis Shield
- Staff of Light

Potential Item Drops:

- Elven Mantle

Elemental/Status Data:

- ~~ Elemental Immunities: None
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s): None
- ~~ Status Immunities:
  - Poison
  - Toad
  - Petrify
  - Death

- Berserk
- Confuse
- Paralyze
- Sleep
- Stop

=====

#306. Twintania

Basic Stats:

~~ Level : 39  
~~ Max HP : 50,000  
~~ Max MP : 10,000  
~~ Strength : 90  
~~ Defense : 30  
~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 16

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

- Flame Shield
- Phoenix Down

Potential Item Drops:

- Tinklebell

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Holy
- Water

~~ Elemental Absorptions: None

~~ Monster Type(s):

- Magic Beast

~~ Status Immunities:

- Poison
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Stone

=====

#307. Gilgamesh

Basic Stats:

~~ Level : 59  
~~ Max HP : ???  
~~ Max MP : 0  
~~ Strength : 109  
~~ Defense : 0  
~~ Evasion : 5



~~ Magic : 0  
~~ Magic Defense: 35

~~ Gil Earned : 15  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Genji Shield

Potential Item Drops:  
-- Rune Bow

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

- Death

- Silence

- Berserk

- Confuse

- Paralyze

- Sleep

- Old

- Stop

=====

#308. Necrophobe

Basic Stats:

~~ Level : 66  
~~ Max HP : 44,044  
~~ Max MP : 10,000  
~~ Strength : 99  
~~ Defense : 50  
~~ Evasion : 10  
~~ Magic : 50  
~~ Magic Defense: 50

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Thief's Gloves  
-- Elixir

Potential Item Drops:  
-- Luminous Robe

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses:  
- Fire

- Blizzard
  - Thunder
  - Poison
  - Holy
  - Earth
  - Aero/Wind
  - Water
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s): None
- ~~ Status Immunities:
- Poison
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Paralyze
  - Sleep
  - Old
  - Stop

=====

#309. Barrier

Basic Stats:

- ~~ Level : 44
- ~~ Max HP : ???
- ~~ Max MP : 300
- ~~ Strength : 100
- ~~ Defense : 30
- ~~ Evasion : 0
- ~~ Magic : 5
- ~~ Magic Defense: 10

- ~~ Gil Earned : 0
- ~~ EXP. Earned: 0

Potential Item Steals:

- Reflect Ring
- Hi-Potion

Potential Item Drops: None

Elemental/Status Data:

- ~~ Elemental Immunities:
  - Earth
- ~~ Elemental Weaknesses: None
- ~~ Elemental Absorptions: None
- ~~ Monster Type(s): None
- ~~ Status Immunities:
  - Darkness
  - Poison
  - Mini
  - Toad
  - Berserk
  - Confuse
  - Paralyze
  - Sleep, Old

=====

#310. Gilgamesh

Basic Stats:

~~ Level : 93  
~~ Max HP : ???  
~~ Max MP : 60,000  
~~ Strength : 115  
~~ Defense : 35  
~~ Evasion : 30  
~~ Magic : 0  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Genji Armor

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions: None  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Slow  
- Stop

=====

#311. Omega

Basic Stats:

~~ Level : 119  
~~ Max HP : ???  
~~ Max MP : 60,700  
~~ Strength : 115  
~~ Defense : 190  
~~ Evasion : 95  
~~ Magic : 199  
~~ Magic Defense: 150

~~ Gil Earned : 50,000  
~~ EXP. Earned: 0

Potential Item Steals: None

Potential Item Drops:

-- Omega Badge

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Thunder

~~ Elemental Absorptions:

- Fire

- Blizzard

- Poison

- Holy

- Earth

- Aero/Wind

- Water

~~ Monster Type(s): None

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

- Death

- Silence

- Berserk

- Confuse

- Paralyze

- Sleep

- Old

-----  
#312. Shinryu

Basic Stats:

~~ Level : 97

~~ Max HP : ???

~~ Max MP : 51,000

~~ Strength : 175

~~ Defense : 60

~~ Evasion : 20

~~ Magic : 128

~~ Magic Defense: 60

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Dragon's Whisker

-- Dragon's Fang

Potential Item Drops:

-- Dragon Seal

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Holy

~~ Monster Type(s):

- Dragon
- ~~ Status Immunities:
  - Poison
  - Mini
  - Toad
  - Petrify
  - Death
  - Confuse
  - Paralyze
  - Sleep
  - Old
  - Stop

=====

#313. Exdeath

Basic Stats:

~~ Level : ???  
~~ Max HP : ???  
~~ Max MP : ???  
~~ Strength : ???  
~~ Defense : ???  
~~ Evasion : ???  
~~ Magic : ???  
~~ Magic Defense: ???

~~ Gil Earned : ???  
~~ EXP. Earned: ???

Potential Item Steals: ???

Potential Item Drops: ???

Elemental/Status Data:

~~ Elemental Immunities: ???  
~~ Elemental Weaknesses: ???  
~~ Elemental Absorptions: ???  
~~ Monster Type(s): ???  
~~ Status Immunities: ???

=====

#314. Neo Exdeath

Basic Stats:

~~ Level : ???  
~~ Max HP : ???  
~~ Max MP : ???  
~~ Strength : ???  
~~ Defense : ???  
~~ Evasion : ???  
~~ Magic : ???  
~~ Magic Defense: ???

~~ Gil Earned : ???  
~~ EXP. Earned: ???

Potential Item Steals: ???

Potential Item Drops: ???

Elemental/Status Data:

~~ Elemental Immunities: ???  
~~ Elemental Weaknesses: ???  
~~ Elemental Absorptions: ???  
~~ Monster Type(s): ???  
~~ Status Immunities: ???

=====

#315. Grand Aevis

Basic Stats:

~~ Level : 97  
~~ Max HP : 42,000  
~~ Max MP : 20,000  
~~ Strength : 120  
~~ Defense : 60  
~~ Evasion : 30  
~~ Magic : 100  
~~ Magic Defense: 40

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Cottage

Potential Item Drops:

-- Fairy's Bow

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:  
- Fire  
- Blizzard  
- Thunder  
- Aero/Wind  
~~ Monster Type(s):  
- Aevis  
~~ Status Immunities:  
- Darkness  
- Poison  
- Mini  
- Toad  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confuse  
- Paralyze  
- Sleep  
- Old  
- Stop

=====

#316. Archeodemon

Basic Stats:

~~ Level : 17  
~~ Max HP : 50,000

~~ Max MP : 62,000  
~~ Strength : 180  
~~ Defense : 40  
~~ Evasion : 0  
~~ Magic : 90  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Phoenix Down

Potential Item Drops:

-- Chaos Orb

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Fire
- Blizzard
- Thunder
- Poison
- Holy
- Earth
- Aero/Wind
- Water

~~ Monster Type(s):

- Undead
- Magic Beast

~~ Status Immunities:

- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Stop

=====  
#317. Guardian

Basic Stats:

~~ Level : 97  
~~ Max HP : 55,000  
~~ Max MP : 60,000  
~~ Strength : 110  
~~ Defense : 40  
~~ Evasion : 0  
~~ Magic : 50  
~~ Magic Defense: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Blitzshot

Potential Item Drops:

-- Crystal Orb

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Thunder

~~ Monster Type(s): None

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

- Death

- Silence

- Berserk

- Confuse

- Paralyze

- Sleep

- Old

- Slow

- Stop

=====

#318. Launcher

Basic Stats:

~~ Level : 97

~~ Max HP : 20,000

~~ Max MP : 50,000

~~ Strength : 110

~~ Defense : 20

~~ Evasion : 0

~~ Magic : 50

~~ Magic Defense: 10

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Blastshot

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Thunder

~~ Monster Type(s): None

~~ Status Immunities:

- Darkness

- Poison

- Mini



- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Slow
- Stop

=====

#319. Launcher

Basic Stats:

~~ Level : 97  
~~ Max HP : 20,000  
~~ Max MP : 50,000  
~~ Strength : 110  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 50  
~~ Magic Defense: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Blastshot

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None  
~~ Elemental Weaknesses: None  
~~ Elemental Absorptions:

- Thunder

~~ Monster Type(s): None

~~ Status Immunities:

- Darkness
- Poison
- Mini
- Toad
- Petrify
- Death
- Silence
- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Slow
- Stop

=====

#320. Wave Cannon

Basic Stats:

~~ Level : 97

~~ Max HP : 22,000  
~~ Max MP : 55,000  
~~ Strength : 120  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 100  
~~ Magic Defense: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Blitzshot

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Thunder

~~ Monster Type(s): None

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

- Death

- Silence

- Berserk

- Confuse

- Paralyze

- Sleep

- Old

- Slow

- Stop

=====  
#321. Omega Mk. II

Basic Stats:

~~ Level : 97  
~~ Max HP : 65,000  
~~ Max MP : 60,000  
~~ Strength : 150  
~~ Defense : 200  
~~ Evasion : 100  
~~ Magic : 200  
~~ Magic Defense: 200

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir

Potential Item Drops:

-- Force Shield

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses:

- Thunder

~~ Elemental Absorptions:

- Fire

- Blizzard

- Poison

- Holy

- Earth

- Aero/Wind

- Water

~~ Monster Type(s): None

~~ Status Immunities:

- Darkness

- Poison

- Mini

- Toad

- Petrify

- Death

- Silence

- Berserk

- Confuse

- Paralyze

- Sleep

- Old

=====

#322. Neo Shinryu

Basic Stats:

~~ Level : 97

~~ Max HP : 65,000

~~ Max MP : 60,000

~~ Strength : 200

~~ Defense : 100

~~ Evasion : 20

~~ Magic : 8

~~ Magic Defense: 100

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir

Potential Item Drops: None

Elemental/Status Data:

~~ Elemental Immunities: None

~~ Elemental Weaknesses: None

~~ Elemental Absorptions:

- Holy

~~ Monster Type(s): None

~~ Status Immunities:

- Poison

- Mini

- Toad

- Petrify

- Death

- Berserk
- Confuse
- Paralyze
- Sleep
- Old
- Stop

=====

#323. Enuo

Basic Stats:

~~ Level : ???  
~~ Max HP : ???  
~~ Max MP : ???  
~~ Strength : ???  
~~ Defense : ???  
~~ Evasion : ???  
~~ Magic : ???  
~~ Magic Defense: ???

~~ Gil Earned : ???  
~~ EXP. Earned: ???

Potential Item Steals: ???

Potential Item Drops: ???

Elemental/Status Data:

~~ Elemental Immunities: ???  
~~ Elemental Weaknesses: ???  
~~ Elemental Absorptions: ???  
~~ Monster Type(s): ???  
~~ Status Immunities: ???

=====

|      |                                   |      |
|------|-----------------------------------|------|
| / \  | _____                             | / \  |
| γ γ  |                                   | γ γ  |
|      | Section Six: Boss FAQ/Walkthrough |      |
|      | **FF5A_6**                        |      |
| _  _ | _____                             | _  _ |
| \ /  |                                   | \ /  |

Within this section of the FAQ, you'll find the strategies detailing all of the bosses in the game, as they appear in the walkthrough. Aside from the strategies, you'll also receive some basic stats for the monsters.

That's pretty much it. Here is a list of the bosses, coupled with their locations. You can find their CTRL+F codes in the Contents section.

- |                                      |                     |
|--------------------------------------|---------------------|
| -- Wing Raptor                       | (Wind Shrine)       |
| -- Karlabos                          | (Torna Canal)       |
| -- Siren                             | (Ship Graveyard)    |
| -- Magissa, Forza                    | (North Mountain)    |
| -- Garula                            | (Tower of Walse)    |
| -- Shiva, Ice Commander (x3)         | (Walse Watertower)  |
| -- Liquid Flame                      | (Fire-Powered Ship) |
| -- Sergeant/Iron Claw, Cur Nakk (x3) | (Karnak Castle)     |

|                                         |                                         |
|-----------------------------------------|-----------------------------------------|
| -- Ifrit                                | (Library of the Ancients)               |
| -- Byblos                               | (Library of the Ancients)               |
| -- Ramuh                                | (Overworld)                             |
| -- Sandworm                             | (Desert of the Shifting Sands)          |
| -- Cray Claw                            | (Overworld)                             |
| -- Adamantoise                          | (Tycoon Meteorite)                      |
| -- Soul Cannon, Launcher (x2)           | (Overworld)                             |
| -- Archeoaegis                          | (Ancient Ronka Ruins)                   |
| -- Purobolos (x6)                       | (Walse Meteorite)                       |
| -- Titan                                | (Karnak Meteorite)                      |
| -- Manticore                            | (Gohn Meteorite)                        |
| -- Abductor                             | (Overworld)                             |
| -- Gilgamesh                            | (Castle Exdeath)                        |
| -- Gilgamesh                            | (The Big Bridge)                        |
| -- Tyrannosaur                          | (Underground Waterway)                  |
| -- Abductor                             | (Castle Bal)                            |
| -- Dragon Pod, Dragon Flowers           | (Drakenvale)                            |
| -- Gilgamesh, Enkidu                    | (Surgate Naval Fleet)                   |
| -- Atomos                               | (Barrier Tower)                         |
| -- Catoblepas                           | (Sea Floor Cave)                        |
| -- ? (x4)                               | (Great Forest of Moore)                 |
| -- Gil Turtle                           | (Gil Cave)                              |
| -- Carbuncle                            | (Castle Exdeath)                        |
| -- Gilgamesh                            | (Castle Exdeath)                        |
| -- Exdeath                              | (Castle Exdeath)                        |
| -- Antlion                              | (Overworld)                             |
| -- Melusine                             | (Overworld)                             |
| -- Stingray                             | (Overworld)                             |
| -- Odin                                 | (Castle Bal)                            |
| -- Wendigo                              | (Island Shrine)                         |
| -- Minotaur                             | (Fork Tower -- White Tower)             |
| -- Omniscient                           | (Fork Tower -- Black Tower)             |
| -- Famed Mimic Gogo (Easy Strategy)     | (Sunken Tower of Walse)                 |
| -- Triton, Nereid, Phobos               | (Great Sea Trench)                      |
| -- Leviathan                            | (Istory Falls)                          |
| -- Bahamut                              | (North Mountain)                        |
| -- Calofisteri                          | (Interdimensional Rift -- Forest)       |
| -- Apanda                               | (Interdimensional Rift -- Library)      |
| -- Alte Roite                           | (Interdimensional Rift -- D. Castle)    |
| -- Azulmagia                            | (Interdimensional Rift -- D. Castle)    |
| -- Catastrophe                          | (Interdimensional Rift -- D. Castle)    |
| -- Halicarnassus                        | (Interdimensional Rift -- D. Castle)    |
| -- Twintania                            | (Interdimensional Rift -- D. Castle)    |
| -- Gilgamesh                            | (Interdimensional Rift -- Final Floors) |
| -- Necrophobe                           | (Interdimensional Rift -- Final Floors) |
| -- Exdeath                              | (Interdimensional Rift -- Final Floors) |
| -- Neo Exdeath                          | (Interdimensional Rift -- Final Floors) |
| -- Omega                                | (Various)                               |
| -- Shinryu                              | (Interdimensional Rift -- Final Floors) |
| -- Magic Pot                            | (Phoenix Tower)                         |
| -- Famed Mimic Gogo (Hard Strategy)     | (Sunken Tower of Walse)                 |
| -- Gil Turtle                           | (Sealed Temple)                         |
| -- Grand Aegis, Dark Elementals         | (Sealed Temple)                         |
| -- Archeodemon                          | (Sealed Temple)                         |
| -- Guardian, Wave Cannon, Launcher (x2) | (Sealed Temple)                         |
| -- Enoo                                 | (Sealed Temple)                         |
| -- Omega Mk. II                         | (Sealed Temple)                         |
| -- Neo Shinryu                          | (Sealed Temple)                         |

|               |       |              |                       |
|---------------|-------|--------------|-----------------------|
| HP            | - 250 | Weaknesses:  | Treasures Awarded:    |
| Strength      | - 7   | - None       | - Potion (Steal)      |
| Defense       | - 0   |              | - Phoenix Down (Drop) |
| Magic         | - 1   | Absorptions: |                       |
| Magic Defense | - 10  | - None       |                       |
| Gil Earned    | - 0   |              |                       |
| EXP. Earned   | - 0   | Type: None   |                       |

The Wing Raptor will often be found using Breath Wing. It is a wind-based attack that takes away HP equal to 1/4 of your max. It also hits all of your party. It also will use a basic attack during the initial phase.

After about two turns, the Wing Raptor will fold in its wing, gaining 20 points of Defense and 40% more Evasion, almost eliminating the use of any attack. Plus, if you DO attack, it'll use a powerful Claw attack.

Your offensive strategy is a pretty basic one. For the first few turns, just attack all-out. Once the Wing Raptor folds in its wings, do NOT attack. Instead, if you need to, use a Potion to heal your low-HP members. Continue until defeated.

|                                |       |              |                    |
|--------------------------------|-------|--------------|--------------------|
| BOSS: Karlabos \ **FF5A_62** \ |       |              |                    |
| HP                             | - 650 | Weaknesses:  | Treasures Awarded: |
| Strength                       | - 10  | - Lightning  | - Potion (Steal)   |
| Defense                        | - 0   |              | - Tent (Drop)      |
| Magic                          | - 0   | Absorptions: |                    |
| Magic Defense                  | - 10  | - None       |                    |
| Gil Earned                     | - 0   |              |                    |
| EXP. Earned                    | - 0   | Type: None   |                    |

Karlabos has a few different attacks. One is its basic Attack, which is not much more powerful than those of the other enemies found here. He can also use Feeler, which sets the Paralysis status on whoever it hits, so you'll find this boss annoying fairly quickly.

But perhaps his most dangerous attack would be Tail Screw. Not exactly a whole lot to say about it, except it makes the HP of whoever it hits hit a random one-digit number (in other words, the HP goes from 0 to 9).

Not much else to say about this. If you can use Black Magic, Thunder is a prime choice; Black Mages should be using magic regardless. Keep your White Mage ready to Cure in case of a Tail Screw. Any other character is probably best designed for physical combat and should be using the Attack command constantly.

|                                                                         |          |                    |                    |
|-------------------------------------------------------------------------|----------|--------------------|--------------------|
| BOSS: Siren \ Slashes divide regular from undead stats. \ **FF5A_63** \ |          |                    |                    |
| HP                                                                      | - 900    | Weaknesses:        | Treasures Awarded: |
| Strength                                                                | - 15     | - Healing (Undead) | - None (Steal)     |
| Defense                                                                 | - 0 / 12 | - Fire (Undead)    | - Bronze Armor     |
| Magic                                                                   | - 0      | Absorptions:       | (Regular Drop)     |
| Magic Defense                                                           | - 20 / 0 | - Poison (Undead)  | - Bronze Shield    |
| Gil Earned                                                              | - 0      |                    | (Undead Drop)      |
| EXP. Earned                                                             | - 0      | Type: Humanoid,    |                    |

Undead (at  
times)

Siren has a set move repertoire for her first three turns. On her first, she can use Silence, Haste, or Slow. On the second, she can use Libra, Cure, or Blizzard. On her third, she can use Protect, Thunder, or Sleep.

After those three turns, Siren becomes undead. During the next three of her turns, she can use a basic Attack or Venomous Clasp, which can inflict Poison, before returning to a psuedo-normal form.

During the time Siren is normal, focus on physical attacking, due to her lower Defense. Your mages may as well attack, too -- her Magic Defense is too high for much damage to be dealt. The only except should be a White Mage when there is healing to be done.

During the time Siren is undead, it's a bit different. Her Defense goes up and effectively weakens physical attacks. Have your White Mage use Cure on her, Black Mages use Fire, and physical attackers use Potions on her for a set amount of fifty HP worth of damage. Note that using Phoenix Downs WILL NOT WORK for an instant-kill.

The cycle of regular-undead-regular every three turns continues until the defeat of Siren.

BOSS: Magissa, Forza \ \*\*FF5A\_64\*\* \

#### Magissa Bestiary

|               |       |                |                    |
|---------------|-------|----------------|--------------------|
| HP            | - 650 | Weaknesses:    | Treasures Awarded: |
| Strength      | - 14  | - None         | - None (Steal)     |
| Defense       | - 0   |                | - Whip (Drop)      |
| Magic         | - 1   | Absorptions:   |                    |
| Magic Defense | - 0   | - None         |                    |
| Gil Earned    | - 0   |                |                    |
| EXP. Earned   | - 0   | Type: Humanoid |                    |

#### Forza Bestiary

|               |       |                |                      |
|---------------|-------|----------------|----------------------|
| HP            | - 850 | Weaknesses:    | Treasures Awarded:   |
| Strength      | - 14  | - None         | - None (Steal)       |
| Defense       | - 3   |                | - Power Drink (Drop) |
| Magic         | - 0   | Absorptions:   |                      |
| Magic Defense | - 5   | - None         |                      |
| Gil Earned    | - 0   |                |                      |
| EXP. Earned   | - 0   | Type: Humanoid |                      |

Much like Siren, Magissa has a set move repertoire for each turn. On her first turn, she can use Fire, Blizzard, or Thunder. On her second, she can use Aero, Drain, or a critical attack.

Once Magissa hits 300 HP or lower, she'll bring about Forza and put Regen on him before continuing her usual stuff. Forza has a basic attack and a Tackle, which is his basic attack multiplied by 1.5.

First things first. Since your White Mage should have Silence, use it on Magissa and that'll shut her up well and good, pretty much letting you slide through that 350 HP. Once Forza comes about, you can put him to

Sleep via your Black Mage. After that, you'll pretty much have a physical fight. White Mages are little help in THAT area, so have them Protect and Cure everyone.

---

|                              |         |                   |                          |
|------------------------------|---------|-------------------|--------------------------|
| BOSS: Garula \ **FF5A_65** \ |         |                   |                          |
| <hr/>                        |         |                   |                          |
| HP                           | - 1,200 | Weaknesses:       | Treasures Awarded:       |
| Strength                     | - 15    | - None            | - Potion (Steal)         |
| Defense                      | - 7     |                   | - Hi-Potion (Steal/Drop) |
| Magic                        | - 0     | Absorptions:      |                          |
| Magic Defense                | - 4     | - None            |                          |
| Gil Earned                   | - 0     |                   |                          |
| EXP. Earned                  | - 0     | Type: Magic Beast |                          |

=====  
Garula is a fairly basic, albeit somewhat strong, enemy. It has a basic attack, the Toad spell, and a Rush attack. The Toad spell is mainly used to cure itself if you turn it into a Toad. (In theory, you can put Reflect on the Garula to stop that, but why risk it? Especially since you shouldn't will slowly drain.

There are a few ways to go about this. First and foremost, cast Silence to stop any barrages from Toad. After that, you pretty much should let your characters do what they do best -- have someone Curing when needed, and the others using offensive magic and physical attacks/abilities.

One especially useful tactic is a combination of the Guard and Counter abilities. Guard prevents damage when hit, then you'll counterattack. It is theoretically impossible to lose!

---

|                                                 |         |                |                        |
|-------------------------------------------------|---------|----------------|------------------------|
| BOSS: Shiva, Ice Commander (x3) \ **FF5A_66** \ |         |                |                        |
| <hr/>                                           |         |                |                        |
| Shiva Bestiary                                  |         |                |                        |
| >-----+-----+-----<                             |         |                |                        |
| HP                                              | - 1,500 | Weaknesses:    | Treasures Awarded:     |
| Strength                                        | - 40    | - Fire         | - Hi-Potion (Steal)    |
| Defense                                         | - 0     |                | - Phoenix Down (Steal) |
| Magic                                           | - 0     | Absorptions:   | - Frost Rod (Drop)     |
| Magic Defense                                   | - 0     | - Blizzard     |                        |
| Gil Earned                                      | - 0     |                |                        |
| EXP. Earned                                     | - 0     | Type: Humanoid |                        |

---

|                          |       |                |                         |
|--------------------------|-------|----------------|-------------------------|
| Ice Commanders' Bestiary |       |                |                         |
| >-----+-----+-----<      |       |                |                         |
| HP                       | - 600 | Weaknesses:    | Treasures Awarded:      |
| Strength                 | - 21  | - Fire         | - Mythril Sword (Steal) |
| Defense                  | - 0   |                | - Long Sword (Drop)     |
| Magic                    | - 10  | Absorptions:   | - Shiva (Summon) (Drop) |
| Magic Defense            | - 0   | - Blizzard     |                         |
| Gil Earned               | - 0   |                |                         |
| EXP. Earned              | - 0   | Type: Humanoid |                         |

=====  
Shiva only really casts Blizzara, and the Ice Commanders' are souped-up Ice Soldiers. Yes, that's the enemy offensive in a nutshell.

Your own offensive is pretty much just as simple. You'll probably want to Haste your Black Magic user, then have them spam Fira on the whole enemy



party a few times until the Ice Commanders are gone. During that time, you can try to put Slow on Shiva, and, if possible, using Fire-based Spellblades on Shiva will really start causing some pain ... especially with the Two-Handed ability being used.

That's pretty much it. Keep your HP up and such. Also note that using a Goblin Punch (Blue Magic) at Lv. 11 will deal 800% damage. o\_o;

BOSS: Liquid Flame \ \*\*FF5A\_67\*\* \

Human Form Bestiary

|               |         |              |                       |
|---------------|---------|--------------|-----------------------|
| HP            | - 3,000 | Weaknesses:  | Treasures Awarded:    |
| Strength      | - 18    | - Blizzard   | - None (Steal)        |
| Defense       | - 0     |              | - Flame Scroll (Drop) |
| Magic         | - 10    | Absorptions: |                       |
| Magic Defense | - 15    | - Fire       |                       |
| Gil Earned    | - 0     | - Wind       |                       |
| EXP. Earned   | - 0     | Type: None.  |                       |

Hand Form Bestiary

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 3,000 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 18    | - None       | - None (Steal)     |
| Defense       | - 0     |              | - Flame Rod (Drop) |
| Magic         | - 10    | Absorptions: |                    |
| Magic Defense | - 30    | - Fire       |                    |
| Gil Earned    | - 0     |              |                    |
| EXP. Earned   | - 0     | Type: None.  |                    |

Torando Form Bestiary

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 3,000 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 18    | - Blizzard   | - None (Steal)     |
| Defense       | - 0     |              | - Flame Bow (Drop) |
| Magic         | - 10    | Absorptions: |                    |
| Magic Defense | - 15    | - Fire       |                    |
| Gil Earned    | - 0     | - Wind       |                    |
| EXP. Earned   | - 0     | Type: None.  |                    |

The Liquid Flame is a monster that will change its form each time it is hit. When hit, it will counterattack and then change form.

The Human form can use a basic Attack, Blaze (subtracts HP equal to the target's max HP; hits whole party), and Rush, which is a Defense-ignoring attack. Blaze is the counterattack.

The Hand can use a basic attack and its Ray move, which may inflict paralysis. Its counterattack is a single-target Fira.

The Whirlwind \*only\* uses Fira on itself on offesne, thereby healing it. As for its counter, it will use Magnet, which sets the target into the front row.

Offensively, let your first turn consist of your Time Mage using Gravity to halve your opponent's HP to 1,500. On the next turn, attack normally, and then cast Gravity on the third turn to probably lower the beast to 600 ~ 700 HP. From there, use Blizzara, Shiva, or the Blizzara Spellblade

a time or two to finish it. Be sure to heal if you need it.

BOSS: Sergeant/Iron Claw, Cur Nakk (x3) \ \*\*FF5A\_68\*\* \

Sergeant Bestiary

|               |         |                |                       |
|---------------|---------|----------------|-----------------------|
| HP            | - 1,000 | Weaknesses:    | Treasures Awarded:    |
| Strength      | - 25    | - None         | - Potion (Steal)      |
| Defense       | - 0     |                | - Silver Plate (Drop) |
| Magic         | - 0     | Absorptions:   |                       |
| Magic Defense | - 0     | - None         |                       |
| Gil Earned    | - 0     |                |                       |
| EXP. Earned   | - 0     | Type: Humanoid |                       |

Iron Claw Bestiary

|               |       |              |                         |
|---------------|-------|--------------|-------------------------|
| HP            | - 900 | Weaknesses:  | Treasures Awarded:      |
| Strength      | - 21  | - None       | - Hero Cocktail (Steal) |
| Defense       | - 20  |              | - Silver Specs (Drop)   |
| Magic         | - 1   | Absorptions: |                         |
| Magic Defense | - 10  | - None       |                         |
| Gil Earned    | - 100 |              |                         |
| EXP. Earned   | - 40  | Type: None.  |                         |

Cur Nakks' Bestiary

|               |       |                   |                    |
|---------------|-------|-------------------|--------------------|
| HP            | - 140 | Weaknesses:       | Treasures Awarded: |
| Strength      | - 20  | - None            | - Potion (Steal)   |
| Defense       | - 0   |                   | - None (Drop)      |
| Magic         | - 0   | Absorptions:      |                    |
| Magic Defense | - 0   | - None            |                    |
| Gil Earned    | - 141 |                   |                    |
| EXP. Earned   | - 140 | Type: Magic Beast |                    |

I'll go ahead and put two different strategies. You'll understand shortly.

If you don't want to fight Iron Claw (due to stats or time limitations), you should focus all of your strength solely on the Sergeant. Only on him, too. Attacking the Cur Nakks will possibly risk it all for you. Again, all to the Sergeant.

If you do want to fight him, just go ahead and defeat all of the Cur Nakks first. Preferably, do so by using enemy-party-wide Black Magic, because the Sergeant's HP, once below 900, equals that of the Iron Claw. The Iron Claw appears once the Cur Nakks are gone.

Iron Claw can use a basic attack, which can be critical, as well as the Death Claw attack. Aside from being a potential Blue Magic for you, the Death Claw *will* lower your HP into the single-digits, so be prepared to heal from it.

As for your offense, your damage will do slightly better via magical attacks. During this time, you can also set Stop or Sleep on Iron Claw to truly hinder him. There isn't much to it. I also think that you can use Gravity on him; if your magic power doesn't exceed 300, it will be fairly effective then.

| BOSS: Ifrit \ **FF5A_69** \ |         |              |                         |
|-----------------------------|---------|--------------|-------------------------|
| HP                          | - 3,000 | Weaknesses:  | Treasures Awarded:      |
| Strength                    | - 29    | - Blizzard   | - Phoenix Down (Steal)  |
| Defense                     | - 10    | - Water      | - Flame Scroll (Drop)   |
| Magic                       | - 32    | Absorptions: | - Ifrit (Summon) (Drop) |
| Magic Defense               | - 20    | - Fire       |                         |
| Gil Earned                  | - 0     |              |                         |
| EXP. Earned                 | - 0     | Type: None.  |                         |

=====  
 Ifrit has the ever-expected basic attack and the Fira spell. He can also use Blaze, which takes 25% of each character's maximum HP and subtracts it from the current value. Finally, there is High Kick, which deals damage and has a chance of paralyzing its target.

Your offensive is pretty simple. Have your Black/Red Mages (or those with such abilities) focus on Blizzara. Mystic Knights could consider using the Blizzara Spellblade technique. Summoners could use Shiva. Remember to heal when it is needed, and avoid using the Confuse spell and Gaia technique.

| BOSS: Byblos \ **FF5A_610** \ |         |                   |                       |
|-------------------------------|---------|-------------------|-----------------------|
| HP                            | - 3,600 | Weaknesses:       | Treasures Awarded:    |
| Strength                      | - 30    | - Fire            | - Dark Matter (Steal) |
| Defense                       | - 10    | - Holy            | - Mallet (Steal)      |
| Magic                         | - 20    | Absorptions:      | - Iron Draft (Drop)   |
| Magic Defense                 | - 30    | - Blizzard        |                       |
| Gil Earned                    | - 0     | - Thunder         |                       |
| EXP. Earned                   | - 0     | - Poison          |                       |
|                               |         | - Wind/Aero       |                       |
|                               |         | - Water           |                       |
|                               |         | - Earth           |                       |
|                               |         | - Holy            |                       |
|                               |         | Type: Magic Beast |                       |

=====  
 Byblos has a very set in moveset.

On his first turn, he can use Web, a basic attack, or Magic Hammer. On the second turn, he'll use a basic attack, Wind Slash, or Confuse. As for his third turn, he'll use a basic attack, Magic Hammer, or Web. And on the fourth turn, he'll use Dischord, a basic attack, or Dischord.

Web induces Slow on a target. Magic Hammer halves the target's MP. Wind Slash is a high-power Wind/Aero-based attack. Byblos will, when below 800 HP, also counter attacks. Physicals may have him use Protect on himself; magic attacks may have him hit the caster with Toad; and other attacks can make him use a fairly powerful Drain spell.

You have a few ways to go about this. The use of the Gravity spell is very highly recommended, as it will lower his HP by 1,800, then 900, and 450 by the time it's not really worth it. Your Black/Red Mage should focus on using Fira, and your Summoner can use Ifrit. Mystic Knights can abuse the Fira Spellblade technique. Ninjas can toss Flame Scrolls at him as well.

=====  
 BOSS: Ramuh \ \*\*FF5A\_611\*\* \

|               |         |                |                         |
|---------------|---------|----------------|-------------------------|
| HP            | - 4,000 | Weaknesses:    | Treasures Awarded:      |
| Strength      | - 27    | - None         | - Hi-Potion (Steal)     |
| Defense       | - 20    |                | - Ramuh (Summon) (Drop) |
| Magic         | - 50    | Absorptions:   |                         |
| Magic Defense | - 5     | - Thunder      |                         |
| Gil Earned    | - 0     |                |                         |
| EXP. Earned   | - 0     | Type: Huamnoid |                         |

Ramuh has quite a few attacks. There is a basic attack, Flash (darkness to your party), Mini (inflicts the status), Osmose (absorbs MP from you), Thundara, Electrocute (weak Thunder-based spell), Lightning (subtracts HP equal to 1/4 the max; party-wide), and Rod (hits you with Sap and Aging).

Your Time Mage should be using Gravity at least thrice throughout the battle to bring Ramuh down below 500 HP quickly. During this time, you can use your other party members to deal some damage, so long as it is not Thunder-based. Releasing a Mini Dragon from a Beastmaster works EXTREMELY well, easily inflicting over 2,000 damage, which could end this fight in a mere two turns.

|                                 |         |              |                    |
|---------------------------------|---------|--------------|--------------------|
| BOSS: Sandworm \ **FF5A_612** \ |         |              |                    |
| HP                              | - 3,000 | Weaknesses:  | Treasures Awarded: |
| Strength                        | - 25    | - Water      | - None (Steal)     |
| Defense                         | - 0     |              | - None (Drop)      |
| Magic                           | - 1     | Absorptions: |                    |
| Magic Defense                   | - 10    | - None       |                    |
| Gil Earned                      | - 0     |              |                    |
| EXP. Earned                     | - 0     | Type: Desert |                    |

As you can see, there are three Holes on the field. The Sandworm will occupy one of them, leaving the other two empty until said Sandworm wants to switch. If you non-magically attack an empty Hole, the Sandworm will counterattack with Gravity.

Aside from that, the Sandworm can use a basic attack and Quicksand. The latter is Earth-based, deals low damage, but induces the Sap status.

Perhaps the best way to focus your offense would be with a Ninja, but only if he can throw Water Scrolls, and you have someone on-hand to cast Cura. Your Blue Mage could cast Aqua Breath for severe damage. More often than not, weakness exploitation will result in many Gravity spells, so keep someone always using party-wide Curas. If you choose not to use that idea, just treat it like any other enemy and trudge through the fight.

|                                  |         |                   |                       |
|----------------------------------|---------|-------------------|-----------------------|
| BOSS: Cray Claw \ **FF5A_613** \ |         |                   |                       |
| HP                               | - 2,000 | Weaknesses:       | Treasures Awarded:    |
| Strength                         | - 37    | - Thunder         | - Coral Sword (Steal) |
| Defense                          | - 25    |                   | - Frost Bow (Drop)    |
| Magic                            | - 1     | Absorptions:      |                       |
| Magic Defense                    | - 25    | - Water           |                       |
| Gil Earned                       | - 0     |                   |                       |
| EXP. Earned                      | - 0     | Type: Magic Beast |                       |

The Cray Claw has a basic attack, Slimer (which induces Sap), and Tailscrew, which is just a more powerful attack.

This battle is, at best, a nuisance. The massive weakness to Thunder is just too good to pass up. Using Thundara Spellblades, Thundara, Ramuh, Thunder Scrolls, Coral Swords... You name it, you'll pretty much got it. Not to mention that this thing can be hit with Poison, Slow, Stop, Sleep, Paralysis, Confusion... the list goes on and on.

---

BOSS: Adamantoise \ \*\*FF5A\_614\*\* \

---

|               |         |              |                       |
|---------------|---------|--------------|-----------------------|
| HP            | - 2,000 | Weaknesses:  | Treasures Awarded:    |
| Strength      | - 31    | - Blizzard   | - Iron Draft (Steal)  |
| Defense       | - 25    |              | - Turtle Shell (Drop) |
| Magic         | - 0     | Absorptions: |                       |
| Magic Defense | - 5     | - None       |                       |
| Gil Earned    | - 0     |              |                       |
| EXP. Earned   | - 0     | Type: None.  |                       |

---

The Adamantoise is no stronger than the Cray Claw, and only has a basic attack. And there are many ways to deal with this thing, despite the fact it always has Shell and Protect on it.

One exploit is the Blizzard weakness. Simple enough: use Shiva, Blizzara, Blizzara Spellblades, and such will do quite good enough. Blizzara is about the lower end of the scale, usually only managing 400 ~ 550.

Another idea would be to use Gravity once or twice in conjunction with some strong attacks to lower his HP much faster. You can also use Death Claw, a Blue Magic you may have, or Level 5 Death. Level 5 Death is the best way to deal with this, as it is not subject to the Adamantoise's 50% Magic Evasion.

Then there's a cheap way. Grind until you get a Monk with the !Guard ability, get a White Mage for curing, and just sit there and cure the Monk as needed. ^\_^

---

BOSS: Soul Cannon, Launcher, Launcher \ \*\*FF5A\_615\*\* \

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Soul Cannon Bestiary

---

|               |            |              |                      |
|---------------|------------|--------------|----------------------|
| HP            | - ? (20K+) | Weaknesses:  | Treasures Awarded:   |
| Strength      | - 7        | - Thunder    | - Ether (Steal)      |
| Defense       | - 5        |              | - Elixir (Steal)     |
| Magic         | - 1        | Absorptions: | - Dark Matter (Drop) |
| Magic Defense | - 10       | - None       |                      |
| Gil Earned    | - 100      |              |                      |
| EXP. Earned   | - 40       | Type: None.  |                      |

---

Launcher Bestiary

---

|               |            |              |                    |
|---------------|------------|--------------|--------------------|
| HP            | - ? (750+) | Weaknesses:  | Treasures Awarded: |
| Strength      | - 7        | - None       | - Ether (Steal)    |
| Defense       | - 0        |              | - Hi-Potion (Drop) |
| Magic         | - 1        | Absorptions: |                    |
| Magic Defense | - 10       | - None       |                    |

|                   |            |              |                    |
|-------------------|------------|--------------|--------------------|
| Gil Earned        | - 0        |              |                    |
| EXP. Earned       | - 0        | Type: None.  |                    |
| -----<            |            |              |                    |
| Launcher Bestiary |            |              |                    |
| -----<            |            |              |                    |
| HP                | - ? (750+) | Weaknesses:  | Treasures Awarded: |
| Strength          | - 7        | - None       | - Ether (Steal)    |
| Defense           | - 0        |              | - Hi-Potion (Drop) |
| Magic             | - 1        | Absorptions: |                    |
| Magic Defense     | - 10       | - None       |                    |
| Gil Earned        | - 0        |              |                    |
| EXP. Earned       | - 0        | Type: None.  |                    |

=====  
The Soul Cannon only uses Wave Cannon. After its charging up of around eight turns, it will fire and take off damage equal to each characters' max HP halved. You \*will\* need to heal between firings as such, or die trying.

As for the Launchers, they'll use Valiant Attack to halve your CURRENT HP and set in some Aging.

Okay, our main problem is the two Launchers. You can essentially take care of them with Level 5 Death from a Blue Mage. Another option is a multi-hit Thundara(s), Ramuh(s), Thundara Spellblades, Lightning Scrolls, whatever.

Notice how all my attacks above listed only Thunder-based moves for enemies not weak to Thunder. Well, be sure to use them, as they will also hit the Soul Cannon (or prepare you for such, as far as Spellblades go).

During the attacking time, try to Slow the Soul Cannon. This will help when you prepare to attack it, which is basically the same thing I said with the Launchers. Just be sure to heal your HP after each Wave Cannon, and heal as much Aging as possible from the Launchers -- a short time in that status takes away more than you may think...

|                                    |          |              |                        |
|------------------------------------|----------|--------------|------------------------|
| BOSS: Archaeoavis \ **FF5A_616** \ |          |              |                        |
| -----<                             |          |              |                        |
| HP                                 | - 8,900+ | Weaknesses:  | Treasures Awarded:     |
| Strength                           | - 39     | - Varies     | - None (Steal)         |
| Defense                            | - 30     |              | - Hero Cocktail (Drop) |
| Magic                              | - 1      | Absorptions: |                        |
| Magic Defense                      | - 6      | - Varies     |                        |
| Gil Earned                         | - 0      |              |                        |
| EXP. Earned                        | - 0      | Type: Varies |                        |

=====  
Quite the complicated beast, Archaeoavis can switch its elemental data. Depending on how much it has taken, certain things will happen. Note this: each form has a set amount of HP. Any amount over it will not carry over into any form. So a 9,999 HP hit will not kill him. Anyhow, the elemental data:

- ~~ The first form (1,600 HP) is weak to Wind and absorbs nothing.
- ~~ The second form (1,600 HP) is weak to nothing and absorbs Blizzard.
- ~~ The third form (1,600 HP) is weak to nothing and absorbs Fire.
- ~~ The fourth form (1,600 HP) is weak to nothing and absorbs Thunder.
- ~~ The final form (2,500 HP) is weak to nothing and absorbs nothing.

Each form also has set moves to use. It can always utilize a basic attack.

Each form will have these attacks in addition to that:

- ~~ The first form (1,600 HP) adds Sap and Breath Wing.
- ~~ The second form (1,600 HP) adds Frost and Wing Attack.
- ~~ The third form (1,600 HP) adds Tail and Blaze.
- ~~ The fourth form (1,600 HP) adds Lightning and Claw.
- ~~ The final form (2,500 HP) adds all of the previous attacks, plus Entangle, Maelstrom, and Tusk.

Breath Wing, Frost, Blaze, and Lightning are all attacks that subtract 25% of each characters' max HP from the current value. They just differ in element: Wind/Aero, Blizzard, Fire, and Thunder, respectively. Sap, Wing Attack, Tail, Claw, and Tusk will damage (except for Sap) and apply the statuses of Sap, Poison, Darkness, Paralyze, and Confusion, respectively. Maelstrom will reduce everyone's HP to one digit.

There is one cheap, VERY cheap, strategy to this, reliant on the fact that Archaeovis changes forms and yet will never counter, it dies instantly when one form is killed by a counterattack. As such, make your whole party Monks, all with White Magic, if possible. (The Counter is automatic.) From then on out, just let Archaeovis hit you, with you hitting back, to kill it after 1,600 HP. Just let your White Magic people do the healing. Hell, if you want this done quicker, Haste Archaeovis.

---

BOSS: Purobolos (x6) \ \*\*FF5A\_617\*\* \

|               |         |              |                     |
|---------------|---------|--------------|---------------------|
| HP            | - 1,500 | Weaknesses:  | Treasures Awarded:  |
| Strength      | - 45    | - None       | - Potion (Steal)    |
| Defense       | - 0     |              | - Eye Drops (Steal) |
| Magic         | - 10    | Absorptions: | - Potion (Drop)     |
| Magic Defense | - 0     | - None       |                     |
| Gil Earned    | - 0     |              |                     |
| EXP. Earned   | - 0     | Type: None.  |                     |

=====

A Purobolos can use a basic attack, Arise to fully heal a KO'ed ally, Cura as a counter for Summons, and Self-Destruct.

Ehh... I'll not go too much into this one, seeing as there is an easy way to deal with it. Just throw some Scrolls at them and you'll be fine ... so long as you bring a White Mage in case of Self-Destructs.

---

BOSS: Titan \ \*\*FF5A\_618\*\* \

|               |         |                |                         |
|---------------|---------|----------------|-------------------------|
| HP            | - 2,500 | Weaknesses:    | Treasures Awarded:      |
| Strength      | - 45    | - None         | - Potion (Steal)        |
| Defense       | - 10    |                | - Gaia Hammer (Steal)   |
| Magic         | - 10    | Absorptions:   | - Hi-Potion (Drop)      |
| Magic Defense | - 0     | - Earth        | - Titan (Summon) (Drop) |
| Gil Earned    | - 0     |                |                         |
| EXP. Earned   | - 0     | Type: Humanoid |                         |

=====

Titan is pretty basic. He uses a basic attack which may be critical, and Earth Shaker for fairly high Earth-based damage to all of your party.

There's no decent strategy for this fight. Fight and be fought. That's all it is. Just be sure to keep your HP above 500 or so because Earth Shaker

will hurt. Also try using magical attacks; they'll do somewhat more damage to the Titan. You can also use the Beastmaster's Release to deal severe damage with Mini Dragons and Sand Bears.

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BOSS: Manticore \ \*\*FF5A\_619\*\* \

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|               |         |                   |                       |
|---------------|---------|-------------------|-----------------------|
| HP            | - 3,300 | Weaknesses:       | Treasures Awarded:    |
| Strength      | - 40    | - None            | - Wind Spear (Steal)  |
| Defense       | - 10    |                   | - Dragon Fang (Steal) |
| Magic         | - 1     | Absorptions:      | - Phoenix Down (Drop) |
| Magic Defense | - 20    | - Blizzard        |                       |
| Gil Earned    | - 0     |                   |                       |
| EXP. Earned   | - 0     | Type: Magic Beast |                       |

---

The Manticore can use a basic (possibly critical) attack, Aqua Breath (Water damage to all), and Frost (takes away damage equal to 25% of each character's max HP).

Well, there are a few easy ways to deal with this. Using Stop and Gravity a few times will utterly cripple the poor thing; three Gravities brings it down to just over 400 HP. During that time, to eliminate the rest, you can use a bunch of strong physical attacks to end it.

---

BOSS: Abductor \ \*\*FF5A\_620\*\* \

---

|               |         |              |                     |
|---------------|---------|--------------|---------------------|
| HP            | - 1,500 | Weaknesses:  | Treasures Awarded:  |
| Strength      | - 40    | - None       | - Gaia Gear (Steal) |
| Defense       | - 0     |              | - Ether (Drop)      |
| Magic         | - 10    | Absorptions: |                     |
| Magic Defense | - 0     | - None       |                     |
| Gil Earned    | - 0     |              |                     |
| EXP. Earned   | - 0     | Type: None.  |                     |

---

The Abductor has a fairly basic moveset. It can use a potentially-critical basic attack and Hurricane. Hurricane, much like Death Claw and Maelstrom, will reduce your HP to a single digit.

For this reason, let the Abductor attack first, just in case it IS the Hurricane, and you can therefore heal. Afterwards, attack it like a normal enemy. You can use the Monk-with-Counter technique we've abused a few times before, use Slow or Stop, Darkness, etc. Gravity is fairly efficient here, since 750 (then 375) with one character is pretty good.

For the record, you CAN lose this fight. It will just take an Ether away from you, and the hopes of having a legitimately completed Bestiary.

---

BOSS: Gilgamesh \ \*\*FF5A\_621\*\* \

---

|               |            |              |                    |
|---------------|------------|--------------|--------------------|
| HP            | - ? (10K+) | Weaknesses:  | Treasures Awarded: |
| Strength      | - 40       | - None       | - None (Steal)     |
| Defense       | - 0        |              | - Elixir (Drop)    |
| Magic         | - 0        | Absorptions: |                    |
| Magic Defense | - 0        | - None       |                    |
| Gil Earned    | - 0        |              |                    |



```

| EXP. Earned   - 0           | Type: Humanoid |
|=====|
| Gilgamesh, for this battle, is little more than a coward. Effectively, he |
| has at least 10,000 HP, but will leave the battle after taking 1,500 HP |
| worth of damage. You will get an Elixir for managing, with just Galuf, in |
| the short amount of time given to you, eliminating all of his HP. |
| |
| Anyways, his attack repertoire is rather weak, consisting of just a basic |
| attack that only sometimes is critical. |
| |
| Whether you want the kill or for Gilgamesh to run away, you'll want to do |
| something painful. A procedure of self-Haste, Death Claw, and Attack will |
| do the kill, as will two Missiles and an Attack. As you can tell, the most |
| likely methods of defeat *will* require Blue Magic. |
| |
| If you lack the Blue Magic, there are many other ways to shave off 1,500 |
| HP. A single Gravity, Missile, or Death Claw work. A few casts of your |
| "-ra" magic work, as would several decently-powerful attacks. There are |
| many ways to work it out. |
|=====|

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| BOSS: Gilgamesh \ **FF5A_622** \
|=====|
| HP           - 6,500   | Weaknesses:      | Treasures Awarded: |
| Strength     - 49     | - None           | - Trident (Steal)  |
| Defense      - 14     |                  | - Hero Cocktail (Steal) |
| Magic        - 0      | Absorptions:    | - Wizard's Hat (Drop) |
| Magic Defense - 10    | - None          |                    |
| Gil Earned   - 0      |                  |                    |
| EXP. Earned  - 0      | Type: Humanoid  |                    |
|=====|
| Gilgamesh has a wider moveset this battle. There is a basic attack (may |
| be critical), Haste, Protect, Shell, Aera (Wind attack), Wind Slash, |
| Electrocute, Jump, and Goblin Punch. These are all attacks you know of. |
| |
| For the record, the Haste, Protect, and Shell spells are only used when |
| you knock away over 4,000 of Gilgamesh's HP. |
| |
| Your offensive strategy is fairly basic. Attack hard and a lot, healing |
| when needed. |
|=====|

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| BOSS: Tyrannosaur \ **FF5A_623** \
|=====|
| HP           - 5,000   | Weaknesses:      | Treasures Awarded: |
| Strength     - 45     | - Fire           | - Golden Shield (Steal) |
| Defense      - 20     | - Restoratives  | - Elixir (Drop)      |
| Magic        - 0      | Absorptions:    |                    |
| Magic Defense - 20    | - None          |                    |
| Gil Earned   - 0      |                  |                    |
| EXP. Earned  - 0      | Type: Dragon,   |                    |
|              | Undead         |                    |
|=====|

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```

| The Tyrannosaur has a fairly basic, albeit deadly, moveset. It has a basic |
| (possibly critical) attack, which it itself uses each turn. It will |
| counter non-magic attacks with the basic attack or ???, which will take |
| the monster's lost HP and subtract it from YOURS. Finally, if hit with a |
| Wind/Holy/Water/Earth attack, it counters with ??? or Poison Breath (the |

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former takes priority).

Considering that this thing is Undead, you have an easy time with this. Using a Phoenix Down sometimes one-hit kills it; Elixirs always do. You can also use Cura for some damage; Raise has a chance of working. Hi-Potions also do quite a bit of damage.

The alternate way would be to abuse weaknesses. A good strategy would include using Fira, Fira Spellblades, Ifrit, Gravity, Cura, Fire Scrolls, Flame Thrower, Death Claw, Missile... There are a lot of good things to use. Again, though, using Phoenix Downs or Elixirs can seriously finish it off easily. The latter is not usually OHKO; just more of a Death Claw deal (HP goes down to < 10).

| BOSS: Abductor \ **FF5A_624** \ |         |              |                        |
|---------------------------------|---------|--------------|------------------------|
| HP                              | - 2,500 | Weaknesses:  | Treasures Awarded:     |
| Strength                        | - 40    | - None       | - Hi-Potion (Steal)    |
| Defense                         | - 0     |              | - Power Armlet (Steal) |
| Magic                           | - 0     | Absorptions: | - Potion (Drop)        |
| Magic Defense                   | - 0     | - None       |                        |
| Gil Earned                      | - 0     |              |                        |
| EXP. Earned                     | - 0     | Type: None.  |                        |

The Abductor has a fairly basic moveset. It can use a potentially-critical basic attack and Hurricane. Hurricane, much like Death Claw and Maelstrom, will reduce your HP to a single digit. He can also use Vampire (Drain).

For this reason, let the Abductor attack first, just in case it IS the Hurricane, and you can therefore heal. Afterwards, attack it like a normal enemy. You can use the Monk-with-Counter technique we've abused a few times before, use Slow or Stop, Darkness, etc. Gravity is fairly efficient here, since 1,250 (then 625) with one character is pretty good.

| BOSS: Dragon Pod, Dragon Flowers \ **FF5A_625** \ |          |                |                       |
|---------------------------------------------------|----------|----------------|-----------------------|
| Dragon Pod Bestiary                               |          |                |                       |
| >-----+-----+-----<                               |          |                |                       |
| HP                                                | - 12,000 | Weaknesses:    | Treasures Awarded:    |
| Strength                                          | - 40     | - None         | - None (Steal)        |
| Defense                                           | - 0      |                | - Elixir (Drop)       |
| Magic                                             | - 50     | Absorptions:   |                       |
| Magic Defense                                     | - 40     | - None         |                       |
| Gil Earned                                        | - 0      |                |                       |
| EXP. Earned                                       | - 0      | Type: Humanoid |                       |
| >-----+-----+-----<                               |          |                |                       |
| Dragon Flowers' Bestiary                          |          |                |                       |
| >-----+-----+-----<                               |          |                |                       |
| HP                                                | - 100    | Weaknesses:    | Treasures Awarded:    |
| Strength                                          | - 5      | - None         | - None (Steal)        |
| Defense                                           | - 0      |                | - Phoenix Down (Drop) |
| Magic                                             | - 50     | Absorptions:   |                       |
| Magic Defense                                     | - 50     | - None         |                       |
| Gil Earned                                        | - 0      |                |                       |
| EXP. Earned                                       | - 0      | Type: None     |                       |

The Dragon Pod doesn't do anything but summon more and more Dragon Flowers to fight you. Said Dragon Flowers can use a Powder move that damages you and provides one status to the target: Confuse, Old, Darkness, Paralysis, or Poison.

Luckily, the Dragon Flowers have low HP and Defense, so a party-wide physical move, such as Kick. So, yes, if you have someone with that move, Haste them and keep them bruising that foot.

In the meantime, you can use Gravity on the Dragon Pod more than a few times to inflict severe damage -- three uses will bring it down to 1,500 HP. Missile, a Blue Magic you might have, can take it down to 750 in two uses. Death Claw, another Blue Magic, can bring it down to less than TEN. Eventually, just the Kicks will do all of the work. Heh.

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BOSS: Gilgamesh, Enkidu \ \*\*FF5A\_626\*\* \

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Gilgamesh Bestiary

|                     |         |                |                        |
|---------------------|---------|----------------|------------------------|
| >-----+-----+-----< |         |                |                        |
| HP                  | - 8,888 | Weaknesses:    | Treasures Awarded:     |
| Strength            | - 50    | - None         | - Genji Gloves (Steal) |
| Defense             | - 10    |                | - Golden Shield (Drop) |
| Magic               | - 50    | Absorptions:   |                        |
| Magic Defense       | - 10    | - None         |                        |
| Gil Earned          | - 0     |                |                        |
| EXP. Earned         | - 0     | Type: Humanoid |                        |
| >-----+-----+-----< |         |                |                        |

Enkidu Bestiary

|                     |         |                |                       |
|---------------------|---------|----------------|-----------------------|
| >-----+-----+-----< |         |                |                       |
| HP                  | - 4,000 | Weaknesses:    | Treasures Awarded:    |
| Strength            | - 50    | - None         | - Green Beret (Steal) |
| Defense             | - 0     |                | - None (Drop)         |
| Magic               | - 40    | Absorptions:   |                       |
| Magic Defense       | - 0     | - None         |                       |
| Gil Earned          | - 0     |                |                       |
| EXP. Earned         | - 0     | Type: Humanoid |                       |
| >-----+-----+-----< |         |                |                       |

=====  
Gilgamesh can use a basic attack, which may be critical, as well as Death Claw (turns HP to less than 10) and Missile (75% HP removal).

His partner, Enkidu, will appear when Gilgamesh hits 6,000 or less HP. He can use a basic (possibly critical) attack, White Wind (healing move), Dischord, Wind Slash, Web (Slow), Aera, and Missile.

A Slowing of them when possible is a good idea, as is self-Hasting. Another good idea would be to Control Enkidu and have him Hurricane himself, SEVERELY weakening him to less than 10 HP. Take him out from there. You can pretty much pound on Gilgamesh however you want.

You can also the fight earlier by Releasing Aquathorns, using Mix to get a Death Potion, having the random kill from Killer Bows and Death Sickles, or the Blue Magic spell Dark Spark followed by another Blue Magic known as Level 5 Death.

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BOSS: Atomos \ \*\*FF5A\_627\*\* \

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|               |          |              |                      |
|---------------|----------|--------------|----------------------|
| HP            | - 19,997 | Weaknesses:  | Treasures Awarded:   |
| Strength      | - 10     | - None       | - Ether (Steal)      |
| Defense       | - 14     |              | - Flail (Steal)      |
| Magic         | - 80     | Absorptions: | - Dark Matter (Drop) |
| Magic Defense | - 20     | - None       |                      |
| Gil Earned    | - 0      |              |                      |
| EXP. Earned   | - 0      | Type: None.  |                      |

Oh, what a fun battle. </sarcasm> Anyways, Atomos is always Hasted and can use Old (the status), Comet, Gravity, Wormhole (remove from field), Slowga, and Graviga.

First things first. This guy will attack long and hard, so you really want to consider using Sleep or its Spellblade equivalent; the latter is best, as it guarantees a hit and doesn't go away until changed. Just do what you can to keep him snoozing throughout the battle or you'll feel a nice bit of pain pretty quickly (and your wall will feel a game system).

|                                   |         |               |                        |
|-----------------------------------|---------|---------------|------------------------|
| BOSS: Catoblepas \ **FF5A_628** \ |         |               |                        |
| HP                                | - 5,000 | Weaknesses:   | Treasures Awarded:     |
| Strength                          | - 55    | - None        | - Phoenix Down (Steal) |
| Defense                           | - 20    |               | - Catoblepas (Drop)    |
| Magic                             | - 50    | Absorptions:  |                        |
| Magic Defense                     | - 10    | - None        |                        |
| Gil Earned                        | - 0     |               |                        |
| EXP. Earned                       | - 0     | Type: Dragon, |                        |
|                                   |         | Magic Beast   |                        |

Eh, rather too simple for my tastes. Anyways, Catoblepas can use a basic attack, Drain, Rush (damage and may Paralyze), and Evil Eye. Evil Eye is a counter to any attack that petrifies the target.

There are a few ways to go about this. By far my favorite involves using Poison to ... well, Poison him. Over the course of sixteen turns, he'll slowly die until that final turn. All the while, you will be attacked, but with Cura/Curaga on someone, and EVERYONE being able to use items, you are quite fine.

|                               |  |  |  |
|-------------------------------|--|--|--|
| BOSS: ? (x4) \ **FF5A_629** \ |  |  |  |
|-------------------------------|--|--|--|

|                      |         |              |                    |
|----------------------|---------|--------------|--------------------|
| Top Enemy's Bestiary |         |              |                    |
| >-----+-----+-----<  |         |              |                    |
| HP                   | - 7,777 | Weaknesses:  | Treasures Awarded: |
| Strength             | - 40    | - None       | - Elixir (Steal)   |
| Defense              | - 10    |              | - Ash (Drop)       |
| Magic                | - 15    | Absorptions: |                    |
| Magic Defense        | - 20    | - Fire       |                    |
| Gil Earned           | - 0     |              |                    |
| EXP. Earned          | - 0     | Type: None   |                    |
| >-----+-----+-----<  |         |              |                    |

|                       |         |             |                    |
|-----------------------|---------|-------------|--------------------|
| Left Enemy's Bestiary |         |             |                    |
| >-----+-----+-----<   |         |             |                    |
| HP                    | - 7,777 | Weaknesses: | Treasures Awarded: |
| Strength              | - 40    | - None      | - Elixir (Steal)   |
| Defense               | - 10    |             | - Ash (Drop)       |

|               |      |              |  |
|---------------|------|--------------|--|
| Magic         | - 15 | Absorptions: |  |
| Magic Defense | - 20 | - Wind/Aero  |  |
| Gil Earned    | - 0  |              |  |
| EXP. Earned   | - 0  | Type: None   |  |

>-----+-----+-----<

Right Enemy's Bestiary

>-----+-----+-----<

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 7,777 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 40    | - None       | - Elixir (Steal)   |
| Defense       | - 10    |              | - Ash (Drop)       |
| Magic         | - 15    | Absorptions: |                    |
| Magic Defense | - 20    | - Water      |                    |
| Gil Earned    | - 0     |              |                    |
| EXP. Earned   | - 0     | Type: None   |                    |

>-----+-----+-----<

Bottom Enemy's Bestiary

>-----+-----+-----<

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 7,777 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 40    | - None       | - Elixir (Steal)   |
| Defense       | - 10    |              | - Ash (Drop)       |
| Magic         | - 15    | Absorptions: |                    |
| Magic Defense | - 20    | - Earth      |                    |
| Gil Earned    | - 0     |              |                    |
| EXP. Earned   | - 0     | Type: None   |                    |

Each of these enemies can use a basic, possibly critical, attack. Once they get below 3,000 HP, they'll get another attack. The top enemy gets Firaga; the left one gets Aeroga; the right one gets Aqua Breath; and the bottom one gets Earth Shaker.

I'll also note that these enemies are all immune to Holy, Thunder, Blizzard, Poison attacks.

Use of the Graviga spell can be quite critical here, as can Gravity and Missile. (Death Claw doesn't hit all too well, here.) You should also use Slowga on the enemies and Hastega on your team.

For ease, you'll need to put Graviga just once on each enemy (Gravity will need three). From there, you'll have less than 1,000 HP to contend with. Use of Summons and multi-target spells may be tough, so try to focus more on physical attacks and non-elemental spells, such as Comet, or use just single-target "-gas" -- Firaga will be the only one of them to hit any of them for damage, by the way.

Obviously, your Time Mage is going to get one heck of a workout (or his other-job equivalent). Keep his MP up and keep someone ready to cast a Curaga at any time. I'd prefer Curaga rather than put Reflect on everyone, as Curaga is more efficient.

BOSS: Gil Turtle \ \*\*FF5A\_630\*\* \

|               |          |              |                     |
|---------------|----------|--------------|---------------------|
| HP            | - 32,768 | Weaknesses:  | Treasures Awarded:  |
| Strength      | - 115    | - Blizzard   | - Hi-Potion (Steal) |
| Defense       | - 40     |              | - Potion (Steal)    |
| Magic         | - 90     | Absorptions: | - None (Drop)       |
| Magic Defense | - 55     | - Fire       |                     |
| Gil Earned    | - 5,000  | - Thunder    |                     |
| EXP. Earned   | - 0      | - Earth      |                     |

|              |
|--------------|
| - Water      |
| - Wind/Aero  |
| - Poison     |
| Type: Undead |

Quickly note the fact that the Gil Turtle is immune to Holy.

Anyways, the Gil Turtle actually has a fairly small, but effective, moveset. There is a basic attack. Then there is Earthquake, a party-wide Earth-based move that can be avoided only if you're floating. Finally, the Gil Turtle can use the Turtle attack, which damages and inflicts Poison, Confusion, and Darkness on whosoever it hits. Turtle is a counterattack for any kind of attack.

Before the battle, equipping Main Gauches and Elven Mantles is a must to boost physical Evasion -- there are two Main Gauches and three Elven Mantles you should have. You may as well use Freelancers for this fight, too, for the wider ability/equipment spectrum. Usage of the Blink White Magic spell and the Ninja's Image ability also help to dodge two attacks. Be sure to have one person capable of high-level Time Magic, another for high-level White Magic (mainly Curaga and Raise), and another able to cast Blizzaga. Being able to let a fourth person use Shiva is good, too, as would be someone with Blizzaga Spellblade abilities! Also be sure to get a good stock of Ethers, Hi-Potions, and Phoenix Downs, too.

Begin by starting the brawl with Hastega. Now, try to keep it at just one person attacking at a time. For example, Bartz is my Spellblade guy (with Two-Handed) and Lenna is usually my Blizzaga person. Use Bartz only for the offense for now. Remember that, because with the fact that the Gil Turtle is powerful, counters everything, and gets his own turn, there will be little time for healing. The only way to stop that is keeping the counterattacks to a minimum.

Of course, if your first attacker dies, while you revive him, have your second person attack, and so on. Anyways, that is the basis of your strategy. While one person attacks, keep the other two supporting him, and a White Magic caster supporting the party as a whole with Protect and Blink, and Image if possible. You eventually will overpower that beast; it just might take a while.

BOSS: Carbuncle \ \*\*FF5A\_631\*\* \

|               |          |                   |                         |
|---------------|----------|-------------------|-------------------------|
| HP            | - 15,000 | Weaknesses:       | Treasures Awarded:      |
| Strength      | - 50     | - None            | - Goliath Tonic (Steal) |
| Defense       | - 50     |                   | - Reflect Ring (Steal)  |
| Magic         | - 50     | Absorptions:      | - Turtle Shell (Drop)   |
| Magic Defense | - 50     | - None            |                         |
| Gil Earned    | - 0      |                   |                         |
| EXP. Earned   | - 0      | Type: Magic Beast |                         |

Carbuncle can use a lot of attacks. He can use a basic (maybe critical) attack, Fira, Blizzara, Thundara, Bio, Cura, Stop, Confuse, Break, Banish, and Death. (Banish removes you from the battlefield for the remainder of the battle, and is therefore worse than Death.) Bio, Stop, and Confuse only start below 10,000 HP; Break, Banish, and Death start below 3,000 HP.

Next, Carbuncle is mostly under the Reflect status. After using his three

"-ra" Black Magics, he'll "transform" into a more curative monster where he loses the ability to Float (he is otherwise), is weak to all elements, becomes vulnerable to more statuses, and loses Reflect. He will also be vulnerable to Gravity/Death-based spells. Hint hint.

So, I'm sure you can guess where this strategy is going. Let Carbuncle get two attacks in. Heal there if you need to, then wait for the Cura to go and fire. (During this time, if at all possible, charge up the Break Spellblade.) After the Cura, if you hit him with Break (spell or Spellblade), you will END THE BATTLE. If you use Graviga, you'll put him down to 1,625 HP, enough for physical attacks to reach and END THE BATTLE. If you use Death Claw, you'll lower him past 10 HP, letting a single attack END THE BATTLE.

Remember, though, the only opening for the above strategies is after the Cura spell before the next offensive spell. If you don't get the original attack (Break, Graviga, Death Claw) in, you'll have to wait until the next Cura casting. Heal until then.

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|                 |          |                |                        |
|-----------------|----------|----------------|------------------------|
| BOSS: Gilgamesh | \        | **FF5A_632**   | \                      |
| HP              | - 55,000 | Weaknesses:    | Treasures Awarded:     |
| Strength        | - 60     | - None         | - Gauntlets (Steal**)  |
| Defense         | - 10     |                | - Genji Helm* (Steal)  |
| Magic           | - 1      | Absorptions:   | - Hi-Potion*** (Steal) |
| Magic Defense   | - 15     | - None         | - Excalipoor (Drop)    |
| Gil Earned      | - 0      |                | * - Only when morphed. |
| EXP. Earned     | - 0      | Type: Humanoid | ** - None post-morph.  |
|                 |          |                | *** - Pre-morph only.  |

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Gilgamesh has another variety of attacks. He can use a basic (sometimes critical) attack, Dischord, Flash, Hurricane, Pond's Chorus, Time Slip, Lilliputian Lyric, Rocket Punch, and Dancehall Daze. We'll just simplify the attack data by saying most of those you're not familiar with inflict statuses.

Begin your offensive with a Hastega. Afterwards, begin to batter the living crap out of him, healing during the process. Your healing with a Spellblade user can be lessened by using a Drain Spellblade or an elemental Spellblade used on the self to absorb it.

After taking around 13,000 points of damage, Gilgamesh will begin to talk. He'll pretty much take each turn of his to speak, so continue to batter him; just try not to go over 54,000 damage. But why...?

About halfway through the speech, he'll morph into an eight-armed warrior. (No, I am NOT giving you a death sentence.) He tries to use his sword, the Excalibur he says, but it truly is the Excalipoor. Before doing anything, STEAL THAT GENJI HELM. Then continue with your batter-and-heal strategy.

~~~~~  
The battle ends with Exdeath Banishing his ally, Gilgamesh. O_o

BOSS: Exdeath	\	**FF5A_633**	\
HP	- 32,768	Weaknesses:	Treasures Awarded:
Strength	- 58	- Holy	- Elixir (Steal)

Defense	- 25			- Judgment Staff (Steal)
Magic	- 0	Absorptions:		- None (Drop)
Magic Defense	- 25	- None		
Gil Earned	- 0			
EXP. Earned	- 0	Type: None		

So many attacks... There is the basic attack, Zombie Breath (damage and Zombie to all), Hurricane, Earth Shaker, Blaze, Bio, Firaga, Blizzaga, Thundaga, Dispel, Gravity, Meteor, Level 3 Flare, Haste, Reverse Polarity, 100 Gs (removes Float), and Vacuum Wave (damage and Sap).

Early on is when the greatest variety of attacks occur. Exdeath will go to just physicals, Vacuum Wave, and the Black "-aga" spells below 16,000 HP. However, he'll also use two attacks in a row, most turns.

Once he goes below 7,000 HP, he'll go back to one move per turn. His move repertoire is unchanged except for the addition of Meteor, a highly powerful Time Magic attack that randomly hits the party while ignoring Reflect statuses.

Anyone with the Spellblade techniques should have their weapon(s) casted with Drain on them; your HP restorers will have less to worry about by doing this. Also be sure to use Hastega on your party. Have someone put Carbuncle on the field, so you need to more or less focus on item-based restoration. Remember, though, Hastega BEFORE Carbuncle.

Whosoever has Black Magic should be using the "-aga" spells to deal a nice bit of damage, aided by Exdeath's foolish castings of his own "-aga" magic spells. If possible, when you have the party-wide Reflect, cast your spells onto your whole party, so the spells will accumulate and become more powerful.

Once that party-wide Reflect is set, have someone put Reflect on Exdeath. (Remember, from here on out, you MUST bounce spells off of your Reflect to damage him.) Afterwards, use Slow (or Slowga, for better accuracy) on your party member(s) to bounce it onto Exdeath. He should be slowed.

Other than that, you've got a basic strategy. Attack when possible, and heal when needed. Blah, blah, blah.

Another strategy simply regards Catching four Yellow Dragons with four Beastmasters (not hard with Kornago Gourd) and releasing them. Each will do precisely 8,192 damage. Multiply that by four and you'll kill Exdeath.

BOSS: Antlion	\	**FF5A_634**	\	
HP	- 8,100	Weaknesses:		Treasures Awarded:
Strength	- 48	- Water		- Hi-Potion (Steal)
Defense	- 20			- Cottage (Drop)
Magic	- 0	Absorptions:		
Magic Defense	- 20	- None		
Gil Earned	- 3,000			
EXP. Earned	- 0	Type: None		

The Antlion has a small repertoire of moves. They consist of a basic (sometimes critical) attack, Digestive Acid, and Dischord. It can also use Flee when it dies to get rid of your Cottage...

You'll want to begin by using Hastega, then Slow, then Berserk to really cripple your opponent. Then, if possible, have someone utilize the Sleep Spellblade to continually put Sleep on the Antlion with each and every attack.

The end result is a sped-up party versus an Antlion that is slow, only can use a basic attack, and is asleep half the time! Attack relentlessly and heal when you need to. Throwing Water Scrolls is a nice idea for offense.

BOSS: Melusine \ **FF5A_635** \

First Form Bestiary

HP	- 20,000	Weaknesses:	Treasures Awarded:
Strength	- 49	- Fire	- Leather Armor (Steal)
Defense	- 90		- Maiden's Kiss (Drop)
Magic	- 5	Absorptions:	
Magic Defense	- 0	- Blizzard	
Gil Earned	- 0	- Thunder	
EXP. Earned	- 0	Type: None	

Second Form Bestiary

HP	- 20,000	Weaknesses:	Treasures Awarded:
Strength	- 49	- Blizzard	- Leather Cap (Steal)
Defense	- 90		- Maiden's Kiss (Drop)
Magic	- 5	Absorptions:	
Magic Defense	- 0	- Fire	
Gil Earned	- 0	- Thunder	
EXP. Earned	- 0	Type: None	

Third Form Bestiary

HP	- 20,000	Weaknesses:	Treasures Awarded:
Strength	- 49	- Thunder	- Leather Shoes (Steal)
Defense	- 90		- Maiden's Kiss (Drop)
Magic	- 5	Absorptions:	
Magic Defense	- 0	- Fire	
Gil Earned	- 0	- Blizzard	
EXP. Earned	- 0	Type: None	

Fourth Form Bestiary

HP	- 20,000	Weaknesses:	Treasures Awarded:
Strength	- 65	- None	- Leather Shield (Steal)
Defense	- 0		- Maiden's Kiss (Drop)
Magic	- 0	Absorptions:	
Magic Defense	- 90	- Blizzard	
Gil Earned	- 0	- Thunder	
EXP. Earned	- 0	- Fire	
		Type: None	

Melusine can use a basic, possibly critical, attack, Firaga, Thundaga, Blizzaga, Barrier Change (changes form), and Entice.

There is a very viable strategy, but it requires speed on your part. This can only take place during her first, Fire-weak form. Quickly start up a Firaga Spellblade, Firaga spells, and Ifrit offensive, while having some party member (not the Spellblade person) use Hastega. If you're quick and strong enough, you'll be able to get her before she changes forms, or at least take down a lot of HP.

If she changes form, you'll probably want to use Libra or Scan to see her elemental weakness, as the form change is random. If she has an elemental weakness, abuse it. Blizzard weaknesses can be dealt with Blizzaga, its Spellblade, and Shiva; Thunder weaknesses are best dealt with via Thundaga, its Spellblade equivalent, and Ramuh. If there are no such weaknesses, her Defense is 0, and her Magic Defense is 90, so sticking with physical attacks is best.

If you lack spellcasters for the "-aga" spells and elemental Summons, you will have a harder time. If possible, use Hastega and Slow on the obvious targets, and have a Sleep Spellblade ready. Each hit will put Melusine to sleep, making her inactive until hit again, soon after which you'll hit with another Sleep Spellblade. Carbuncle will be highly recommended, if it is possible, when your party is more physical-oriented.

Remember, your elemental weakness/absorption stuff will swap between Fire, Blizzard, and Thunder. If she is weak to one, she absorbs the other two. If she lacks weaknesses, she absorbs all three. Additionally, she is immune to Water, Wind/Aero, Poison, Earth, Holy, and spells such as Gravity and Missile.

BOSS: Stingray	\	**FF5A_636**	\
HP	- 30,000	Weaknesses:	Treasures Awarded:
Strength	- 66	- None	- Rune Blade (Steal)
Defense	- 60		- Dark Matter (Steal)
Magic	- 70	Absorptions:	- Dragon Whisker (Drop)
Magic Defense	- 20	- Water	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

The Stingray is capable of using a basic attack, Fin (damage and Poison), and Tidal Wave (Water damage to all).

Okay, to deal with this thing for the kill, there is one simple strategy we've used before because of the lack of abusable weaknesses. Use the Poison Spellblade to Poison the beast. Simple enough. Cast Hastega to help yourself heal by speeding up the chance when you can use Curaga. Using a few Protects over the sixteen turns also will help greatly.

Aside from the Dragon's Whisker, there is one more reason to come here... You'll first need to Control the Stingray and use the Mighty Guard spell. The spell can be learned by your Blue Mage and puts Protect, Shell, and Float on the whole party!!

That's about it. Keep your HP up while the Stingray dies from Poisoning, and be sure to Learn Mighty Guard. Since you may have some turns left, why not try to Steal/Mug the Rune Blade and Dark Matter?

BOSS: Odin \ **FF5A_637** \			
HP	- 17,000	Weaknesses:	Treasures Awarded:
Strength	- 60	- None	- Protect Ring (Steal)
Defense	- 20		- Flame Shield (Drop)
Magic	- 70	Absorptions:	
Magic Defense	- 50	- Holy	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Humanoid	

Odin actually has a small set of moves. There is a basic (maybe critical) attack, then the hit-all, powerful Zantetsuken move.

Okay, when you think about it after looking at his Bestiary entry, this battle is FAR simpler than you may imagine, considering Odin is the king of the Norse gods, after all. He is vulnerable to Break. Spellblades with statuses always inflict that status. Therefore, use the Break Spellblade.

Seriously, that is all it will take. Unless he kills your Spellblader each and every turn (in which case, you just suck or have bad luck), you'll easily finish this in less than a minute. For the record, Odin will give you an instant game over if you take too long to finish him. I'm not too sure what that time limit is, though.

As a bit of an aide, you can also try using Hastega and such. If you really want that rare Protect Ring, you'll probably want to save before the fight to learn the time limit, then retry with the above strategy in place and everyone Stealing until the time is almost up.

BOSS: Wendigo \ **FF5A_638** \			
HP	- 20,000	Weaknesses:	Treasures Awarded:
Strength	- 65	- None	- Dark Matter (Steal)
Defense	- 10		- None (Drop)
Magic	- 10	Absorptions:	
Magic Defense	- 20	- Water	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

The Wendigo can use a basic (maybe critical) attack, Mind Blast (Sap and Paralysis), Frost, and the ever-deadly Hurricane.

There's not really a bunch I can say about this battle. There are four bodies, although only one is real and worth damaging. You can't really hit them all at once, or you'll get hit with three Frosts rather quickly. The use of Carbuncle to Reflect some spells at your opponent may be useful.

There is one potential strategy, though. Put Sleep on the whole enemy team before dealing any damage, then attack the enemies with multi-targeted "-aga" spells. That's the only decent strategy I can think of...

BOSS: Minotaur \ **FF5A_639** \			
HP	- 19,850	Weaknesses:	Treasures Awarded:
Strength	- 99	- None	- Fuma Shuriken (Steal)
Defense	- 0		- Leather Shoes (Steal)

Magic	- 0	Absorptions:	- None (Drop)
Magic Defense	- 0	- Water	
Gil Earned	- 0	- Holy	
EXP. Earned	- 0	- Earth	
		- Poison	
		Type: Humanoid	

For the majority of the battle, all you'll see are physical attacks that are occasionally critical. Upon death, the Minotaur will hit you with the Holy spell ... but not have MP! =P

Not much to truly say about it. The Monks-with-Guard strategy is pretty much foolproof, and the Guard ability should have been learned long ago. You can even grind for about 15 minutes out of the boss to just learn it if need be.

BOSS: Omniscient \ **FF5A_640** \			
HP	- 16,999	Weaknesses:	Treasures Awarded:
Strength	- 100	- Wind/Aero	- Potion (Steal)
Defense	- 0		- Kornago Gourd (Steal)
Magic	- 20	Absorptions:	- None (Drop)
Magic Defense	- 8	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

This boss relies a LOT on spells. He can use Cure/Cura, Fire/Fira/Firaga, Blizzard/Blizzara/Blizzaga, Thunder/Thundara/Thundaga, Poison, Bio, Mini, Silence, Confuse, Libra, Regen, Slow, Stop, Haste, Float, Gravity, Return, Graviga, Toad, Drain, and Reflect. *phew!* Flare will be the move he uses upon death, and it will be fired this time.

And Return will restart the battle EACH AND EVERY TIME you use any non-magic attack, except Steal and maybe a few others.

First things first -- Carbuncle is the absolute must. In doing so, you will have severely crippled your opponent's offense. If possible, utilize Hastega beforehand. After this little bit, you're pretty much done. Use your best spells, especially Syladra if you have her.

BOSS: Famed Mimic Gogo \ **FF5A_641** \			
HP	- 47,714	Weaknesses:	Treasures Awarded:
Strength	- 120	- None	- Leather Armor (Steal)
Defense	- 30		- Gold Hairpin (Steal)
Magic	- 25	Absorptions:	- Tiger Mask (Drop)
Magic Defense	- 20	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Humanoid	

This strategy details the easier strategy.

Simply let your GBA/DS/GameBoy Player sit there for about two minutes and do absolutely nothing whatsoever. This is because Gogo, for "normal" players, will only counter in response to your moves. But you'll basically

win by doing nothing.

If you want the method for "truly" beating Gogo, you'll need to return here far later on, with better equipment and abilities. Such is detailed in the obviously-named section of the walkthrough.

BOSS: Triton, Nereid, Phobos \ **FF5A_642** \

Triton Bestiary

>-----+-----+-----<			
HP	- 13,333	Weaknesses:	Treasures Awarded:
Strength	- 55	- Blizzard	- Elixir (Steal)
Defense	- 0		- Gold Needle (Steal)
Magic	- 20	Absorptions:	- Iron Draft (Drop)
Magic Defense	- 25	- Fire	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Undead	

Nereid Bestiary

>-----+-----+-----<			
HP	- 13,333	Weaknesses:	Treasures Awarded:
Strength	- 54	- Fire	- Elixir (Steal)
Defense	- 0		- Gold Needle (Steal)
Magic	- 20	Absorptions:	- Power Drink (Drop)
Magic Defense	- 25	- Blizzard	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Undead	

Phobos Bestiary

>-----+-----+-----<			
HP	- 13,333	Weaknesses:	Treasures Awarded:
Strength	- 55	- Earth	- Elixir (Steal)
Defense	- 0		- Gold Needle (Steal)
Magic	- 20	Absorptions:	- Goliath Tonic (Drop)
Magic Defense	- 25	- Poison	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Undead	

Okay, despite the needlessness, I'll describe their attack repertoires.

Triton can use a basic (sometimes critical) attack, Blizzaga, Frost, Ice Storm, and Delta Attack. Delta Attack only takes place when someone dies and the others are not dealt with quickly enough to prevent a revival. The attack itself ... eh, let's just say you don't want to be hit with it.

Nereid can use a basic (sometimes critical) attack, Firaga, Flame Thrower, and Delta Attack.

Phobos can use a basic (sometimes critical) attack, Bio, Rainbow Wind, and Delta Attack.

There are a few ways to win this fight with reasonable ease. One involves the use of Hastega on your party, then some Break Spellblades. You can use Stop or Sleep to aid you in this time interval.

Another strategy involves using either the Samurai ability Iainuki or the Odin Summon, though Odin doesn't always do the job by sometimes using the Gungnir move.

Yet another is pretty basic. Poison the whole enemy party in the course of one turn, then wait out the sixteen turns until they die. You may want to put Carbuncle on your team to reflect the spells, and be ready to heal a little. You can do a similar thing with Regen, though it'll take longer.

Guess what? A fourth, very obvious, strategy. Use Graviga on each of them no less than twice (or once, for the over-leveled), then proceed to hit them all at once with Curaga. Okay, I think that's ENOUGH strategies.

BOSS: Leviathan \ **FF5A_643** \

HP	- 40,000	Weaknesses:	Treasures Awarded:
Strength	- 85	- Thunder	- Elixir (Steal)
Defense	- 25		- Reflect Ring (Drop)
Magic	- 1	Absorptions:	
Magic Defense	- 15	- Water	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Dragon	

=====

Leviathan has a nice set of moves. There is a basic attack, Tail (which will set Sap), Entangle (for Paralysis), Aqua Breath, and Tidal Wave. The latter two deal damage to all, with Tidal Wave being elemental (Water).

Seeing as Tidal Wave can easily inflict 1,500+ damage in one turn (due to Leviathan sometimes using it twice), putting Shell on everyone is VERY critical, unless they all have Coral Rings. Otherwise, immediately start with Hastega, then go into using Shell or Mighty Guard, preferably the latter.

Then we STILL have a problem. Leviathan often counters magic with Tidal Waves, and sometimes just anything with Entangle. So, in essence, we're going to have to keep magic out of the fight. Entangle will just be unavoidable.

Perhaps the best way to fix this whole problem is to use Thundaga Spellblades, which won't trigger the Tidal Wave counterattack. You can also use Carbuncle to put Reflect on everyone, then hit your party with a Thundaga. In my experience, this didn't trigger the Tidal Wave counter, though I don't see why it wouldn't. Be sure to have someone on healing duty, whatever you do -- two Tidal Waves can overwhelm you pretty fast.

BOSS: Bahamut \ **FF5A_644** \

HP	- 40,000	Weaknesses:	Treasures Awarded:
Strength	- 69	- None	- Dragon Fang (Steal)
Defense	- 10		- Dragon Fang (Drop)
Magic	- 20	Absorptions:	
Magic Defense	- 20	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

=====

What moves Bahamut can use are actually determined by HP. A basic attack (which may be critical) can be used anytime.

Below 35,000 HP: Uses Atomic Rays and Frost.

Below 30,000 HP: Uses Blaze and Earth Shaker.
 Below 25,000 HP: Uses Aqua Breath and Lightning.
 Below 20,000 HP: Uses Ice Storm and Maelstrom.
 Below 15,000 HP: Uses Poison Breath and Zombie Breath.
 Below 10,000 HP: Uses only Mega Flares.

A must for the start of the battle would be Hastega and Mighty Guard (or, in the absence of the latter, Protect and Shell). Afterwards, you can use Carbuncle to largely protect you from his attacks, though Carbuncle is for just Mega Flare. If you keep track of his HP, wait until it falls around 11,000 before using Carbuncle. Then again, Carbuncle will help with magic casting on the offense. Your choice.

After you've got your defenses up, it's pretty much a brawl from there on out. You'll want to really keep your HP up, so the waiting with Carbuncle by keeping track of HP is more beneficial as far as using Curaga goes. If you opted for the Reflect anyways, you can cast an "-aga" Black Spell on the entire team for higher damage. Anyone with Spellblade *must* use the Flare Spellblade.

That's pretty much it. If you're keeping track of Bahamut's HP and waiting until a certain moment to use Carbuncle, opt for when he lands in the 11,000's or 12,000's. From when he hits less than 10,000 HP, he'll start using the REFLECTABLE Mega Flare. If you Reflect it, it often does 9,999 damage, which means there is a 99.99% chance that Bahamut will effectively commit suicide. ^_^

BOSS: Calofisteri \ **FF5A_645** \			
HP	- 18,000	Weaknesses:	Treasures Awarded:
Strength	- 66	- None	- Reflect Ring (Steal)
Defense	- 50		- Plumed Hat (Steal)
Magic	- 20	Absorptions:	- Diamond Plate (Drop)
Magic Defense	- 30	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Humanoid,	
		Magic Beast	

Calofisteri can use Poison, Bio, and Drain to hurt you, in general cases. She can use Protect, Shell, Reflect, Haste, Regen, and Cura for self-aid, and Old and Stop to put statuses on you.

Your basic strategy is quite simple. Use Poison, Bio, or one of their Spellblade equivalents to Poison her, which generally is instant death in sixteen turns, if she doesn't heal. This will bypass her counterattack of Drain for whenever she takes damage. IMMEDIATELY afterwards, use Silence or its Spellblade equivalent to stop her from using Esuna and other spells that help her out.

After that, all you have to do is ride out the thunderstorm. She can't heal her Poison status once Silenced, so she'll die eventually. Just to mess with her, you can also Haste her and make her die faster. (The funny part is that Haste usually is helpful.) ^_^

Remember, however, that she still has a chance of using a basic attack. It isn't all too strong -- most of the recent enemies in the game have done better -- but just keep someone on healing duty in case it is critical.

BOSS: Apanda \ **FF5A_646** \			
HP	- 22,000	Weaknesses:	Treasures Awarded:
Strength	- 73	- Fire	- Ash (Steal)
Defense	- 23		- Ash (Drop)
Magic	- 50	Absorptions:	
Magic Defense	- 10	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Magic Beast	

=====

This boss is fairly basic. He can use a basic (maybe critical) attack, Magic Hammer for MP damage, Drain, Wind Slash, Web, Dischord, Confuse, and Protect, all of which you should be familiar with.

This really isn't all that different from the fight with Byblos so long ago. You should use Firaga and Firaga Spellblades for the highest amounts of damage. You can also use Silence or its Spellblade equivalent to lower his attack repertoire to the more basic moves.

Perhaps one of the funnier things of the fight is Summoning Ifrit (who can also deal some okay damage). After Summoning, Apanda will waste one turn on using Panacea to cure his cowardice, only to be sent into fear again when you use Ifrit again. So, you can basically have everyone always use Ifrit and, so long as you're able to heal MP (as in through Osmose), you will theoretically have a foolproof strategy.

BOSS: Alte Roite \ **FF5A_647** \			
Before transforming into Jura Aegis...			
-----+-----+-----<			
HP	- 6,000	Weaknesses:	Treasures Awarded:
Strength	- 45	- None	- Potion (Steal)
Defense	- 45		- Holy Water (Steal)
Magic	- 5	Absorptions:	- Healing Staff (Drop)
Magic Defense	- 60	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Humanoid	
-----+-----+-----<			

After transforming into Jura Aegis...			
-----+-----+-----<			
HP	- 15,000	Weaknesses:	Treasures Awarded:
Strength	- 65	- None	- Dragon Lance (Steal)
Defense	- 35		- Turtle Shell (Steal)
Magic	- 45	Absorptions:	- Dragon Fang (Drop)
Magic Defense	- 30	- Fire	
Gil Earned	- 0	- Blizzard	
EXP. Earned	- 0	- Thunder	
		- Wind/Aero	
		Type: Aegis	

=====

Alte Roite can only use a basic, sometimes critical, attack and the move Encircle, which removes the target from the field.

After defeating Alte Roite, you'll fight Jura Aegis, which can use a basic (sometimes critical) attack, Blaze, Lightning, Breath Wing, Entangle, and

Maelstrom. All of these you are familiar with.

If you're just here to get the enemy out of the way, all you need to do is either use Berserk and finish him or kill him with a counterattack (such as when using all Monks and doing nothing). Otherwise, just brawl on the Alte Roite. If you plan on fighting Jura Aegis, be sure to set in some Flare Spellblades.

Jura Aegis is arguably harder in some ways, and easier in others. For one, attacks such as Gravity, Graviga, and Missile will hit. So use them. Just one Graviga puts him under 2,000 HP; two puts him under 250! Be sure to use them, then just hit him a couple of times.

Another way to kill the Jura Aegis would be through Odin (Summon) or Banish (Time Magic).

BOSS: Azulmagia \ **FF5A_648** \

HP	- 27,900	Weaknesses:	Treasures Awarded:
Strength	- 65	- Poison	- Elixir (Steal)
Defense	- 30		- Titan's Gloves (Steal)
Magic	- 50	Absorptions:	- Black Cowl (Drop)
Magic Defense	- 70	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

Umm... Wow, this boss has a lot of moves to use. Aside from the basic (possibly critical) attack, he can use almost each and every Blue Magic spell: ???, 1000 Needles, Aera, Aero, Aeroga, Aqua Breath, Dark Spark, Death Claw, Flame Thrower, Flash, Goblin Punch, Level 2 Old, Level 3 Flare, Level 4 Graviga, Level 5 Death, Lilliputian Lyric, Magic Hammer, Mighty Guard, Mind Blast, Missile, Off-Guard, Pond's Chorus, Roulette, Self-Destruct, Time Slip, Vampire, and White Wind. *phew!*

However, it is worth noting that some of these moves (1000 Needles, Aeroga, Aqua Breath, Level 3 Flare, Magic Hammer, Self-Destruct) will not be used unless you use them on him. In that, there is a strategy. See the Self-Destruct move up there? If you use it on him, he'll use it on his next turn, killing himself!

If you don't feel liking going that way, be sure to use Hastega and Mighty Guard (or just Shell). From there on out, it is pretty much a character with the Bio Spellblade that will do all of the work. Setting in Carbuncle for party-wide Reflect can help you out a bit, and teaching Azulmagia Level 3 Flare will result in a lot of HP loss for him.

BOSS: Catastrophe \ **FF5A_649** \

HP	- 19,997	Weaknesses:	Treasures Awarded:
Strength	- 67	- None	- Elixir (Steal)
Defense	- 40		- Cottage (Steal)
Magic	- 20	Absorptions:	- Gold Needle (Drop)
Magic Defense	- 20	- Earth	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

Catastrophe has a MUCH smaller moveset than Azulmagia. =P Anyways, there is a basic (sometimes critical) attack, Evil Eye (petrifies), Earth Shaker (Earth damage to all), and 100 Gs (removes Float).

Okay, there are two big strategies to use that rely on the same principle. Catastrophe will use 100 Gs after you use Float, always. Well, if you can cast Float every turn, he'll cast 100 Gs every turn. Likewise, you can do this with Reflect already on you, from Carbuncle or something, so you'll always maintain your Float.

Note that the Float-casting only takes one character, but the problem with it is that you'll run out of MP. So time is of the essence (that, or every party member must be able to use Float). Usage of Flare Spellblades is a very decent idea, and just one person can end the battle that way, if you have strong enough characters.

BOSS: Halicarnassus \ **FF5A_650** \

HP	- 33,333	Weaknesses:	Treasures Awarded:
Strength	- 65	- None	- Aegis Shield (Steal)
Defense	- 10		- Staff of Light (Steal)
Magic	- 250	Absorptions:	- Elven Mantle (Drop)
Magic Defense	- 20	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

First and foremost, your opponent will use the Ribbit spell. This will effectively use Toad on your party. Those that aren't Toads become such, and those that are Toads are healed. Hence, the notice before the fight to Toad everyone and prevent them from being eaten by the old guy from Quelb.

Aside from that, there is a basic (sometimes critical) attack, Holy, Reverse Polarity, Strong Fight, Haste, Shell, and Dispel.

You should begin by using Hastega, Mighty Guard if possible, then use Carbuncle. This way, your Defenses are upped, you're sped up, and Holy won't hit you.

After that, there isn't a whole lot to say. Have whoever can use Flare Spellblades do so, and whoever has the "-aga" spells cast them on your whole party, thereby Reflecting it to the boss. You can also use a Silence Spellblade to stop her from casting magic spells, such as Holy, Shell, and Haste.

BOSS: Twintania \ **FF5A_651** \

Not while charging Giga Flare:

>-----+-----+-----<

HP	- 50,000	Weaknesses:	Treasures Awarded:
Strength	- 90	- Holy	- Flame Shield (Steal)
Defense	- 30	- Water	- Phoenix Down (Steal)
Magic	- 7	Absorptions:	- Tinklebell (Drop)
Magic Defense	- 16	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Magic Beast	

>-----+-----+-----<

While charging Giga Flare:

```

>-----+-----+-----<
| HP          - 50,000 | Weaknesses:      | Treasures Awarded:
| Strength    - 90    | - Holy           | - Titan's Axe (Steal)
| Defense     - 0     | - Water         | - Murasame (Drop)
| Magic       - 7     | Absorptions:    |
| Magic Defense - 0   | - None          |
| Gil Earned  - 0     |                  |
| EXP. Earned - 0     | Type: Magic Beast
  
```

Twintania can use a basic (sometimes critical) attack, Atomic Ray, Tidal Wave, Mind Blast (to all), Ice Storm, Wind Slash, Mega Flare, and Giga Flare. Mega Flare will counter all magic attacks; some attacks result in a Tidal Wave counter; and Giga Flare is only for the second form.

Until he changes form, initially begin with Hastega, Mighty Guard (if it is possible), then Carbuncle. Carbuncle will help counter Mega Flare, which may occur often for you.

Afterwards, until the form change, begin by spamming Holy Spellblades on him, which bypasses the Mega Flare counterattack, sadly. You can have a person spam the spell Holy on him, as well, then the counter will bring close to 9,500+ damage upon him once Reflected. You will be fine in this aspect. His own turns are what's scary and may screw you over; be sure to have someone ready to heal.

Once Twintania changes form, he is starting to charge Giga Flare. You can now use Break, Break Spellblades, Death, or Odin to finish him off; Gravity, Graviga, Missile, and Death Claw for extreme/quick HP loss; or Toad to prevent Giga Flare. That's the order I'd prefer the tactics, but note that the second strategies won't prevent Giga Flare unless you also use Toad. Yes, Toad WILL prevent Giga Flare. You got that spell early in the game ... you ought to have it by now. Continue until dead.

```

BOSS: Gilgamesh \ **FF5A_652** \
-----\-----\-----
| HP          - 37,000 | Weaknesses:      | Treasures Awarded:
| Strength    - 109   | - None           | - Genji Shield (Steal)
| Defense     - 0     |                  | - Rune Bow (Drop)
| Magic       - 0     | Absorptions:    |
| Magic Defense - 35  | - None          |
| Gil Earned  - 15   |                  |
| EXP. Earned - 0     | Type: Humanoid  |
  
```

Gilgamesh only has one attack that he'll use but three times before fleeing the battle. Just note that these attacks can be critical.

For this battle, your main goal actually is to steal the Genji Shield. As Gilgamesh will only attack three times, you can just make everyone a Thief before the fight and use Steal a lot. Your point of no Return would be when starts his speech after "Rahhh!", so you better hope for the best.

For the record, it is not all that impossible to finish him off. If you grinded a fair deal or something, you might be able to do this. Equip two highly-powerful weapons, then the abilities Spellblade 6 and Rapid Fire. Initiate Flare Spellblade, then use Rapid Fire to hit Gilgamesh eight times with a Flare Spellblade, which is quite powerful, especially given that his Defense is zero. But you'll want to try and steal the Genji

Shield when possible. It is the best shield in the game.

BOSS: Necrophobe, Barrier (x4), Gilgamesh \ **FF5A_653** \

Necrophobe Bestiary

>-----+-----+-----<			
HP	- 44,044	Weaknesses:	Treasures Awarded:
Strength	- 99	- All Elements	- Thief's Gloves (Steal)
Defense	- 50		- Elixir (Steal)
Magic	- 50	Absorptions:	- Luminous Robe (Drop)
Magic Defense	- 50	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

Barriers' Bestiary

>-----+-----+-----<			
HP	- 8,800	Weaknesses:	Treasures Awarded:
Strength	- 100	- None	- Reflect Ring (Steal)
Defense	- 30		- Hi-Potion (Steal)
Magic	- 5	Absorptions:	- None (Drop)
Magic Defense	- 10	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

Gilgamesh Bestiary

>-----+-----+-----<			
HP	- 55,000	Weaknesses:	Treasures Awarded:
Strength	- 115	- None	- Genji Armor (Steal)
Defense	- 35		- None (Drop)
Magic	- 0	Absorptions:	
Magic Defense	- 0	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

Go ahead and note that Gilgamesh will not appear until later in the fight, and only if you opened up that empty chest in Castle Exdeath.

Necrophobe can use a basic attack, Vacuum Wave (damage, Sap), Hurricane, and Death. Additionally, until you remove the four Barriers from the fight entirely, he WILL NOT be hit with any move ... he is invincible.

The Barriers can use a basic (sometimes critical) attack, in addition to the highest-level spells: Firaga, Blizzaga, Thundaga, Holy, and Flare.

Immediately start the fight with Carbuncle. In doing so, you'll have ended the Barriers' offense and aided your own, because the Barriers themselves have Reflect. In essence, any spell you want to hit them with must Reflect off of you, and vice versa. Use Hastega before casting Carbuncle, though.

Onto our offense. Use Break (reflected), Break Spellblades, or Death (reflected) to finish them off, one at a time. That's pretty simple, right? After that, until Necrophobe starts talking, heal yourself, as he remains invincible shortly. Also try to switch Spellblades to Holy. When you can, start blasting him. Use Black "-aga" spells on your party, abuse the Holy Spells, etc. Considering he is weak to everything...

However, you will truly want to note that Gilgamesh will reappear when Necrophobe gets lower than 10,000 HP. (But only if you opened the empty

chest in Exdeath Castle.) Gilgamesh is actually an ally, and his appearance makes Necrophobe invincible towards you again.

During this portion of the battle, you may as well do something -- steal Gilgamesh's Genji Armor. There is nothing to be gained in any way by hurting Gilgamesh, as he IS your ally ... and that thing that happens.

If Gilgamesh doesn't appear, continue with the fight as before. If you are of a decent level, just one more Holy Spellblade will finish him anyway.

BOSS: Exdeath \ **FF5A_654** \

HP	- 49,001	Weaknesses:	Treasures Awarded:
Strength	- ???	- None	- Wonder Wand (Steal)
Defense	- 35		- Phoenix Down (Steal)
Magic	- ???	Absorptions:	
Magic Defense	- 25	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Humanoid	

Exdeath has a lot of high-level magic. There is a basic (sometimes critical) basic attack, then Meteor, Holy, Flare, Doom, and White Hole. White Hole puts Death AND Petrify on someone.

As would be expected, start up with Hastega, Mighty Guard if possible, and Carbuncle. Your Spellblade person should have Dual-Wield and Rapid Fire set in; use Flare Spellblade and Rapid Fire for MASSIVE damage. If you do over 6,125 damage per hit, one such Rapid Fire will win it. All you have to do is repeat that. Of course, the slower way of doing it without Rapid Fire also works.

If you can't do the one-hit kill, whilst you execute the slower version, have someone be ready to heal at any moment. Your Summon user can use Bahamut for some nice damage; a Black "-aga" Reflected off your team is good; and Meteor is also a good idea.

Perhaps of greatest note is when he hits below 10,000 HP and starts to use Meteor. You really need to finish him fast, because the Reflect really needs to stay on everyone. You may as well use Elixirs or Arise on those most affected. Remember, a Dual-Wield Flare Spellblade will finish him at that point, as would just a Rapid Fire Flare Spellblade. Finish him!!

BOSS: Neo Exdeath \ **FF5A_655** \

Frontmost Target's Bestiary

HP	- 50,000	Weaknesses:	Treasures Awarded:
Strength	- ???	- None	- Murakumo (Steal)
Defense	- 30		
Magic	- ???	Absorptions:	
Magic Defense	- 25	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

Second-from-Front Target's Bestiary

HP	- 55,000	Weaknesses:	Treasures Awarded:
Strength	- ???	- None	- Dragon Lance (Steal)
Defense	- 30		
Magic	- ???	Absorptions:	
Magic Defense	- 20	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Dragon	

-----+-----+-----<

Second-from-Back Target's Bestiary

>-----+-----+-----<

HP	- 55,000	Weaknesses:	Treasures Awarded:
Strength	- ???	- None	- Fuma Shuriken (Steal)
Defense	- 30		
Magic	- ???	Absorptions:	
Magic Defense	- 19	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Magic Beast	

-----+-----+-----<

Backmost Target's Bestiary

>-----+-----+-----<

HP	- 60,000	Weaknesses:	Treasures Awarded:
Strength	- ???	- None	- Ragnarok (Steal)
Defense	- 30		
Magic	- ???	Absorptions:	
Magic Defense	- 20	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Humanoid	

=====
 Attacks come first. Probably best just to use a listing... Note that each target has a basic attack, Comet, Meteor, Vacuum Wave, Maelstrom, and Algamest. Also note that, once you get down to one target, all of the attack scripts of the monsters combine ... as in, the lone target will attack more often, and with more moves.

~~ Frontmost Target: Nothing else unique.

~~ Second-from-Front Target: Dispel, Grand Cross.

~~ Second-from-Back Target: Nothing else unique.

~~ Backmost Target: Firaga, Blizzaga, Thundaga, Aeroga, Dispel, Flare, Holy, Delta Attack.

Okay, our offensive should still have Carbuncle's Reflect on it; if not, Summon him again. We also should probably switch someone's Spellblade to Break, soon, due to an easy kill.

That easy kill is for the second-from-back target. You can instantly get rid of it by using the always-using-effect Spellblade. After that, change the user's Spellblade to Flare again.

Our next easy kill, which can be dealt with simultaneously, would be the backmost target. Use Odin or Doom to finish it.

Now, time for the real fight. Remember that guy with the Flare Spellblade, Dual-Wield, and Rapid Fire? Time to abuse him. Use him a bunch on the last two targets. Keep him backed up with Bahamut, Meteor, Black "-agas" Reflected off your party, but, most of all, keep him healed. This member is likely to be the one to influence the outcome of the fight.

HP	- 55,530	Weaknesses:	Treasures Awarded:
Strength	- 115	- Thunder	- None (Steal)
Defense	- 190		- Omega Badge (Drop)
Magic	- 199	Absorptions:	
Magic Defense	- 150	- All but Thunder	
Gil Earned	- 50,000	????	
EXP. Earned	- 0	Type: None.	

Omega will be able to use a basic (sometimes critical) attack, Blaster, Atomic Ray, Rainbow Wind, Flame Thrower, Earthquake, Rocket Punch, Delta Attack, Wave Cannon, Maelstrom, Search, and Encircle. All of these, you should be familiar with, except Rocket Punch (Confuses all).

Notably, any damaging move (which is rare; Omega has 90+% Evasion) will induce a double counterattack. The first move is either Rocket Punch or Mustard Bomb; the second is either Rocket Punch or Encircle.

In essence, you can understand why it would be near-impossible to beat Omega. You rarely can do damage, and what damage you DO cause often will make your party confused. The only way to win is through a one-hit kill.

There is only one way I've devised to do such. You'll need one character with Spellblade 6 (for Thundaga Spellblade), Dual-Wield, two strong swords to equip, and Rapid Fire. If you lack just one of those, you'll probably have a bunch of trouble. Hermes Sandals on the character also helps.

This character needs to charge his swords with Thundaga Spellblade, then hit the Omega with Rapid Fire. You'll deal eight hits with a Thunder-based sword. It is a one-hit kill if you manage to deal around 6,940 per hit. If that is not managed, you may still have a chance to pull off the kill on the next turn. Just be sure to keep that character alive until then!

As you can tell, your character, if he doesn't deal a one-hit kill, will likely be hit with some statuses. Notably, Confuse. If you have any the Bone Mail, Genji Helm, or Genji Armor, let that character use it. The Ribbon is also a good idea to avoid Delta Attack. A Flame Ring is also a good idea to avoid some attacks.

BOSS: Shinryu \ **FF5A_657** \			
HP	- 55,500	Weaknesses:	Treasures Awarded:
Strength	- 175	- None	- Dragon's Fang (Steal)
Defense	- 60		- Dragon's Whisker (Steal)
Magic	- 128	Absorptions:	- Dragon's Seal (Drop)
Magic Defense	- 60	- Holy	- Ragnarok (Drop*)
Gil Earned	- 0		
EXP. Earned	- 0	Type: Dragon	* - In chest after fight.

Shinryu has a few more-familiar attacks: a basic attack, Mighty Guard, Atomic Ray, Lightning, Demon Eye, Poison Breath, Ice Storm, Level 2 Old, Level 3 Flare, Maelstrom, and Roulette. Tidal Wave is used as its first move only, and Zombie Breath only once below 20,000 HP.

So, strategy. One requires a speedy character that has the Berserk spell in their repertoire. I mean speedy -- give them the Hermes Sandals just to be on the safe side. In doing so, all Shinryu gets to use a basic move. (If you failed to do it in time, that's why I still wanted Coral Rings.)

But the 175 Strength..? Well, in dealing with that, there is an archaic strategy I've spammed a few times throughout the FAQ. Everyone must be a Monk with Guard, which induces the implied Counter ability. Yes, someone will have to die in this case (the Monk with White Magic) ... Meh.

If you don't want someone to die, you'll need to use Mix. Mix a Dragon Fang with Eye Drops to put Darkness on the enemy, then go from there. You could spam Flare Spellblades, Flares, Meteors, Bahamut, etc. Just be sure to have someone healing. Mighty Guard is great for that alternative.

Our other strategy is a lot riskier, but doable. Get as many Dragoons with as many Dragon Lances as possible (one Dragoon with two Lances is better than two Dragoons with one each). They must also know Time 6 for the use of Quick. On their turns, use Quick, then Jump. Each Jumper will get one or two Jumps in (equal to two or four hits). Have the others spam Flare, Flare Spellblades, Meteor, etc. Hastega is a decent first move, as well.

BOSS: Magic Pot \ **FF5A_658** \

HP	- 65,255	Weaknesses:	Treasures Awarded:
Strength	- 0	- None	- Hi-Potion (Steal)
Defense	- 255		- Elixir (Drop)
Magic	- 0	Absorptions:	
Magic Defense	- 255	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None.	

=====

As mentioned before, the Magic Pot only uses a move that fully restores its HP EACH AND EVERY TURN.

Somehow, a souped-up version of the Mute status is set in place since the start of the fight. So, you cannot use White/Black/Blue/Time/Summon Magic, Spellblades, or Sing. However, if one of the above is caused by using an item, equipment, the Magic Lamp, and the Call command, it'll work.

Anyways, there are few ways to beat this boss. The requirements for each are above the step-by-step process. For this first one, you'll need someone wielding a Dragon Lance and a Dragon's Lance/Whisker through the Dual-Wield ability, then Rapid Fire. You'll also need someone with Mix.

Step 1: Use the Mix command to mix a Maiden's Kiss with a Dragon Fang, which makes the Dragon Kiss (makes the target a Dragon type). Use it on the Magic Pot.

Step 2: Have your Lance-wielder use Rapid Fire. Each hit should easily do 9,999 damage, due to the Dragon Lances/Whiskers dealing double damage to Dragons. If that doesn't happen. use Step 1 of the second strategy to up the Lance-wielder's level.

Second strategy: You'll need three people with Dual-Wield and Rapid Fire as Freelancers or whoever can equip your best weapons. The fourth person must be able to use Mix and Combine. The Judgment Staff must be in your item stocks.

Step 1: Use the Mix command to mix together Potions/Hi-Potions with Dragon Fangs to make Dragon Power, which ups Level for the ingester by 20. Use this to max each character's Level (to 99).

Step 2: Have someone use the Judgment Staff to get rid of the Magic Pot's Protect (and Shell, but that's not important).

Step 3: Have someone Combine some gunpowder with a Turtle Shell to have a good chance of Slowing the beast.

Step 4: Begin abusing Rapid Fire.

BOSS: Famed Mimic Gogo \ **FF5A_659** \			
HP	- 47,714	Weaknesses:	Treasures Awarded:
Strength	- 120	- None	- Leather Armor (Steal)
Defense	- 30		- Gold Hairpin (Steal)
Magic	- 25	Absorptions:	- Tiger Mask (Drop)
Magic Defense	- 20	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Humanoid	

=====
This strategy details the harder strategy.

Okay, let's get to the dirt. If you somehow manage to deal just 14,714 damage to Gogo and still live, you might not live much longer. For he will say, "You uncultured boors! Know you nothing of an artist's soul? Cut! Cut! Stop TRYING to mimic! Start over, recenter, and begin!", then cast Meteor THREE times. After that, there's some text that obviously shows how bugged this fight is:

"Dragged into another dimension!"
"Odin: All right, that's far enough!"
"Turning to stone..."
"Can't escape!"
"Countdown to Pestilence ... 4"
"KO'd!"
"Countdown to Eruption ... 5"
"KO'd!"
"Level halved!"
"KO'd!"

If you've survived the Meteors, you'll then be hit with Maelstrom, Ice Storm, and Aqua Breath in one turn, then Frost, Ice Storm, and Aqua Breath on the next, effectively killing you. If you somehow survived THAT, you will then loop back to the three Meteors. You'll essentially get no break and die. Painfully.

So, the goal is to defeat him by removing no more than 14,713 HP, then one-hit killing him from there or prior to it. Preferably prior to it, as Gogo has an annoying tendency to counter any move, so we might need to do this one-hit kill style.

You'll first need Mix. Use it to mix together Potions/Hi-Potions with Dragon Fangs to boost your Spellblader's Level by 20 each time. Continue that until your Spellblader manages to get Flare Spellblade on. Continue some more until your Spellblader's next turn, when he'll need to use Rapid Fire. You'll need to do 5,965 or more damage per hit to finish him off. If you do less, you'll likely loop into Gogo's kill strategy above.

BOSS: Gil Turtle \ **FF5A_660** \			
HP	- 40,000	Weaknesses:	Treasures Awarded:
Strength	- 115	- Blizzard	- Hi-Potion (Steal)
Defense	- 50		- Grand Helm (Drop)
Magic	- 90	Absorptions:	
Magic Defense	- 60	- Fire	
Gil Earned	- 0	- Thunder	
EXP. Earned	- 0	- Earth	
		- Water	
		- Wind/Aero	
		- Poison	
		Type: Undead	

Quickly note the fact that the Gil Turtle is immune to Holy.

Anyways, the Gil Turtle actually has a fairly small, but effective, moveset. There is a basic attack. Then there is Earthquake, a party-wide Earth-based move that can be avoided only if you're floating. Finally, the Gil Turtle can use the Turtle attack, which damages and inflicts Poison, Confusion, and Darkness on whosoever it hits. Turtle is a counterattack for any kind of attack.

Unlike before, we have greatly upgraded our tactics, stats, and abilities, while our opponent has only gained a few points in some stats. Heh. This one is almost TOO easy.

Whoever can do so should be using Blizzaga Spellblades coupled with Rapid Fire. One person with Dual-Wield only needs to deal 5,000 damage per hit to win, which isn't all that hard by now. Repeat if needed, and just be sure to let someone heal if that becomes necessary.

BOSS: Grand Aegis, Dark Elementals \ **FF5A_661** \			
Grand Aegis Bestiary			
>-----+-----+-----<			
HP	- 42,000	Weaknesses:	Treasures Awarded:
Strength	- 120	- None	- Cottage (Steal)
Defense	- 60		- Fairy's Bow (Drop)
Magic	- 100	Absorptions:	
Magic Defense	- 40	- Fire	
Gil Earned	- 0	- Ice	
EXP. Earned	- 0	- Thunder	
		- Wind/Aero	
		Type: Aegis	
>-----+-----+-----<			
Dark Elementals' Bestiary			
>-----+-----+-----<			
HP	- 5,500	Weaknesses:	Treasures Awarded:
Strength	- 80	- None	- Hi-Potion (Steal)
Defense	- 70		- None (Drop)
Magic	- 35	Absorptions:	
Magic Defense	- 0	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None	

The Grand Aegis can use Wing Attack, Zombie Breath, Zombie Powder, Evil Eye, Breath Wing, Poison Breath, Blast, Maelstrom, and Paraclete.

Dark Elementals will continually reproduce after the initial ones are killed. They can use White Wind, Self-Destruct, and Aeroga.

The main strategy goes something like this. We're going to abuse the fact that Dark Elementals, once dead, won't reproduce until the Grand Aegis takes some damage. During the first parts of the battle, set up a Hastega, Mighty Guard, and have someone ready a Dual-Wield Flare Spellblade.

Whoever can do so really now needs to start healing, because the Grand Aegis is fast and powerful. Our next stop is killing the two Dark Elementals. Bahamut is a good route to take with that idea. Any who survive probably can be dealt with via a weak attack. During this time, as well, when you are waiting for a Summoner's turn to come around, you can Flare the Grand Aegis.

Okay, once the Dark Elementals are gone, have no one damage the Grand Aegis for the moment; let them focus on healing, if anything. Once your Dual-Wield Spellblader's turn comes around, use the Rapid Fire move to take off a large chunk of the Grand Aegis's HP.

That's all you really have to do; repeat if needed, and stay healed. This is a one-hit kill strategy if you do 5,250+ damage per hit; two-hit kill with a mere 2,625+ damage. Of course, that's not taking into account if you Flared Grand Aegis for the fun of it.

BOSS: Archeodemon \ **FF5A_662** \

HP	- 50,000	Weaknesses:	Treasures Awarded:
Strength	- 180	- None	- Phoenix Down (Steal)
Defense	- 40		- Chaos Orb (Drop)
Magic	- 90	Absorptions:	
Magic Defense	- 0	- All Elements	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Undead,	
		Magic Beast	

The Archeodemon can use Flare, Holy, Meteor, Drain Touch, Mega Flare, Giga Flare (which won't provoke a Defense reduction), Curse, and ????. What's worse is he can use Death on himself when hit with a non-magic attack for a full heal.

So, in essence, there are two strategies for how to do this. With either of them, using Hastega, Mighty Guard, and Carbuncle beforehand are good ideas, although Carbuncle may not be too good for the second strategy.

Our first strategy is more suicidal and risky than anything, but also is a lot shorter and less MP-reducing. Have someone be a White Mage with Arise and another person have the ever-useful Spellblade + Dual-Wield + Rapid Fire combo we've spammed for a while. Have someone put Reflect on the boss to Reflect Death.

When possible, start up the Spellblader's Flare Spellblade, then, on the next turn, use Rapid Fire. Simple enough. (Remember not to think of using Holy Spellblade just because he's undead.) Afterwards, you'll have to cope

with the Death (hence the Arise). Heal up if you need to, then repeat the Rapid Fire. You'll probably take two turns for this to work, in which case it'll need to be doing 3,125+ damage per hit.

Our other strategy severely will lower your MP stats, but it may also be more effective. As many people as possible will need to be Time Mages (or some other job with Time 6). Two of them should have high-level White Magic; the other two should have Dualcast. If someone can't comply, you can try having them use Blue Magic for the super-helpful White Wind spell.

This strategy largely depends on your wearing of Ribbons and other status prevents; wear as many as you can, since he doesn't use physical attacks and those he has ignore Magic Defense. Gold Hairpins may help with the intense MP drainage.

Those Time Mages with Dualcast should be using Meteor/Quick on one turn, then double-Meteor on the next two. Those without Dualcast should either be healing or using Quick, followed by two Meteors on the next two turns. As you can tell, there is some extreme MP drainage with this strategy.

The main reason for the White Magic is Curse, the counterattack your boss will shoot at you for magic attacks. As Meteor hits multiple times, you may get Cursed, which inflicts a random status. If you didn't put on Carbuncle, you'll be able to usually use Esuna and be fine. If some of the Flares/Mega Flares/Giga Flares get in, it will also help with Curaga.

BOSS: Guardian, Wave Cannon, Launcher (x2) \ **FF5A_663** \

Guardian Bestiary

HP	- 55,000	Weaknesses:	Treasures Awarded:
Strength	- 110	- None	- Blitzshot (Steal)
Defense	- 40		- Crystal Orb (Drop)
Magic	- 50	Absorptions:	
Magic Defense	- 10	- Thunder	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None.	

Wave Cannon Bestiary

HP	- 22,000	Weaknesses:	Treasures Awarded:
Strength	- 120	- None	- Blitzshot (Steal)
Defense	- 20		- None (Drop)
Magic	- 100	Absorptions:	
Magic Defense	- 0	- Thunder	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None.	

Launchers' Bestiary

HP	- 20,000	Weaknesses:	Treasures Awarded:
Strength	- 110	- None	- Blastshot (Steal)
Defense	- 20		- None (Drop)
Magic	- 50	Absorptions:	
Magic Defense	- 10	- Thunder	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None.	

The Guardian can use Gravity, Graviga, Encircle, Reverse Polarity, Delta Attack, Off-Guard, Atomic Ray, and Electrocute. It won't attack until it is alone on the field with you.

The Wave Cannon only does a Wave Cannon attack. This attack LITERALLY is an instant-kill. Try to get someone Jumping by the "Energy Cells: 128% Capacity" message or YOU WILL HAVE A GAME OVER.

The Launchers both can use Valiant Attack and Missile. The left one also can use Rocket Punch and Rainbow Wind; the right one also uses Mustard Bomb.

Our first goal is to attack the Wave Cannon, the most dangerous enemy here. Start with Hastega and Mighty Guard. Begin with the typical stuff we have spammed many times over: Flare Spellblade. For now, we can't easily Rapid Fire -- only a 25% chance of hitting the proper target, so stick with normal attacks on it. Try having others use Meteor, Flare, and Holy, preferably Dualcasted, or Bahamut.

Next targets: the Launchers. Unless you happened to accidentally kill them by spamming Meteors, you'll still need to attack them. Continue the same strategy as before. Be SURE to have the Flare Spellblade ready by this point.

After this, the Guardian is a lone, vulnerable target. You'll have to dodge or cope with a Delta Attack, then proceed as before by spamming Holy, Flare, Meteor, and Bahamut. Most importantly, though, is having your Spellblader use the Flare Spellblade + Dual-Wield + Rapid Fire combo. You will have three turns to manage this all, so you'll need to have a lone Spellblader doing close to 2,300+ damage per hit. So, yeah, you've won.

BOSS: Enuo \ **FF5A_664** \

Part One of Two

HP	- 60,000	Weaknesses:	Treasures Awarded:
Strength	- ???	- None	- None (Steal)
Defense	- 100		- None (Drop)
Magic	- ???	Absorptions:	
Magic Defense	- 30	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None.	

Part Two of Two

HP	- 60,000	Weaknesses:	Treasures Awarded:
Strength	- ???	- None	- Bone Mail (Steal)
Defense	- 100		- None (Drop)
Magic	- ???	Absorptions:	
Magic Defense	- 30	- None	
Gil Earned	- 0		
EXP. Earned	- 0	Type: None.	

During the first part of the battle, Enuo has a LOT of attacks. There is Firaga, Blizzaga, Thundaga, Poison, Bio, Holy, Flare, Osmose, Meteor, Graviga, Aeroga, Pond's Chorus, Aqua Breath, Evil Eye, White Hole, Grand Cross, Giga Flare, Drain Touch, Regen, Haste, Shell, Protect, and Berserk.

| During the second part of the fight, Enuo can use Holy, Flare, Level 3
| Flare, Meteor, Level 4 Graviga, Level 5 Death, Deep Freeze, Meltdown,
| Grand Cross, Almagest, Danse Macabre, Reaper's Sword (Death), White Hole,
| Hurricane, Maelstrom, and Dimension Zero.

| First things first: Hastega, Mighty Guard, and Carbuncle in that order.
| Our offensive is a bit of a pain, as the random-target attacks (Rapid Fire
| and Meteor, our mains) will possibly hit two invulnerable, otherwise not
| hittable targets. Nevertheless, have your Spellblader charge up the Flare
| Spellblade and begin beating the living crap out of Enuo.

| Everyone else should be spamming the same idea, Dualcasting Flare or Holy,
| or focusing on using White Wind. When needed, and it will be, you'll want
| to start using Arise to revive characters, Dualcasted with a Holy for
| Enuo. If someone seems to have no use, have them give Ethers to our mages.

| After 60,000 damage to Enuo, the second part begins.

| Enuo will quickly begin his offensive with two moves, which can be Meteor,
| White Hole, Almagest, Maelstrom, or Dimension Zero. Heal who needs to be
| and redo Hastega, Mighty Guard, and Carbuncle now, in that order. Also
| recharge your Spellblader's Flare Spellblade if it hasn't been already.

| Without a doubt, keeping your Spellblader and White Mage alive is of the
| highest priority. Given just two turns, if a Flare Spellblader with the
| Dual-Wield + Rapid-Fire combo does over 3,750 damage per hit, you'll win.
| As such, that is pretty much the strategy you'll want to spam and keep the
| Spellblader alive, and the White Mage alive.

| Of course, it is possible someone will have a turn to do nothing. Make it
| be useful -- Dualcast Flare, Holy, Meteor, or something. You may also want
| to consider using Elixirs -- you've gathered quite a bunch over the game,
| likely. Your mages may need the full MP, your Spellblader may need the
| full HP, and ... well, it's quicker than casting White Wind just to heal
| someone.

| Good luck!!

BOSS: Omega Mk. II \ **FF5A_665** \			
HP	- 65,000	Weaknesses:	Treasures Awarded:
Strength	- 150	- One (varies)	- Elixir (Steal)
Defense	- 200		- Force Shield (Drop)
Magic	- 200	Absorptions:	
Magic Defense	- 200	- All but one	
Gil Earned	- 0	????	
EXP. Earned	- 0	Type: None.	

=====
| Omega will be able to use a basic (sometimes critical) attack, Blaster,
| Atomic Ray, Rainbow Wind, Flame Thrower, Earthquake, Rocket Punch, Delta
| Attack, Wave Cannon, Maelstrom, Search, and Encircle. All of these, you
| should be familiar with, except Rocket Punch (Confuses all). It also can
| use Barrier Change on its first turn and any time you hit with its current
| weakness.

| Notably, any damaging move (which is rare; Omega has 100% Evasion) will
| induce a double counterattack. The first move is either Rocket Punch or
| Mustard Bomb; the second is either Rocket Punch or Encircle.

Okay, you're going to have to proceed quickly, because Omega Mk. II is fast. Begin with the standard of Hastega, Mighty Guard, and Carbuncle.

During this time, Libra or otherwise try to see Omega's weakness; set that to your Spellblader. Keep everyone alive through White Wind as you get ready for your Spellblader to Dual-Wield + Rapid Fire Omega.

It is likely you won't succeed in a one-hit kill. All you'll have to do is re-scan Omega's weakness, reapply the weakness, and re-use Rapid Fire. I know that I'm strongly oversimplifying the strategy, but that's all it is: keep your Spellblader alive for those two Rapid Fires and you'll win.

BOSS: Neo Shinryu \ **FF5A_666** \

HP	- 65,000	Weaknesses:	Treasures Awarded:
Strength	- 200	- None	- Elixir (Steal)
Defense	- 100		- None (Drop)
Magic	- 8	Absorptions:	
Magic Defense	- 100	- Holy	
Gil Earned	- 0		
EXP. Earned	- 0	Type: Dragon	

Okay, Neo Shinryu is perhaps the hardest boss of the game. To begin with attacks ... One part (the one you *sometimes* can hit) uses Doom, Giga Flare, White Hole, Meteor, and Zombie Powder. The one you never can hit uses a basic (sometimes critical) attack, Tidal Wave, Almagest, Blaze, Mute, Mighty Guard, Breath Wing, Earthquake, Ice Storm, Maelstrom, Poison Breath, Zombie Breath, and Lightning.

Anyways, to aide Neo Shinryu are three "dummy" targets, like we saw with Enuo. You can't manually target them and you can't defeat them; they're just there to **** with you. So, we just lost Meteor and Rapid Fire.

Okay, this bit is a little weirder. There's two Neo Shinryus basically. One handles basic attacks and is invulnerable, then there's the one that handles counterattacks and turns off/on its invulnerability. You will not know if you can hit it or not until you try. It's a confusing idea, but it is worth mentioning.

In other words, there are four targets. Three can never be hurt, period. Two can never be targeted. Only is one damagable, and only about half the time. Oh, boy, this will be FUN.

Okay, this will require a specific strategy. You'll need four characters, each with Jump, two with Time Magic Level 6, two with White Magic. All need Dragon Lances or Whiskers equipped, and Hermes Sandals are a good idea. If a character can't support White/Time Magic to meet the 2-2 ratio, use Dual-Wield and put another Lance/Whisker on him/her.

During the battle, on Neo Shinryu's second turn, he will use Maelstrom. You first need to deal with this, QUICK -- use an Elixir to hurry up and completely heal your White Mage(s), then Curaga everyone with that person continually. I'm not joking -- you'll want that Curaga being casted each turn, given what may happen.

While this happens, everyone else needs to use Quick, then Jump and Jump. If in an emergency, let that person use an Elixir on themself rather than

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| wait around for a White Mage to do it, and be sure to cast Mighty Guard at |
| your earliest convenience. |
|_____|
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|  |  |                                     |  |  |
|  |  |          Section Seven: Job Data   |  |  |
|  |  |          **FF5A_7**                |  |  |
|_  |  |_____ |_  |  |
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Here, you'll find a list of the jobs, how to get them, and their corresponding abilities and when those are gotten. Note that there some abilities listed twice. This is because one may be exclusive to the job, and the other allows it to be a secondary ability for other jobs, okay? This is usually noted, but just in case... Other than that oddity, you can assume that the ability is also for the other jobs as well.

Anyhow, without further ado, the list!

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O=====O=====O
| Knight | **FF5A_71** |
O=====O=====O
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~~ Unlocked: At the Wind Shrine.

Abilities:

- ~~ Level 0 (0 ABP) : Guard (nullifies next physical attack hitting user).
- ~~ Level 1 (10 ABP) : Cover (take damage for low-HP allies).
- ~~ Level 2 (20 ABP) : Guard (same as above, but available for other jobs now).
- ~~ Level 3 (50 ABP) : Two-Handed (wield one weapon in two hands for doubled damage; not for all weapons).
- ~~ Level 4 (100 ABP): Equip Shields (allows user to always equip shields).
- ~~ Level 5 (150 ABP): Equip Armor (allows user to always equip armor).
- ~~ Level 6 (350 ABP): Equip Sword (allows user to always equip swords).

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O=====O=====O
| Monk | **FF5A_72** |
O=====O=====O
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~~ Unlocked: At the Wind Shrine.

Abilities:

- ~~ Level 0 (0 ABP) : Kick (hit all enemies physically; Monk only).
- ~~ Level 1 (15 ABP) : Focus (do more damage at cost of waiting longer).
- ~~ Level 2 (30 ABP) : Barehanded (do more damage without weapons regardless of job).
- ~~ Level 3 (45 ABP) : Chakra (restore HP, cure Darkness and Poison).
- ~~ Level 4 (60 ABP) : Counter (counterattack when attacked, sometimes).
- ~~ Level 5 (100 ABP): Max HP +10% (raises max HP by 10%).
- ~~ Level 6 (150 ABP): Max HP +20% (raises max HP by 20%).
- ~~ Level 7 (300 ABP): Max HP +30% (raises max HP by 30%).

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O=====O=====O
| Thief | **FF5A_73** |
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O=====O=====O

~~ Unlocked: At the Wind Shrine.

Abilities:

- ~~ Level 0 (0 ABP) : Steal (take item from enemy, sometimes).
- ~~ Level 1 (10 ABP) : Find Passages (find unseen paths in the field).
- ~~ Level 2 (20 ABP) : Flee (leave most battles instantly).
- ~~ Level 3 (30 ABP) : Sprint (hold B to most faster than even when running).
- ~~ Level 4 (50 ABP) : Steal (same as above; now for other jobs).
- ~~ Level 5 (75 ABP) : Vigilance (prevent back attacks).
- ~~ Level 6 (150 ABP): Mug (deal damage and Steal at the same time).
- ~~ Level 7 (300 ABP): Artful Dodger (Agility equals that of a Thief).

O=====O=====O

| White Mage | **FF5A_74** |

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~~ Unlocked: At the Wind Shrine.

Abilities:

- ~~ Level 0 (0 ABP) : White (cast any White Magic owned; White Mage only).
- ~~ Level 1 (10 ABP) : White (cast Level 1 White Magic).
- ~~ Level 2 (20 ABP) : White (cast Level 2 and below White Magic).
- ~~ Level 3 (30 ABP) : White (cast Level 3 and below White Magic).
- ~~ Level 4 (50 ABP) : White (cast Level 4 and below White Magic).
- ~~ Level 5 (70 ABP) : White (cast Level 5 and below White Magic).
- ~~ Level 6 (100 ABP): White (cast Level 6 and below White Magic).
- ~~ Level 7 (300 ABP): HP +30% (raises max HP by 30%).

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| Black Mage | **FF5A_75** |

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~~ Unlocked: At the Wind Shrine.

Abilities:

- ~~ Level 0 (0 ABP) : Black (cast any Black Magic owned; Black Mage only).
- ~~ Level 1 (10 ABP) : Black (cast Level 1 Black Magic).
- ~~ Level 2 (20 ABP) : Black (cast Level 2 and below Black Magic).
- ~~ Level 3 (30 ABP) : Black (cast Level 3 and below Black Magic).
- ~~ Level 4 (50 ABP) : Black (cast Level 4 and below Black Magic).
- ~~ Level 5 (70 ABP) : Black (cast Level 5 and below Black Magic).
- ~~ Level 6 (100 ABP): Black (cast Level 6 and below Black Magic).
- ~~ Level 7 (450 ABP): HP +30% (raises max HP by 30%).

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| Blue Mage | **FF5A_76** |

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~~ Unlocked: At the Wind Shrine.

Abilities:

- ~~ Level 0 (0 ABP) : Blue (cast any Learned Blue Magic).
- ~~ Level 1 (10 ABP) : Check (find enemy HP and weaknesses).
- ~~ Level 2 (20 ABP) : Learning (learn a Blue Magic when the user is hit with it; all characters then Learn it).

~~ Level 3 (70 ABP) : Blue (same as above; now for other jobs).
~~ Level 4 (250 ABP): Scan (find enemy HP, weaknesses, and status).

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| Berserker | **FF5A_77** |
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~~ Unlocked: At the Tower of Walse.

Abilities:

~~ Level 1 (100 ABP): Berserk (character is in incurable Berserk status).
~~ Level 2 (400 ABP): Equip Axes (always allows usage of axes (and hammers)).

O=====O=====O
| Mystic Knight | **FF5A_78** |
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~~ Unlocked: At the Tower of Walse.

Abilities:

~~ Level 0 (0 ABP) : Spellblade (use any Spellblades known; this job only).
Effect is applied to weapon, if applicable, for the
cost of some MP. Effect remains until another is used or
user is KO'ed.
~~ Level 1 (10 ABP) : Shell (automatically apply Shell when in low HP).
~~ Level 2 (20 ABP) : Spellblade (use Level 2 and below Spellblades).
~~ Level 3 (30 ABP) : Spellblade (use Level 3 and below Spellblades).
~~ Level 4 (50 ABP) : Spellblade (use Level 4 and below Spellblades).
~~ Level 5 (70 ABP) : Spellblade (use Level 5 and below Spellblades).
~~ Level 6 (100 ABP): Spellblade (use Level 6 and below Spellblades).
~~ Level 7 (400 ABP): Spellblade (use Level 6 and below Spellblades).

O=====O=====O
| Time Mage | **FF5A_79** |
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~~ Unlocked: At the Tower of Walse.

Abilities:

~~ Level 0 (0 ABP) : Time (use any Time Magic owned; Time Mage only).
~~ Level 1 (10 ABP) : Time (cast Level 1 Time Magic).
~~ Level 2 (20 ABP) : Time (cast Level 2 and below Time Magic).
~~ Level 3 (30 ABP) : Time (cast Level 3 and below Time Magic).
~~ Level 4 (50 ABP) : Time (cast Level 4 and below Time Magic).
~~ Level 5 (70 ABP) : Time (cast Level 5 and below Time Magic).
~~ Level 6 (100 ABP): Time (cast Level 6 and below Time Magic).
~~ Level 7 (250 ABP): Equip Rods (always allows usage of rods (and staves)).

O=====O=====O
| Summoner | **FF5A_710** |
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~~ Unlocked: At the Tower of Walse.

Abilities:

~~ Level 0 (0 ABP) : Summon (use any Summons owned; Summoner only).

~~ Level 1 (10 ABP) : Summon (use Level 1 Summons).
~~ Level 2 (20 ABP) : Summon (use Level 2 and below Summons).
~~ Level 3 (30 ABP) : Summon (use Level 3 and below Summons).
~~ Level 4 (50 ABP) : Summon (use Level 4 and below Summons).
~~ Level 5 (70 ABP) : Summon (use Level 5 and below Summons).
~~ Level 6 (500 ABP): Call (use random Summon for no MP at all).

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| Red Mage | **FF5A_711** |
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~~ Unlocked: At the Tower of Walse.

NOTE: Red Magic refers to White and Black Magic of Level 3 or lower.

Abilities:

~~ Level 0 (0 ABP) : Red (use any Red Magic owned; Red Mage only).
~~ Level 1 (20 ABP) : Red (cast Level 1 Red Magic).
~~ Level 2 (40 ABP) : Red (cast Level 2 and below Red Magic).
~~ Level 3 (100 ABP): Red (cast Level 3 and below Red Magic).
~~ Level 7 (999 ABP): Dualcast (cast two spells in a row). Works for White,
Black, Red, Time, and Summon Magic and Spellblades.

O=====O=====O
| Ninja | **FF5A_712** |
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~~ Unlocked: After Karnak Castle explodes.

Abilities:

~~ Level 0 (0 ABP) : Throw (throw weapons and other things at enemies to deal
damage).
~~ Level 1 (10 ABP) : Smoke (instantly run from most battles).
~~ Level 2 (30 ABP) : Image (nullify the next two physical attacks on user).
~~ Level 3 (50 ABP) : First Strike (user always gets the first turn).
~~ Level 4 (150 ABP): Throw (same as above; now for other jobs).
~~ Level 5 (450 ABP): Dual-Wield (allows user to equip two one-handed weapons
to deal two hits (or more, depending on abilities)).

O=====O=====O
| Beastmaster | **FF5A_713** |
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~~ Unlocked: After Karnak Castle explodes.

Abilities:

~~ Level 0 (0 ABP) : Catch/Release (capture weakened monsters, then release
them for an attack). Some monsters cannot be caught,
and the highest HP they can have is 1/8 their max (or
1/2 with the Kornago Gourd).
~~ Level 1 (10 ABP) : Calm (calm beast-like monsters).
~~ Level 2 (50 ABP) : Control (take control of a monster and its actions).
~~ Level 3 (100 ABP): Equip Whips (always allows usage of whips).
~~ Level 4 (300 ABP): Catch/Release (same as above; now for other jobs).

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| Geomancer | **FF5A_714** |
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~~ Unlocked: After Karnak Castle explodes.

Abilities:

- ~~ Level 0 (0 ABP) : Gaia (use random attack based on the terrain nearby).
- ~~ Level 1 (25 ABP) : Gaia (same as above; now for other jobs).
- ~~ Level 2 (50 ABP) : Find Pits (when about to walk over a hole trap, you are stopped and the hole is revealed).
- ~~ Level 3 (100 ABP): Light Step (avoid the effects of the floor in dungeons).

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| Ranger | **FF5A_715** |
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~~ Unlocked: Catch the Black Chocobo in the Crescent Island forest.

Abilities:

- ~~ Level 0 (0 ABP) : Aim (increase accuracy, but lower attack power).
- ~~ Level 1 (15 ABP) : Animals (get aided by some animal friends).
- ~~ Level 2 (45 ABP) : Aim (same as above; now for other jobs).
- ~~ Level 3 (135 ABP): Equip Bows (always allow usage of Bows).
- ~~ Level 4 (405 ABP): Rapid Fire (use four highly-accurate, but weaker, attacks).

O=====O=====O
| Bard | **FF5A_716** | "You spooony bard!" -- Tellah, Final Fantasy IV
O=====O=====O

~~ Unlocked: Catch the Black Chocobo in the Crescent Island forest.

Abilities:

- ~~ Level 0 (0 ABP) : Sing (sing a song you've learned).
- ~~ Level 1 (25 ABP) : Hide/Appear (hide and avoid damage until you Appear).
- ~~ Level 2 (50 ABP) : Equip Harps (always allows usage of Harps).
- ~~ Level 3 (100 ABP): Sing (same as above; now for other jobs).

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| Dragoon | **FF5A_717** |
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~~ Unlocked: In the Flying Ronka Ruins.

Abilities:

- ~~ Level 0 (0 ABP) : Jump (jump into the air, then come down later for heavy damage). Doubled damage with Spears.
- ~~ Level 1 (50 ABP) : Jump (same as above; now for other jobs).
- ~~ Level 2 (150 ABP): Lance (take some of the enemy's HP/MP and use it to heal your own).
- ~~ Level 3 (400 ABP): Equip Lances (always allows usage of Lances (and Spears)).

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| Samurai | **FF5A_718** |
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~~ Unlocked: In the Flying Ronka Ruins.

Abilities:

- ~~ Level 0 (0 ABP) : Zeninage (toss Gil at enemies). If I remember correctly, the amount equals (LEVEL + 20) * 50.
- ~~ Level 1 (10 ABP) : Mineuchi (stun enemy).
- ~~ Level 2 (30 ABP) : Zeninage (same as above; now for other jobs).
- ~~ Level 3 (60 ABP) : Shirahadori (stop enemy attacks).
- ~~ Level 4 (180 ABP): Equip Katana (always allows usage of Katanas).
- ~~ Level 5 (540 ABP): Iainuki (may kill all enemies on-screen).

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| Chemist | **FF5A_719** |
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~~ Unlocked: In the Flying Ronka Ruins.

Abilities:

- ~~ Level 0 (0 ABP) : Drink (use one of the drinks you have in stock).
- ~~ Level 1 (15 ABP) : Pharmacist (increases effect of healing items).
- ~~ Level 2 (30 ABP) : Mix (mix together two items for certain effects).
- ~~ Level 3 (45 ABP) : Drink (same as above; now for other jobs).
- ~~ Level 4 (135 ABP): Recover (heal party from Mini, Poison, Darkness, Sleep, Old, Paralysis, Silence, Frog, and Confuse statuses).
- ~~ Level 5 (405 ABP): Revive (revives a KO'ed party member).

O=====O=====O
| Dancer | **FF5A_720** |
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~~ Unlocked: In the Flying Ronka Ruins.

Abilities:

- ~~ Level 0 (0 ABP) : Dance (randomly use a Dance).
- ~~ Level 1 (25 ABP) : Flirt (distracts enemies).
- ~~ Level 2 (50 ABP) : Dance (same as above; now for other jobs).
- ~~ Level 3 (325 ABP): Equip Ribbons (allows usage of the Tiara, Ribbon, Rainbow Armor, and Red Accessory, which otherwise are Dancer-only items).

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| Mime | **FF5A_721** |
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~~ Unlocked: Defeat the Famed Mimic Gogo in the Sunken Tower of Walse. See Section XI or XIX of the walkthrough for further details.

Abilities:

- ~~ Level 0 (0 ABP) : Mimic (copies the last action taken by a party member). Notably, allows use of magic without MP, and items without losing stock.
- ~~ Level 1 (999 ABP): Mimic (same as above; now for other jobs).

O=====O=====O
| Oracle | **FF5A_722** |

O=====O=====O

~~ Unlocked: Get all twelve of the legendary weapons from the Sealed Castle of Kuza. To do so, you'll need to get the four tablets and bring them there; see Sections VIII, X, XII, and XIII of the walkthrough for those details. Then go south of the Phantom Village and you'll notice some bubbling. Go underwater and into the trench there. Upon awakening, exit the cave and follow the path to the shards.

Abilities:

- ~~ Level 0 (0 ABP) : Condemn (damage or heal enemy or ally after some time).
- ~~ Level 1 (20 ABP) : Condemn (same as above; now for other jobs).
- ~~ Level 2 (50 ABP) : Predict (use a random attack; use Abilities section for further details).
- ~~ Level 3 (150 ABP): ABP Up (user of this gains 50% more ABP).
- ~~ Level 4 (300 ABP): Read Ahead (dramatically lowers the amount of random encounters you fight).

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| Cannoneer | **FF5A_723** |

O=====O=====O

~~ Unlocked: Get all twelve of the legendary weapons from the Sealed Castle of Kuza. To do so, you'll need to get the four tablets and bring them there; see Sections VIII, X, XII, and XIII of the walkthrough for those details. Then go south of the Phantom Village and you'll notice some bubbling. Go underwater and into the trench there. Upon awakening, exit the cave and follow the path to the shards.

Abilities:

- ~~ Level 0 (0 ABP) : Open Fire (damage enemy and may use a status ailment).
- ~~ Level 1 (50 ABP) : Open Fire (same as above; now for other jobs).
- ~~ Level 2 (150 ABP): EXP. Up (users of this get 50% more EXP.).
- ~~ Level 3 (300 ABP): Combine (mix ammunition with items for various effects).

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| Gladiator | **FF5A_724** |

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~~ Unlocked: Get all twelve of the legendary weapons from the Sealed Castle of Kuza. To do so, you'll need to get the four tablets and bring them there; see Sections VIII, X, XII, and XIII of the walkthrough for those details. Then go south of the Phantom Village and you'll notice some bubbling. Go underwater and into the trench there. Upon awakening, exit the cave and follow the path to the shards.

Abilities:

- ~~ Level 0 (0 ABP) : Finisher (use a high-damage or elemental attack; may not always hit). Element-wise, Bartz has Aero/Wind, Lenna has Water, Krile has Earth, and Faris has Fire.
- ~~ Level 1 (30 ABP) : Lure (induces more random encounters).
- ~~ Level 2 (70 ABP) : Finisher (same as above; now for other jobs).
- ~~ Level 3 (150 ABP): Long Reach (all weapons deal normal damage from the back row).
- ~~ Level 4 (450 ABP): Bladeblitz (hit all enemies).

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| Necromancer | **FF5A_725** |
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~~ Unlocked: Get all twelve of the legendary weapons from the Sealed Castle of Kuza. To do so, you'll need to get the four tablets and bring them there; see Sections VIII, X, XII, and XIII of the walkthrough for those details. Then go south of the Phantom Village and you'll notice some bubbling. Go underwater and into the trench there.

If you've beaten the game by this point -- you need to -- you'll unlock the Sealed Temple nearby. Finish it to be able to unlock this job. See Section XX of the walkthrough for details on such.

Abilities:

- ~~ Level 0 (0 ABP) : Dark Arts (use any Dark Art learned; this job only).
- ~~ Level 1 (15 ABP) : Oath (summon a random demon).
- ~~ Level 2 (30 ABP) : Dark Arts (use any Level 1 Dark Art).
- ~~ Level 3 (45 ABP) : Dark Arts (use any Level 2 or below Dark Art).
- ~~ Level 4 (60 ABP) : Dark Arts (use any Level 3 or below Dark Art).
- ~~ Level 5 (100 ABP): Dark Arts (use any Level 4 or below Dark Art).
- ~~ Level 6 (200 ABP): Dark Arts (use any Level 5 or below Dark Art).
- ~~ Level 7 (300 ABP): Undead (makes user Undead and hurt by many healing spells and items).

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| Freelancer | **FF5A_726** |
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~~ Unlocked: Always.

Abilities:

This job is actually one of the more "leechy" jobs. It cannot learn any abilities of its own; only equip two of those you've learned from other jobs. It can also equip any armor, weapon, shield, accessory, etc. It is also the toughest to master, because you obviously need to master all other jobs to master this.

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		Section Eight: Ability Data				
		FF5A_8				
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O=====O
| White Magic **FF5A_81** |
O=====O

Arise

- ~~ MP Cost : 50 MP
- ~~ Magic Level: 6
- ~~ Location : Shop in Phantom Village (10,000 Gil).
- ~~ Effect(s) : Revives a KO'ed character with full HP; may kill the Undead.

=====

Berserk

~~ MP Cost : 8 MP
~~ Magic Level: 5
~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Induces Berserk status (the afflicted can no longer be controlled, has a huge increase in physical power, and can only use a basic physical attack).

=====

Blink

~~ MP Cost : 6 MP
~~ Magic Level: 4
~~ Location : Shops in Bal Castle, Quelb, Surgate, and Moore (3,000 Gil).
~~ Effect(s) : Allows target to evade one physical attack.

=====

Confuse

~~ MP Cost : 4 MP
~~ Magic Level: 3
~~ Location : Shops in Karnak and Jachol (650 Gil).
~~ Effect(s) : Induces Confusion (inability to control afflicted character, who randomly attacks enemies or allies).

=====

Cura

~~ MP Cost : 9 MP
~~ Magic Level: 3
~~ Location : Shops in Karnak and Jachol (620 Gil).
~~ Effect(s) : Restores a fair amount of HP; hurts the Undead.

=====

Curaga

~~ MP Cost : 27 MP
~~ Magic Level: 5
~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Restores a large amount of HP; hurts the Undead.

=====

Cure

~~ MP Cost : 4 MP
~~ Magic Level: 1
~~ Location : Shops in Tule, Karnak, Carwen, and Jachol (180 Gil).
~~ Effect(s) : Restore some HP; hurts the Undead.

=====

Dispel

~~ MP Cost : 12 MP

~~ Magic Level: 6
~~ Location : Shop in the Phantom Village (10,000 Gil).
~~ Effect(s) : Remove certain magic effects (eg. Regen, Shell, Protect, Reflect). Cannot be Reflected.

=====

Esuna

~~ MP Cost : 10 MP
~~ Magic Level: 4
~~ Location : Shops in Karnak, Lix, Bal Castle, Quelb, Surgate, and Moore (3,000 Gil).
~~ Effect(s) : Cure any status effect, except for KO and Zombie.

=====

Holy

~~ MP Cost : 20 MP
~~ Magic Level: 6
~~ Location : Atop the White Tower of Fork Tower, after beating the Minotaur.
~~ Effect(s) : Deals heavy Holy-based damage.

=====

Libra

~~ MP Cost : 1 MP
~~ Magic Level: 1
~~ Location : Shops in Tule, Karnak, and Jachol (80 Gil).
~~ Effect(s) : Shows target HP and weaknesses. Due to a glitch, MP is excluded (unlike the description says).

=====

Mini

~~ MP Cost : 5 MP
~~ Magic Level: 2
~~ Location : Shop in the Phantom Village (300 Gil).
~~ Effect(s) : Causes Mini status (largely reduced stats, except heightened evasion) or cures said status.

=====

Poisona

~~ MP Cost : 2 MP
~~ Magic Level: 1
~~ Location : Shops in Tule, Karnak, Carwen, and Jachol (90 Gil).
~~ Effect(s) : Heals Poison statuses.

=====

Protect

~~ MP Cost : 3 MP
~~ Magic Level: 2
~~ Location : Shops in Karnak, Carwen, and Jachol (280 Gil).

~~ Effect(s) : Induces the Protect status (halves most physical damage).

=====

Raise

~~ MP Cost : 29 MP

~~ Magic Level: 3

~~ Location : Shops in Karnak and Jachol (700 Gil).

~~ Effect(s) : Revives a KO'ed character; may kill the Undead.

=====

Reflect

~~ MP Cost : 15 MP

~~ Magic Level: 5

~~ Location : Shop in Moore (6,000 Gil).

~~ Effect(s) : Induces the Reflect status (most magic spells aimed at the afflicted are reflected to the caster or his party).

=====

Shell

~~ MP Cost : 5 MP

~~ Magic Level: 4

~~ Location : Shops in Bal Castle, Quelb, Surgate, and Moore (3,000 Gil).

~~ Effect(s) : Induces the Shell status (halves most magical damage).

=====

Silence

~~ MP Cost : 2 MP

~~ Magic Level: 2

~~ Location : Shops in Karnak, Carwen, and Jachol (280 Gil).

~~ Effect(s) : Inflicts Silence on target (temporal inability to use magic).

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O=====O
| Black Magic **FF5A_82** |
O=====O

Bio

~~ MP Cost : 16 MP

~~ Magic Level: 4

~~ Location : Shops in Surgate and Moore (3,000 Gil).

~~ Effect(s) : Induces damage, and sometimes the Sap status (HP slowly is lost).

=====

Blizzaga

~~ MP Cost : 25 MP

~~ Magic Level: 5

~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Deals heavy Blizzard-based damage.

Blizzara

~~ MP Cost : 10 MP
~~ Magic Level: 3
~~ Location : Shops in Karnak and Crescent (600 Gil).
~~ Effect(s) : Deals moderate Blizzard-based damage.

Blizzard

~~ MP Cost : 4 MP
~~ Magic Level: 1
~~ Location : Shops in Tule, Carwen, Karnak, and Crescent (150 Gil).
~~ Effect(s) : Deals light Blizzard-based damage.

Break

~~ MP Cost : 15 MP
~~ Magic Level: 4
~~ Location : Shops in Castle Bal, Quelb, Surgate, and Moore (3,000 Gil).
~~ Effect(s) : Causes instant petrification (complete inoperability until cured).

Death

~~ MP Cost : 29 MP
~~ Magic Level: 6
~~ Location : Shop in the Phantom Village (10,000 Gil).
~~ Effect(s) : Instantly kills target; revives Undead to full health. Either way, it cannot be Reflected.

Drain

~~ MP Cost : 13 MP
~~ Magic Level: 4
~~ Location : Shops in Castle Bal, Quelb, Surgate, and Moore (3,000 Gil).
~~ Effect(s) : Damages target and uses the drained HP to heal caster. Effect is opposite when used on the Undead -- target gains HP while caster loses it.

Fira

~~ MP Cost : 10 MP
~~ Magic Level: 3
~~ Location : Shops in Karnak and Crescent (600 Gil).
~~ Effect(s) : Deals moderate Fire-based damage.

=====
Firaga

~~ MP Cost : 25 MP
~~ Magic Level: 5
~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Deals heavy Fire-based damage.

=====
Fire

~~ MP Cost : 4 MP
~~ Magic Level: 1
~~ Location : Shops in Tule, Karnak, Carwen, and Crescent (150 Gil).
~~ Effect(s) : Deals light Fire-based damage.

=====
Flare

~~ MP Cost : 39 MP
~~ Magic Level: 6
~~ Location : Atop the Black Tower of Fork Tower, after beating Omniscient.
~~ Effect(s) : Deals heavy non-elemental, Defense-ignoring damage.

=====
Osmose

~~ MP Cost : 1 MP
~~ Magic Level: 6
~~ Location : Shop in the Phantom Village (10,000 Gil).
~~ Effect(s) : Takes some MP from the target to boost that of the caster; the effect is opposite on the undead -- the target gains MP while the caster loses it. Either way, it cannot be Reflected.

=====
Poison

~~ MP Cost : 2 MP
~~ Magic Level: 2
~~ Location : Shops in Karnak and Crescent (290 Gil).
~~ Effect(s) : Induces the Poison status (the afflicted loses ~6.25% of their HP each turn).

=====
Sleep

~~ MP Cost : 3 MP
~~ Magic Level: 2
~~ Location : Shops in Karnak, Carwen, and Crescent (300 Gil).
~~ Effect(s) : Induces Sleep (temporal inoperability of the afflicted until a certain time or when hit physically).

=====

Thundaga

~~ MP Cost : 25 MP
~~ Magic Level: 5
~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Deals heavy Thunder-based damage.

=====

Thundara

~~ MP Cost : 10 MP
~~ Magic Level: 3
~~ Location : Shops in Karnak and Crescent (600 Gil).
~~ Effect(s) : Deals moderate Thunder-based damage.

=====

Thunder

~~ MP Cost : 4 MP
~~ Magic Level: 1
~~ Location : Shops in Tule, Karnak, Carwen, and Crescent (150 Gil).
~~ Effect(s) : Deals light Thunder-based damage.

=====

Toad

~~ MP Cost : 8 MP
~~ Magic Level: 2
~~ Location : Istory. There, go to the square-shaped flower patch and run in a circle on each flower and touch the toad.
~~ Effect(s) : Induces Toad status (largely reduced stats) or cures it.

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O=====O
| Spellblades **FF5A_83** |
O=====O

Bio

~~ MP Cost : 3 MP
~~ Magic Level: 4
~~ Location : Shops in Surgate and Moore (3,000 Gil).
~~ Effect(s) : Induces damage, and sometimes the Sap status (HP slowly is lost) with some physical hits.

=====

Blizzaga

~~ MP Cost : 15 MP
~~ Magic Level: 5
~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Makes weapon Blizzard-elemental.

=====
Blizzara

~~ MP Cost : 5 MP
~~ Magic Level: 3
~~ Location : Shops in Karnak and Crescent (600 Gil).
~~ Effect(s) : Makes weapon Blizzard-elemental.

=====

Blizzard

~~ MP Cost : 2 MP
~~ Magic Level: 1
~~ Location : Shops in Tule, Carwen, Karnak, and Crescent (150 Gil).
~~ Effect(s) : Makes weapon Blizzard-elemental.

=====

Break

~~ MP Cost : 8 MP
~~ Magic Level: 4
~~ Location : Shops in Castle Bal, Quelb, Surgate, and Moore (3,000 Gil).
~~ Effect(s) : Causes instant petrification (complete inoperability until cured) with some physical hits.

=====

Death

~~ MP Cost : 29 MP
~~ Magic Level: 6
~~ Location : Shop in the Phantom Village (10,000 Gil).
~~ Effect(s) : Instantly kills target; revives Undead to full health. Effect is applied to physical hits.

=====

Drain

~~ MP Cost : 6 MP
~~ Magic Level: 4
~~ Location : Shops in Castle Bal, Quelb, Surgate, and Moore (3,000 Gil).
~~ Effect(s) : Damages target and uses the drained HP to heal caster. Effect is opposite when used on the Undead -- target gains HP while caster loses it. Effect is applied to physical hits.

=====

Fira

~~ MP Cost : 5 MP
~~ Magic Level: 3
~~ Location : Shops in Karnak and Crescent (600 Gil).
~~ Effect(s) : Makes weapon Fire-elemental.

=====

Firaga

~~ MP Cost : 15 MP
~~ Magic Level: 5
~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Makes weapon Fire-elemental.

=====
Fire

~~ MP Cost : 2 MP
~~ Magic Level: 1
~~ Location : Shops in Tule, Karnak, Carwen, and Crescent (150 Gil).
~~ Effect(s) : Makes weapon Fire-elemental.

=====
Flare

~~ MP Cost : 30 MP
~~ Magic Level: 6
~~ Location : Atop the Black Tower of Fork Tower, after beating Omniscient.
~~ Effect(s) : Weapon deals non-elemental damage, quarters enemy Defense, and your weapon power is boosted by 100 points.

=====
Holy

~~ MP Cost : 10 MP
~~ Magic Level: 6
~~ Location : Atop the White Tower of Fork Tower, after beating the Minotaur.
~~ Effect(s) : Deals heavy Holy-based damage.

=====
Osmose

~~ MP Cost : 1 MP
~~ Magic Level: 6
~~ Location : Shop in the Phantom Village (10,000 Gil).
~~ Effect(s) : Takes some MP from the target to boost that of the caster; the effect is opposite on the undead -- the target gains MP while the caster loses it. The effect is applied to physical hits.

=====
Poison

~~ MP Cost : 1 MP
~~ Magic Level: 2
~~ Location : Shops in Karnak and Crescent (290 Gil).
~~ Effect(s) : Induces the Poison status (the afflicted loses ~6.25% of their HP each turn) sometimes with a hit.

=====
Silence

~~ MP Cost : 1 MP
~~ Magic Level: 2
~~ Location : Shops in Karnak, Carwen, and Jachol (280 Gil).
~~ Effect(s) : Inflicts Silence on target (temporal inability to use magic)
with some physical hits.

=====

Sleep

~~ MP Cost : 2 MP
~~ Magic Level: 2
~~ Location : Shops in Karnak, Carwen, and Crescent (300 Gil).
~~ Effect(s) : Induces Sleep (temporal inoperability of the afflicted until a
certain time or when hit physically) sometimes with a hit.

=====

Thundaga

~~ MP Cost : 15 MP
~~ Magic Level: 5
~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Makes weapon Thunder-elemental.

=====

Thundara

~~ MP Cost : 5 MP
~~ Magic Level: 3
~~ Location : Shops in Karnak and Crescent (600 Gil).
~~ Effect(s) : Makes weapon Thunder-elemental.

=====

Thunder

~~ MP Cost : 2 MP
~~ Magic Level: 1
~~ Location : Shops in Tule, Karnak, Carwen, and Crescent (150 Gil).
~~ Effect(s) : Makes weapon Thunder-elemental.

=====

O=====O
| Time Magic **FF5A_84** |
O=====O

Banish

~~ MP Cost : 20 MP
~~ Magic Level: 6
~~ Location : Shop in the Phantom Village (10,000 Gil).
~~ Effect(s) : Permanently erases an enemy from the battlefield.

=====

Comet

~~ MP Cost : 7 MP
~~ Magic Level: 4
~~ Location : Shops in Castle Bal, Quelb, Surgate, and Moore (3,000 Gil).
~~ Effect(s) : Deal non-elemental damage once to one enemy; not Reflectable.

=====
Float

~~ MP Cost : 10 MP
~~ Magic Level: 2
~~ Location : Shops in Karnak and Surgate (300 Gil).
~~ Effect(s) : In the field, allows those afflicted to be immune to damaging floors' effects (ie. lava). In battle, those afflicted are immune to Earth-based attacks (ie. Earth Shaker).

=====
Graviga

~~ MP Cost : 18 MP
~~ Magic Level: 5
~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Reduces target's HP to 1/8 (12.5%) of their current HP.

=====
Gravity

~~ MP Cost : 9 MP
~~ Magic Level: 3
~~ Location : Shop in Karnak (620 Gil).
~~ Effect(s) : Halves the target's current HP value.

=====
Haste

~~ MP Cost : 5 MP
~~ Magic Level: 2
~~ Location : Shops in Walse and Karnak (320 Gil).
~~ Effect(s) : Speeds up the target and increases the number of turns it gets.

=====
Hastega

~~ MP Cost : 15 MP
~~ Magic Level: 5
~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Inflicts the Haste status on all allies.

=====
Meteor

~~ MP Cost : 42 MP
~~ Magic Level: 5
~~ Location : At the end of the Great Sea Trench, after fighting Phobos,

Triton, and Nereid.

~~ Effect(s) : Deals non-elemental damage to all enemies on the field. Four randomized hits are dealt.

=====

Mute

~~ MP Cost : 3 MP
~~ Magic Level: 2
~~ Location : Shops in Walse and Karnak (320 Gil).
~~ Effect(s) : Silences everyone on the battlefield; often ignores the Silence status immunity.

=====

Old

~~ MP Cost : 4 MP
~~ Magic Level: 5
~~ Location : Shop in Moore (6,000 Gil).
~~ Effect(s) : Inflicts the Old status (reduces target's stats over time).

=====

Quick

~~ MP Cost : 77 MP
~~ Magic Level: 6
~~ Location : Shop in the Phantom Village (10,000 Gil).
~~ Effect(s) : Stop all allies and enemies on-screen except the caster. The time between the casting and everyone's reanimation is about two turns.

=====

Regen

~~ MP Cost : 3 MP
~~ Magic Level: 1
~~ Location : Shops in Walse and Karnak (100 Gil).
~~ Effect(s) : Slowly restores HP; hurts the Undead over time.

=====

Return

~~ MP Cost : 1 MP
~~ Magic Level: 4
~~ Location : Shops in Castle Bal, Quelb, Surgate, and Moore (3,000 Gil).
~~ Effect(s) : Starts battle over.

=====

Slow

~~ MP Cost : 3 MP
~~ Magic Level: 1
~~ Location : Shops in Walse and Karnak (80 Gil).
~~ Effect(s) : Lowers the target's speed and the number of turns it can take.

=====
Slowga

~~ MP Cost : 9 MP
~~ Magic Level: 4
~~ Location : Shops in Castle Bal, Quelb, Surgate, and Moore (3,000 Gil).
~~ Effect(s) : Inflicts the Slow status on all enemies.

=====
Speed

~~ MP Cost : 1 MP
~~ Magic Level: 1
~~ Location : Shops in Walse and the Phantom Village (30 Gil).
~~ Effect(s) : Hastens the pace of battle.

=====
Stop

~~ MP Cost : 8 MP
~~ Magic Level: 3
~~ Location : Shop in Karnak (580 Gil).
~~ Effect(s) : Temporarily ceases target's actions entirely.

=====
Teleport

~~ MP Cost : 15 MP
~~ Magic Level: 3
~~ Location : Shops in Castle Bal and the Phantom Village (600 Gil).
~~ Effect(s) : Instantly warp outside of a dungeon or a battle.

=====
O=====O
| Blue Magic **FF5A_85** |
O=====O

???

~~ MP Cost : 3 MP
~~ Learned From: Azulmagia, Gel Fish, Wild Nakk.
~~ Effect(s) : The difference between your max and current HP is inflicted as damage.

=====
1000 Needles

~~ MP Cost : 25 MP
~~ Learned From: Azulmagia, Mykale, Cactus, Lamia.
~~ Effect(s) : Deals 1,000 damage -- no more or less -- to one enemy.

=====

Aera

~~ MP Cost : 10 MP
~~ Learned From: Azulmagia, Page 32, Gigas, Enchanted Fan, Abductor, Galajelly, Gilgamesh, Enkidu.
~~ Effect(s) : Deals Aero/Wind-based damage.

=====

Aero

~~ MP Cost : 4 MP
~~ Learned From: Azulmagia, Mykale, Gigas, Defeater, Moldwynd, Magissa.
~~ Effect(s) : Deals Aero/Wind-based damage.

=====

Aeroga

~~ MP Cost : 24 MP
~~ Learned From: Azulmagia, Elm Gigas, Enchanted Fan, Crystal, Cherie, Magic Dragon, Baldanders, Neo Exdeath.
~~ Effect(s) : Deals Aero/Wind-based damage.

=====

Aqua Breath

~~ MP Cost : 38 MP
~~ Learned From: Azulmagia, Aquagel, Dhorme Chimera, Leviathan, Crystal, Manticore.
~~ Effect(s) : Damages all enemies; boosted damage versus Desert-type enemies.

=====

Dark Spark

~~ MP Cost : 27 MP
~~ Learned From: Azulmagia, Shadow, Black Flame, Ushhabti, Strapparer, Druid.
~~ Effect(s) : Halves the target's level.

=====

Death Claw

~~ MP Cost : 21 MP
~~ Learned From: Azulmagia, Iron Claw, Objet d'Art, Treant, Gilgamesh, Soul Eater, Strapparer.
~~ Effect(s) : Lowers the target's HP to less than ten; may paralyze.

=====

Doom

~~ MP Cost : 10 MP
~~ Learned From: Azulmagia, The Damned, Exdeath, Unknown.
~~ Effect(s) : Target will die in thirty seconds.

=====

Flame Thrower

~~ MP Cost : 5 MP
~~ Learned From: Azulmagia, Great Dragon, Omega, Omega Mk. II, Mecha Head,
Prototype, Flame Thrower, Mindflayer.
~~ Effect(s) : Hits an enemy with Fire-based damage.

=====

Flash

~~ MP Cost : 7 MP
~~ Learned From: Azulmagia, Ushabti, Headstone, Crew Dust, Stone Mask, Neon,
Ramuh, Gilgamesh, Necrophobe, Parthenope, Orukat.
~~ Effect(s) : Inflicts Darkness status on all enemies.

=====

Goblin Punch

~~ MP Cost : 0 MP
~~ Learned From: Azulmagia, Goblin, Black Goblin, Nix, Sahagin, Gobbledygook,
Gilgamesh.
~~ Effect(s) : Deals damage. If your level equals that of the enemy's, you'll
deal around eight times the normal amount of damage.

=====

Level 2 Old

~~ MP Cost : 11 MP
~~ Learned From: Azulmagia, Executioner, Level Tricker, Level Checker, Magic
Dragon, Shinryu.
~~ Effect(s) : Hits enemies with levels that are even (multiples of two) with
the Old status. Ignores the immunity.

=====

Level 3 Flare

~~ MP Cost : 18 MP
~~ Learned From: Azulmagia, Executioner, Red Dragon, Exdeath, Level Checker,
Shinryu, Archeosaur.
~~ Effect(s) : Hits enemies that have levels in multiples of three with a
Flare spell.

=====

Level 4 Graviga

~~ MP Cost : 4 MP
~~ Learned From: Azulmagia, Executioner, Ghidra, Level Checker, Level Tricker.
~~ Effect(s) : Enemies with levels in multiples of four have their HP
reduced to 1/8 (12.5%) of its current amount.

=====

Level 5 Death

~~ MP Cost : 22 MP
~~ Learned From: Azulmagia, Page 64, Level Tricker, Level Checker, Executioner.
~~ Effect(s) : All targets with levels that are multiples of five die.

=====

Lilliputian Lyric

~~ MP Cost : 5 MP
~~ Learned From: Azulmagia, Mykale, Mini Mage, Gilgamesh, Cherie, Villa, Farfarello.
~~ Effect(s) : Hits someone with the Mini status.

=====

Magic Hammer

~~ MP Cost : 3 MP
~~ Learned From: Azulmagia, Drippy, Byblos, Apanda.
~~ Effect(s) : Halves the MP of the target.

=====

Mighty Guard

~~ MP Cost : 72 MP
~~ Learned From: Azulmagia, Stingray, Shinryu.
~~ Effect(s) : Casts Protect, Shell, and Float on your party.

=====

Mind Blast

~~ MP Cost : 6 MP
~~ Learned From: Azulmagia, Mindflayer, Wendigo, Twintania.
~~ Effect(s) : Hits an enemy with Sap and Paralysis.

=====

Missile

~~ MP Cost : 7 MP
~~ Learned From: Azulmagia, Motor Trap, Prototype, Rocket Launcher, Enkidu.
~~ Effect(s) : Reduces the target's HP to 1/4 of what it currently is.

=====

Moon Flute

~~ MP Cost : 3 MP
~~ Learned From: Azulmagia, Mykale, Jackanapes, Page 256.
~~ Effect(s) : Berserks all allies.

=====

Off-Guard

~~ MP Cost : 19 MP
~~ Learned From: Azulmagia, Page 256, The Damned, Magic Dragon, Ushabti,

Shadow, Ziggurat Gigas.

~~ Effect(s) : Reduces the Defense of the target.

=====
Pond's Chorus

~~ MP Cost : 5 MP

~~ Learned From: Azulmagia, Lemure, Elf Toad, Archeotoad, Kornago.

~~ Effect(s) : Hits someone with the Toad status.

=====
Roulette

~~ MP Cost : 1 MP

~~ Learned From: Azulmagia, Parthenope, Hades, Death Dealer, Shinryu.

~~ Effect(s) : A target is killed at random; doesn't hurt the Undead.

=====
Self-Destruct

~~ MP Cost : 1 MP

~~ Learned From: Azulmagia, Motor Trap, Bomb, Grenade, Purobolos, Prototype,
Unknown (#171).

~~ Effect(s) : Caster dies to heavily damage one enemy.

=====
Time Slip

~~ MP Cost : 9 MP

~~ Learned From: Azulmagia, Gilgamesh, Cherie, Traveller.

~~ Effect(s) : Hits an enemy with the Sleep and Old statuses.

=====
Transfusion

~~ MP Cost : 13 MP

~~ Learned From: Azulmagia, Unknown (#169), Mover, Calcruthi, Devilfish,
Mythril Dragon, Birostris.

~~ Effect(s) : The caster dies to fully restore an ally's HP/MP.

=====
White Wind

~~ MP Cost : 28 MP

~~ Learned From: Azulmagia, White Flame, Enchanted Fan.

~~ Effect(s) : Each party member gains HP equal to that of the caster.

=====
Vampire

~~ MP Cost : 2 MP

~~ Learned From: Azulmagia, Shadow, Steel Bat, Abductor, Mercury Bat, Python,
Zombie Dragon.

~~ Effect(s) : Drains HP from the enemy to heal the caster; on the Undead,
the target gains HP while the caster loses it.

=====

O=====O
| Summon Magic **FF5A_86** |
O=====O

Bahamut

~~ MP Cost : 66 MP
~~ Magic Level: 5
~~ Location : After collecting the first Tablet, defeat him atop North
Mountain; Call ability; Magic Lamp item.
~~ Effect(s) : Deals heavy non-elemental damage to all enemies.

=====

Carbuncle

~~ MP Cost : 45 MP
~~ Magic Level: 4
~~ Location : Defeat him in Castle Exdeath; Call ability; Magic Lamp item.
~~ Effect(s) : Puts Reflect on the whole party.

=====

Catoblepas

~~ MP Cost : 33 MP
~~ Magic Level: 3
~~ Location : Details are near the end of Section VI of the walkthrough; Call
ability; Magic Lamp item.
~~ Effect(s) : May petrify enemies.

=====

Chocobo

~~ MP Cost : 4 MP
~~ Magic Level: 1
~~ Location : Shops in Walse and the Phantom Village (300 Gil); Call ability;
Magic Lamp item.
~~ Effect(s) : Light-to-moderate physical damage.

=====

Golem

~~ MP Cost : 18 MP
~~ Magic Level: 3
~~ Location : Help him out in a random encounter in Drakenvale or the cavern
portion of the Interdimensional Rift; Call ability; Magic Lamp
item.
~~ Effect(s) : Brings up a wall to block hits. Can withstand damage equal to
(Level + 20) * 50.

=====

Ifrit

~~ MP Cost : 11 MP
~~ Magic Level: 2
~~ Location : Defeat him in the Library of the Ancients; Call ability; Magic Lamp item.
~~ Effect(s) : Deals Fire-based damage to all enemies.

Leviathan

~~ MP Cost : 39 MP
~~ Magic Level: 5
~~ Location : Defeat him in Istory Falls; Call ability; Magic Lamp item.
~~ Effect(s) : Deals heavy Water-based damage to all enemies.

Odin

~~ MP Cost : 48 MP
~~ Magic Level: 4
~~ Location : Defeat him in the basement of Castle Bal; Call ability; Magic Lamp item.
~~ Effect(s) : Either deal heavy damage to one enemy, or kill them all.

Phoenix

~~ MP Cost : 99 MP
~~ Magic Level: 5
~~ Location : Atop Phoenix Tower; Call ability; Magic Lamp item.
~~ Effect(s) : Deals Fire-based damage to all enemies and the initial target of the spell gets hit with Arise.

Ramuh

~~ MP Cost : 12 MP
~~ Magic Level: 2
~~ Location : Defeat him in the Istory forest; defeat him outside Dimension Castle in the Interdimensional Rift; Call ability; Magic Lamp item.
~~ Effect(s) : Deals Thunder-based damage to all enemies.

Remora

~~ MP Cost : 2 MP
~~ Magic Level: 1
~~ Location : Shops in Walse and the Phantom Village (250 Gil); Call ability; Magic Lamp item.
~~ Effect(s) : May Paralyze or Slow an enemy.

Shiva

~~ MP Cost : 10 MP
~~ Magic Level: 2
~~ Location : Defeat her in the Walse Watertower; Call ability; Magic Lamp item.
~~ Effect(s) : Deals Blizzard-based damage to all enemies.

Syldra

~~ MP Cost : 32 MP
~~ Magic Level: 4
~~ Location : After getting the first Tablet, go to the Pirate's Cave to find her there; Call ability; Magic Lamp item.
~~ Effect(s) : Heavy Thunder- and Blizzard-based damage.

Sylph

~~ MP Cost : 8 MP
~~ Magic Level: 1
~~ Location : Shops in Walse and the Phantom Village (350 Gil); Call ability; Magic Lamp item.
~~ Effect(s) : Drains HP from one enemy and uses it to heal the party. Is not reversed by Undead monsters, either. ^_^

Titan

~~ MP Cost : 25 MP
~~ Magic Level: 3
~~ Location : Defeat him in the Karnak meteorite; Call ability; Magic Lamp item.
~~ Effect(s) : Deals Earth-based damage to all vulnerable enemies.

O=====O
| Songs **FF5A_87** |
O=====O

Alluring Air

~~ Location : In Lix, watch the cutscene in Bartz's house, then speak with its current resident.
~~ Effect(s) : Confuse all enemies.

Hero's Rime

~~ Location : Play all eight pianos of the world, then speak with the minstrel in Crescent.
~~ Effect(s) : Raises all of the party's stats (or level, maybe).

=====
Mana's Peaen

~~ Location : Speak with a scholar in the Library of the Ancients after the world merges.
~~ Effect(s) : Increases party's magic.

=====

Mighty March

~~ Location : Puts Regen on all party members.
~~ Effect(s) : Crescent before the world merging.

=====

Requiem

~~ Location : Damages the Undead.
~~ Effect(s) : Speak with one of the wolves performing the ceremony in the northeastern corner of Quelb.

=====

Romeo's Ballad

~~ Location : Get kicked by the sheep in Istory, then speak with the bard.
~~ Effect(s) : Stops all enemies.

=====

Sinewy Etude

~~ Location : Play seven pianos, then meet with the minstrel in Crescent.
~~ Effect(s) : Increases party's strength.

=====

Swift Song

~~ Location : Examine a book in Xezat's room of Castle Surgate.
~~ Effect(s) : Increases party's speed.

=====

O=====O
| Animals **FF5A_88** |
O=====O

Bee Swarm

~~ Level Needed: 5
~~ Effect(s) : Level-based damage to all enemies; small nevertheless.

=====

Falcon

~~ Level Needed: 30
~~ Effect(s) : Reduces the HP of the target to 1/3 (33.33%) of its current amount.

=====

Flying Squirrel

~~ Level Needed: 20
~~ Effect(s) : Messes with enemy concentration.

=====

Mindia Rabbit

~~ Level Needed: 1
~~ Effect(s) : None, I think.

=====

Nightingale

~~ Level Needed: 10
~~ Effect(s) : Restores a small amount of HP.

=====

Skunk

~~ Level Needed: 40
~~ Effect(s) : Inflicts Darkness and Poison on all enemies.

=====

Squirrel

~~ Level Needed: 1
~~ Effect(s) : Small damage to a non-floating target.

=====

Unicorn

~~ Level Needed: 60
~~ Effect(s) : Recover HP and MP.

=====

Wild Boar

~~ Level Needed: 50
~~ Effect(s) : Damages one non-floating target.

=====

Jitterbug

~~ Effect(s): Drain HP from an enemy to heal the user's; if used on the Undead Undead, the target gains HP and user loses it.

Mystery Waltz

~~ Effect(s): Drain MP from an enemy to heal the user's; if used on the Undead the target gains MP and user loses it.

Sword Dance

~~ Effect(s): Deal quadruple damage.

Tempting Tango

~~ Effect(s): Confuses a target.

O=====O
| Mix Combinations **FF5A_810** |
O=====O

Antilixir

~~ Effect(s) : Reduces HP and MP to one.
~~ Combinations: Elixir + Dark Matter

Bacchus's Cider

~~ Effect(s) : Induces Berserk.
~~ Combinations: Holy Water + Turtle Shell

Balm of Gilhead

~~ Effect(s) : Fully restores HP.
~~ Combinations: Hi-Potion + Ether

Blessed Kiss

~~ Effect(s) : Induces Image, Haste, and Berserk.
~~ Combinations: Maiden's Kiss + Holy Water

Cure Blindness

~~ Effect(s) : Restore some HP and cure Darkness.

~~ Combinations: Potion + Eye Drops
Hi-Potion + Eye Drops

Dark Breath

~~ Effect(s) : Deals Fire-based damage; base damage is equal to the user's difference in current and maximum HP.

~~ Combinations: Dark Matter + Dragon Fang

Dark Ether

~~ Effect(s) : Drains 25% of MP.

~~ Combinations: Ether + Dark Matter

Dark Gas

~~ Effect(s) : Inflicts Darkness.

~~ Combinations: Dark Matter + Eye Drops

Dark Sigh

~~ Effect(s) : Inflicts Darkness and Confusion

~~ Combinations: Dragon Fang + Eye Drops

Death Potion

~~ Effect(s) : Same as Death; Undead are revived fully healed.

~~ Combinations: Phoenix Down + Dark Matter

Devil's Juice

~~ Effect(s) : Deals 666 points of damage.

~~ Combinations: Potion + Dark Matter
Hi-Potion + Dark Matter

Dragon Breath

~~ Effect(s) : Deals Fire-, Thunder-, and Blizzard-based damage.

~~ Combinations: Dragon Fang + Dragon Fang

Dragon Defense

~~ Effect(s) : Increase your physical and magical Defense stats.
~~ Combinations: Phoenix Down + Dragon Fang

=====

Dragon Kiss

~~ Effect(s) : Makes the target a Dragon and immune to some statuses.
~~ Combinations: Maiden's Kiss + Dragon Fang

=====

Dragon Power

~~ Effect(s) : Increases level by twenty.
~~ Combinations: Potion + Dragon Fang
Hi-Potion + Dragon Fang

=====

Dragon Shielding

~~ Effect(s) : Creates immunity to Fire, Blizzard, and Thunder damage.
~~ Combinations: Ether + Dragon Fang

=====

Dud Potion

~~ Effect(s) : Severely lowers HP, or induces Sap and Confusion.
~~ Combinations: Elixir + Turtle Shell
Holy Water + Dark Matter
Turtle Shell + Dragon Fang

=====

Elemental Power

~~ Effect(s) : Increases magical damage dealt by 50%.
~~ Combinations: Holy Water + Eye Drops

=====

Elixir

~~ Effect(s) : Fully heals HP/MP; may hurt or kill the Undead.
~~ Combinations: Potion + Elixir
Hi-Potion + Elixir
Ether + Elixir
Holy Water + Elixir
Antidote + Elixir
Eye Drops + Elixir

=====

Ether

~~ Effect(s) : Restores some MP.
~~ Combinations: Potion + Turtle Shell

=====

Goliath Tonic

~~ Effect(s) : Doubles max HP (up to 9,999).
~~ Combinations: Elixir + Dragon Fang

=====

Hasty-ade

~~ Effect(s) : Haste. What else WOULD it be?
~~ Combinations: Turtle Shell + Eye Drops

=====

Hi-Potion

~~ Effect(s) : Heal some HP.
~~ Combinations: Hi-Potion + Holy Water

=====

Holy Breath

~~ Effect(s) : Holy-based damage.
~~ Combinations: Holy Water + Dragon Fang

=====

Kiss of Life

~~ Effect(s) : Revives target with 50% HP filled and all MP filled.
~~ Combinations: Phoenix Down + Maiden's Kiss

=====

Lamia's Kiss

~~ Effect(s) : Confuses the target.
~~ Combinations: Maiden's Kiss + Eye Drops

=====

Levitate

~~ Effect(s) : Same as Float.
~~ Combinations: Maiden's Kiss + Antidote

=====

Lifeshield

~~ Effect(s) : Creates immunity to instant-death attacks/spells/etc.
~~ Combinations: Phoenix Down + Holy Water

=====

Lifewater

~~ Effect(s) : Induces Regen.
~~ Combinations: Potion + Hi-Potion

Lilith's Kiss

~~ Effect(s) : Drains target's MP to restore the user's; with the Undead, the target gains MP and the user loses it.
~~ Combinations: Ether + Maiden's Kiss
Elixir + Maiden's Kiss

Maiden's Kiss

~~ Effect(s) : Cures the Toad status.
~~ Combinations: Potion + Maiden's Kiss
Hi-Potion + Maiden's Kiss

Neutralizer

~~ Effect(s) : Restore some HP and cure Poison.
~~ Combinations: Potion + Antidote
Hi-Potion + Antidote

Poison

~~ Effect(s) : Inflicts Poison.
~~ Combinations: Dark Matter + Antidote

Poison Breath

~~ Effect(s) : May Poison enemies.
~~ Combinations: Dragon Fang + Antidote

Potion

~~ Effect(s) : Heal some HP.
~~ Combinations: Potion + Holy Water

Protect Potion

~~ Effect(s) : Induces Protect.
~~ Combinations: Turtle Shell + Turtle Shell

Reincarnate

~~ Effect(s) : Revives ally with full HP.
~~ Combinations: Ether + Phoenix Down
Elixir + Phoenix Down

=====
Remedy

~~ Effect(s) : Cures all statuses except KO and Zombie.
~~ Combinations: Phoenix Down + Turtle Shell

=====
Resist Fire

~~ Effect(s) : Creates absorption to Fire.
~~ Combinations: Ether + Eye Drops

=====
Resist Ice

~~ Effect(s) : Creates Blizzard absorption.
~~ Combinations: Antidote + Phoenix Down

=====
Resist Poison

~~ Effect(s) : Creates immunity to the Poison status.
~~ Combinations: Antidote + Ether

=====
Resist Thunder

~~ Effect(s) : Creates Thunder-based absorption.
~~ Combinations: Phoenix Down + Eye Drops

=====
Resurrection

~~ Effect(s) : Revive an ally from KO; may kill the Undead.
~~ Combinations: Potion + Phoenix Down
Hi-Potion + Phoenix Down

=====
Samson's Might

~~ Effect(s) : User gains ten levels.
~~ Combinations: Antidote + Holy wAter

=====
Shadow Flare

~~ Effect(s) : Extremely powerful non-elemental attack that may induce Sap.
~~ Combinations: Dark Matter + Dark Matter

=====

Smelling Salts

~~ Effect(s) : Cures statuses for the duration of the battle.
~~ Combinations: Antidote + Eye Drops

=====

Succubus Kiss

~~ Effect(s) : Drains HP from the target to heal the user's; with the Undead,
the target gains HP and the user loses it.
~~ Combinations: Turtle Shell + Maiden's Kiss

=====

TNT

~~ Effect(s) : User dies but inflicts heavy Fire-based damage.
~~ Combinations: Dark Matter + Turtle Shell

=====

Toad Kiss

~~ Effect(s) : Uses the Toad spell.
~~ Combinations: Dark Matter + Maiden's Kiss

=====

Triple Ether

~~ Effect(s) : Basically three Ethers in one.
~~ Combinations: Hi-Potion + Turtle Shell

=====

Turtle Soup

~~ Effect(s) : Reduces Defense by 50%.
~~ Combinations: Antidote + Turtle Shell

=====

X-Potion

~~ Effect(s) : Fully restores HP.
~~ Combinations: Potion + Ether
Ether + Turtle Shell

Big Wave

~~ Effect(s): Hits all enemies with Water-based damage.

=====

Bindweed

~~ Effect(s): Slows all enemies.

=====

Bottomless Bog

~~ Effect(s): Kills a non-floating enemy.

=====

Branch Arrow

~~ Effect(s): Damages one target.

=====

Branch Spear

~~ Effect(s): Damages one target.

=====

Burning Sands

~~ Effect(s): Fire and Earth damage to all.

=====

Cave-In

~~ Effect(s): Damages one target.

=====

Desert Storm

~~ Effect(s): Earth and Wind/Aero damage to all.

=====

Earthquake

~~ Effect(s): Earth damage to all; doesn't hit floating enemies.

=====

Gust

~~ Effect(s): Wind/Aero damage to all.

=====

Ignus Fatuus

~~ Effect(s): Fire-based damage and potential Confusion to one target.

=====

Leaft Swird

~~ Effect(s): Wind/Aero-based damage and potential Darkness to one target.

=====

Phantom

~~ Effect(s): Kills the non-Undead; fully heals the Undead.

=====

Poison Mist

~~ Effect(s): Poisons a target.

=====

Quicksand

~~ Effect(s): Kills a non-floating enemy.

=====

Sandstorm

~~ Effect(s): Earth and Wind/Aero damage to all; may inflict Darkness.

=====

Sonic Boom

~~ Effect(s): Damages a target; damage equals 25% of their HP.

=====

Stalactite

~~ Effect(s): Damages one target.

=====

Tsunami

~~ Effect(s): Water-based damage to all.

=====

Twister

~~ Effect(s): Reduces an enemy's HP to less than ten.

=====

Waterfall

~~ Effect(s): Water-based damage to a single target.

=====

Whirlpool

~~ Effect(s): Damages a target.

=====

Wind Slash

~~ Effect(s): Wind/Aero-based damage to all.

=====

```

O=====O
|                               Dark Arts                               **FF5A_812** |
O=====O

```

Chaos Drive

~~ MP Cost : 38 MP
 ~~ Magic Level : 4
 ~~ Enemy to Defeat: Mini Satana.
 ~~ Effect(s) : Thunder-based damage to all and potential Paralysis.

=====

Curse

~~ MP Cost : 42 MP
 ~~ Magic Level : 4
 ~~ Enemy to Defeat: Ironclad.
 ~~ Effect(s) : Various, random statuses.

=====

Dark Flare

~~ MP Cost : 52 MP
 ~~ Magic Level : 5
 ~~ Enemy to Defeat: Exdeath's Soul, Tonberry.
 ~~ Effect(s) : Damages all enemies.

=====

Dark Haze

~~ MP Cost : 18 MP
 ~~ Magic Level : 1
 ~~ Enemy to Defeat: Lemure, Exoray.
 ~~ Effect(s) : Hits all enemies with Old and Confusion.

=====

Deep Freeze

~~ MP Cost : 38 MP
~~ Magic Level : 2
~~ Enemy to Defeat: Assassin, Dark Elemental.
~~ Effect(s) : Blizzard-based damage to all and may induce Stop.

Doomsday

~~ MP Cost : 66 MP
~~ Magic Level : 5
~~ Enemy to Defeat: Hades.
~~ Effect(s) : Heavy damage to all enemies.

Drain Touch

~~ MP Cost : 15 MP
~~ Magic Level : 1
~~ Enemy to Defeat: Mindflayer, The Damned.
~~ Effect(s) : Absorbs HP from an enemy.

Evil Mist

~~ MP Cost : 38 MP
~~ Magic Level : 2
~~ Enemy to Defeat: Zombie Dragon, Unknown.
~~ Effect(s) : Damages all enemies and may Poison.

Hellwind

~~ MP Cost : 38 MP
~~ Magic Level : 3
~~ Enemy to Defeat: Objet d'Art, Stingray.
~~ Effect(s) : May cause petrification to all enemies.

Meltdown

~~ MP Cost : 38 MP
~~ Magic Level : 3
~~ Enemy to Defeat: Claret Dragon, Liquid Flame.
~~ Effect(s) : Fire-based damage and potential Sap status to one.

=====O
| Condemn **FF5A_813** |
O=====O

Black Frost

~~ End of Countdown Effect(s): Blizzara.

=====

Brimstone

~~ End of Countdown Effect(s): Fira.

=====

Doom

~~ End of Countdown Effect(s): Doom.

=====

Judgment

~~ End of Countdown Effect(s): Thundara.

=====

Recuperation

~~ End of Countdown Effect(s): Esuna.

=====

Rejuvenation

~~ End of Countdown Effect(s): Cura.

=====

Salienta

~~ End of Countdown Effect(s): Toad.

=====

Still Wing

~~ End of Countdown Effect(s): Stop.

=====

O=====O
Oath **FF5A_814**
O=====O

Flaremancer

~~ Effect(s): Flare-esque attack.

=====

Rajiformes

~~ Effect(s): Some kind of bubbling attack.

=====

Skeleton

~~ Effect(s): Thunder-based attack.

=====

Zombie Dragon

~~ Effect(s): Poisonous cloud attack.

=====

O=====O
Predict **FF5A_815**
O=====O

Blessing

~~ Effect(s): Restores a large amount of HP to the party.

=====

Cleansing

~~ Effect(s): Damage to everyone on the battlefield.

=====

Deluge

~~ Effect(s): Water damage to everyone on the battlefield. May cause Toad.

=====

Divine Judgment

~~ Effect(s): Holy damage to all enemies; heals the party.

=====

Eruption

~~ Effect(s): Fire damage to everyone on the battlefield.

=====

Healing Wind

~~ Effect(s): Heals the party and cures most status ailments.

=====

Hurricane

~~ Effect(s): Wind damage to everyone on the battlefield. May cause Silence.

=====
Pestilence

~~ Effect(s): Damages and may Poison.

=====
Rockslide

~~ Effect(s): Randomly-tossed-about Earth damage.

=====
Starfall

~~ Effect(s): Meteor-like attack to everyone on the battlefield.

=====
O=====O
| Combine Combinations **FF5A_816** |
O=====O

Chaos Burst/Cannon/Shot

~~ Effect(s) : Damage along with Paralysis, Poison, and/or Death.

~~ Combinations: Blastshot + Dark Matter (results in "Burst" name)
Blitzshot + Dark Matter (results in "Cannon" name)
Buckshot + Dark Matter (results in "Shot" name)

=====
Dark Burst/Cannon/Shot

~~ Effect(s) : Damages and inflicts Darkness.

~~ Combinations: Blitzshot + Ash (results in "Cannon" name)
Blastshot + Ash (results in "Burst" name)
Buckshot + Ash (results in "Shot" name)

=====
Divine Burst/Cannon/Shot

~~ Effect(s) : Holy-based damage.

~~ Combinations: Blastshot + Hero Cocktail (results in "Burst" name)
Blitzshot + Hero Cocktail (results in "Cannon" name)
Buckshot + Hero Cocktail (results in "Shot" name)

=====
Dragon Burst/Cannon/Shot

~~ Effect(s) : Damages; more for Dragon-types.

~~ Combinations: Blastshot + Dragon Fang (results in "Burst" name)
Blitzshot + Dragon Fang (results in "Cannon" name)
Buckshot + Dragon Fang (results in "Shot" name)

=====

Flame Burst/Cannon/Shot

~~ Effect(s) : Fire-based damage.
~~ Combinations: Blastshot + Flame Scroll (results in "Burst" name)
 Blitzshot + Flame Scroll (results in "Cannon" name)
 Buckshot + Flame Scroll (results in "Shot" name)

=====

Killer Burst/Cannon/Shot

~~ Effect(s) : Damage; more to Humanoids.
~~ Combinations: Blastshot + Fuma Shuriken (results in "Burst" name)
 Blitzshot + Fuma Shuriken (results in "Cannon" name)
 Buckshot + Fuma Shuriken (results in "Shot" name)

=====

Mini Burst/Cannon/Shot

~~ Effect(s) : Damage and may cause Mini.
~~ Combinations: Blastshot + Mallet (results in "Burst" name)
 Blitzshot + Mallet (results in "Cannon" name)
 Buckshot + Mallet (results in "Shot" name)

=====

Needle Burst/Cannon/Shot

~~ Effect(s) : Damage of either 1,000, 2,000, or 3,000. 1,000 results from
 the Needle Shot; 2,000 results from the Needle Burst; and
 3,000 results from the Needle Cannon.
~~ Combinations: Blastshot + Gold Needle (results in "Burst" name)
 Blitzshot + Gold Needle (results in "Cannon" name)
 Buckshot + Gold Needle (results in "Shot" name)

=====

Normal Burst/Cannon/Shot

~~ Effect(s) : Damages random target.
~~ Combinations: Blastshot + Shuriken (results in "Burst" name)
 Blitzshot + Shuriken (results in "Cannon" name)
 Buckshot + Shuriken (results in "Shot" name)

=====

Power Burst/Cannon/Shot

~~ Effect(s) : Damages and may Berserk.
~~ Combinations: Blastshot + Power Drink (results in "Burst" name)
 Blitzshot + Power Drink (results in "Cannon" name)
 Buckshot + Power Drink (results in "Shot" name)

=====

Quake Burst/Cannon/Shot

~~ Effect(s) : Earth-based damage.
~~ Combinations: Blastshot + Goliath Tonic (results in "Burst" name)
Blitzshot + Goliath Tonic (results in "Cannon" name)
Buckshot + Goliath Tonic (results in "Shot" name)

=====
Silver Burst/Cannon/Shot

~~ Effect(s) : Damages and may inflict Old.
~~ Combinations: Blastshot + Speed Shake (results in "Burst" name)
Blitzshot + Speed Shake (results in "Cannon" name)
Buckshot + Speed Shake (results in "Shot" name)

=====
Slow Burst/Cannon/Shot

~~ Effect(s) : Damages and may Slow.
~~ Combinations: Blastshot + Turtle Shell (results in "Burst" name)
Blitzshot + Turtle Shell (results in "Cannon" name)
Buckshot + Turtle Shell (results in "Shot" name)

=====
Spark Burst/Cannon/Shot

~~ Effect(s) : Thunder-based damage.
~~ Combinations: Blastshot + Lightning Scroll (results in "Burst" name)
Blitzshot + Lightning Scroll (results in "Cannon" name)
Buckshot + Lightning Scroll (results in "Shot" name)

=====
Vulner Burst/Cannon/Shot

~~ Effect(s) : Damages and lowers defenses by about 75%.
~~ Combinations: Blastshot + Iron Draft (results in "Burst" name)
Blitzshot + Iron Draft (results in "Cannon" name)
Buckshot + Iron Draft (results in "Shot" name)

=====
Water Burst/Cannon/Shot

~~ Effect(s) : Water-based damage.
~~ Combinations: Blastshot + Water Scroll (results in "Burst" name)
Blitzshot + Water Scroll (results in "Cannon" name)
Buckshot + Water Scroll (results in "Shot" name)

Antidote

~~ Effect : Cures Poison.
~~ Shop Cost: 30 Gil.

=====

Blastshot

~~ Effect : Used for Combining combinations.
~~ Shop Cost: 800 Gil.

=====

Blitzshot

~~ Effect : Used for Combining combinations.
~~ Shop Cost: 800 Gil.

=====

Buckshot

~~ Effect : Used for Combining combinations.
~~ Shop Cost: 800 Gil.

=====

Cottage

~~ Effect : When used in the overworld or at Save Points, fully heals party.
~~ Shop Cost: 300 Gil.

=====

Dark Matter

~~ Effect : Used for Mixing or Combining combinations.
~~ Shop Cost: Cannot be bought. Often an enemy drop.

=====

Dragon Fang

~~ Effect : Used for Mixing or Combining combinations.
~~ Shop Cost: Cannot be bought. Often an enemy drop.

=====

Ether

~~ Effect : Heals 40 MP to one target.
~~ Shop Cost: 1,500 Gil.

=====

Elixir

~~ Effect : Fully restores the HP and MP for a target; may hurt/kill Undead.

~~ Shop Cost: 50,000 Gil. Also in only one place: the Phantom Village.

=====

Eye Drops

~~ Effect : Cures Darkness.
~~ Shop Cost: 20 Gil.

=====

Gold Needle

~~ Effect : Cures petrification.
~~ Shop Cost: 150 Gil.

=====

Goliath Tonic

~~ Effect : When used with "Drink", doubles max HP (up to 9,999).
~~ Shop Cost: 110 Gil.

=====

Hero Cocktail

~~ Effect : When used with "Drink", increases level.
~~ Shop Cost: 110 Gil.

=====

Hi-Potion

~~ Effect : Heals 500 HP to one target; damages the Undead.
~~ Shop Cost: 360 Gil.

=====

Holy Water

~~ Effect : Cures Zombification.
~~ Shop Cost: 150 Gil.

=====

Iron Draft

~~ Effect : When used with "Drink", causes Protect.
~~ Shop Cost: 110 Gil.

=====

Magic Lamp

~~ Effect : Summons random Summon in battle.
~~ Shop Cost: Cannot be bought. Instead, it is found after the worlds merge, in Istory Falls. Get Boko to follow the rivers to the top of the big waterfall. When you enter an area by zooming in, sort of, go due south until you can no more, then examine that place.

=====

Maiden's Kiss

~~ Effect : Cures Toad.
~~ Shop Cost: 60 Gil.

=====

Mallet

~~ Effect : Cures Mini.
~~ Shop Cost: 50 Gil.

=====

Phoenix Down

~~ Effect : Revives an ally from KO; may kill the Undead.
~~ Shop Cost: 1,000 Gil.

=====

Potion

~~ Effect : Heals 50 HP to one target; damages the Undead.
~~ Shop Cost: 40 Gil.

=====

Power Drink

~~ Effect : When used with "Drink", raises attack power.
~~ Shop Cost: 110 Gil.

=====

Speed Shake

~~ Effect : When used with "Drink", causes Haste.
~~ Shop Cost: 110 Gil.

=====

Tent

~~ Effect : When at Save Points or in the overworld, heals 1,000 HP and
100 MP to all and cures all status ailments.
~~ Shop Cost: 250 Gil.

=====

Turtle Shell

~~ Effect : Used for Mixing or Combining combinations.
~~ Shop Cost: Cannot be bought. Often an enemy drop.

=====

```

/|\ _____ /|\
|  |  |         |  |  |
|  |  |         Section Ten: Weaponry Listings   |  |  |
|  |  |         **FF5A_10**                     |  |  |
|_  |  |_____ |_  |  |
 \  |  /         \  |  /

```

```

O=====O
| Section I - Axes                               **FF5A_101** |
O=====O

```

Battle Axe

Stat Changes:

```

~~ Strength +/-      : +0
~~ Agility +/-       : +0
~~ Stamina +/-       : +0
~~ Magic +/-         : +0
~~ Attack +/-        : +20
~~ Defense +/-       : +0
~~ Evasion % +/-     : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/-  : +0

```

Equippable By:

```

~~ Freelancer
~~ Berserker
~~ Gladiator

```

Miscellaneous:

```

~~ Weapon Element      : None
~~ Statuses Inflicted  : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes         : None
~~ Locations           : -- Shop in Walse (650 Gil).

```

Earthbreaker

Stat Changes:

```

~~ Strength +/-      : +5
~~ Agility +/-       : +0
~~ Stamina +/-       : +5
~~ Magic +/-         : +0
~~ Attack +/-        : +130
~~ Defense +/-       : +0
~~ Evasion % +/-     : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/-  : +0

```

Equippable By:

```

~~ Freelancer
~~ Berserker

```


~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Steal from Ironclad (found in the Sealed Temple's Lethe Court area).

=====

Ogre Killer

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +30
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Berserker
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : Giant
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shop in Jachol (3,200 Gil).

=====

Poison Axe

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +45
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

- ~~ Freelancer
- ~~ Berserker
- ~~ Gladiator

Miscellaneous:

- ~~ Weapon Element : None
- ~~ Statuses Inflicted : Poison
- ~~ Random Ability Used : None
- ~~ Monster Type Advantages : None
- ~~ Usable with "Two-Handed": Yes
- ~~ Usable with "Spellblade": No
- ~~ Full Power from Back Row: No
- ~~ Other Notes : None
- ~~ Locations : -- Shop in Surgate Castle (9,600 Gil).

=====

Rune Axe

Stat Changes:

- ~~ Strength +/- : +0
- ~~ Agility +/- : +0
- ~~ Stamina +/- : +0
- ~~ Magic +/- : +3
- ~~ Attack +/- : +69
- ~~ Defense +/- : +0
- ~~ Evasion % +/- : +0
- ~~ Magic Defense +/-: +0
- ~~ Equip Weight +/- : +0

Equippable By:

- ~~ Freelancer
- ~~ Berserker
- ~~ Gladiator

Miscellaneous:

- ~~ Weapon Element : None
- ~~ Statuses Inflicted : None
- ~~ Random Ability Used : None
- ~~ Monster Type Advantages : None
- ~~ Usable with "Two-Handed": Yes
- ~~ Usable with "Spellblade": No
- ~~ Full Power from Back Row: No
- ~~ Other Notes : None
- ~~ Locations : -- Using one of the four Tablets, unseal it in the Sealed Castle of Kuza.

=====

Titan's Axe

Stat Changes:

- ~~ Strength +/- : +0
- ~~ Agility +/- : +0
- ~~ Stamina +/- : +0
- ~~ Magic +/- : +0
- ~~ Attack +/- : +88
- ~~ Defense +/- : +0
- ~~ Evasion % +/- : +0

~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Berserker
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in Istory Falls (B5F).

=====

O=====O
| Section II - Bells **FF5A_102** |
O=====O

Diamond Bell

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +21
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Geomancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Karnak (500 Gil).
 -- Chest in Castle Tycoon, western basement.

=====

Gaia's Bell

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +32
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Geomancer

Miscellaneous:

~~ Weapon Element : Earth
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Using one of the four Tablets, unseal it in the Sealed Castle of Kuza.

=====
Rune Chime

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +43
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Geomancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Dropped by Baldanders (found in the Ronka Ruins-esque area of the Interdimensional Rift).

=====
Tinklebell

Stat Changes:

~~ Strength +/- : +0
 ~~ Agility +/- : +0
 ~~ Stamina +/- : +0
 ~~ Magic +/- : +0
 ~~ Attack +/- : +52
 ~~ Defense +/- : +0
 ~~ Evasion % +/- : +0
 ~~ Magic Defense +/-: +0
 ~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
 ~~ Geomancer

Miscellaneous:

~~ Weapon Element : None
 ~~ Statuses Inflicted : None
 ~~ Random Ability Used : None
 ~~ Monster Type Advantages : None
 ~~ Usable with "Two-Handed": No
 ~~ Usable with "Spellblade": No
 ~~ Full Power from Back Row: Yes
 ~~ Other Notes : None
 ~~ Locations : -- Dropped by Twintania, a boss in the Dimension
 Castle area of the Interdimensional Rift.

=====

```

O=====O
| Section III - Bows                               **FF5A_103** |
O=====O
  
```

Aevis Killer

Stat Changes:

~~ Strength +/- : +0
 ~~ Agility +/- : +0
 ~~ Stamina +/- : +0
 ~~ Magic +/- : +0
 ~~ Attack +/- : +88
 ~~ Defense +/- : +0
 ~~ Evasion % +/- : +0
 ~~ Magic Defense +/-: +0
 ~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
 ~~ Ranger
 ~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
 ~~ Statuses Inflicted : None
 ~~ Random Ability Used : None
 ~~ Monster Type Advantages : Aevis
 ~~ Usable with "Two-Handed": No
 ~~ Usable with "Spellblade": No

~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Dropped by Tot Avis, found in Island Shrine.

=====

Artemis Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +108
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : Magic Beasts
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Chest in Istory Falls (B4F).
 -- Steal from Dragon Avis (found in the Tower
 part of the Interdimensional Rift).

=====

Dark Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +40
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : Darkness

~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shops in Regole and Quelb (3,800 Gil).
-- Dropped by Enchanted Fans in the Ronka Ruins.

=====

Elven Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +53
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Moore (7,500 Gil).

=====

Fairy's Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +127
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : Confusion
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Dropped by Grand Aegis (boss in the Sealed Temple's Arena area).

=====

Flame Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +36
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : Fire
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Crescent (2,500 Gil).

=====

Frost Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +36
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer

~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : Blizzard
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Crescent (2,500 Gil).
-- Dropped by the Cray Claw boss, soon before
getting true control of the airship.

=====

Hayate Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +66
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Rapid Fire
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Chest in Exdeath's Castle (6F).

=====

Killer Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +46
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0

~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Quelb (5,000 Gil).

=====

Rune Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : (Dropped to 0.)
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : Silence
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shops in the Phantom Village and Dwarven
Village (10,000 Gil).

=====

Silver Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +35

~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Jachol (1,500 Gil).

=====

Thunder Bow

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +36
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : Thunder
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Crescent (2,500 Gil).

=====

Yoichi's Bow

Stat Changes:

~~ Strength +/- : +3
~~ Agility +/- : +3
~~ Stamina +/- : +0

~~ Magic +/- : +0
~~ Attack +/- : +98
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ranger
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Using one of the Tablets, unseal it from within
the Sealed Castle of Kuza.

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O=====O
| Section IV - Hammers **FF5A_104** |
O=====O

Gaia Hammer

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +55
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Berserker

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Earthquake
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in the Pyramid of Moore (7F).
-- Shops in the Phantom Village and Dwarven
Village (12,800 Gil).

=====

Mythril Hammer

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +25
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Berserker

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shop in Karnak (1,050 Gil).

=====

Thor's Hammer

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +78
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Berserker

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in the Dimension Castle area of the

War Hammer

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +35
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Berserker

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shops in Regole and Quelb (6,400 Gil).

O=====O
| Section V - Harps **FF5A_105** |
O=====O

Apollo's Harp

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +42
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Bard

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None

~~ Monster Type Advantages : Dragon, Undead
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Using one of the four Tablets, unseal it in
the Sealed Castle of Kuza.

=====

Dream Harp

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +22
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Bard

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shops in Regole and Quelb (1,600 Gil).

=====

Lamia's Harp

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +32
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Bard

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : Confusion

~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Found in Castle Bal, behind the shopkeepers of
the Weapon/Armor shops.

=====

Silver Harp

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +12
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Bard

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Crescent (800 Gil).

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O=====O
| Section VI - Katanas **FF5A_106** |
O=====O

Ashura

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +39
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Samurai

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in the western basement of Castle Tycoon.
-- Shops in Jachol, Regole, and Quelb (5,800 Gil).

Kiku-ichimonji

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +84
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Samurai

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shops in the Phantom Village and the Dwarven
Village (14,800 Gil).
-- Drop by Yojimbo (found throughout the
Interdimensional Rift).

Kotetsu

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +55
~~ Defense +/- : +0
~~ Evasion % +/- : +0

~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Samurai

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in Castle Exdeath (7F).

=====
Masamune

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +104
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Samurai

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : Wielder always strikes first.
~~ Locations : -- Using one of the four Tablets, unseal it in the
Sealed Castle of Kuza.

=====
Murakumo

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +114
~~ Defense +/- : +0

~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Samurai

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Steal from Yojimbo (found in the
Interdimensional Rift and the Sealed Temple).

=====
Murasame

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +94
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Samurai

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : Has a high critical-hit rate.
~~ Locations : -- Steal from Rukh, found by sailing around the
southeastern corner of the Overworld.

=====
Mutsunokami

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0

~~ Attack +/- : +139
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Samurai

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- A chest in the Lethe Court portion of the Sealed Temple.

Osafune

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +48
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Samurai

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shop in Surgate Castle (8,800 Gil).

Wind Slash

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0

~~ Magic +/- : +0
~~ Attack +/- : +41
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Samurai

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in Drakenvale.

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O=====O
| Section VII - Knives **FF5A_107** |
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Air Knife

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +53
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Thief
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer

~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shop in Moore (6,800 Gil).
-- Chest in Istory Falls, entrance area.

Assassin's Dagger

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +1
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +78
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Thief
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Death
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Using one of the four Tablets, unseal it in
the Sealed Castle of Kuza.

Chicken Knife

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +5
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : (More escapes from battle increases this stat.)
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Thief
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None

~~ Locations : -- After the worlds merge, go to Moore and through
a hidden path south of the empty house on the
west side of town.

=====

Dagger

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +3
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Thief
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Dropped by Skeletons.
-- Shops in Carwen and Walse (300 Gil).

=====

Dancing Dagger

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +1
~~ Stamina +/- : +0
~~ Magic +/- : +1
~~ Attack +/- : +48
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Thief
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Sword Dance
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- A chest in the Moogles Village.

Gladius

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +2
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +115
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0

~~ Equip Weight +/- : +0

Equippable By:

- ~~ Freelancer
- ~~ Knight
- ~~ Thief
- ~~ Black Mage
- ~~ Blue Mage
- ~~ Red Mage
- ~~ Time Mage
- ~~ Summoner
- ~~ Mystic Knight
- ~~ Berserker
- ~~ Dragoon
- ~~ Ninja
- ~~ Bard
- ~~ Ranger
- ~~ Samurai
- ~~ Beastmaster
- ~~ Dancer
- ~~ Geomancer
- ~~ Chemist
- ~~ Mime
- ~~ Gladiator
- ~~ Cannoneer
- ~~ Necromancer

Miscellaneous:

- ~~ Weapon Element : None
- ~~ Statuses Inflicted : None
- ~~ Random Ability Used : None
- ~~ Monster Type Advantages : None
- ~~ Usable with "Two-Handed": No
- ~~ Usable with "Spellblade": Yes
- ~~ Full Power from Back Row: No
- ~~ Other Notes : None
- ~~ Locations : -- Chest in the Arena part of the Sealed Temple.

=====

Knife

Stat Changes:

- ~~ Strength +/- : +0
- ~~ Agility +/- : +0
- ~~ Stamina +/- : +0
- ~~ Magic +/- : +0
- ~~ Attack +/- : +4
- ~~ Defense +/- : +0
- ~~ Evasion % +/- : +0
- ~~ Magic Defense +/-: +0
- ~~ Equip Weight +/- : +0

Equippable By:

- ~~ Freelancer
- ~~ Knight
- ~~ Thief
- ~~ Black Mage
- ~~ Blue Mage
- ~~ Red Mage

- ~~ Time Mage
- ~~ Summoner
- ~~ Mystic Knight
- ~~ Berserker
- ~~ Dragoon
- ~~ Ninja
- ~~ Bard
- ~~ Ranger
- ~~ Samurai
- ~~ Beastmaster
- ~~ Dancer
- ~~ Geomancer
- ~~ Chemist
- ~~ Mime
- ~~ Gladiator
- ~~ Cannoneer
- ~~ Necromancer

Miscellaneous:

- ~~ Weapon Element : None
- ~~ Statuses Inflicted : None
- ~~ Random Ability Used : None
- ~~ Monster Type Advantages : None
- ~~ Usable with "Two-Handed": No
- ~~ Usable with "Spellblade": Yes
- ~~ Full Power from Back Row: No
- ~~ Other Notes : None
- ~~ Locations : -- Initial weaponry; cannot be gotten again.

=====

Mage Masher

Stat Changes:

- ~~ Strength +/- : +0
- ~~ Agility +/- : +0
- ~~ Stamina +/- : +0
- ~~ Magic +/- : +1
- ~~ Attack +/- : +28
- ~~ Defense +/- : +0
- ~~ Evasion % +/- : +0
- ~~ Magic Defense +/- : +0
- ~~ Equip Weight +/- : +0

Equippable By:

- ~~ Freelancer
- ~~ Knight
- ~~ Thief
- ~~ Black Mage
- ~~ Blue Mage
- ~~ Red Mage
- ~~ Time Mage
- ~~ Summoner
- ~~ Mystic Knight
- ~~ Berserker
- ~~ Dragoon
- ~~ Ninja
- ~~ Bard
- ~~ Ranger
- ~~ Samurai

~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : Silence
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shop in Jachol (900 Gil).

=====
Main Gauche

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +33
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Thief
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : Randomly blocks enemy attacks.
~~ Locations : -- Chest in Karnak Castle (B1F).

Man-Eater

Stat Changes:

~~ Strength +/- : +2
~~ Agility +/- : +2
~~ Stamina +/- : +2
~~ Magic +/- : +2
~~ Attack +/- : +86
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : Humanoid
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in the Dimension Castle area of the
Interdimensional Rift.

Mythril Knife

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +20
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight

~~ Thief
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shop in Karnak (450 Gil).
-- Steal from Wyverns.

Orichalcum Dirk

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +38
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Thief
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker

~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shops in Regole and Quelb (3,400 Gil).

=====

Thief Knife

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +1
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +63
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Thief
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist

~~ Mime
~~ Gladiator
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Mug
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Examine a barrel in the Phantom Village Pub.

=====

O=====O
| Section VIII - Lances and Spears **FF5A_108** |
O=====O

Dragon Lance

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +116
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : Dragon
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : "Jump" ability's strength is doubled.
~~ Locations : -- Steal from Jura Aegis in the Dimension Castle
part of the Interdimensional Rift.
-- Steal from Crystal Dragons in the final floors
of the Interdimensional Rift.

=====

Heavy Lance

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +51
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : "Jump" ability's strength is doubled.
~~ Locations : -- Shop in Surgate Castle (8,100 Gil).

=====
Holy Lance

Stat Changes:

~~ Strength +/- : +3
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +106
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : Holy
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : "Jump" ability's strength is doubled.
~~ Locations : -- Using one of the four Tablets, unseal it in the
Sealed Castle of Kuza.

=====

Javelin

Stat Changes:

~~ Strength +/- : +1
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +52
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : "Jump" ability's strength is doubled.
~~ Locations : -- Steal from Sand Bear.

=====
Longinus

Stat Changes:

~~ Strength +/- : +2
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +129
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : "Jump" ability's strength is doubled.
~~ Locations : -- A chest in the Hall of Tranquility, part of the
Abysal Falls portion of the Sealed Temple.

=====

Mythril Spear

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +27
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : "Jump" ability's strength is doubled.
~~ Locations : -- Shop in Karnak (790 Gil).

=====

Partisan

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +59
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No

~~ Other Notes : "Jump" ability's strength is doubled.
~~ Locations : -- Chest in Castle Exdeath.

=====

Spear

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +22
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : "Jump" ability's strength is doubled.
~~ Locations : -- Steal from Shell Bear.

=====

Trident

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +35
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No

~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : "Jump" ability's strength is doubled.
~~ Locations : -- Shop in Jachol (2,700 Gil).

=====

Twin Lance

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +58
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : "Jump" ability's strength is doubled; attacks two
times in a row.
~~ Locations : -- Chest in Castle Exdeath (10F).

=====

Wind Spear

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +41
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Dragoon
~~ Gladiator

Miscellaneous:

~~ Weapon Element : Wind/Aero
~~ Statuses Inflicted : None

~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : "Jump" ability's strength is doubled.
~~ Locations : -- Shops in Regole and Quelb (5,400 Gil).

=====

O=====O
| Section IX - Rods **FF5A_109** |
O=====O

Demon's Rod

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +2
~~ Attack +/- : +52
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Necromancer
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : Poison
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- In the Tomb of Memory portion of the Sealed Temple.

=====

Flame Rod

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +13

~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Necromancer
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Firaga
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Karnak (750 Gil).

=====

Frost Rod

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +13
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Necromancer
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Blizzaga
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None

~~ Locations : -- Shop in Karnak (750 Gil).
-- Drop by Shiva, boss in the Walse Watertower.

=====

Lilith Rod

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +3
~~ Attack +/- : +27
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Necromancer
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Osmose
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- A chest in the forest area of the
Interdimensional Rift.

=====

Magus Rod

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +37
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage

~~ Red Mage
~~ Summoner
~~ Necromancer
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : Increases the power of elemental attacks.
~~ Locations : -- Using one of the four Tablets, unseal it in the
Sealed Castle of Kuza.

=====

Poison Rod

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +29
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Necromancer
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Bio
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Quelb (1,500 Gil).
-- Steal from Black Warlocks of Castle Exdeath.

=====

Rod

Stat Changes:

~~ Strength +/- : +0

~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +1
~~ Attack +/- : +5
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Necromancer
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shops in Tule and Carwen (200 Gil).

Thunder Rod

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +13
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Necromancer
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Thundaga
~~ Monster Type Advantages : None

~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Karnak (750 Gil).

=====

Wonder Wand

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +2
~~ Attack +/- : (Dropped to 0.)
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Necromancer
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Random spells
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Chest in the left tower of Fork Tower.

=====

O=====O
| Section X - Short Swords **FF5A_1010** |
O=====O

Kagenui

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +3
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +123
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0

~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer

~~ Ninja

Miscellaneous:

~~ Weapon Element : None

~~ Statuses Inflicted : None

~~ Random Ability Used : Stop

~~ Monster Type Advantages : None

~~ Usable with "Two-Handed": No

~~ Usable with "Spellblade": Yes

~~ Full Power from Back Row: No

~~ Other Notes : None

~~ Locations : -- Chest in the Heart of Ronka (B1F) portion of
the Sealed Temple.

=====
Kodachi

Stat Changes:

~~ Strength +/- : +0

~~ Agility +/- : +1

~~ Stamina +/- : +0

~~ Magic +/- : +0

~~ Attack +/- : +43

~~ Defense +/- : +0

~~ Evasion % +/- : +0

~~ Magic Defense +/-: +0

~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer

~~ Ninja

Miscellaneous:

~~ Weapon Element : None

~~ Statuses Inflicted : None

~~ Random Ability Used : None

~~ Monster Type Advantages : None

~~ Usable with "Two-Handed": No

~~ Usable with "Spellblade": Yes

~~ Full Power from Back Row: No

~~ Other Notes : None

~~ Locations : -- Shop in Quelb (5,100 Gil).

=====
Kunai

Stat Changes:

~~ Strength +/- : +0

~~ Agility +/- : +1

~~ Stamina +/- : +0

~~ Magic +/- : +0

~~ Attack +/- : +26

~~ Defense +/- : +0

~~ Evasion % +/- : +0

~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ninja

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shops in Karnak and Lix (600 Gil).

=====

Sasuke's Katana

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +1
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +63
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ninja

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : Randomly blocks attacks.
~~ Locations : -- Using one of the four Tablets, unseal it in the Sealed Castle of Kuza.

=====

O=====O
| Section XI - Staves and Maces **FF5A_1011** |
O=====O

Flail

Stat Changes:

~~ Strength +/- : +0

~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +13
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Mime
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shop in Karnak (780 Gil).

=====

Healing Staff

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +2
~~ Attack +/- : (Dropped to 0.)
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ White Mage
~~ Time Mage
~~ Red Mage
~~ Chemist
~~ Oracle
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No

~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- In Castle Tycoon, go to the western basement
and speak with the Chancellor.

=====

Judgment Staff

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +3
~~ Attack +/- : +57
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Mime
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Steal from Black Warlocks (found in Castle
Exdeath).
-- Steal from Exdeath (boss of Castle Exdeath).

=====

Mace of Zeus

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +3
~~ Attack +/- : +75
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Mime
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Chest in the Hall of Doubt area of the Sealed Temple.

=====

Morning Star

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +47
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Mime
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Chest in the Great Forest of Moore.

=====

Mythril Staff

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +16
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ White Mage
~~ Time Mage
~~ Red Mage
~~ Chemist
~~ Oracle
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Only via hacks, it seems. Also two varieties exist, although they *seem* to be the same.

=====

Power Staff

Stat Changes:

~~ Strength +/- : +5
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : (Dropped to 0.)
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ White Mage
~~ Time Mage
~~ Red Mage
~~ Chemist
~~ Oracle
~~ Mime

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None

~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Drop by Black Warlocks, found in Castle
Exdeath.

=====

Sage's Staff

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +50
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Mime
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : Boosts Holy-elemental magic-based damage.
~~ Locations : -- Using one of the four Tablets, unseal it in the
Sealed Castle of Kuza.

=====

Staff

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +6
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Mime
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Shops in Tule and Carwen (200 Gil).

=====

Staff of Light

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +2
~~ Attack +/- : +42
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Black Mage
~~ Blue Mage
~~ Time Mage
~~ Red Mage
~~ Summoner
~~ Mime
~~ Necromancer

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : Holy
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Dropped by Metamorph (found in Ghido's Cavern).
-- Steal from Halicarnassus (boss in the forest part of the Interdimensional Rift).

Ancient Sword

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +40
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : Old
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in Ronka Ruins (4F).

=====
Apocalypse

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +139
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage

~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in the Heart of Ronka (B2F) portion of
the Sealed Temple.

=====
Blood Sword

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +5
~~ Attack +/- : +81
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : Drains HP from target, unless Undead. If so, you
lose HP and give it to the monster.
~~ Locations : -- Chest in the Barrier Tower (2F).
-- Chest in the Ruins area of the Interdimensional
Rift.

=====
Brave Blade

Stat Changes:

~~ Strength +/- : +5
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0 to +127 (decreases to +0 the more you escape battles)

~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- After the worlds merge, go to Moore. On the west side of town, go south and through the house. Head to the end of the hidden forest maze.

=====
Broad Sword

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +13
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Initial equipment.
-- Shop in Tule (280 Gil).

Coral Sword

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +34
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : Thunder
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shop in Jachol (2,800 Gil).

Defender

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +96
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None

~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : May randomly dodge attacks.
~~ Locations : -- Chest in the right tower of the Fork Tower.

=====
Enhancer

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +3
~~ Attack +/- : +99
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in Istory Falls (B3F).
 -- Chest in the forest area of the
 Interdimensional Rift.

=====
Excalibur

Stat Changes:

~~ Strength +/- : +5
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +107
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer

~~ Knight
~~ Gladiator

Miscellaneous:

~~ Weapon Element : Holy
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Using one of the four Tablets, unseal it in the
Sealed Castle of Kuza.

Excalipoor

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +97 (Please look at the "Notes" section, though!!)
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : Will only deal one point of damage with each hit.
~~ Locations : -- After the fight with Gilgamesh in Castle
Exdeath.

Flametongue

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0

~~ Attack +/- : +60
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : Fire
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in the Great Forest of Moore.
-- Shop in Phantom Village (10,000 Gil).

Great Sword

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +54
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None

~~ Locations : -- Shop in Surgate Castle (8,400 Gil).

Icebrand

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +62
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Gladiator

Miscellaneous:

~~ Weapon Element : Blizzard
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in Exdeath's Castle (7F).
 -- Shop in the Phantom Village (11,000 Gil).

Long Sword

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +19
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None

~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shops in Carwen and Walse (480 Gil).

=====

Mythril Sword

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +29
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shop in Karnak (880 Gil).
 -- Steal from Ice Soldiers.

=====

Ragnarok

Stat Changes:

~~ Strength +/- : +5
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +125
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

- ~~ Freelancer
- ~~ Knight
- ~~ Gladiator

Miscellaneous:

- ~~ Weapon Element : None
- ~~ Statuses Inflicted : None
- ~~ Random Ability Used : None
- ~~ Monster Type Advantages : None
- ~~ Usable with "Two-Handed": Yes
- ~~ Usable with "Spellblade": Yes
- ~~ Full Power from Back Row: No
- ~~ Other Notes : None
- ~~ Locations : -- In the third area of the final floors of the Interdimensional Rift, there will be chest at the bottom of a staircase. Defeat Shinryu, who is inside, to get it.

=====

Rune Blade

Stat Changes:

- ~~ Strength +/- : +0
- ~~ Agility +/- : +0
- ~~ Stamina +/- : +0
- ~~ Magic +/- : +0
- ~~ Attack +/- : +47
- ~~ Defense +/- : +0
- ~~ Evasion % +/- : +0
- ~~ Magic Defense +/-: +0
- ~~ Equip Weight +/- : +0

Equippable By:

- ~~ Freelancer
- ~~ Knight
- ~~ Mystic Knight
- ~~ Blue Mage
- ~~ Red Mage
- ~~ Cannoneer
- ~~ Gladiator

Miscellaneous:

- ~~ Weapon Element : None
- ~~ Statuses Inflicted : None
- ~~ Random Ability Used : None
- ~~ Monster Type Advantages : None
- ~~ Usable with "Two-Handed": Yes
- ~~ Usable with "Spellblade": Yes
- ~~ Full Power from Back Row: No
- ~~ Other Notes : Uses MP for critical hits.
- ~~ Locations : -- Chest in Istory Falls.
-- Steal from Stingray.

=====

Sleep Blade

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +46
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : Sleep
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes
~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Shops in Regole and Quelv (5,600 Gil).

=====

Ultima Weapon

Stat Changes:

~~ Strength +/- : +2
~~ Agility +/- : +2
~~ Stamina +/- : +2
~~ Magic +/- : +0
~~ Attack +/- : +177
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Cannoneer
~~ Gladiator

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": Yes

~~ Usable with "Spellblade": Yes
~~ Full Power from Back Row: No
~~ Other Notes : Just for fun, it literally is the ultimate weapon.
No weapon is stronger.
~~ Locations : -- You'll have to fight Neo Shinryu to get it.
See Section XXII of the walkthrough for
details.

=====

O=====O
| Section XIII - Throwable Weaponry **FF5A_1013** |
O=====O

Ash

~~ This is actually an item you can use by the "Throw" ability. It must be in your stock, and counts as an item. It deals small non-elemental damage to all enemies.

~~ Locations: -- Various chests.

=====

Flame Scroll

~~ This is actually an item you can use by the "Throw" ability. It must be in your stock, and counts as an item. It deals Fire-based damage to all enemies.

~~ Locations: -- Shops in Lix, Quelb, and the Phantom Village (200 Gil).
-- Various chests.
-- Various enemy drops.

=====

Fuma Shuriken

~~ This is actually an item you can use by the "Throw" ability. It must be in your stock, and counts as an item. It will deal heavy damage to an enemy.

~~ Locations: -- Shop in the Phantom Village (25,000 Gil).
-- Various chests.
-- Dropped by Ninjas.
-- Dropped by Assassins.

=====

Lightning Scroll

~~ This is actually an item you can use by the "Throw" ability. It must be in your stock, and counts as an item. It deals Thunder-based damage to all enemies.

~~ Locations: -- Shops in Lix, Quelb, and the Phantom Village (200 Gil).
-- Various chests.
-- Various enemy drops.

=====

Moonring Blade

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +32
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ninja

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in the Fire-Powered Ship.
-- Chest in the Ronka Ruins (4F).
-- Shop in the Phantom Village (1,100 Gil).

Rising Sun

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +68
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Ninja

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: No
~~ Other Notes : None
~~ Locations : -- Chest in the Island Shrine.

=====

Shuriken

~~ This is actually an item you can use by the "Throw" ability. It must be in your stock, and counts as an item. It will deal some damage to an enemy.

- ~~ Locations: -- Shops in Lix, Quelb, and the Phantom Village (2,500 Gil).
-- Various chests.
-- Various enemy drops.

=====

Water Scroll

~~ This is actually an item you can use by the "Throw" ability. It must be in your stock, and counts as an item. It deals Water-based damage to all enemies.

- ~~ Locations: -- Shops in Lix, Quelb, and the Phantom Village (200 Gil).
-- Various chests.
-- Various enemy drops.

=====

O=====O
| Section XIV - Whips **FF5A_1014** |
O=====O

Beast Killer

- Stat Changes:
- ~~ Strength +/- : +0
 - ~~ Agility +/- : +0
 - ~~ Stamina +/- : +0
 - ~~ Magic +/- : +0
 - ~~ Attack +/- : +69
 - ~~ Defense +/- : +0
 - ~~ Evasion % +/- : +0
 - ~~ Magic Defense +/- : +0
 - ~~ Equip Weight +/- : +0

- Equippable By:
- ~~ Freelancer
 - ~~ Beastmaster

- Miscellaneous:
- ~~ Weapon Element : None
 - ~~ Statuses Inflicted : None
 - ~~ Random Ability Used : None
 - ~~ Monster Type Advantages : None
 - ~~ Usable with "Two-Handed": No
 - ~~ Usable with "Spellblade": No
 - ~~ Full Power from Back Row: Yes
 - ~~ Other Notes : None
 - ~~ Locations : -- Steal from Iron Fist (found in Castle Exdeath).
-- Chest in the Island Shrine (3F).

=====
Blitz Whip

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +39
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Beastmaster

Miscellaneous:

~~ Weapon Element : Thunder
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Chest in Jachol Cave (if you didn't release
the Lone Wolf).
-- Steal from Flaremancers.

=====
Chain Whip

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +48
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Beastmaster

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None

~~ Locations : -- Shops in Regole and Quelb (3,000 Gil).

=====
Dragon Whisker

Stat Changes:

~~ Strength +/- : +5
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +89
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Beastmaster

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : Dragon
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Drop by Stingrays.
 -- Steal from Shinryu.

=====
Fire Lash

Stat Changes:

~~ Strength +/- : +2
~~ Agility +/- : +2
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +79
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Beastmaster

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes

~~ Other Notes : None
~~ Locations : -- Using one of the four Tablets, unseal it from
the Sealed Castle of Kuza.

=====

Whip

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +23
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Beastmaster

Miscellaneous:

~~ Weapon Element : None
~~ Statuses Inflicted : None
~~ Random Ability Used : None
~~ Monster Type Advantages : None
~~ Usable with "Two-Handed": No
~~ Usable with "Spellblade": No
~~ Full Power from Back Row: Yes
~~ Other Notes : None
~~ Locations : -- Dropped by Magissa (boss of North Mountain).
-- Shop in Karnak (1,100 Gil).

=====

```
 /|\ _____ /|\  
|  |  | | _____ |  |  |  
|  |  |           Section Eleven: Armor Listings |  |  |  
|  |  |           **FF5A_11** |  |  |  
|_  |  | _____ |_  |  |  
 \  |  | _____ \  |  |
```

=====O
| Section I - Shields **FF5A_111** |
=====O

Aegis Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +1
~~ Attack +/- : +0
~~ Defense +/- : +5
~~ Evasion % +/- : +33

~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +4

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : Randomly
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Great Forest of Moore (before
the fire).
-- Chest in Istory Falls (B5F).

=====

Bronze Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +1
~~ Evasion % +/- : +15
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Carwen (290 Gil).
-- Drop by Siren (boss of Ship Graveyard).

=====

Crystal Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +4
~~ Evasion % +/- : +45
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in the Phantom Village and the Dwarven
Village (9,000 Gil).

=====

Diamond Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +6
~~ Evasion % +/- : +35
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : Thunder
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Moore (6,000 Gil).
-- Chest in Castle Exdeath (2F).

=====

Flame Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +7
~~ Evasion % +/- : +40
~~ Magic Defense +/-: +5
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : Fire
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Great Forest of Moore (after
the fire).

=====

Force Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : -5
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +15
~~ Evasion % +/- : +10
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +15

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : Immune to all elements
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Defeat Omega Mk. II.

=====
Genji Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +9
~~ Evasion % +/- : +50
~~ Magic Defense +/-: +1
~~ Equip Weight +/- : +6

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : Mini, Paralysis
~~ Other Notes : None
~~ Locations : -- Steal from Gilgamesh in the final floors of the
Interdimensional Rift; must have beaten him in
Castle Exdeath.

=====
Golden Shield

Stat Changes:

~~ Strength +/- : +0

~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +4
~~ Evasion % +/- : +30
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Regole, Quelb, and Surgate Castle
(3,000 Gil).
-- Chest in the Ronka Ruins (3F).

=====

Hematic Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +15
~~ Evasion % +/- : -999% (Essentially - it says +1%, but you always get hit)
~~ Magic Defense +/- : +5
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None

~~ Status Protection : None
~~ Other Notes : As above, you will always get hit attacks.
~~ Locations : -- Apparently only available through hacking.
Additionally, there are two varieties of this
that I think are basically the same.

=====
Ice Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +7
~~ Evasion % +/- : +40
~~ Magic Defense +/- : +5
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : Blizzard
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in Castle Exdeath (4F).
-- Chest in the Pyramid of Moore (basement).

=====
Iron Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +2
~~ Evasion % +/- : +20
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon

~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Walse (390 Gil).

Leather Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +0
~~ Evasion % +/- : +10
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Tule (90 Gil).

Mythril Shield

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +3

~~ Evasion % +/- : +25
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Blue Mage
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Karnak (590 Gil).

=====

O=====O
| Section II - Light Helmets **FF5A_112** |
O=====O

Black Cowl

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +2
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +12
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Monk
~~ Thief
~~ Blue Mage
~~ Red Mage
~~ Ninja
~~ Ranger
~~ Beastmaster
~~ Dancer
~~ Chemist
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None

~~ Other Notes : None
~~ Locations : -- Shop in the Phantom Village and the Dwarven
Village (6,500 Gil).

=====
Circlet

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +3
~~ Attack +/- : +0
~~ Defense +/- : +10
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Bard
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in the Phantom Village and Dwarven Village
(4,500 Gil).
-- Chest in the Island Shrine (Tablet area).

=====
Gold Hairpin

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +2

Equippable By:
~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Bard
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Wielder's MP costs are halved.
~~ Locations : -- Chest in the Barrier Tower (10F).
 -- Chest in the Pyramid of Moore.

=====

Green Beret

Stat Changes:

~~ Strength +/- : +1
~~ Agility +/- : +1
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +3
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +1
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ Monk
~~ Thief
~~ Blue Mage
~~ Red Mage
~~ Ninja
~~ Ranger
~~ Beastmaster
~~ Dancer
~~ Chemist
~~ Mime
~~ Cannoneer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Jachol, Lix, Regole, and Quelb

(2,500 Gil).
-- Chest in the Fire-Powered Ship.

=====

Hypno Crown

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +5
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +4
~~ Equip Weight +/- : +7

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Increases success of the "Control" command.
~~ Locations : -- Chest in Drakenvale.

=====

Lamia's Tiara

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0

~~ Stamina +/- : +0
~~ Magic +/- : +3
~~ Attack +/- : +0
~~ Defense +/- : +3
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +7
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Bard
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Steal from Lamia.
 -- Dropped by Lamia Queen.
 -- Shop in the Phantom Village (2,500 Gil).

=====

Leather Cap

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +1
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +1
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner

~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Dropped by Goblins.
 -- Shop in Tule (50 Gil).

=====

Plumed Hat

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +2
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +2
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer

~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Karnak and Crescent (350 Gil).

Ribbon

Stat Changes:

~~ Strength +/- : +5
~~ Agility +/- : +5
~~ Stamina +/- : +5
~~ Magic +/- : +5
~~ Attack +/- : +0
~~ Defense +/- : +12
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +2
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ Dancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : Most of them
~~ Other Notes : None
~~ Locations : -- After the worlds merge, go to the Weapon/Armor shops in Regole and speak with the girl between the counters.
-- Chest in the Pyramind of Moore.
-- Chest in the forest area of the Interdimensional Rift.
-- Chest in Neo Shinryu's mini-dungeon part of the Sealed Temple.

Royal Crown

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +1
~~ Stamina +/- : +0
~~ Magic +/- : +1
~~ Attack +/- : +0
~~ Defense +/- : +13
~~ Evasion % +/- : +5

~~ Magic Defense +/-: +13
~~ Equip Weight +/- : +8

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Abyssal Falls area of the Sealed
Temple's Arena.

=====

Sage's Miter

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +2
~~ Attack +/- : +0
~~ Defense +/- : +6
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage

~~ Time Mage
~~ Summoner
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Bard
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Moore (3,000 Gil).

=====

Tiger Mask

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +9
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ Blue Mage
~~ Red Mage
~~ Ninja
~~ Ranger
~~ Beastmaster
~~ Dancer
~~ Mime
~~ Cannoneer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Moore (5,000 Gil).
 -- Dropped by the Famed Mimic Gogo.

=====

Twist Headband

Stat Changes:

~~ Strength +/- : +3
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +6
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ Monk
~~ Thief
~~ Blue Mage
~~ Red Mage
~~ Ninja
~~ Ranger
~~ Beastmaster
~~ Dancer
~~ Chemist
~~ Mime
~~ Cannoneer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Quelb and Surgate Castle (3,500 Gil).

=====

Wizard's Hat

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +1
~~ Attack +/- : +0
~~ Defense +/- : +4
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Bard
~~ Oracle

~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Regole, Quelb, and Surgate Castle
(1,500 Gil).

O=====O
| Section III - Heavy Helmets **FF5A_113** |
O=====O

Bronze Helm

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +2
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +2
~~ Equip Weight +/- : +4

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Carwen (250 Gil).

Crystal Helmet

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +13
~~ Evasion % +/- : +0

~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +4

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in the Phantom Village and Dwarven Village
(10,500 Gil).
-- Chest in the Island Shrine.

=====

Diamond Helm

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +10
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +4

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Moore (7,000 Gil).

=====

Genji Helm

Stat Changes:

~~ Strength +/- : +0

~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +15
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : Mini, Confusion
~~ Other Notes : None
~~ Locations : -- Steal from Gilgamesh in Exdeath Castle after his transformation.

=====

Golden Helm

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +8
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +4

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Regole, Quelb, and Surgate Castle (3,500 Gil).

=====
Grand Helmet

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +18
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +6

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Dropped by the Gil Turtle in the Sealed Temple.

=====

Iron Helm

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +2
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +4

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None

~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Walse (350 Gil).

=====

Mythril Helm

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +6
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +4

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Obtained before fighting Magissa on North
Mountain.
-- Shop in Karnak (550 Gil).

=====

Thornlet

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : -5
~~ Attack +/- : +0
~~ Defense +/- : +20
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +5
~~ Equip Weight +/- : +4

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai

~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Always under Sap (your HP constantly goes down).
~~ Locations : -- Chest in the Pyramid of Moore.

=====O
| Section IV - Light Armor **FF5A_114** |
O=====

Black Garb

Stat Changes:

~~ Strength +/- : +1
~~ Agility +/- : +1
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +17
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +2
~~ Equip Weight +/- : +3

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ Dragoon
~~ Ninja
~~ Samurai
~~ Berserker
~~ Ranger
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Beastmaster
~~ Chemist
~~ Dancer
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Pyramid of Moore (5F).
-- Shops in the Phantom Village and the Dwarven
Village (9,000 Gil).

=====

Bone Mail

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : -5
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +30
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +1
~~ Equip Weight +/- : +3

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ Dragoon
~~ Ninja
~~ Samurai
~~ Berserker
~~ Ranger
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Beastmaster
~~ Chemist
~~ Dancer
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Wearer is always Undead.
~~ Locations : -- Examine a pile of bones in Drakenvale.

=====
Copper Cuirass

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +1
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +1
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk

~~ Thief
~~ Dragoon
~~ Ninja
~~ Samurai
~~ Berserker
~~ Ranger
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Beastmaster
~~ Chemist
~~ Dancer
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Carwen (350 Gil).

Diamond Plate

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +13
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +2
~~ Equip Weight +/- : +4

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ Dragoon
~~ Ninja
~~ Samurai
~~ Berserker
~~ Ranger
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Beastmaster
~~ Chemist
~~ Dancer
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : Thunder

~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Moore (6,000 Gil).

=====
Kenpo Gi

Stat Changes:

~~ Strength +/- : +1
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +5
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +3

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ Dragoon
~~ Ninja
~~ Samurai
~~ Berserker
~~ Ranger
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Beastmaster
~~ Chemist
~~ Dancer
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Walse (450 Gil).

=====
Leather Armor

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +1
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +1

~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Initial equipment.
 -- Shop in Tule (80 Gil).

=====

Mirage Vest

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +14
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +4
~~ Equip Weight +/- : +3

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ Dragoon
~~ Ninja

~~ Samurai
~~ Berserker
~~ Ranger
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Beastmaster
~~ Chemist
~~ Dancer
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Enemy's first physical attack on wearer will miss.
~~ Locations : -- After the worlds merge, speak with someone on the lower floors of the Phantom Village's pub to be challenged to ride a Yellow Chocobo around the world. Go find Boko and do so; land the airship near Boko and travel around. Be sure it is a full trip, too. Afterwards, speak with the challenger back in the Phantom Village for your reward.

=====

Ninja Suit

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +1
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +9
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +2
~~ Equip Weight +/- : +3

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ Dragoon
~~ Ninja
~~ Samurai
~~ Berserker
~~ Ranger
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Beastmaster
~~ Chemist
~~ Dancer
~~ Cannoneer
~~ Gladiator

~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Jachol, Lix, Regole, and Quelb
(3,000 Gil).
-- Chest in the Library of the Ancients.

Power Sash

Stat Changes:

~~ Strength +/- : +3
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +11
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ Dragoon
~~ Ninja
~~ Samurai
~~ Berserker
~~ Ranger
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Beastmaster
~~ Chemist
~~ Dancer
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Quelb and Surgate Castle (4,500 Gil).

Rainbow Dress

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0

~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +18
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +3
~~ Equip Weight +/- : +3

Equippable By:

~~ Freelancer
~~ Dancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Inspires the use of "Sword Dance".
~~ Locations : -- Chest in the Dimension Castle portion of the
Interdimensional Rift.

=====
Silver Plate

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +7
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +4

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ Dragoon
~~ Ninja
~~ Samurai
~~ Berserker
~~ Ranger
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Beastmaster
~~ Chemist
~~ Dancer
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None

~~ Locations : -- Shop in Karnak (600 Gil).

=====

Vishnu Vest

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +20
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +8
~~ Equip Weight +/- : +3

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ Dragoon
~~ Ninja
~~ Samurai
~~ Berserker
~~ Ranger
~~ Mystic Knight
~~ Blue Mage
~~ Red Mage
~~ Beastmaster
~~ Chemist
~~ Dancer
~~ Cannoneer
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : All
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Titan's Grotto (BlF) portion of
the Sealed Temple's Arena.

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O=====O
| Section V - Heavy Armor **FF5A_115** |
O=====O

Bronze Armor

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0

~~ Defense +/- : +4
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +8

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Carwen (400 Gil).

=====

Crystal Armor

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +20
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +8

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Pyramid of Moore (6F).
 -- Shops in the Phantom Village and the Dwarven
 Village (12,000 Gil).

=====

Diamond Armor

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +15
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +8

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : Thunder
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Moore (8,000 Gil)

=====
Genji Armor

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +22
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +9

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Steal from Gilgamesh during the fight in the
final floors of the Interdimensional Rift. If

you didn't fight him in Castle Exdeath, you don't have a chance to get this.

=====

Golden Armor

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +11
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +8

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Ronka Ruins (2F).
-- Shops in Regole, Quelb, and Surgate Castle
(4,000 Gil).

=====

Iron Armor

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +6
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +8

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Gladiator

~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Walse (500 Gil).
-- Steal from Mythril Dragons.

=====
Maximillian

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +2
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +27
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +5
~~ Equip Weight +/- : +9

Equippable By:

~~ Freelancer
~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in Neo Shinryu's lair, a portion of the
Sealed Temple's Arena.

=====
Mythril Armor

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +9
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +8

Equippable By:

~~ Freelancer

~~ Knight
~~ Dragoon
~~ Samurai
~~ Berserker
~~ Mystic Knight
~~ Gladiator
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Karnak (700 Gil).

O=====O
| Section VI - Robes **FF5A_116** |
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Angel Robe

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +5
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +10
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +11
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Time Mage
~~ Summoner
~~ Blue Mage
~~ Red Mage
~~ Chemist
~~ Geomancer
~~ Bard
~~ Dancer
~~ Necromancer
~~ Oracle
~~ Cannoneer
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : Poison
~~ Other Notes : None
~~ Locations : -- Chest behind the Weapon/Armor shops of Castle
Bal.
-- Shop in the Phantom Village (3,000 Gil).

=====
Black Robe

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +5
~~ Attack +/- : +0
~~ Defense +/- : +14
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +14
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Time Mage
~~ Summoner
~~ Blue Mage
~~ Red Mage
~~ Chemist
~~ Geomancer
~~ Bard
~~ Dancer
~~ Necromancer
~~ Oracle
~~ Cannoneer
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Pyramid of Moore (3F).
-- Shops in the Phantom Village and the Dwarven
Village (8,000 Gil).

=====
Cotton Robe

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +2
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +4
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage

~~ Black Mage
~~ Time Mage
~~ Summoner
~~ Blue Mage
~~ Red Mage
~~ Chemist
~~ Geomancer
~~ Bard
~~ Dancer
~~ Necromancer
~~ Oracle
~~ Cannoneer
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Walse (300 Gil).

=====

Gaia Gear

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +8
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +10
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Time Mage
~~ Summoner
~~ Blue Mage
~~ Red Mage
~~ Chemist
~~ Geomancer
~~ Bard
~~ Dancer
~~ Necromancer
~~ Oracle
~~ Cannoneer
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Regole, Quelb, and Surgate Castle
(2,000 Gil).

=====

Luminous Robe

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +2
~~ Attack +/- : +0
~~ Defense +/- : +11
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +12
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Time Mage
~~ Summoner
~~ Blue Mage
~~ Red Mage
~~ Chemist
~~ Geomancer
~~ Bard
~~ Dancer
~~ Necromancer
~~ Oracle
~~ Cannoneer
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Moore (4,000 Gil).

=====

Robe of Lords

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +1
~~ Attack +/- : +0
~~ Defense +/- : +18
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +22
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Time Mage

~~ Summoner
~~ Blue Mage
~~ Red Mage
~~ Chemist
~~ Geomancer
~~ Bard
~~ Dancer
~~ Necromancer
~~ Oracle
~~ Cannoneer
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Stairs of Destiny area of the
Sealed Temple's Lethe Court.

=====

Sage's Surplice

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +6
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +8
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Time Mage
~~ Summoner
~~ Blue Mage
~~ Red Mage
~~ Chemist
~~ Geomancer
~~ Bard
~~ Dancer
~~ Necromancer
~~ Oracle
~~ Cannoneer
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Jachol and Crescent (1,000 Gil).

=====

Silk Robe

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +4
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +6
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Time Mage
~~ Summoner
~~ Blue Mage
~~ Red Mage
~~ Chemist
~~ Geomancer
~~ Bard
~~ Dancer
~~ Necromancer
~~ Oracle
~~ Cannoneer
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Tower of Walse (5F).
 -- Shop in Karnak (500 Gil).

White Robe

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +3
~~ Magic +/- : +3
~~ Attack +/- : +0
~~ Defense +/- : +14
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +14
~~ Equip Weight +/- : +2

Equippable By:

~~ Freelancer
~~ White Mage
~~ Black Mage
~~ Time Mage
~~ Summoner

~~ Blue Mage
~~ Red Mage
~~ Chemist
~~ Geomancer
~~ Bard
~~ Dancer
~~ Necromancer
~~ Oracle
~~ Cannoneer
~~ Mime

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Pyramid of Moore (2F).
-- Shops in the Phantom Village and the Dwarven
Village (8,000 Gil).

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O=====O
| Section VII - Accessories **FF5A_117** |
O=====O

Angel Ring

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +5
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +10
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer

~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : Zombie, Old
~~ Other Notes : None
~~ Locations : -- Shop in Istory (50,000 Gil).

Chaos Orb

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +8
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None

~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Powers up any elemental magic attacks for you!
~~ Locations : -- Dropped by the Archeodemon boss of the Sealed Temple.

Coral Ring

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +5
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +5
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : Fire
~~ Elemental Absorptions : Water
~~ Status Protection : None
~~ Other Notes : Wielder is weak to Thunder-based attacks.
~~ Locations : -- Shops in Istory and the Phantom Village (50,000 Gil).
-- Drop by Yellow Dragons.
-- Chest in the cave area of the Interdimensional Rift.
-- Chest in the Abyssal Falls (B2F) area of the

Sealed Temple's Arena.

Crystal Orb

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +5
~~ Attack +/- : +0
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +20
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Dropped by the Guardian boss in the Stairs of
Destiny area of the Sealed Temple's Lethe
Court.

Cursed Ring

Stat Changes:

~~ Strength +/- : +0

~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +25
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +5
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : User is always under the effect of Doom.
~~ Locations : -- Chest in the Pyramid of Moore.
 -- Steal from Hades.

=====

Diamond Armlet

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +4
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +5
~~ Equip Weight +/- : +3

Equippable By:

- ~~ Freelancer
- ~~ Monk
- ~~ Thief
- ~~ White Mage
- ~~ Black Mage
- ~~ Blue Mage
- ~~ Red Mage
- ~~ Time Mage
- ~~ Summoner
- ~~ Ninja
- ~~ Bard
- ~~ Ranger
- ~~ Beastmaster
- ~~ Dancer
- ~~ Geomancer
- ~~ Chemist
- ~~ Mime
- ~~ Oracle
- ~~ Cannoneer
- ~~ Necromancer

Miscellaneous:

- ~~ Elemental Resistances : None
- ~~ Elemental Absorptions : None
- ~~ Status Protection : None
- ~~ Other Notes : None
- ~~ Locations : -- Shop in Moore (4,000 Gil).
-- Dropped by Imps.

=====
Elven Mantle

Stat Changes:

- ~~ Strength +/- : +0
- ~~ Agility +/- : +1
- ~~ Stamina +/- : +0
- ~~ Magic +/- : +1
- ~~ Attack +/- : +0
- ~~ Defense +/- : +0
- ~~ Evasion % +/- : +0
- ~~ Magic Defense +/- : +3
- ~~ Equip Weight +/- : +1

Equippable By:

- ~~ Freelancer
- ~~ Knight
- ~~ Monk
- ~~ Thief
- ~~ White Mage
- ~~ Black Mage
- ~~ Blue Mage
- ~~ Red Mage
- ~~ Time Mage
- ~~ Summoner
- ~~ Mystic Knight
- ~~ Berserker
- ~~ Dragoon
- ~~ Ninja

~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Wearer sometimes dodges physical attacks.
~~ Locations : -- Chest in the Walse Castle basement.
 -- Chest in Karnak Castle (B1F).
 -- Chest in the Moogle Village.

=====

Flame Ring

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +5
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +5
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime

~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : Blizzard
~~ Elemental Absorptions : Fire
~~ Status Protection : None
~~ Other Notes : Makes wielder weak to Water attacks.
~~ Locations : -- Shops in Istory and the Phantom Village
(50,000 Gil).

=====

Gauntlets

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +6
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +1
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shops in Castle Bal, Quelb, and Castle Surgate
(3,000 Gil).

=====

Genji Gloves

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +12
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +1
~~ Equip Weight +/- : +6

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : Toad, Paralysis
~~ Other Notes : None
~~ Locations : -- Steal from Gilgamesh when fighting him on
Xezat's Naval Fleet.

Hermes Sandals

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +3
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer

~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Wearer is always under the effect of Haste.
~~ Locations : -- Shop in the Phantom Village (50,000 Gil).
-- Chest in the Dimension Castle area of the
Interdimensional Rift.

Hyper Wrist

Stat Changes:

~~ Strength +/- : +5
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +10
~~ Defense +/- : +3
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Just to note, the Attack +10 bonus will not be
affected by weaponry that drops your Attack to

zero.

~~ Locations : -- Chest in the Heart of Ronka (B1F) area of the
Sealed Temple.

=====

Kaiser Knuckles

Stat Changes:

~~ Strength +/- : +5
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +8
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Pyramid of Moore.
-- Chest in the Great Sea Trench, on B8F.

=====

Kornago Gourd

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +0
~~ Equip Weight +/- : +15

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : This item is meant really to influence your Catch ability. It raises the minimum current-to-max HP ratio from 1/8 to 1/2, effectively quadrupling your chances of a successful capture.
~~ Locations : -- First, you'll need to Catch a Kornago toad in the marshland near Castle Bal and Quelb, or wherever else you can find one. Raise 10,000 Gil and head to Quelb. From the south entrance, go west to the well and examine it. Some old guy asking for a toad will come out. Speak with him to hand over 10,000 Gil and the Kornago to receive this.
-- Steal from Omniscient, the boss of the Fork Tower's left tower.

=====

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +1
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +1
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Greenhorn's Club of Tule.
 -- Dropped by Black Goblins.

=====

Mythril Gloves

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +3
~~ Evasion % +/- : +0

~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +5

Equippable By:

~~ Freelancer
~~ Knight
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Samurai
~~ Mime
~~ Gladiator

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Shop in Karnak (600 Gil).
-- Chest in the Fire-Powered Ship.
-- Dropped by Mythril Dragon.

=====

Power Armlet

Stat Changes:

~~ Strength +/- : +3
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +3
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Ninja
~~ Bard
~~ Ranger
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- Chest in the Ronka Ruins (4F).
-- Shop in Quelb (2,500 Gil).

Protect Ring

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +5
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +10
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +10
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : User is always under the effect of Protect.
~~ Locations : -- Chest in the Pyramid of Moore.
-- Chest in the Island Shrine.
-- Chest in Istory Falls.
-- Steal from Odin.

=====
Red Slippers

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +11
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +2
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Dancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : Inspires the use of Sword Dance.
~~ Locations : -- Chest in the Dimension Castle area of the
Interdimensional Rift.

=====
Reflect Ring

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +0
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai

~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : User is always under the effect of Reflect.
~~ Locations : -- Dropped by Reflect Mages.
 -- Chest found in Istory Falls (B3F).
 -- Dropped by Leviathan.

Silver Armlet

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +2
~~ Evasion % +/- : +0
~~ Magic Defense +/- : +3
~~ Equip Weight +/- : +3

Equippable By:

~~ Freelancer
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Ninja
~~ Bard
~~ Ranger
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None

~~ Other Notes : None
~~ Locations : -- Chest in the Tower of Walse (9F).
-- Shop in Karnak (500 Gil).

=====

Silver Specs

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +1
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +1
~~ Equip Weight +/- : +1

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : None
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- In Walse, inside a pot in one of the western
houses.
-- Dropped by Page 64.

=====

Sorcerer's Mantle

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +0
~~ Evasion % +/- : +10
~~ Magic Defense +/-: +0
~~ Equip Weight +/- : +0

Equippable By:

~~ Freelancer
~~ Knight
~~ Monk
~~ Thief
~~ White Mage
~~ Black Mage
~~ Blue Mage
~~ Red Mage
~~ Time Mage
~~ Summoner
~~ Mystic Knight
~~ Berserker
~~ Dragoon
~~ Ninja
~~ Bard
~~ Ranger
~~ Samurai
~~ Beastmaster
~~ Dancer
~~ Geomancer
~~ Chemist
~~ Mime
~~ Gladiator
~~ Oracle
~~ Cannoneer
~~ Necromancer

Miscellaneous:

~~ Elemental Resistances : Immune to all
~~ Elemental Absorptions : None
~~ Status Protection : None
~~ Other Notes : None
~~ Locations : -- In the Heart of Ronka area of the Sealed Temple.

Thief's Gloves

Stat Changes:

~~ Strength +/- : +0
~~ Agility +/- : +1
~~ Stamina +/- : +0
~~ Magic +/- : +0
~~ Attack +/- : +0
~~ Defense +/- : +4
~~ Evasion % +/- : +0
~~ Magic Defense +/-: +0

~~ Equip Weight +/- : +1

Equippable By:

- ~~ Freelancer
- ~~ Thief
- ~~ Mime

Miscellaneous:

- ~~ Elemental Resistances : None
- ~~ Elemental Absorptions : None
- ~~ Status Protection : None
- ~~ Other Notes : None
- ~~ Locations : -- Chest in the Fire-Powered Ship.
-- Steal from Necrophobe.

Titan's Gloves

Stat Changes:

- ~~ Strength +/- : +5
- ~~ Agility +/- : -5
- ~~ Stamina +/- : +5
- ~~ Magic +/- : -5
- ~~ Attack +/- : +0
- ~~ Defense +/- : +0
- ~~ Evasion % +/- : +0
- ~~ Magic Defense +/- : +0
- ~~ Equip Weight +/- : +0

Equippable By:

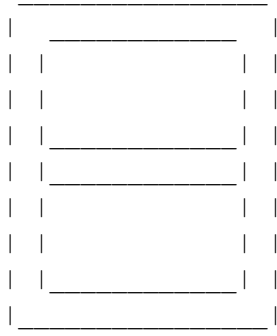
- ~~ Freelancer
- ~~ Knight
- ~~ Mystic Knight
- ~~ Berserker
- ~~ Dragoon
- ~~ Samurai
- ~~ Mime
- ~~ Gladiator

Miscellaneous:

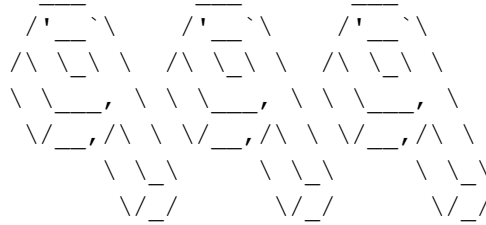
- ~~ Elemental Resistances : None
- ~~ Elemental Absorptions : None
- ~~ Status Protection : Mini
- ~~ Other Notes : None
- ~~ Locations : -- Steal from Azulmagia.

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KeyBlade999

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