

# Final Fantasy VI Advance FAQ/Walkthrough

by KeyBlade999

Updated to vFinal on Apr 30, 2015

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|           Final Fantasy VI Advance           |
|           An FAQ/Walkthrough                 |
|           By KeyBlade999                     |
|                                               |
|           File Size: ~1,655 KB                |
|           Current Version: Final              |
|           Time of Update: 11:50 PM 9/4/2012  |
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| Please excuse the weird and dated ASCII section headers. They are a      |
| remnant of other Final Fantasy Advance FAQs I wrote based on the        |
| Crystal quests, and I couldn't think of anything else that would fit    |
|           Final Fantasy VI Advance.                                       |
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

[keyblade999.faqs@gmail.com](mailto:keyblade999.faqs@gmail.com)

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.



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XXXII - Curlax, Laragorn, Moebius .....	**FF6A_632**
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|  |  |           Section One: Introduction   |  |  |
|  |  |           **FF6A_1**                 |  |  |
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Welcome to another FAQ of mine. This covers what is the most recently obtained of my Final Fantasy games, Final Fantasy VI Advance. This RPG is perhaps maybe the best FF game I've played thus far. Maybe I have said that in every FF Advance FAQ I have but, here, I truly mean it. Mainly because I can make an actual evaluation, based on the fact that I've written an FAQ for the other ones.

This will be the fifth Final Fantasy FAQ I've written, preceded by Tactics Advance, Final Fantasy IV Advance, Final Fantasy V Advance, and Dawn of Souls. Yes, I have a somewhat decent reputation for writing for GBA Final Fantasies, though I think this may be the end for them.

So, let's produce my best FAQ ever, shall we? Let's surpass all 145+ of the others (it was barely 110 when I started!) and make one that really is good.

\*scoff\* Yeah, right. I'll just do my best and leave it at that.

Well, enjoy.

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|  |  |           Section Two: Version History   |  |  |
|  |  |           **FF6A_2**                 |  |  |
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- v0.10 - General format laid down; Intro, Legal, and Section I of the walkthrough completed. 1:06 AM 4/29/2012
- v0.15 - Almost done with Section II of the walkthrough; a little more of Sabin's scenario, finishing Locke's, and the Narshe battle will end it. 12:18 AM 4/30/2012
- v0.20 - Section II of the walkthrough complete; at Jidoor in Section III. 12:10 AM 5/1/2012
- v0.25 - Almost done with Section III of the walkthrough; need to escape from Vector to just about finish. 12:08 AM 5/3/2012
- v0.30 - Finished up Section III of the walkthrough; past the Section IV sidequests and starting the Cave to the Sealed Gate. 12:30 AM 5/4/2012

- v0.40 - Section IV of the walkthrough completed. 12:40 AM 5/5/2012
- v0.50 - Section V of the walkthrough completed. 1:13 AM 5/6/2012
- v0.60 - Section VI of the walkthrough completed. 12:49 AM 5/7/2012
- v0.65 - Two more allies needed to finish Section VII of the walkthrough.  
12:12 AM 5/8/2012
- v0.70 - Section VII of the walkthrough complete; working on finding Alexander  
in the "Cyan's dream" thing. 12:20 AM 5/9/2012
- v0.80 - Been about two weeks since I last edited this; been FAQing a bunch of  
GameBoy games (about fifteen) and one 3DS game for the FAQ Bounty. So  
I brushed off the cyber-dust from this and ended Section VIII of the  
walkthrough. 1:50 AM 5/24/2012
- v1.00 - FAQing some more GameBoy Completion Project games lately and, tonight,  
I just couldn't concentrate on them long enough. So I went to this and  
finished Section IX of the walkthrough. 2:36 AM 5/29/2012
- v1.50 - (Yeah, ignore my weird version update numbering system.) Finally  
trudged through a few more GameBoy games and, since I'm out, I went  
ahead and got about halfway through Section X of the walkthrough.  
1:33 AM 5/31/2012
- v2.00 - Finished up the walkthrough and stopped here. Boss FAQ and Bestiary  
start tomorrow, with some luck. 2:23 AM 6/1/2012
- v2.10 - Finished up the Boss FAQ/Walkthrough and laid down a format for the  
Enemy Bestiary. 72/384 (18.75%) of the Bestiary entries are filled in.  
12:39 AM 6/2/2012
- v2.15 - 250/384 (~65.1%) of the Enemy Bestiary entries have been filled in.  
1:00 AM 6/3/2012
- v2.20 - Completed the Enemy Bestiary, items listings, and Section I of the  
weapons listings. 1:02 AM 6/5/2012
- v2.30 - Finished up the weapons listings. 1:20 AM 6/6/2012
- v2.40 - Finished the shields, headgear, and torso gear listings.  
12:08 AM 6/7/2012
- v2.50 - Finished the Relic, magic, and Esper listings. 12:44 AM 6/8/2012
- v2.60 - Finished the Bushido, Blitz, Lore, and Dance listings. Got some of the  
Rage entries down. 12:40 AM 6/9/2012
- Final - \*groan\* Quite the long haul, eh? The longest start-end time since I  
wrote for Zelda: Wind Waker about eighteen months ago, and let's skip  
that big size marking. :) And, of course, I also hit about 33 other  
FAQs since I started this. Anyhow, guide done by finishing the Rages.  
~~ Start-End Time: One month, eleven days.  
~~ File Size : ~1,655 KB.  
~~ Time of Update: 11:25 PM 6/9/2012.

Post-Final Changes:

- Changed a minor thing in the math of the Phantom Train car-jumping. I'm  
usually a lot better at math than that. \*shame\* \*sob\* 11:50 PM 9/4/2012

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| | |           Section Three: Legalities   | | |
| | |           **FF6A_3**                 | | |
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Allowed sites for my FAQs	Forever-Banned Sites
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GameFAQs ( <a href="http://www.gamefaqs.com">www.gamefaqs.com</a> )	CheatCC ( <a href="http://www.cheatcc.com">www.cheatcc.com</a> )
Neoseeker ( <a href="http://www.neoseeker.com">www.neoseeker.com</a> )	<a href="http://www.cheat-database.com">www.cheat-database.com</a>
SuperCheats ( <a href="http://www.supercheats.com">www.supercheats.com</a> )	Cheat Index ( <a href="http://www.cheatindex.com">www.cheatindex.com</a> )
	Cheat Search ( <a href="http://www.cheatsearch.com">www.cheatsearch.com</a> )
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	Game Express ( <a href="http://www.gameexpress.com">www.gameexpress.com</a> )
	Mega Games
	Cheats Guru ( <a href="http://www.cheatsguru.com">www.cheatsguru.com</a> )
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Section Four: Walkthrough  
\*\*FF6A\_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 ten smaller sub-sections so you can find what you want a bit more easily. What the sub-sections are can be found by looking in the Contents section near the top of the document.

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Section I - In the Beginning...  
\*\*FF6A\_41\*\*

From the opening cutscenes, what we already get is that a War of the Magi occurred some long time ago. This war was centered around the mighty power of magic.

This war became so violent that the planet itself became a shell of what it once was; a rocky, barren land. What's worse, to some, is that the power of magic was now lost, now a mere legend.

Only with the advents of iron, gunpowder, and steam engines did the planet finally regain life. They were mere substitutes for what magic could do, though, and one man was not satisfied with the alternative.

He now stands, able to revive the ancient magic ...

... able to take over the world ...

... and able to restart the War of the Magi.

Could anyone truly be foolish enough to repeat that mistake...?

We'll begin after these opening cutscenes, when we regain control in a town named Narshe.

=====  
Narshe  
=====

Regional Monster Bestiary \							
Monster Name	HP	MP	ATK	DEF	Gil	EXP.	
Guard	40	15	16	100	48	48	
Megalodoth	115	30	110	75	90	50	
Silver Lobo	27	5	20	80	30	37	

Weird, a town with a regional monster bestiary. What the heck's going on?

Well, your party consists of soldiers from an Empire not in a galaxy far, far away. This Empire has learned that the miners in Narshe have unearthed a mystic crystal ... a crystal containing one of the legendary Espers that haven't been seen for many years.

Obviously, they want it. But more than we?

I think not.

Anyhow, once you regain control, enter the menu and mess with your configurations. Also set all three characters in the back row of the party, as their attacks are long range (not affected by the -50% deduction for back row attacks), but their damage received will halve. Cool.

Okay, let's begin by going northward. That's pretty much all I need to say on the matter. On the way, you'll fight a few forced battles (two to five) as you head towards the mine. Given that your attacks from the Magitek Beams are literally one-hit kills, have no fear. But, if you get low on HP, be sure to have the ?????? girl use Healing Force.

So, let's fight them and go north into the mine.

=====  
Narshe Mine  
=====

Regional Monster Bestiary \							
Monster Name	HP	MP	ATK	DEF	Gil	EXP.	
Bandit	35	0	19	90	25	25	
Spritzer	15	0	13	95	29	23	
Wererat	24	0	13	100	22	21	

Once the mine, head northward, but pay attention on the left to find a blue sparkle. This is a Save Point. Here, you are able to use Sleeping Bags and Tents, and are able to save the game from the menu. I have an idea: use it.

Afterwards, continue north for a while. Eventually, you'll reach a barrier. Examine it and Biggs will knock it aside, letting your first boss, of sorts, have a nice shot at you.

```
| BOSS: Ymir \
|
|-----|
|                               Ymir's Head's Bestiary                               |
|-----+-----+-----|
| Level           - 6           | Weaknesses:           | Treasures Awarded:   |
| Maximum HP      - 1,600       | - None                | - Hi-Potion (Drop)   |
| Maximum MP      - 1,000       |                       |                       |
| Attack          - 22          | Immunities:          |                       |
| Magic           - 10          | - None                |                       |
| Defense         - 100         |                       |                       |
| Magic Defense   - 155         | Absorptions:         |                       |
| Evasion         - 0           | - None                | Gil Earned : 0       |
| Magic Evasion   - 0           |                       | EXP. Earned: 0       |
|-----+-----+-----|
|                               Ymir's Shell's Bestiary                               |
|-----+-----+-----|
| Level           - 4           | Weaknesses:           | Treasures Awarded:   |
| Maximum HP      - 50,000      | - None                | - Ether (Drop)       |
| Maximum MP      - 120         |                       |                       |
| Attack          - 13          | Immunities:          |                       |
| Magic           - 5           | - None                |                       |
| Defense         - 102         |                       |                       |
| Magic Defense   - 155         | Absorptions:         |                       |
| Evasion         - 0           | - Thunder             | Gil Earned : 0       |
| Magic Evasion   - 0           |                       | EXP. Earned: 0       |
|=====|
| Ymir can use a basic and weak physical attack, as well as Slime, which can |
| damage and induce Slow. Its shell is a separate entity; in other words, it |
| has its own attacks and stats, as above. However, all it does is use      |
| Megavolt, which can easily take out about 30% of your party's HP (rough    |
| estimate; no definite percentages are dealt with).                          |
|
| I will also note that you can kill the shell. Megavolt can only be used    |
| six times on 120 MP, so it costs 17 ~ 20 MP. After that, you'll be safe in |
| attacking the shell. If you want an Ether that bad (it takes more time     |
| than you'd think), go right ahead you crazy person, you.                  |
|
| If you opt for that strategy, go ahead, but don't use a Thunder-based     |
| attack unless you want to undo some work.                                  |
|
| There is another way to go about this. Simply attack the head, instead. It |
| will take much less time. All you need to worry about is when, every now   |
| and then, the head retreats into the shell. Just let everyone's ATB gauge  |
| fill up until the head comes back out. Then continue attacking. By the by, |
| consider using Magitek Missile when it is ??????'s turn.                  |
|=====
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Continue northward after the battle to come across a large crystal ... the Esper, frozen for a thousand years. As you approach, your ?????? character starts to act freaky and her companions vanish. Then the Esper does something to the ?????? character, making her Magitek Armor explode and her black out...



Treasures Checklist \	
Elixir .....	[ ]

The ?????? character will wake up alone and confused. Apparently, some old man has found her in the mines and healed you. However, you also learn that she (Terra, as is soon revealed) was being enslaved by the Empire.

And that, because of this, Terra has lost her memory. Greeeat...

So, the old man prepares to explain the whole the situation to you, some guards knock on the door, cutting this short. You're going to need to leave. Examine the western clock to find an Elixir, then go outside through the back door.

Once outside, go along the path west into another cave.

=====  
Narshe Mine  
=====

Treasures Checklist \	
Phoenix Down .....	[ ]
Sleeping Bag .....	[ ]

Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Bandit	35	0	19	90	25	25
Megalodoth	115	30	110	75	90	50
Silver Lobo	27	5	20	80	30	37
Spritzer	15	0	13	95	29	23
Wererat	24	0	13	100	22	21

Once inside, head along the linear path for a while. Eventually, you'll reach a Save Point. Use it and go north to find some stairs to a higher ledge. Go up there and, from the chest, take the Phoenix Down.

Go downstairs now and follow the path west to another chest, this one containing a Sleeping Bag. Continue along the linear path to a cutscene where Terra is cornered by the guards and falls below, likely injured.

We then learn some of her backstory, and get to meet Locke in a separate scene that eventually leads him to Terra.

We will now learn about Group Battles after Locke and some Moogles arrive. Basically, you'll get to control three parties and swap between them with the Select Button. Pretty simple, actually.

The main purpose of this group battle is to defeat the Guard Leader before his cronies reach Terra (also known as a Game Over). I'd first prefer to around the room with Locke's party to kill all of the minor enemies (for the EXP. that only he will get to use) except for one.

That one is not the Guard Leader, though. No, we need to let Mog's team take

that one out so Mog will learn the Twilight Requiem Dance. This will be a critical component of the following battle. I also suggest you take away Mog's equipment for your own perusal.

After you defeat all of the minor enemies, go south with Mog's team to fight the Guard Leader.

BOSS: Guard Leader, Silver Lobo (x2)			
Guard Leader's Bestiary			
Level	- 8	Weaknesses:	Treasures Awarded:
Maximum HP	- 420	- Poison	- Hi-Potion (Drop)
Maximum MP	- 150		- Mythril Knife (Steal)
Attack	- 60	Immunities:	
Magic	- 9	- None	
Defense	- 110		
Magic Defense	- 140	Absorptions:	
Evasion	- 0	- None	Gil Earned : 350
Magic Evasion	- 0		EXP. Earned: 0
Silver Lobos' Bestiary			
Level	- 5	Weaknesses:	Treasures Awarded:
Maximum HP	- 27	- Fire	- Potion (Drop)
Maximum MP	- 5		- Potion (Steal)
Attack	- 20	Immunities:	
Magic	- 3	- None	
Defense	- 80		
Magic Defense	- 120	Absorptions:	
Evasion	- 0	- None	Gil Earned : 30
Magic Evasion	- 0		EXP. Earned: 37
<p>The Guard Leader can use a basic physical attack (which has 200+% more power than most of the other enemies here), Charge (which deals about double the damage of the basic physical), and Net (which can Stop party members).</p> <p>The basic idea was this. Before starting this battle, have Mog participate in one battle to learn the Twilight Requiem Dance, which is able to deal severe damage in this battle (and any other). For example, one attack is an instant-KO (which WILL affect the Guard Leader), another takes away 75% of the target's current HP. Hint hint.</p> <p>Since there ARE three other members of Mog's party, just have them remove the Silver Lobos at first, then help with the Guard Leader.</p>			

After the battle and the scene, you'll be back in Narshe.

Narshe

Treasures Checklist	
Ether .....	[ ]
Potion .....	[ ]
Sleeping Bag .....	[ ]

After you regain control, head northwest and into the Adventuring School, a way of learning random crap you'll learn here anyways.

But you can't get three items from this guide, can you? So, yes, go inside. In the easternmost room, you'll be able to find an Ether; in the center room, a Sleeping Bag; in the westernmost room, a Potion. You'll also be able to fight a monster by opening one of the other chests in the easternmost room.

Before leaving, consider speaking with everyone here for some valuable knowledge (because knowledge is power!). Also, when entering, you'll notice some guy standing near a bucket. Examine the bucket to refill your HP and MP and remove all status effects.

Afterwards, exit the building and leave town by heading south.

=====  
Overworld  
=====

Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Alacran	87	15	20	80	94	37
Darkwind	34	0	13	55	41	28
Leaf Bunny	33	0	13	60	45	24
Sand Ray	67	10	20	110	54	41

Ahhh... the overworld. A term coined despite the lack of a physically-found underworld in this game, unlike in Final Fantasy IV. :P

Anyways, you can save out here and use Sleeping Bags or Tents. I suggest the former, for now. Head south and west into the center of the desert to find our destination of Figaro Castle.

=====  
Figaro Castle  
=====

Treasures Checklist \	
Antidote .....	[ ]
Auto Crossbow .....	[ ]
Gold Needle .....	[ ]
Phoenix Down .....	[ ]
Potion .....	[ ]

Item Shops \	
Item Name .....	Cost
Potion .....	50 Gil
Ether .....	1,500 Gil
Antidote .....	50 Gil
Gold Needle .....	200 Gil
Echo Screen .....	120 Gil
Phoenix Down .....	500 Gil

Sleeping Bag .....	500 Gil
Tent .....	1,200 Gil
-----	
Auto Crossbow .....	250 Gil
Noiseblaster .....	500 Gil
Bioblaster .....	750 Gil

When you enter the castle area, you'll be allowed in. Once such has occurred, go north a few rooms to the throne room, where you'll meet with King Edgar. After an ... interesting ... conversation, you're left on your lonesome to loot the castle. (You'll also receive the Auto Crossbow.)

Great.

Go south and exit the throne room. In this area, head around and go north through the doors to find a chest with a Phoenix Down inside. Go south back into the previous area and, near the west-central and east-central part of the area, you'll find some doors.

Go through the east door to find a couple of chests containing an Antidote and a Potion. Speak with the man nearby to shop for some Tools. You already have the Auto Crossbow; get the other two.

Go back to the previous area and through the west-central door. Open the chest for a Gold Needle. Here, you can speak with the man nearby for some items. I recommend buying about five of each status item, getting two or three Tents, and spending the rest on Potions. Now, exit this room and go south from there back outside.

Go south to find two doors previously blocked by soldiers. Go through the western one and north to find the Inn, which you can use free of charge. So use it. Then go downstairs and outside, then northwest into the tower. Here, speak with the old priestess to learn about Edgar's twin brother, Sabin.

That's all for now. Backtrack back to the throne room and speak with Edgar. As a conversation begins, you'll receive a message: Kefka, a high-ranking member of the Empire it seems, is coming for a visit. So, we go to visit him. The discussion trends toward the girl (Terra) who ... well, we know its all bull, so why mention it? Point is, Edgar denies that Terra is here.

This obviously angers Kefka, as istruly seen later on.

Once you regain control of Terra, follow Locke through the eastern door, downstairs, and outside. Go east into the tower. You'll find your residence for the night.

And so, once you regain control, Edgar will awaken to find his castle aflame. Either Terra went crazy or, more likely, Kefka came back. It seems to be the latter (this time?). Regardless, it seems that a plan was made up for such a situation -- sink the castle into the desert sand! (Don't ask how they'll deal with the windows or opened roof stairwells.)

Edgar, Locke, and Terra will end up fleeing on a big symbol of Final Fantasy -- the Chocobos. Sadly enough, two Magitek Armors are still sicced on you by Kefka and you get dragged into a battle.

BOSS: Magitek Armor (x2) \			
_____ \			
Level	- 8	Weaknesses:	Treasures Awarded:

Maximum HP	- 210	- Thunder	- Hi-Potion (Drop)
Maximum MP	- 250		- Hi-Potion (Steal)
Attack	- 18	Immunities:	- Potion (Steal)
Magic	- 3	- None	
Defense	- 30		
Magic Defense	- 130	Absorptions:	
Evasion	- 0	- None	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 0

=====

These Magitek Armors are far worse off than you were earlier on in the game. Their attacks consist of a basic weak physical, a Magitek Laser, and Metal Kick (basically 50% more damage than a basic attack).

There is a simple strategy to this battle. Have Edgar use the Noiseblaster to confuse both of your opponents, leading them to attack each other. Be sure to maintain that Confusion status as well, due to physical attacks removing the status. Other than that, you can have Locke Steal items and Terra hit both Magitek Armors with Fire for a quaint cutscene.

And if you did not buy a Noiseblaster as I requested? Well, first, shame upon you. Secondly, have Edgar use the Auto Crossbow you should still have and Terra use Fire on both enemies. Locke can do whatever you want, I guess.

After the battle, you'll be in the overworld after a cutscene.

=====

Overworld

=====

Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Alacran	87	15	20	80	94	37
Darkwind	34	0	13	55	41	28
Leaf Bunny	33	0	13	60	45	24
Sand Ray	67	10	20	110	54	41

Here, you'll start out riding the Chocobo. Personally, I'd get off of it and just walk southeast to the South Figaro Cave, so we can fight a few battles for some Gil and EXP. Do what you want however.

Head southeast and into the South Figaro Cave.

=====

South Figaro Cave

=====

Treasures Checklist \	
Ether .....	<input type="checkbox"/>
Ether .....	<input type="checkbox"/>
Phoenix Down .....	<input type="checkbox"/>

Regional Monster Bestiary \	

Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Foper	119	10	13	100	80	53
Hornet	92	0	16	100	64	48
Urok	122	0	13	45	120	71

Once you enter the cavern, you'll find a recovery spring and will automatically make use of it. Continue east to the next area.

Here, go south to the fork. Go west and north through the door to the next area, then along the path to an Ether. Return to the fork and go along the eastern branch. Go along the cave to an east/south fork. Go east to find an Ether.

Then go south, taking the second staircase you find, and go along the path to find a Phoenix Down. Return to the first staircase, use it, and go along the linear path back outside.

=====  
Overworld  
=====

Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Belmodar	232	100	25	100	186	246
Mu	119	100	11	100	80	59
Unseelie	132	100	15	100	256	53

Not much to say, honestly.

Just head southeast to the southern shore; South Figaro is somewhere nearby.

=====  
South Figaro  
=====

Treasures Checklist \	
500 Gil .....	[ ]
1,000 Gil .....	[ ]
1,500 Gil .....	[ ]
Antidote .....	[ ]
Elixir .....	[ ]
Eye Drops .....	[ ]
Gold Needle .....	[ ]
Green Cherry .....	[ ]
Hermes Sandals .....	[ ]
Hyper Wrist .....	[ ]
Phoenix Down .....	[ ]
Potion .....	[ ]
Potion .....	[ ]
Potion .....	[ ]
Teleport Stone .....	[ ]

| Item Shop \

Item Name	Cost
Potion	50 Gil
Ether	1,500 Gil
Antidote	50 Gil
Gold Needle	200 Gil
Echo Screen	120 Gil
Phoenix Down	500 Gil
Sleeping Bag	500 Gil
Tent	1,200 Gil

Weapon Shop	
Item Name	Cost
Dagger	150 Gil
Mythril Knife	300 Gil
Mythril Sword	450 Gil
Great Sword	800 Gil
Noiseblaster	500 Gil
Bioblaster	750 Gil

Armor Shop	
Item Name	Cost
Buckler	200 Gil
Heavy Shield	400 Gil
Hairband	150 Gil
Plumed Hat	250 Gil
Cotton Robe	200 Gil
Kenpo Gi	250 Gil

Relic Shop	
Item Name	Cost
Sprint Shoes	1,500 Gil
Silver Spectacles	500 Gil
Star Pendant	500 Gil
Jeweled Ring	1,000 Gil
Knight's Code	1,000 Gil

Let's begin with shopping.

Nothing much from the item shop; just have a stock of two Gold Needles and five or more Antidotes.

Weapon-wise, get a Great Sword (Terra) and a Mythril Sword (Locke). And, if you did not do so earlier ... get the Noiseblaster and Bioblaster.

As for your armor, get two Heavy Shields, three Plumed Hats, a Cotton Robe, and a Kenpo Gi, which should cover everyone.

And the Relics... Honestly, that is more of your opinion. I, personally, would

like to get all of them, just in case I felt like changing them.

Next, head into the Pub. No, we're not shopping, but we are going to meet a future party member. Speak with the dark-clothed man on the east side of the Pub to meet Shadow, an assassin, who'll kill anyone for the right price. Lovely.

Well, we now want to do some treasure hunting, right? Examine the barrel between the weapon and armor shops to find a Potion. Go north of the southern entrance to find some Eye Drops in a box; go north of there for an Antidote in a barrel.

Head to the Chocobo stable to find a barrel nearby; examine it for a Potion. Examine a box north of there for a Green Cherry. Examine the southwestern box to find a Gold Needle. Get onto the town wall and, close to the Chocobo stable, are some barrels. Examine one for a Teleport Store. Now, go into the house of the old servant of the rich guy in town. You'll find a Potion there.

Now, enter the large northern house through its western entrance and exit on the east side. Examine a barrel here for a Phoenix Down. Go around the corner of the house to a hidden room; examine the clock to find an Elixir! Now, go back to the main part of the house and upstairs.

In one room, you'll find a man writing a letter. Behind the bookcase there is a secret stairwell, leading to another. So use them, then go to the far east side of the area. Once you smack into the wall, go south as far as possible, then east to find a hidden room. Open these chests for some helpful items: the Hyper Wrist (a Strength booster) and the Hermes Sandals (unremovable Haste).

Go north to find a room with three doors. Go through the third door to find four chests that, altogether, contain 3,000 Gil. Go through the second to find a Save Point, which is probably useless as it is right now. After all, no battles here to induce Game Overs, and you can save everywhere in the overworld. Hm.

Not much else to say. Unless you're REALLY low on HP, I recommend not using the Inn here. We're soon to have a free "Inn" anyways. Return to the overworld when you're done.

Our next destination is found almost due north of here, at Duncan's Cabin.

=====
Duncan's Cabin
=====

Table with 1 column and 1 row: Treasures Checklist \ | Potions ..... [ ] |

When you arrive, head into the cabin. Edgar will claim to smell something familiar. (Given that this is probably his twin brother, Sabin, that's a little creepy.)

So, when you arrive, examine the bucket nearby for a Potion, then run into the bed for the "free Inn" mentioned earlier. Then examine the cabinet, stove, and flowers for various comments. Then leave and Edgar will comment that he thinks Sabin lives here.

Outside, speak with the man nearby to learn that Sabin has headed to Mt.



Koltz. Apparently, his mentor, Duncan, has been killed and Duncan's son, Vargas, is missing. Hmmm...

Return to the overworld and go east along the northern mountains to find our destination - Mt. Koltz.

=====  
Mt. Koltz  
=====

Treasures Checklist \	
Gigas Glove .....	[ ]
Main Gauche .....	[ ]
Tent .....	[ ]
Tent .....	[ ]

Regional Monster Bestiary \							
Monster Name	HP	MP	ATK	DEF	Gil	EXP.	
Cirpius	134	100	13	80	102	82	
Gorgias	270	100	28	100	102	163	
Trillium	147	100	13	102	134	97	
Zaghrem	137	100	14	100	87	79	

In the entrance area, go into the cave. Exit on the other side there and go east into another cave.

Inside, go south and east, then past a crack in the wall. Take the southbound path to find a Main Gauche outside in a chest. Backtrack and, before going north across the bridge, there will be a path to the east. Use it to find the Gigas Glove\* in a chest. Return to the main path and go north across the bridge to leave.

\* - Just would quickly like to thank rdtalon for correcting this item's location. :)

Outside, follow the path around to the back of the cliff, then continue along the path and into the cavern. Go along the path to reach a Tent in a chest. Backtrack to the main path and go west, into the next cave you see.

Here, go along the linear path outside. There, go along the path north, then east across the bridge and into the cavern. You'll find a Save Point here; use a Tent here and save. Then exit to the east.

Back outside, go along the linear path to meet up with a man. Speak with him for a fight.

BOSS: Vargas, Ipooh (x2) \			
Vargas's Bestiary			
>-----+-----<			
Level	- 12	Weaknesses:	Treasures Awarded:
Maximum HP	- 11,600	- Poison	- Mythril Claws (Steal)
Maximum MP	- 220		- Potion (Steal)
Attack	- 13	Immunities:	
Magic	- 10	- None	

Defense	- 85		
Magic Defense	- 150	Absorptions:	
Evasion	- 0	- None	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 0

>-----<

Ipoohs' Bestiary

>-----<

Level	- 11	Weaknesses:	Treasures Awarded:
Maximum HP	- 360	- Fire	- Hi-Potion (Steal)
Maximum MP	- 60		
Attack	- 18	Immunities:	
Magic	- 10	- None	
Defense	- 105		
Magic Defense	- 150	Absorptions:	
Evasion	- 0	- None	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 0

=====

Vargas will stick to using a basic attack weaker than most normal enemies here (and his Ipoohs), as well as Gale Cut, which attacks the whole party for about 50 damage; 100+ when on one target. The Ipoohs only can use a basic attack and Claw (50% more power than a basic attack).

You'll have to begin by removing the Ipoohs. So have Terra focus on using enemy party-wide Fire attacks, Edgar using his Auto Crossbow, and Locke simply attacking.

Afterwards, you'll be able to fight Vargas. Here, I continued with the old strategy, except I used a party-wide Cure beforehand, just in case. After a little over 700 damage, Sabin (Edgar's twin brother) will appear. Vargas will admit to his patricide over the fact that he thought Sabin was meant to be Duncan's successor.

Vargas soon uses Blizzard Fist to get rid of everyone but Sabin, then uses Doom Fist to damage Sabin and inflict Doom. He'll die in about sixty seconds.

Since you'll need to know how to use a Blitz to win, I'll just teach you now. Select "Blitz" from the command menu. When the hand cursor appears on Sabin, press a button combination -- in this case, it must be Left, Right, and Left on the D-Pad -- then press the A Button to execute the Blitz. If you did it right, you'll use the Blitz. With the aforementioned combination (Left, Right, Left), you'll use Raging Fist and end the battle.

-----

After the battle, watch the scene, in which Sabin joins your party. Cool. Go into the cavern now and go along the linear path outside. Be sure to grab the chest with the Tent on the way.

Outside of the cave, go south to leave. We're now going to ...

```

/\
| |           Section II - A Meeting with the Returners | |
| |           **FF6A_42**                               | |
\/\

```

=====

```

=====
| Regional Monster Bestiary \
|-----|
| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Belmodar     | 232 | 100 | 25 | 100 | 186 | 246 |
| Mu           | 119 | 100 | 11 | 100 | 80  | 59  |
| Unseelie     | 132 | 100 | 15 | 100 | 256 | 53  |
|-----+-----+-----+-----+-----+-----+-----|

```

After leaving Mt. Koltz, go to the eastern chain of mountains and follow them north to find another entryway into the mountains.

This is the Returner Hideout.

```

=====
| Returner Hideout
|-----

```

```

| Treasures Checklist \
|-----|
| Air Knife ..... [] |
| Antidote ..... [] |
| Ether ..... [] |
| Gauntlet / Genji Glove ..... [] |
| Green Cherry ..... [] |
| Hi-Potion ..... [] |
| Knight's Code ..... [] |
| Phoenix Down ..... [] |
| Phoenix Down ..... [] |
| White Cape ..... [] |
|-----|

```

```

| Item Shop \
|-----|
| Item Name ..... Cost |
|-----+-----|
| Eye Drops ..... 50 Gil |
| Potion ..... 50 Gil |
| Hi-Potion ..... 300 Gil |
| Ether ..... 1,500 Gil |
| Echo Screen ..... 120 Gil |
| Sleeping Bag ..... 500 Gil |
| Tent ..... 1,200 Gil |
| Sprint Shoes ..... 1,500 Gil |
|-----+-----|

```

Once you enter the Returner Hideout, go forward to the guard and speak with him to be allowed inside. He'll bring you to a door; go on through. Here, you'll find a Save Point nearby. Use it if you wish, then speak with the man, Banon, at the southern end of the room.

He'll introduce himself to you and you'll watch a cutscene before regaining control of Terra, alone.

Time for some treasure hunting. Begin in the room you awoke in and open the chest for a Phoenix Down. Exit the room and head north to find an Air Knife, a Knight's Code, and a Phoenix Down. Walk around to the east side of the chest trio and go east into the hidden passage; at the end, you'll find a White

Cape. Now, exit the room. On the way, examine the pot and bucket next to each other to find an Antidote and an Ether.

Outside of that room, go to the southeastern corner of the area and north a bit. You'll notice some armor with a pot nearby; examine the latter to find a Green Cherry. Go north to find Banon's room; open the chest within for a Hi-Potion.

That should cover the majority of the Treasures Checklist. Go around the hideout and speak to Locke, Edgar, and Sabin. Then leave the cavern portion of the hideout to find Banon. Speak with him and you'll be able to make a choice. The following scenes still have the same end result, but follow different paths to get there, so to speak.

If you answer "Yes" to his question on the first, second, or third try, you'll receive the Gauntlet. This allows you to hold one weapon in two hands to double your Attack power, more or less, though you lose the ability to use a Shield. However, it is also a bit more common than the other choice... Anywho, there will be a meeting. Banon keeps failing to understand Magitek power will not solve this problem, so turns towards pure magic. As he gets on the subject, a wounded Returner comes in. Locke heads to South Figaro, while Sabin, Edgar, Banon, and Terra will head to Narshe via the Lethe River.

If you answer "No" three consecutive times to Banon, Terra will walk into the hideout and wonder how anyone could put hope in her. Suddenly, Banon and a wounded Returner walk in. Locke, Sabin, and Edgar also come in. Locke will leave for South Figaro; Sabin, Edgar, Terra, and Banon will head to Narshe via the Lethe River. During the conversation, it is interrupted by a Returner giving you the Genji Glove. Truly a good reason to do so, for it allows you equip two weapons at once, despite losing the ability to use a Shield.

So, either way, you'll end up with Locke leaving the party (and his equipment), sticking Terra, Banon, Sabin, and Edgar on the Lethe River to Narshe. We'll end up controlling the latter party for the moment. When you regain control, go south and outside. Then board the raft.

=====  
Lethe River  
=====

Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Exocite	196	100	19	100	153	162
Lesser Lopros	380	70	25	65	325	464
Nautiloid	236	100	18	100	173	216

A fair bit of trivia for you. The Lethe River, in Greek mythology, is one of the five rivers of the Underworld and the river of forgetfulness, from which all dead souls returning to the world above must drink from. This is an ancient idea as to why no one can remember anything prior to their birth. (Though you, as a human (I hope), can't really remember anything before you were three or four years old, for your brain was underdeveloped before then.)

Anyways, another thing to note is Banon. For some stupid reason, if he is KO'ed, we can consider it a Game Over. So, if you want to be over-protective, switch him to the Back Row in a battle ASAP. Also note his technique "Pray". If you've played other Final Fantasies, you'll know that Pray heals the party's HP

without MP cost. Abuse this EACH AND EVERY TURN with Baron; it's almost a full heal!

So, anyways, you'll go along the river for a while, fighting a few battles. Soon, you'll reach a fork in the path. You can go three ways here. Whichever you choose doesn't matter; going left just has less enemies. I don't recommend heading that way (why not have extra Gil and EXP.?).

Soon past the fork, you'll reach a Save Point. Save there and get back on the raft. You'll soon reach another fork. Going "Up" provokes a loop; going "Left" allows you proceed forward. You'll soon reach another Save Point; use it.

Return to the raft and go along for a little longer to find your next boss...

BOSS: Ultros			
Level	- 13	Weaknesses:	Treasures Awarded:
Maximum HP	- 3,000	- Thunder	- None
Maximum MP	- 640	- Fire	
Attack	- 15	Immunities:	
Magic	- 3	- None	
Defense	- 40		
Magic Defense	- 140	Absorptions:	
Evasion	- 0	- Water	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 0

=====  
| Ultros can use a basic attack, Tentacle (a powerful attack that can hit |  
| one person or everyone), and Ink (50% more damage than an attack and may |  
| inflict darkness). |  
| |  
| Specifically with Tentacle, Ultros will only attack one person (and often |  
| KO them) after a speech specific to that person. Who is attacked is |  
| obvious. However, Edgar doesn't get hit with single-target Tentacles. =/ |  
| Why couldn't it have been Baron? |  
| |  
| Onto the strategy. Baron really needs to move into the Back Row and use |  
| Pray each and every turn. Have Edgar use one of his Tools or resort to |  
| healing or reviving when needed. Let Sabin use his Aura Cannon Blitz if |  
| you have it (or, better yet, Rising Phoenix), and let Terra use Fire on |  
| Ultros. Just note that these latter two Fire-based attacks induce Ink |  
| counterattacks. |  
| |

After the battle, you'll watch Ultros go back underwater and Sabin will chase him, later to leap from the water a little TOO far.

=====  
Dark Space  
=====

Taking a reference from the Enix game "Illusion of Gaia/Time", yes. Though this isn't really the Dark Space, not really as decorative (and that was a SNES game!), and is actually a menu.

Here, there is a nice concept added to the game to provide a little more non-linearity. You'll be controlling Mog in this area for now and be able to move amongst the three parties of Locke, Sabin, and the Terra/Banon/Edgar trio.

Why would you want to? Well, you have three scenarios to pick from, each based on the aforementioned parties. You can do them in any order you wish, but must

do them all eventually.

So, I'll be providing a more decorative sub-section format for each with some CTRL+F tags to each.

- Terra, Edgar, and Banon's Scenario ..... \*\*FF6A\_42\_TRIOS\*\*
- Sabin's Scenario ..... \*\*FF6A\_42\_SABIN\*\*
- Locke's Scenario ..... \*\*FF6A\_42\_LOCKE\*\*

That is also the order I'll cover them in.

CTRL+F the tag \*\*FF6A\_42\_SCEND\*\* to go to the part beyond the scenarios.

```

=====
----- Terra, Edgar, and Banon's Scenario ----- **FF6A_42_TRIOS**
=====
????????????????????????????????????????????????????????????????????????????????????
Still on the Lethe River, are we?

```

```

=====
                          Lethe River
=====

```

```

| Regional Monster Bestiary | \
|                             | \
|-----+-----+-----+-----+-----+-----+-----+
| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----+
| Exocite      | 196 | 100 | 19 | 100 | 153 | 162 |
| Lesser Lopros | 380 | 70  | 25 | 65  | 325 | 464 |
| Nautiloid    | 236 | 100 | 18 | 100 | 173 | 216 |
|-----+-----+-----+-----+-----+-----+-----+

```

Guess what? Banon still can't be KO'ed. That really bites...

Well, you'll just have to ride it for a little bit longer before exiting near Narshe.

Go northwest to return to your beginning ... as far as this game is considered.

```

=====
                          Narshe
=====

```

Well, at least you don't have to fight any monsters in the town.

However, the townspeople will push you out of town should you try to enter, despite the fact King Edgar himself is with you. Well, the Empire is on their way, so let's just let them drown in their own blood...

What? We can't do that? Crap.

Well, you remember that secret entrance Locke took out of at the beginning? Go as far south as possible without entering the overworld and head west to find it. Examine the northern alcove to open it up.

```

=====
                          Narshe Mine
=====

```

Treasures Checklist \
Rune Blade ..... []

Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Megalodoth	115	30	110	75	90	50
Silver Lobo	27	5	20	80	30	37
Spritzer	15	0	13	95	29	23
Valeor	180	25	13	55	112	117
Wererat	24	0	13	100	22	21
Wild Rat	160	10	10	85	135	135

Back inside this cave, backtrack along the path Locke originally took you along to find yourself outside of the cave. Go west, upstairs, and into another one.

Here, go along the linear path and through the first door you find to find a small maze with a light sparkle moving along. You'll have to follow the light exactly or you'll have to fight some Darksides, Eukaryotes, or Specters (all of which lack a Bestiary entry).

So, to be precise...

- Go two steps north.
- Go one step west.
- Go one step north.
- Go four steps west.
- Go three steps north.
- Go three steps east.
- Go three steps north.
- Go three steps east.
- Go three steps south.
- Go three steps east.
- Go seven steps north.
- Go four steps west.
- Go three steps north.
- Go one step west.
- Go one step north and to the next area.

In the next area, go along the path to pass by a door. Go through it to find that area where you had the first group battle. Go to the north side of the area and to the next one.

Here, you'll find the Moogles. Make friends with them or whatever, but you're really here for the Rune Blade. Go to the northwestern corner of the room and circle around to the Rune Blade's chest. Follow the path to the east to find the main path, on which you can go southeast to exit the cavern.

From there, I am quite sure you can manage to return to the old man's house -- you know, the old man who rescued you at the beginning.

Such ends the trio's scenario.

~~~~~

After having a not-uncommon moment of stupidity, Sabin jumped in the water after Ultros had obviously retreated and consequentially got separated from his friends.

He ended up in the overworld...

Overworld

| Regional Monster Bestiary \ |     |    |     |     |     |      |  |
|-----------------------------|-----|----|-----|-----|-----|------|--|
| Monster Name                | HP  | MP | ATK | DEF | Gil | EXP. |  |
| Aepyornis                   | 290 | 30 | 12  | 80  | 135 | 108  |  |
| Chippirabbit                | 135 | 40 | 9   | 70  | 110 | 53   |  |
| Nettlehopper                | 243 | 80 | 10  | 50  | 145 | 89   |  |
| Stray Cat                   | 156 | 30 | 9   | 10  | 90  | 42   |  |

So, on the overworld. Begin by heading east to a cabin.

Cabin

| Item Shop \         |           |
|---------------------|-----------|
| Item Name           | Cost      |
| Potion              | 50 Gil    |
| Phoenix Down        | 500 Gil   |
| Tent                | 1,200 Gil |
| Plumed Hat          | 250 Gil   |
| Shuriken            | 30 Gil    |
| Invisibility Scroll | 200 Gil   |
| Shadow Scroll       | 400 Gil   |
| Sprint Shoes        | 1,500 Gil |

When you arrive in the area, speak with the black-clothed man you met earlier at South Figaro, Shadow. You'll be allowed to let him join your party -- which you should. However, he'll be able to leave at random at the end of a random encounter (until you reach the Phantom Train), so I don't suggest fighting a random encounter until then. However, the random leaving also won't be able to start until you leave the Imperial Camp later on.

Upgrade his equipment if you feel like, and also buy some Shurikens from the merchant nearby. These can be thrown with Shadow's Throw ability; some weapons can also be thrown. Cool.

Go into the cabin and sleep in the bed for some full healing. Now, go back to the overworld.

Overworld



```

=====
| Regional Monster Bestiary \
|-----|
| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Aepyornis    | 290 | 30 | 12 | 80 | 135 | 108 |
| Alacran      | 87  | 15 | 20 | 80 | 94  | 37  |
| Chippirabbit | 135 | 40 | 9  | 70 | 110 | 53  |
| Nettlehopper | 243 | 80 | 10 | 50 | 145 | 89  |
| Sand Ray     | 67  | 10 | 20 | 110 | 54  | 41  |
| Stray Cat    | 156 | 30 | 9  | 10 | 90  | 42  |
|-----+-----+-----+-----+-----+-----+-----|

```

Back in the vast expanse of pixels and stuff, go southeast to the mountains. Head south on their west side to a small desert. Get on it and you'll be able to find a bridge to your west.

This is your destination ... the Imperial Camp.

```

=====
| Imperial Camp
|-----

```

```

| Treasures Checklist \
|-----|
| Green Beret ..... [] |
| Mythril Glove ..... [] |
| Remedy ..... [] |
| Star Pendant ..... [] |
|-----|

```

```

| Regional Monster Bestiary \
|-----|
| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Captain      | 456 | 20 | 18 | 5  | 50  | 0   |
| Imperial Soldier | 100 | 15 | 12 | 80 | 48  | 0   |
| Magitek Armor | 210 | 250 | 18 | 30 | 0   | 0   |
| Satellite    | 1,800 | 250 | 20 | 120 | 0   | 0   |
| Templar     | 205 | 50 | 16 | 50 | 96  | 0   |
|-----+-----+-----+-----+-----+-----+-----|

```

When you arrive, you'll automatically hide and spy on the enemy. General Leo is going to lead the attack on Doma, and he's apparently one of the few antagonists with any sort of ethics, and popular among the men. Kefka, however, is also nearby, planning to get Leo out of the way and play his own game.

Suddenly, we watch the attack on Doma. We'll see that almost all hope is lost, until the king's retainer, Cyan, has a crazy plan - kill the leading officer on the battlefield and hopefully send his cadets back ... somewhere. You'll control Cyan now. Go outside and speak with the soldiers nearby (if you want) for some battles against two Imperial Soldiers per the eight soldiers. Then battle the Captain -- the one doing nothing. In this fight, simply use Bushido and press A when the "1" lights up.

Back to the Imperial Camp.

Once you regain control of Sabin, go into the east tent and examine the chest on its eastern half. "Kick it" for a fight, which I recommend; "Hit it" for an

interesting scene. Either way, you'll receive a Star Pendant.

By the way, feel free to speak with the Imperial Soldiers for some more fights. The more Gil, the better.

Go south from the first two tents to find another scene with General Leo. It seems that he has to leave. He and Kefka meet as he leaves -- literally almost in front of you! -- and Kefka is told to play nice. Which he doesn't; rather, he decides to poison the river. An effective strategy for beating the Domans, we'll all admit, but not only is it immoral and wrong, but it is also going to likely kill the Imperials imprisoned at the castle.

Not even you're willing to let the Imperials die like this! (Okay, maybe you are and are just doing this for the Domans. :) ) We now have to a fight a cowardly Kefka who will flee after being hit once. Follow him for a bit and rebattle.

Don't chase him again, okay? First, go north and into a tent to find a some chests, one with the Mythril Glove, the other with a Green Beret awarded after a battle versus the Satellite.

Return to Kefka and speak with him again. Defeat the two Templars and the two Imperial Soldiers. Afterwards, you'll watch Kefka throw the poison into the water, making it turn a sickly pinkish-purple, and poison almost everyone within the Doma Castle. (How it happened THAT fast is amazing.)

You'll control Cyan for a short time. Go downstairs in the castle and head into the throne room to find the king dying and muttering his last words. Now, when you regain control, outside the room, go to the southern portion of the room and through the eastern door here. Get the Remedy, then return to the throne room's entrance door. Go into the room to the east to find that Cyan's wife and child are now dead as well.

This angers him beyond anything and sends Cyan straight to the Imperials' camp to take them on single-handedly. (Which is weird. There's more distance than you think between the two locales.) Have Sabin go to the north/south side of Cyan and speak with him to battle alongside him. Repeat this a few times.

After the battle with the Officer and two Imperial Soldiers, you'll ... "borrow" some Magitek Armor. Awww yeah! Be sure to abuse this time in the next few battles for some free healing via Healing Force. Put everyone in the Back Row for now (until you get rid of the Magitek Armors). Go north for a while to meet some enemies dumb enough to get your way. Remember, enemy Magitek Armors are weak versus Lightning/Thunder-based attacks.

Eventually, you'll have to leave the camp ... and leave the Magitek Armor behind? What the hell was Sabin, Shadow, and/or Cyan thinking when they did that!?

\*sigh\*

So, return to the overworld. Remember to readjust everyone to their pre-Magitek Armor positions.

=====  
Overworld  
=====

---

| Regional Monster Bestiary \

---

| Monster Name | HP  | MP | ATK | DEF | Gil | EXP. |
|--------------|-----|----|-----|-----|-----|------|
| Aepyornis    | 290 | 30 | 12  | 80  | 135 | 108  |
| Alacran      | 87  | 15 | 20  | 80  | 94  | 37   |
| Chippirabbit | 135 | 40 | 9   | 70  | 110 | 53   |
| Nettlehopper | 243 | 80 | 10  | 50  | 145 | 89   |
| Sand Ray     | 67  | 10 | 20  | 110 | 54  | 41   |
| Stray Cat    | 156 | 30 | 9   | 10  | 90  | 42   |

Once you reach the overworld, note that now Shadow can randomly leave at the end of a random encounter. So either kill him and fight without him or run from each battle. The former is more efficient.

Anyways, onto the Phantom Forest. Cross the bridge nearby and go south and across another bridge. The entrance to the Phantom Forest is surrounded by some mountains.

=====  
Phantom Forest  
=====

| Regional Monster Bestiary \ |     |    |     |     |     |      |
|-----------------------------|-----|----|-----|-----|-----|------|
| Monster Name                | HP  | MP | ATK | DEF | Gil | EXP. |
| Ghost                       | 226 | 70 | 1   | 105 | 75  | 48   |
| Poplium                     | 145 | 25 | 13  | 55  | 55  | 55   |

Once you enter, go to the far east and north to the next area.

There, you'll find a recovery spring. Use it and go east and south to the next area.

Here, go to the far east side of the area, then NORTH to the next area.

Follow this path to another sign pointing northward. Use it and you'll arrive at your next destination.

=====  
Phantom Train  
=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Earring .....         | [ ] |
| Hyper Wrist .....     | [ ] |
| Phoenix Down .....    | [ ] |
| Phoenix Down .....    | [ ] |
| Sniper Eye .....      | [ ] |
| Tent .....            | [ ] |
| Tent .....            | [ ] |

| Item Shop \     |        |
|-----------------|--------|
| Item Name ..... | Cost   |
| Potion .....    | 50 Gil |

|                           |         |
|---------------------------|---------|
| Hi-Potion .....           | 300 Gil |
| Antidote .....            | 50 Gil  |
| Green Cherry .....        | 150 Gil |
| Invisibility Scroll ..... | 200 Gil |
| Phoenix Down .....        | 500 Gil |
| Sleeping Bag .....        | 500 Gil |
| Shuriken .....            | 30 Gil  |

| Regional Monster Bestiary \ |       |        |     |     |     |      |  |
|-----------------------------|-------|--------|-----|-----|-----|------|--|
| Monster Name                | HP    | MP     | ATK | DEF | Gil | EXP. |  |
| Angel Whisper               | 230   | 90     | 12  | 85  | 125 | 42   |  |
| Apparition                  | 1,500 | 10,000 | 15  | 120 | 0   | 0    |  |
| Bomb                        | 160   | 50     | 10  | 90  | 80  | 35   |  |
| Cloud                       | 120   | 100    | 5   | 110 | 101 | 35   |  |
| Ghost                       | 226   | 70     | 1   | 105 | 75  | 48   |  |
| Living Dead                 | 200   | 84     | 10  | 100 | 135 | 54   |  |
| Oversoul                    | 390   | 190    | 12  | 55  | 228 | 65   |  |
| Siegfried                   | 100   | 5      | 1   | 50  | 1   | 0    |  |

As you approach the train, Sabin will think about seeing if there are survivors in this wreck of a train, while Cyan freaks out. For he has played FF: Dawn of Souls -- he knows of the Phantom Train, the train that takes the souls of the dead to the afterlife. Business must be good -- look at all of those Ghosts of monsters we once killed that (usually) want to kill us!

But we ignore him and get on board. Note that, if you KO'ed Shadow to keep him whilst fighting battles, you can now revive him, for you can't really leave when on a moving train.

What? This thing will be moving!?

Guess I forgot to mention that.

Anyways, once on the train, head inside by going west. The door closes and the train begins to move. Examine the doorway you came through and Cyan will comment on his knowledge of the Phantom Train and how it carries souls to the afterlife, as mentioned before.

So, anyway, go east to head outside. Continue to the next car and go inside. There, you'll find one of the Ghosts that want to join your party.

Ghosts will join as ?????? at a level around your own. It has no equipment in basic reasoning (except a single Relic, the Lich Ring) and can't really do damage. However, its ability, Possess, will instantly kill a target almost (but not quite) half of the time it is used, even if the enemy is immune to such. You cannot heal this thing in battle (it's Undead, due to the Relic), revive it in battle (the Phoenix Down misses), and, once "dead", it will leave the party. However, you can recruit more.

Anyways, go through the door nearby and mess with the switch to put some fear in Cyan (as if we WEREN'T on a train to the underworld). :) Examine the book nearby for some dialogue and ask the conductor some questions if you feel like it. Finally, examine the northwest corner of the car to find a Tent somewhere. Use the Save Point in the area and leave.

Go west to the car where you started to find some more ghosts. One is selling

some items (the shop listed above); another is a recruit; the rest will fight you.

Continue west to the next car, which is just like the previous one.

Continue west to the next car and head inside. A ghost will then block the door soon after you enter! Kill him (again) and, once outside, you'll find a few more ghosts. I'd opt to take them, then more, and more, and more appear. ... Anyone have a Megalixir? No? Well, I guess it's time to get on the roof of the car and jump across a few cars.

(Which I think is physically impossible. Odds are, the train is going about 30 ~ 60 miles per hour, at a random guess from my own experience. It takes about three seconds for the jump to be completed. The train is moving, then, at 44 ~ 88 feet per second, 132 ~ 264 feet for the jump to be done. As such, Sabin must, with all that weight for Cyan and everything, move about ten whole feet to the next car (a guess), plus 132 ~ 264 feet for the train's movement, resulting in a 142 ~ 274-foot movement to account for the motion of the train.

Over the course of three seconds, therefore, he must move at an average of about 47.3 ~ 91.3 feet per second. That is 32.25 ~ 62.25 miles per hour. As a reference point, the world record (as of 2002, my most recent source) was running the 100-meter (~328.1 feet) at around 33.5 feet per second. This is about 22.84 miles per hour. And he didn't really have two humans and a dog on his back, either!)

\*whew!\*

Anyways, excusing all my crazy math... Once you land, you find the ghosts stubbornly chasing you. We opt to detach the cars. So go into the train car nearby and flip the switch to get rid of these fools. Go outside to watch, then go back inside and flip the switch again to open the path into the main car. Here, you can find the Oversoul, you know.

Continue to the next car to find the dining car. Sit at the table in the middle to be fed some ghastly food (Pokemon reference completely intended) that will refill your HP and MP, much like an Inn, but free.

Exit the car now and walk around to the left side. Go inside from here and open the chest for an Earring. Then go west to the next car and head inside.

Go into the first compartment and open the chest to find Siegfried. Defeat this "epic" swordsman before you die of boredom and watch him take some kind of treasure from you. >\_< Continue into the next compartment and examine the tile left of the bench to find a Tent.

Funny note, though. If you have a walk-through-walls hacking code like me, you can find a Fairy Ring in the space nearby. Why do I mention that you need a code? Because you can't face the damn space with the Fairy Ring.

Okay, continue westward to the next car to find another car similar to the previous one. Go into the second compartment (the first is empty) and open the chests for two Phoenix Downs, a Sniper Eye, and a battle against an Apparition.

Continue to the next car. On the way, you'll lose your ghostly allies. Awww... In the next car, save at the Save Point and continue to the engine room. Here, flip the westernmost and easternmost switches, then go outside the car. Go left and flip the switch near the smokestack, which will cause you to face the train itself.

And while running in front of it, no less! Just ... how?

| BOSS: Phantom Train \ |         |              |                    |
|-----------------------|---------|--------------|--------------------|
| Level                 | - 14    | Weaknesses:  | Treasures Awarded: |
| Maximum HP            | - 1,900 | - Thunder    | - Tent (Drop)      |
| Maximum MP            | - 350   | - Fire       |                    |
| Attack                | - 10    | - Holy       |                    |
| Magic                 | - 5     |              |                    |
| Defense               | - 30    | Immunities:  |                    |
| Magic Defense         | - 210   | - None       |                    |
| Evasion               | - 0     |              |                    |
| Magic Evasion         | - 0     | Absorptions: | Gil Earned : 0     |
|                       |         | - Water      | EXP. Earned: 0     |

=====  
The Phantom Train can use a basic attack, Wheel (basically a double-power basic attack), Diabolic Whistle (random status), Sainly Beam (ironically deals Holy-based damage to your party), and Acid Rain (damage and inflicts Sap status).  
The cheap way to win is to use a Phoenix Down until it hits.  
Otherwise, have Cyan focus on using his #3 Bushido skill to continually halve the Phantom Train's HP. Let Sabin use Rising Phoenix or Aura Cannon for some extra damage, and Shadow ... eh, let him do his own thing.

After defeating the Phantom Train and watching the scene, where Cyan meets the souls of his wife and child, leave.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |     |    |     |     |     |      |  |
|-----------------------------|-----|----|-----|-----|-----|------|--|
| Monster Name                | HP  | MP | ATK | DEF | Gil | EXP. |  |
| Aepyornis                   | 290 | 30 | 12  | 80  | 135 | 108  |  |
| Nettlehopper                | 243 | 80 | 10  | 50  | 145 | 89   |  |
| Stray Cat                   | 156 | 30 | 9   | 10  | 90  | 42   |  |

After returning to the overworld, on the other side of the Phantom Forest, head east to find Beren Falls. Save and heal outside, though.

Also take Shadow's equipment if you still have him; he'll leave soon enough.

=====  
Beren Falls  
=====

| Regional Monster Bestiary \ |     |    |     |     |     |      |  |
|-----------------------------|-----|----|-----|-----|-----|------|--|
| Monster Name                | HP  | MP | ATK | DEF | Gil | EXP. |  |
| Opinicus Fish               | 10  | 60 | 13  | 100 | 0   | 0    |  |
| Rhizopas                    | 775 | 39 | 14  | 110 | 0   | 0    |  |

Once you enter the area, go north to the main falls. Shadow will now leave. Head over to the ledge now, and, when prompted, suicidally jump off.

On the way down, you'll fight groups of Opinicus Fish. After sixty seconds after the first encounter and finish off the current group, you'll fight the Rhizopas. So, yes, stick with the first group of Opinicus Fish for about sixty seconds and keep your HP near max. Once time's up, kill the fish and fight the Rhizopas by using the Aura Cannon Blitz and Cyan's #1/#4 Bushidos.

=====  
Overworld  
=====

| Regional Monster Bestiary \                                             |    |    |     |     |     |      |  |
|-------------------------------------------------------------------------|----|----|-----|-----|-----|------|--|
| Monster Name                                                            | HP | MP | ATK | DEF | Gil | EXP. |  |
| -----+-----+-----+-----+-----+-----+-----+-----                         |    |    |     |     |     |      |  |
| All are ones you have fought before, so don't worry all too much of it. |    |    |     |     |     |      |  |

When you awaken at the bottom of the Beren Falls, you'll find a strange boy in animal clothes. This is the feral child, Gau. Cool, I guess.

Anyways, go to the overworld to find yourself on the Veldt. You will not get any EXP. from the fights here; rather, you'll be using these to gain Rages for Gau when he becomes a member of your party. More on that later on.

For now, go east to find the town of Mobliz.

=====  
Mobliz  
=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Elixir .....          | [ ] |
| Tintinnabulum .....   | [ ] |

| Item Shop \        |           |
|--------------------|-----------|
| Item Name .....    | Cost      |
| =====              |           |
| Dried Meat .....   | 150 Gil   |
| Potion .....       | 50 Gil    |
| Hi-Potion .....    | 300 Gil   |
| Eye Drops .....    | 50 Gil    |
| Green Cherry ..... | 150 Gil   |
| Phoenix Down ..... | 500 Gil   |
| Tent .....         | 1,200 Gil |

| Weapon Shop \       |         |
|---------------------|---------|
| Item Name .....     | Cost    |
| =====               |         |
| Mythril Knife ..... | 300 Gil |
| Mythril Sword ..... | 450 Gil |
| Mythril Claws ..... | 800 Gil |
| Kotetsu .....       | 800 Gil |

| Armor Shop \       |           |
|--------------------|-----------|
| Item Name .....    | Cost      |
| Buckler .....      | 200 Gil   |
| Heavy Shield ..... | 400 Gil   |
| Plumed Hat .....   | 250 Gil   |
| Magus Hat .....    | 600 Gil   |
| Bandana .....      | 800 Gil   |
| Iron Helm .....    | 1,000 Gil |
| Kenpo Gi .....     | 250 Gil   |
| Iron Armor .....   | 700 Gil   |

| Relic Shop \       |           |
|--------------------|-----------|
| Item Name .....    | Cost      |
| Sprint Shoes ..... | 1,500 Gil |
| White Cape .....   | 5,000 Gil |

When you enter town, head straight to the item shop and buy at least one Dried Meat. You'll need this later. Then go to the other shops and buy some upgrades for your armor and weapons. The White Cape in the Relic shop is your choice.

If you want to be healed for free, head into the back of the Relic shop and sleep on the bed in the back.

Now, if you want, we can do a mini-sidequest here for a relic.

- Go speak with the wounded soldier in the northeastern house and bring him the requested letter. He'll speak of wanting to send a letter.
- Speak with the man in the center house, the one with the carrier pigeons. Hand over 500 Gil to send the message. Examine the clock near the man for your Elixir.
- You'll essentially have to sleep at the Inn or speak with a shopkeeper, then repeat the above steps a few more times, more or less.

After finishing the sidequest, you'll receive the Tintinnabulum. This Relic is fairly useful as a filler Relic, for it heals the wearer's HP as he/she walks.

Return to the overworld whenever you're done.

=====  
Overworld  
=====

| Regional Monster Bestiary \                                             |    |    |     |     |     |      |  |
|-------------------------------------------------------------------------|----|----|-----|-----|-----|------|--|
| Monster Name                                                            | HP | MP | ATK | DEF | Gil | EXP. |  |
| -----+-----+-----+-----+-----+-----+-----                               |    |    |     |     |     |      |  |
| All are ones you have fought before, so don't worry all too much of it. |    |    |     |     |     |      |  |

We first must recruit Gau into our party.



First enter a random battle here on the Veldt. Defeat any of the enemies in the battle, but do it SLOWLY -- don't execute an attack until the previous ally's has been completed. After the battle, Gau will appear. If you hit him, he'll flee like before (which is why you DON'T rush). When he appears, select the Dried Meat from your "Items" and use it on Gau. After a relatively long and tickling cutscene, Gau will join your party.

Gau arrives naked. That's not a joke - he has no equipment, so put some on him and cover his shame.

Now, he has the ability called Leap. If he uses it on an enemy (whom we'll call "X") in battle, he'll leave. He'll eventually come back after fighting a battle against enemies "Y" and "Z" (just random enemies, okay?). He'll then get Rages for the Leaped-upon enemy "X" and the enemies in the previous battle ("Y" and "Z").

That being said, there are a \*\*\*\*-load of Rages. So, yeah, get started. Some of them are good, some not so much.

Chase him around like that if you want for a while; eventually, you'll have to go to the Crescent Mountain, found south/southwest of Mobliz.

=====  
Crescent Mountain  
=====

| Treasures Checklist |     |
|---------------------|-----|
| Potion .....        | [ ] |

We're looking for the treasure that Gau offered us. And no, it is not the Potion. :)

Gau doesn't remember where it is, though. Go north to watch a scene, then west onto the ledge; Gau will find the Potion there. Go northeast (but not onto the small ledge, unless you want a negative-500 Gil). Go to the northeast and along the path to the east side. Step on some tile here to trigger the event where we find the "shiny shiny" -- a diving helmet.

"A" is right. Apparently, when you three jump into the Serpent Trench, you're all sharing one helmet. Ouch. (No, I will not argue the impossibility of it like I did with Sabin jumping train cars.)

=====  
Serpent Trench  
=====

| Treasures Checklist |     |
|---------------------|-----|
| Green Beret .....   | [ ] |
| X-Potion .....      | [ ] |

| Regional Monster Bestiary |     |    |     |     |     |      |  |
|---------------------------|-----|----|-----|-----|-----|------|--|
| Monster Name              | HP  | MP | ATK | DEF | Gil | EXP. |  |
| Actinian                  | 230 | 98 | 13  | 100 | 125 | 57   |  |

|           |     |     |    |     |     |    |
|-----------|-----|-----|----|-----|-----|----|
| Anguiform | 315 | 150 | 14 | 80  | 358 | 96 |
| Aspiran   | 220 | 330 | 2  | 100 | 115 | 48 |

We'll have another thing like with the Lethe River. You'll be dragged along a long oceanic current and fight a battle every relative now and then, having to choose a way to go on occasion.

At the first fork, go right to find an X-Potion. At the next fork, go right and into the cave. Go north to the next area, then south and onto the switch to lower the water.

Jump down and go north to find a chest with the Green Beret within. Exit to the north and continue to Nikeah.

=====  
 Nikeah  
 =====

Treasures Checklist \

Elixir ..... [ ]

Item Shop \

Item Name ..... Cost

=====  
 Potion ..... 50 Gil  
 Hi-Potion ..... 300 Gil  
 Echo Screen ..... 120 Gil  
 Smoke Bomb ..... 300 Gil  
 Green Cherry ..... 150 Gil  
 Phoenix Down ..... 500 Gil  
 Sleeping Bag ..... 500 Gil  
 Tent ..... 1,200 Gil

Weapon Shop \

Item Name ..... Cost

=====  
 Mythril Claws ..... 800 Gil  
 Kotetsu ..... 800 Gil  
 Mythril Spear ..... 800 Gil

Armor Shop \

Item Name ..... Cost

=====  
 Heavy Shield ..... 400 Gil  
 Plumed Hat ..... 250 Gil  
 Magus Hat ..... 600 Gil  
 Bandana ..... 800 Gil  
 Iron Helm ..... 1,000 Gil  
 Kenpo Gi ..... 250 Gil  
 Silk Robe ..... 600 Gil  
 Iron Armor ..... 700 Gil

| Relic Shop \            |           |
|-------------------------|-----------|
| Item Name .....         | Cost      |
| Silver Spectacles ..... | 500 Gil   |
| Star Pendant .....      | 500 Gil   |
| White Cape .....        | 5,000 Gil |
| Fairy Ring .....        | 1,500 Gil |

First things first ... go into the Pub and speak with the girl for a nice li'l scene. Ahh... Final Fantasy IV still burns brightly in my mind.

\*ahem\*

Head into the Inn at the northern end of town to find an Elixir. Go by the shops and see if any equipment will provide any upgrades, and stock up on the new Relics and refill your item supplies.

Afterwards, go to the southern end of the town and exit southward onto the boat. Head to South Figaro.

=====  
 ----- Locke's Scenario ----- \*\*FF6A\_42\_LOCKE\*\*  
 =====

~~~~~  
 So, Locke went to South Figaro to stall the Empire.

He's done enough. Now he needs to get the hell outta there.

=====  
 South Figaro  
 =====

Treasures Checklist \	
Earring .....	[ ]
Great Sword .....	[ ]
Heavy Shield .....	[ ]
Hi-Ether .....	[ ]
Iron Armor .....	[ ]
Ribbon .....	[ ]
X-Potion .....	[ ]

Item Shop \	
Item Name .....	Cost
Potion .....	50 Gil
Ether .....	1,500 Gil
Antidote .....	50 Gil
Gold Needle .....	200 Gil
Echo Screen .....	120 Gil
Phoenix Down .....	500 Gil
Sleeping Bag .....	500 Gil
Tent .....	1,200 Gil

Weapon Shop \	
Item Name .....	Cost
Dagger .....	150 Gil
Mythril Knife .....	300 Gil
Mythril Sword .....	450 Gil
Great Sword .....	800 Gil
Noiseblaster .....	500 Gil
Bioblaster .....	750 Gil

Armor Shop \	
Item Name .....	Cost
Buckler .....	200 Gil
Heavy Shield .....	400 Gil
Hairband .....	150 Gil
Plumed Hat .....	250 Gil
Cotton Robe .....	200 Gil
Kenpo Gi .....	250 Gil

Relic Shop \	
Item Name .....	Cost
Sprint Shoes .....	1,500 Gil
Silver Spectacles .....	500 Gil
Star Pendant .....	500 Gil
Jeweled Ring .....	1,000 Gil
Knight's Code .....	1,000 Gil

Regional Monster Bestiary \							
Monster Name	HP	MP	ATK	DEF	Gil	EXP.	
Commander	102	50	13	100	153	85	
Heavy Armor	495	150	53	150	195	80	
Vector Hound	166	10	14	80	83	128	

The three rules of South Figaro:

- (1) Never talk to the Heavy Armors' users.
- (2) Never talk to the Heavy Armors' users.
- (3) Be prepared to be pwned in failing to learn rules one and two.

(The only exception is if you're wanting to Steal an Iron Helmet; if so, do as you wish. There is no real point to killing one anyways, except for the Bestiary. They don't move.)

Begin by heading into the item shop. Speak with the merchant next to the counter. He'll call you a thief; you'll re-educate him in a hands-on manner. Quite literally, too -- Steal from him and, upon success, you'll steal his clothing. O\_O I think that's a first for Final Fantasy. As would be expected,

the ... Birthday Suit flees.

Afterwards, leave the shop and go into the house of the servant of the richest man in town nearby. Go downstairs and speak with the kid to be let by. Back outside, go north and upstairs. Follow the path around the town to a soldier in green clothes. Speak with him and Steal his clothes. Still a bit startling.

So, cadet, head into the Pub and go downstairs. You'll find a door with a merchant behind it. Speak with said merchant, battle, and Steal his clothing. You'll then take the Cider.

Now, you remember that house where the kid let you through? Go back there and, on the top floor, speak with the old man in the southwest corner to hand over the Cider. After that small scene, go back downstairs and speak with the kid. Tell him the password ("Courage") or the kid will kill you or something. You'll be allowed through a secret path.

Once on the path, go along it to the door. Exit, walk around to the door, and re-enter. Head to the second floor and the eastern room will have a girl mentioning something about winding clocks. The western room contains some sad ol' rich man. Use the secret staircases behind the bookcase.

Continue to the basement (it doesn't matter if you change clothes). Continue to the next cutscene.

```
O=====O
|          NOTICE TO PLAYERS OF PREVIOUS VERSIONS OF FINAL FANTASY VI!          |
|                                                                                   |
| You may remember something missing here. You know ... the cutscene where      |
| the Imperial general, Celes, gets smacked around quite a bit. Why did         |
| Square Enix take it out? Few know, but the board's opinion goes something     |
| like this...                                                                    |
|                                                                                   |
| I don't the finer details, so don't ask. Well, soon before the time of the    |
| GBA port's release in Japan, two students from a school were kidnapped and    |
| beaten, sort of like Celes in the previous Final Fantasy VI incarnations.     |
| Of course, that would be bad publicity (and, in my opinion, disrespectful)    |
| for all involved when putting in such a similar scene, ESPECIALLY for        |
| first-time players, right? So Square Enix removed the scene from Final      |
| Fantasy VI Advance, apparently entirely, regardless of nationality.           |
|                                                                                   |
| That's the GameFAQs' Final Fantasy VI Advance message board's opinion on      |
| the matter, and I find it to be a reasonable conclusion. If you know the     |
| true reason (if this isn't it), and can undeniably back it up, contact me.   |
|                                                                                   |
O=====O
```

Anyways, we do meet up with Celes, an Imperial general, who has committed treason. It seems not all antagonists are completely evil ... didn't I say that about General Leo, too?

Anyways, go into the room to find that the guard who claimed to be able to stay awake for days on end is throwing up Z's without end. :P Speak with Celes to learn that her hands are bound. Before you even think of coming up with some funky new button combination, unbind her, then take the key from the nearby guard. (Seriously ... it's a bit late to say "stealing is wrong". I just stole a friggin' PRISONER.)

Re-equip Celes after regaining control (for all she has right now is a Hairband). Walk out of the room here to find that the other rooms you looted

to the east; the second door has the Save Point. Use it and continue to the third room. Examine the clock in the back that is not ticking to open a secret door. Go on through.

...

Here in the underground passageway, you'll start to fight some battles and notice that Celes has magic. Like only one other human. Coincidence?

Anyways, continue to find some rooms supposedly blocked from you. If you played Final Fantasy V, you'll probably understand that there are hidden invisible passages connecting them. So, head around and east through the overhead wall, then south to find the Iron Armor in a chest.

Backtrack north and go east. At the northbound path, use it and circle around to two more chests - the Great Sword and the Heavy Shield are within. Backtrack and, while heading south, go into the wall and you'll go through. Take three steps into the south wall, then west three to go south and downstairs. Open the three chests here for an X-Potion, a Hi-Ether, and a Ribbon (you'll need to hug the south wall and look around for the Ribbon chest).

Backtrack all of the way and continue heading south into the wall to find a path to the east. Skip it, as well as the next one. Go to the first westbound path to find an Earring. Backtrack to the second eastbound path and take it to some stairs. Take the door out and leave South Figaro.

In the overworld, head northwest to the South Figaro Cave.

```

=====
                          South Figaro Cave
=====

```

```

|-----|
| Treasures Checklist | \
|-----| \
| Ether ..... [] |
| Ether ..... [] |
| Phoenix Down ..... [] |
|-----|

```

```

|-----|
| Regional Monster Bestiary | \
|-----| \
| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Acrophies | 145 | 0 | 13 | 50 | 115 | 90 |
| Cartagra | 150 | 20 | 11 | 90 | 135 | 105 |
| Gold Bear | 275 | 10 | 13 | 40 | 185 | 160 |
|-----|

```

From the entrance, go north and around to the next area. There, circle around to the east and head north, then go west and along the northbound path to the next area.

There, you'll go along the linear path towards a recovery spring. I suggest using it, as, when you go south towards the exit, you'll be ambushed.

```

|-----|
| BOSS: Tunnel Armor | \
|-----| \
| Level - 16 | Weaknesses: | Treasures Awarded: |
| Maximum HP - 1,300 | - Thunder | - Elixir (Drop) |
| Maximum MP - 900 | - Water | - Air Knife (Steal) |
|-----|

```

```

| Attack          - 10      | Immunities:      | - Bioblaster (Steal) |
| Magic           - 15      | - None           |                       |
| Defense         - 29      |                   |                       |
| Magic Defense   - 145     | Absorptions:     |                       |
| Evasion         - 0       | - None           | Gil Earned : 250     |
| Magic Evasion   - 0       |                   | EXP. Earned: 0      |

```

```

=====
| The Tunnel Armor can use a basic attack (weaker than that of any enemy |
| you've seen in a while), Drill (a double-powered attack), a Magitek Laser, |
| Fire, Thunder, and Poison. You should understand the latter three.      |
|                                                                            |
| As Celes suggests, have her use her Runic ability (and hope that her    |
| weapon works with it) to absorb the magic attacks of the boss. Have Locke |
| begin by Stealing away the Air Knife (and the Bioblaster, if you lack one) |
| before focusing him on the offensive. Keep Celes constantly using Runic   |
| (because its effects only apply to one spell at a time), unless a Cure is  |
| needed.                                                                    |
|                                                                            |
=====

```

This scenario is ... \*takes off sunglasses\* ... over.

\*gunshot\*

```

=====
----- End of Scenarios ----- **FF6A_42_SCEND**
=====

```

~~~~~  
And so, after all three scenarios, the Breakfast Club is back together again for some more fun. Apparently, the Empire is coming to Narshe for nothing other than what you'd expect - the Esper.

```

=====
                          Narshe
=====

```

| Regional Monster Bestiary \ |       |     |     |     |       |      |  |
|-----------------------------|-------|-----|-----|-----|-------|------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil   | EXP. |  |
| Corporal                    | 255   | 60  | 15  | 100 | 96    | 90   |  |
| Fidor                       | 355   | 80  | 25  | 55  | 180   | 160  |  |
| Heavy Armor                 | 495   | 150 | 53  | 150 | 195   | 80   |  |
| Hell's Rider                | 1,300 | 170 | 48  | 120 | 1,290 | 400  |  |
| Hunting Hound               | 285   | 50  | 16  | 75  | 55    | 115  |  |

So, before the fight begins, you'll first be in control of a lone Terra. You should go around the characters below you and de-equip everything everyone has.

Then pick your four best characters and Optimize their stuff and put on some Relics. Then do the same with another two. That last one ... meh.

Why are we doing this? Well, we'll have to form teams soon. Save at the Save Point and speak with Baron to form your teams.

I recommend the following for teams...

- ~~ Terra, Locke, Sabin, Cyan
- ~~ Celes, Edgar

~~ Gau

The top team is mainly for the boss; the second is for wiping out enemies with Edgar's tools and having some healing and decent offense with Celes.

Gau is just Gau.

So, once the group battle begins, you'll learn that you'll need to defend Baron from the Imperial troops. Do so by placing the two main teams at the only two entryways nearest Baron, facing south. Fight all twelve battles. Be sure to count.

Then there will be two more left. One is the Hell's Rider near Kefka, so you'll probably be taking him out before Kefka. Eh, use Terra's team as mentioned above.

Afterwards, get rid of all Terra's equipment and heal her team to full. Put Terra in the Back Row (remember, she'll be leaving soon) and head south to find Kefka.

| BOSS: Kefka   |         |              |                     |
|---------------|---------|--------------|---------------------|
| Level         | - 18    | Weaknesses:  | Treasures Awarded:  |
| Maximum HP    | - 3,000 | - None       | - Peace Ring (Drop) |
| Maximum MP    | - 3,000 |              | - Elixir (Steal)    |
| Attack        | - 25    | Immunities:  | - Hi-Ether (Steal)  |
| Magic         | - 9     | - None       |                     |
| Defense       | - 55    |              |                     |
| Magic Defense | - 160   | Absorptions: |                     |
| Evasion       | - 30    | - None       | Gil Earned : 0      |
| Magic Evasion | - 30    |              | EXP. Earned: 0      |

=====  
Kefka can use a basic attack, Thunder, Blizzard, Blizzara, Drain, Poison, and Confuse.  
Remember, I suggested a team of Terra, Sabin, Cyan, and Locke.  
Have Terra focus either on using Cure or Fire; Sabin, using a Blitz of your choice (I used Aura Cannon); Cyan, using his #1/#4 Bushido; and have Locke Stealing, healing, or Attacking. It's a fairly simple, yet very effective, strategy. You should see Kefka Fleeing in about three turns, if not less.

After the battle, you'll proceed north to meet up with the Esper.

As before, Terra violently reacts to it, sending everyone almost off a cliff to their doom.

Unlike before, Terra turns a ghostly white and flies like "a flying cat on fire" (quoted from an NPC) somewhere.

And we're stuck finding her.



Narshe

Treasures Checklist \

|                |     |
|----------------|-----|
| 5,000 Gil      | [ ] |
| Earring        | [ ] |
| Elixir         | [ ] |
| Hyper Wrist    | [ ] |
| Reflect Ring   | [ ] |
| Thief's Bracer | [ ] |
| Thief's Knife  | [ ] |

Item Shop \

| Item Name    | Cost      |
|--------------|-----------|
| Potion       | 50 Gil    |
| Hi-Potion    | 300 Gil   |
| Ether        | 1,500 Gil |
| Gold Needle  | 200 Gil   |
| Phoenix Down | 500 Gil   |
| Smoke Bomb   | 300 Gil   |
| Sleeping Bag | 500 Gil   |
| Tent         | 1,200 Gil |

Weapon Shop \

| Item Name      | Cost      |
|----------------|-----------|
| Great Sword    | 800 Gil   |
| Mythril Claws  | 800 Gil   |
| Kotetsu        | 800 Gil   |
| Mythril Spear  | 800 Gil   |
| Air Knife      | 950 Gil   |
| Chain Flail    | 2,000 Gil |
| Moonring Blade | 2,500 Gil |

Armor Shop \

| Item Name      | Cost      |
|----------------|-----------|
| Mythril Shield | 1,200 Gil |
| Magus Hat      | 600 Gil   |
| Iron Helm      | 1,000 Gil |
| Silk Robe      | 600 Gil   |
| Iron Armor     | 700 Gil   |

Relic Shop \

| Item Name    | Cost      |
|--------------|-----------|
| Sprint Shoes | 1,500 Gil |
| Jeweled Ring | 1,000 Gil |

|                     |           |
|---------------------|-----------|
| Fairy Ring .....    | 1,500 Gil |
| Barrier Ring .....  | 500 Gil   |
| Mythril Glove ..... | 700 Gil   |
| Knight's Code ..... | 1,000 Gil |

So, it's time to search for Terra. I suggest bringing Celes (we NEED a magic user), Edgar (his Tools, of course), Sabin (Blitzes!), and either Locke or Cyan (for thievery or Bushidos).

So, before leaving, it seems Narshe is on our side. Let's pay them back with the same hospitality with which they treated us ... a few hours back, before we were allowed in.

From Arvis's house, go south (but not downstairs) to find a single house. Go inside to find some chests. Open them for 5,000 Gil, an Earring, the Hyper Wrist, a Reflect Ring, a Thief's Bracer, and a Thief's Knife. Ignore the locked chest for now and leave.

Go now to the elder's house on the west side of town; you'll need to go up some stairs and around the back. Inside, examine the clock for an Elixir. Does EVERY clock in this game have an Elixir?

After this, head over to the shops. I recommend getting the Chain Flail and the Moonring Blade and putting their users in the Back Row. Also consider circling around the weapon shop and go into the south room to find a free bed to sleep in.

Buy some armor upgrades, any Relics you want; DO NOT restock your items. Head out, troops! We'll figure out why we shouldn't restock our items now; you'd better bring Edgar along, though. Go southwest to Figaro Castle.

=====  
 Figaro Castle  
 =====

| Item Name .....     | Cost      |
|---------------------|-----------|
| Hi-Potion .....     | 300 Gil   |
| Ether .....         | 1,500 Gil |
| Phoenix Down .....  | 500 Gil   |
| Holy Water .....    | 300 Gil   |
| Antidote .....      | 50 Gil    |
| Eye Drops .....     | 50 Gil    |
| Gold Needle .....   | 200 Gil   |
| Tent .....          | 1,200 Gil |
| Auto Crossbow ..... | 250 Gil   |
| Noiseblaster .....  | 500 Gil   |
| Bioblaster .....    | 750 Gil   |
| Flash .....         | 1,000 Gil |
| Drill .....         | 3,000 Gil |

Now, do you remember where the shops were? Go to each of them, with EDGAR AS YOUR LEAD PARTY MEMBER to get a complete 50% discount; the above prices are without a discount, so cut them in half to find what it is with a discount. I seriously recommend buying the Flash and Drill tools, then spending the rest on

Hi-Potions and whatever else you want.

Afterwards, go speak with the man in the engine room (staircase downstairs from the entrance) to head to Kohlingen.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |       |      |  |
|-----------------------------|-------|-----|-----|-----|-------|------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil   | EXP. |  |
| Alacran                     | 87    | 15  | 20  | 80  | 94    | 37   |  |
| Bloodfang                   | 325   | 20  | 13  | 95  | 185   | 135  |  |
| Fossil Dragon               | 1,399 | 219 | 25  | 100 | 1,870 | 380  |  |
| Iron Fist                   | 333   | 65  | 13  | 75  | 249   | 144  |  |
| Paraladia                   | 492   | 100 | 13  | 125 | 365   | 219  |  |
| Rock Wasp                   | 290   | 100 | 14  | 105 | 168   | 128  |  |
| Sand Ray                    | 67    | 10  | 20  | 110 | 54    | 41   |  |
| Vulture                     | 412   | 60  | 13  | 100 | 485   | 160  |  |

Head over to the town nearby for now.

It is our first stop on the long road to somewhere ... Kohlingen.

=====  
Kohlingen  
=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Elixir .....          | [ ] |
| Green Beret .....     | [ ] |

| Item Shop \        |           |
|--------------------|-----------|
| Item Name .....    | Cost      |
| Hi-Potion .....    | 300 Gil   |
| Ether .....        | 1,500 Gil |
| Holy Water .....   | 300 Gil   |
| Antidote .....     | 50 Gil    |
| Green Cherry ..... | 150 Gil   |
| Phoenix Down ..... | 500 Gil   |
| Sleeping Bag ..... | 500 Gil   |
| Tent .....         | 1,200 Gil |

| Weapon Shop \        |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Air Knife .....      | 950 Gil   |
| Chain Flail .....    | 2,000 Gil |
| Moonring Blade ..... | 2,500 Gil |
| Shuriken .....       | 30 Gil    |
| Flame Scroll .....   | 500 Gil   |

|                           |         |
|---------------------------|---------|
| Water Scroll .....        | 500 Gil |
| Lightning Scroll .....    | 500 Gil |
| Invisibility Scroll ..... | 200 Gil |

Armor Shop \

| Item Name .....      | Cost      |
|----------------------|-----------|
| Mythril Shield ..... | 1,200 Gil |
| Magus Hat .....      | 600 Gil   |
| Bandana .....        | 800 Gil   |
| Twist Headband ..... | 1,600 Gil |
| Iron Helm .....      | 1,000 Gil |
| Silk Robe .....      | 600 Gil   |
| Iron Armor .....     | 700 Gil   |

Relic Shop \

| Item Name .....     | Cost      |
|---------------------|-----------|
| Sprint Shoes .....  | 1,500 Gil |
| Jeweled Ring .....  | 1,000 Gil |
| Fairy Ring .....    | 1,500 Gil |
| Barrier Ring .....  | 500 Gil   |
| Mythril Glove ..... | 700 Gil   |
| Knight's Code ..... | 1,000 Gil |

Here, you'll be able to recruit Shadow again. If you want to, note that he can leave after any random encounter -- heck, he left after my first one once! It is hardly worth 3,000 Gil; especially if you came with four people in your party already.

But do as you wish. There is nothing new in the shop department at all; do as you will there.

Now, if you have Locke in the party, go to the northwestern house a scene. Regardless, go in there and examine for none other than an Elixir. Enter the house from the hidden back door to find a Green Beret inside the chest hidden somewhat by the armor. Circle around to the front and do downstairs with Locke in your party for another scene; having Celes along adds to it.

That's really it here.

Talking to the various people here will tell you of a good choice for your destination - a town to the south, Jidoor.

=====  
Overworld  
=====

Treasures Checklist \

|                   |     |
|-------------------|-----|
| Hero's Ring ..... | [ ] |
|-------------------|-----|

Regional Monster Bestiary \

| Monster Name  | HP    | MP  | ATK | DEF | Gil   | EXP. |
|---------------|-------|-----|-----|-----|-------|------|
| Alacran       | 87    | 15  | 20  | 80  | 94    | 37   |
| Bloodfang     | 325   | 20  | 13  | 95  | 185   | 135  |
| Fossil Dragon | 1,399 | 219 | 25  | 100 | 1,870 | 380  |
| Iron Fist     | 333   | 65  | 13  | 75  | 249   | 144  |
| Paraladia     | 492   | 100 | 13  | 125 | 365   | 219  |
| Rock Wasp     | 290   | 100 | 14  | 105 | 168   | 128  |
| Sand Ray      | 67    | 10  | 20  | 110 | 54    | 41   |
| Vulture       | 412   | 60  | 13  | 100 | 485   | 160  |

Before heading south to Jidoor, however, we may want to go far to the north to find a cabin. In there, examine the pot left of the entrance within the cabin to find the Hero's Ring. Quite useful, too -- effectively, it's an Earring with a Gigas Glove inside. (So, there's a fist piercing your ear? XD)

Note the location of this Dragon's Neck Cabin for future perusal.

Now, go back to Kohlingen and use the Inn if needed. Go further south to find Jidoor. It'll be a small long trip, all right?

=====

Jidoor

=====

Treasures Checklist \

Ether ..... []

Item Shop \

Item Name ..... Cost

Hi-Potion ..... 300 Gil

Ether ..... 1,500 Gil

Antidote ..... 50 Gil

Gold Needle ..... 200 Gil

Holy Water ..... 300 Gil

Phoenix Down ..... 500 Gil

Echo Screen ..... 120 Gil

Tent ..... 1,200 Gil

Weapon Shop \

Item Name ..... Cost

Kiku-ichimonji ..... 1,200 Gil

Kaiser Knuckles ..... 1,000 Gil

Kodachi ..... 1,200 Gil

Moonring Blade ..... 2,500 Gil

Flame Scroll ..... 500 Gil

Water Scroll ..... 500 Gil

Lightning Scroll ..... 500 Gil

Shadow Scroll ..... 400 Gil

Armor Shop \

| Item Name      | Cost      |
|----------------|-----------|
| Mythril Shield | 1,200 Gil |
| Twist Headband | 1,600 Gil |
| Mythril Vest   | 1,200 Gil |
| Ninja Gear     | 1,100 Gil |
| White Dress    | 2,200 Gil |

| Item Name     | Cost      |
|---------------|-----------|
| Peace Ring    | 3,000 Gil |
| Barrier Ring  | 500 Gil   |
| Mythril Glove | 700 Gil   |
| Earring       | 5,000 Gil |
| Knight's Code | 1,000 Gil |
| Sniper Eye    | 3,000 Gil |

Once here, go to the northern end of town and into the large mansion. Examine the northwestern pot for the Ether.

Go into the shops and upgrade your stuff, particularly the weapons for Cyan, Sabin, and Shadow. Armor-wise, the White Dress is a must for Terra and Celes; the Ninja Gear is another considerable option.

Little else to do here, other than learn that what we can suppose is Terra (or the flying white cat mentioned back in Figaro) heading north to the mountains where Zozo is. Cool. Return to the overworld after a rest at the Inn.

### Overworld

| Regional Monster Bestiary |       |     |     |     |       |      |  |
|---------------------------|-------|-----|-----|-----|-------|------|--|
| Monster Name              | HP    | MP  | ATK | DEF | Gil   | EXP. |  |
| Alacran                   | 87    | 15  | 20  | 80  | 94    | 37   |  |
| Bloodfang                 | 325   | 20  | 13  | 95  | 185   | 135  |  |
| Fossil Dragon             | 1,399 | 219 | 25  | 100 | 1,870 | 380  |  |
| Iron Fist                 | 333   | 65  | 13  | 75  | 249   | 144  |  |
| Paraladia                 | 492   | 100 | 13  | 125 | 365   | 219  |  |
| Rock Wasp                 | 290   | 100 | 14  | 105 | 168   | 128  |  |
| Sand Ray                  | 67    | 10  | 20  | 110 | 54    | 41   |  |
| Vulture                   | 412   | 60  | 13  | 100 | 485   | 160  |  |

Head east to the shore and follow it northward for a while. Eventually, you'll come upon some mountains.

Follow them into the center of the "spiral" to find a town.

The town of poverty and insanity - Zozo.

```

=====
| Treasures Checklist \
|-----|
| Brigand's Glove ..... [] |
| Burning Fist ..... [] |
| Chainsaw ..... [] |
| Ether ..... [] |
| Ether ..... [] |
| Hermes Sandals ..... [] |
| Hi-Potion ..... [] |
| Potion ..... [] |
| X-Potion ..... [] |
|-----|

```

```

| Regional Monster Bestiary \
|-----|
| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Gobbledygook | 350 | 20 | 13 | 85 | 126 | 104 |
| Harvester | 428 | 85 | 13 | 105 | 314 | 291 |
| Hill Gigas | 1,200 | 60 | 18 | 125 | 600 | 550 |
| Veil Dancer | 392 | 120 | 13 | 115 | 296 | 224 |
|-----+-----+-----+-----+-----+-----+-----|

```

Once in the dark, rainy town, go west and into the Pub. Go north and upstairs, then go to the fork. There, go east and outside.

Head upstairs and use the eastern door to find an Ether. Backtrack out to the ground level and go north to find the Inn. Go inside and you'll notice that there is a clock stopped here. Putting in the right time will allow you to get the powerful Chainsaw tool. There are clues to the puzzle, too, which are obtained by speaking to the always-lying residents...

You can also just put in 6:10:50 as the time.

Head to the Relic Shop, then upstairs and outside. Go upstairs and inside the next doorway to find a lot of people walking a designated path. Get in line and go north and outside when possible.

There, you'll find a crane. This let's you back to the bottom of the building if you need to go there. Otherwise, go upstairs and skip the opened door. Continue upstairs and go into the closed door to find a Brigand's Glove. Go back to the open door and head west to jump some buildings. Go through the next door.

There, go along the path to the second westbound path and use it to find. You will soon come across some stairs; examine the pots near their apex to find an Ether and a Hi-Potion. Then go south and outside.

There, go upstairs and jump from the window again. Go upstairs and through the door. There, go upstairs and outside via the next door. Outside, go upstairs and through the next doorway to find the Burning Fist in a chest. Go back outside and continue upstairs. Heal up and speak with the person nearby for a battle.

```

| BOSS: Dadaluma \
|-----|
| Level - 22 | Weaknesses: | Treasures Awarded: |
| Maximum HP - 3,270 | - Poison | - Thief's Knife (Drop) |

```

|               |         |              |  |  |                          |
|---------------|---------|--------------|--|--|--------------------------|
| Maximum MP    | - 1,005 |              |  |  | - Twist Headband (Drop)  |
| Attack        | - 12    | Immunities:  |  |  | - Thief's Bracer (Steal) |
| Magic         | - 3     | - None       |  |  | - Jeweled Ring (Steal)   |
| Defense       | - 85    |              |  |  |                          |
| Magic Defense | - 143   | Absorptions: |  |  |                          |
| Evasion       | - 0     | - None       |  |  | Gil Earned : 1,210       |
| Magic Evasion | - 10    |              |  |  | EXP. Earned: 0           |

=====  
Dadalama can use a basic attack, Sweep (damage and inflicts Sap), Jump (invincible, then deals damage), Shockwave, Throw (once or twice), Item (Potion or Hi-Potion), Protect, and Steal. Steal is only used to counter a Steal.  
  
Have Celes use either Attack or party-wide Cures; Sabin uses a Blitz; Edgar uses the Chainsaw tool; Cyan uses his #1/#4 Bushido; and Locke uses Steal or Attack.

After the battle, go upstairs and head into the room.

In this room, as you head north, you'll notice branches to the west and the east. Use them to find an X-Potion and some Hermes Sandals in chests. Go to the north end of the room to find Terra; examine her and watch the scene with Ramuh.

Afterwards, be sure to grab all four of the Esper Magicite (Ramuh, Kirin, Siren, and Cait Sith). Go south to meet up with the other party members and to make a new team that must include Locke and Celes; bring along Edgar and Sabin or Cyan.

After Celes and Locke speak with each other, speak with the ghost nearby to get a good tutorial on Magicite and Espers. Equip some Espers, by the way - I'd put Kirin for sure on Locke. Do what you want with the others and return to the overworld.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |       |      |  |
|-----------------------------|-------|-----|-----|-----|-------|------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil   | EXP. |  |
| Alacran                     | 87    | 15  | 20  | 80  | 94    | 37   |  |
| Bloodfang                   | 325   | 20  | 13  | 95  | 185   | 135  |  |
| Fossil Dragon               | 1,399 | 219 | 25  | 100 | 1,870 | 380  |  |
| Iron Fist                   | 333   | 65  | 13  | 75  | 249   | 144  |  |
| Paraladia                   | 492   | 100 | 13  | 125 | 365   | 219  |  |
| Rock Wasp                   | 290   | 100 | 14  | 105 | 168   | 128  |  |
| Sand Ray                    | 67    | 10  | 20  | 110 | 54    | 41   |  |
| Vulture                     | 412   | 60  | 13  | 100 | 485   | 160  |  |

Back here in the overworld, go around the mountains to the east, then go south and along them for a while until you're near the southern shore. There, go further south into town and into Jidoor.

=====  
Jidoor  
=====



|                       |     |
|-----------------------|-----|
| Treasures Checklist \ |     |
| Ether .....           | [ ] |

|                    |           |
|--------------------|-----------|
| Item Shop \        |           |
| Item Name .....    | Cost      |
| =====              |           |
| Hi-Potion .....    | 300 Gil   |
| Ether .....        | 1,500 Gil |
| Antidote .....     | 50 Gil    |
| Gold Needle .....  | 200 Gil   |
| Holy Water .....   | 300 Gil   |
| Phoenix Down ..... | 500 Gil   |
| Echo Screen .....  | 120 Gil   |
| Tent .....         | 1,200 Gil |

|                        |           |
|------------------------|-----------|
| Weapon Shop \          |           |
| Item Name .....        | Cost      |
| =====                  |           |
| Kiku-ichimonji .....   | 1,200 Gil |
| Kaiser Knuckles .....  | 1,000 Gil |
| Kodachi .....          | 1,200 Gil |
| Moonring Blade .....   | 2,500 Gil |
| Flame Scroll .....     | 500 Gil   |
| Water Scroll .....     | 500 Gil   |
| Lightning Scroll ..... | 500 Gil   |
| Shadow Scroll .....    | 400 Gil   |

|                      |           |
|----------------------|-----------|
| Armor Shop \         |           |
| Item Name .....      | Cost      |
| =====                |           |
| Mythril Shield ..... | 1,200 Gil |
| Twist Headband ..... | 1,600 Gil |
| Mythril Vest .....   | 1,200 Gil |
| Ninja Gear .....     | 1,100 Gil |
| White Dress .....    | 2,200 Gil |

|                     |           |
|---------------------|-----------|
| Relic Shop \        |           |
| Item Name .....     | Cost      |
| =====               |           |
| Peace Ring .....    | 3,000 Gil |
| Barrier Ring .....  | 500 Gil   |
| Mythril Glove ..... | 700 Gil   |
| Earring .....       | 5,000 Gil |
| Knight's Code ..... | 1,000 Gil |
| Sniper Eye .....    | 3,000 Gil |

Back in Jidoor, rest up at the Inn if you want to, then go to the northern end of town and into the large mansion. Speak with the Impresario inside to learn that Celes looks a lot like the lead singer of the opera house he works at,

Maria.

On the way out, you'll notice a letter on the ground. Pick it up to learn that Setzer, a gambler and opera lover, plans on kidnapping Maria. Interesting... So that's what has the Impresario's silk underwear in a knot. Setzer also happens to own the world's only airship, the Blackjack, unlike the various Cid's of other Final Fantasies.

Anyways, return to the overworld and head south to the Opera House.

=====  
Opera House  
=====

| Regional Monster Bestiary \ |     |    |     |     |     |      |  |
|-----------------------------|-----|----|-----|-----|-----|------|--|
| Monster Name                | HP  | MP | ATK | DEF | Gil | EXP. |  |
| Goetia                      | 499 | 40 | 20  | 120 | 235 | 145  |  |
| Stunner                     | 299 | 20 | 13  | 110 | 156 | 108  |  |

Here, speak with the Impresario to watch a scene. We basically decide that Celes will take Maria's place in the play and we'll want her to be kidnapped by Setzer so we can find him and mug him of his airship... or something to that effect. Your party fails to notice that Ultros is nearby. How the \*\*\*\* can a squid live out of water?

Anywho, all biological paradoxes aside...

You'll gain control of Locke after watching a scene of the opera. Once you do, go southeast to the lobby, then go to the east side to find Celes in the dressing room (already done, I'm afraid). Speak with her to gain control of her.

Examine the scene if you want; I decided just to post the whole thing here for ... some reason. Anyways, walk north and onto the stage. You'll have to fill in lines of the play. Whether they're randomized or not, I don't know; hence, the posting of the score, as per the book in the changing room...

"O my hero, my beloved,  
Shall we still be made to part,  
Though promises of perennial love  
Yet sing here in my heart?

I'm the darkness, you're the starlight  
Shining brightly from afar.  
Through hours of despair,  
I offer this prayer  
To you, my evening star.

Must my final vows exchanged  
Be with him and not with you?  
Were you only here to quiet my fear...  
O speak! Guide me anew."

How poetic.

After finishing that, you'll need to dance with Draco; don't worry, it's not near so complicated as in Paper Mario: The Thousand-Year Door (my initial

"fear"). After the dance, you'll notice a bunch of flowers. Pick them up and head to the highest balcony real quick.

Now, you'll get control of Locke. Head through the dressing room and pick up the letter on the ground; apparently, he's going to drop a four-ton block on Celes, and never mind how he got it up in the rafters (or it that small). Return to the Impresario and tell him.

You have five minutes starting ... now.

Go to the northeast corner of the area and into the room here. Flip the easternmost switch here, return to the previous area, and go to the northwestern area. Go there and past the door to find the rafters. Don't move too far in one way to fall.

Well, I guess there's glass walls or something, for you CAN'T fall. Aww... But there are some Goetias and Stunners up here, so try to avoid battles. You probably won't be able to avoid them, and that's okay -- I had three battles and reached Ultros with five seconds to spare. Try using magic, Espers, or Cyan's #1 Bushido.

Still having trouble understanding how an octopus got in here, but whatever. When you speak to Ultros, the timer disappears and a battle begins.

| BOSS: Ultros  |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 19     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 2,550+ | - Thunder    | - None             |
| Maximum MP    | - 500    | - Fire       |                    |
| Attack        | - 13     | Immunities:  |                    |
| Magic         | - 4      | - None       |                    |
| Defense       | - 105    |              |                    |
| Magic Defense | - 150    | Absorptions: |                    |
| Evasion       | - 0      | - Water      | Gil Earned : 2     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

Ultros can use a basic attack, Tentacle (a powerful attack that can hit one person or everyone), Acid Rain (damage with Sap), Ink (damage with Darkness), Lv. 3 Confuse (confusion on characters whose levels are multiples of three), Imp Song (causes Imp), Fire, Drain, and Megavolt.

Acid Rain is used as a counter for Blitzes and Bushidos, just so you know.

This battle is one of those cool occasional cases where you start with a pincer attack. As such, physical attacks dealt to the boss's backside will do double damage. If Cyan is ever facing the back, give him a chance to use his #4 Bushido, the four-hit Flurry, on him. Then again, with Edgar's Chainsaw and Sabin's Blitzes on your side, you'll probably be more concerned with just getting damage down.

So, for the majority of the battle, you'll want to use Cyan's #1 or #4 Bushidos (Fang and Flurry), Sabin's Blitzes (such as Rising Phoenix), Edgar's Chainsaw, and Locke's Attack. Whenever needed, be ready to cure a status(es) or heal someone with a Hi-Potion or Cure, if you're using Kirin as your Esper.

Note that these will override any of these except the curing/healing: using Ramuh, Thundara, Slow (only once, though), and Thunder (with Locke).

Also note that, every two or so turns for him, Ultros will move to another

| spot on the battlefield (much like the Sandworm boss of Final Fantasy V). |  
 | However, each of these four spots are separate Ultros monsters, each with |  
 | 2,550 HP. So, the faster you kill him, the better. This is also the reason |  
 | for the 2,550+ HP above, for you can deal AT LEAST 2,550 damage. |

After the battle, the plan to squish Celes with a four-ton block is stopped. Setzer arrives in the theater and swoops Celes off her feet (literally) and puts her on his airship. The Blackjack.

Obviously, Setzer's quite the gambler.

=====  
 Blackjack  
 =====

| Item Shop \          |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Hi-Potion .....      | 300 Gil   |
| Ether .....          | 1,500 Gil |
| Holy Water .....     | 300 Gil   |
| Phoenix Down .....   | 500 Gil   |
| Remedy .....         | 1,000 Gil |
| Smoke Bomb .....     | 300 Gil   |
| Teleport Stone ..... | 700 Gil   |
| Tent .....           | 1,200 Gil |

Setzer leaves his bride-to-be in a room alone to herself for a while. However, the other four suddenly hop in from below and meet up with Celes, then Setzer. After a bit of begging, he finally joins your cause. Finally...

But there's a catch. Celes must become his wife.

Celes turns this around by placing it all on the flip of a coin. (A Figaro coin, which has two heads.) If it lands on heads, Setzer will help without a wife; on tails, she marries him. What would you expect? It lands on heads and Setzer examines it. After admiring her wit, he fully joins and you get to use his airship.

Sadly, it's a short trip you have no control over.

When you land in the overworld, note that you can take on a free healing from a guy in the entrance room, and the other guy sells items.

=====  
 Overworld  
 =====

| Regional Monster Bestiary \ |       |     |     |     |       |      |  |
|-----------------------------|-------|-----|-----|-----|-------|------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil   | EXP. |  |
| Bug                         | 310   | 20  | 13  | 120 | 210   | 165  |  |
| Don                         | 620   | 10  | 14  | 135 | 345   | 255  |  |
| Fossil Dragon               | 1,399 | 219 | 25  | 100 | 1,870 | 380  |  |
| Grasswurm                   | 480   | 20  | 13  | 115 | 234   | 278  |  |
| Joker                       | 467   | 90  | 13  | 125 | 320   | 194  |  |

|                |     |     |    |     |     |     |
|----------------|-----|-----|----|-----|-----|-----|
| Litwor Chicken | 545 | 155 | 11 | 150 | 279 | 190 |
| Wyvern         | 892 | 95  | 15 | 140 | 434 | 484 |

Once you exit the Blackjack and have done some free healing within, head into the town nearby.

Be sure to re-equip Celes, too.

Albrook

| Treasures Checklist \ |     |
|-----------------------|-----|
| Elixir .....          | [ ] |
| Ether .....           | [ ] |
| Hi-Potion .....       | [ ] |

| Item Shop \          |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Hi-Potion .....      | 300 Gil   |
| Ether .....          | 1,500 Gil |
| Eye Drops .....      | 50 Gil    |
| Remedy .....         | 1,000 Gil |
| Holy Water .....     | 300 Gil   |
| Phoenix Down .....   | 500 Gil   |
| Tent .....           | 1,200 Gil |
| Teleport Stone ..... | 700 Gil   |

| Weapon Shop \          |           |
|------------------------|-----------|
| Item Name .....        | Cost      |
| Kiku-ichimonji .....   | 1,200 Gil |
| Venom Claws .....      | 2,500 Gil |
| Bastard Sword .....    | 1,200 Gil |
| Sakura .....           | 3,200 Gil |
| Shuriken .....         | 30 Gil    |
| Flame Scroll .....     | 500 Gil   |
| Water Scroll .....     | 500 Gil   |
| Lightning Scroll ..... | 500 Gil   |

| Armor Shop \         |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Twist Headband ..... | 1,600 Gil |
| Priest's Miter ..... | 3,000 Gil |
| Mythril Vest .....   | 1,200 Gil |
| Ninja Gear .....     | 1,100 Gil |
| White Dress .....    | 2,200 Gil |

Relic Shop \

| Item Name         | Cost      |
|-------------------|-----------|
| Silver Spectacles | 500 Gil   |
| Peace Ring        | 3,000 Gil |
| Earring           | 5,000 Gil |
| Sniper Eye        | 3,000 Gil |
| Reflect Ring      | 6,000 Gil |
| Amulet            | 5,000 Gil |

Once you enter of the three Imperial-occupied towns, head upstairs and into the Pub. Follow the "path" to find a clock in the hall between the Pub and the armor shop; examine it for an Elixir. Examine a pot in the weapon shop for an Ether, and examine a barrel near the Inn for a Hi-Potion.

Otherwise, shopping.

It is rather disappointing. The Inn is pointless; the Blackjack is just outside of town. Buy some weapon upgrades -- most likely a Bastard Sword or two, maybe, and the Venom Claws for Sabin. Armor-wise, you can't really get much better than the Priest's Miters.

...

That's all. Leave.

### Overworld

| Regional Monster Bestiary |       |     |     |     |       |      |
|---------------------------|-------|-----|-----|-----|-------|------|
| Monster Name              | HP    | MP  | ATK | DEF | Gil   | EXP. |
| Bug                       | 310   | 20  | 13  | 120 | 210   | 165  |
| Don                       | 620   | 10  | 14  | 135 | 345   | 255  |
| Fossil Dragon             | 1,399 | 219 | 25  | 100 | 1,870 | 380  |
| Grasswurm                 | 480   | 20  | 13  | 115 | 234   | 278  |
| Joker                     | 467   | 90  | 13  | 125 | 320   | 194  |
| Litwor Chicken            | 545   | 155 | 11  | 150 | 279   | 190  |
| Wyvern                    | 892   | 95  | 15  | 140 | 434   | 484  |

Typically, I'd suggest you head northwest to Vector to get this over with.

But I'm not typical. We have two other towns to visit. Optional, yes; crappy, also yes. But it's extra EXP. and AP., and you can't really argue with that or potential new equipment. Right?

Head northwest to the ruined-castle-esque town of Vector, then north to find Tzen.

### Tzen

| Item Shop | Item Name | Cost |
|-----------|-----------|------|
|-----------|-----------|------|

|              |           |
|--------------|-----------|
| Hi-Potion    | 300 Gil   |
| Ether        | 1,500 Gil |
| Eye Drops    | 50 Gil    |
| Green Cherry | 150 Gil   |
| Echo Screen  | 120 Gil   |
| Holy Water   | 300 Gil   |
| Phoenix Down | 500 Gil   |
| Tent         | 1,200 Gil |

Weapon Shop \

| Item Name      | Cost      |
|----------------|-----------|
| Air Knife      | 950 Gil   |
| Moonring Blade | 2,500 Gil |
| Bastard Sword  | 1,200 Gil |
| Boomerang      | 4,500 Gil |

Armor Shop \

| Item Name      | Cost      |
|----------------|-----------|
| Priest's Miter | 3,000 Gil |
| Mythril Helm   | 2,000 Gil |
| Mythril Vest   | 1,200 Gil |
| Ninja Gear     | 1,100 Gil |
| White Dress    | 2,200 Gil |

Relic Shop \

| Item Name      | Cost      |
|----------------|-----------|
| Earring        | 5,000 Gil |
| Hermes Sandals | 7,000 Gil |
| Black Belt     | 5,000 Gil |
| Amulet         | 5,000 Gil |

No items to find here.

As for the shops, get a Boomerang and consider replacing your helmets with the Mythril Helm, unless said helmets are the Green Beret.

Buy what you want, as far the Relics go.

Once you're done, rest at the Inn if you wish, then go to the overworld.

=====  
Overworld  
=====

Regional Monster Bestiary \

| Monster Name | HP  | MP | ATK | DEF | Gil | EXP. |
|--------------|-----|----|-----|-----|-----|------|
| Bug          | 310 | 20 | 13  | 120 | 210 | 165  |

|                |       |     |    |     |       |     |
|----------------|-------|-----|----|-----|-------|-----|
| Don            | 620   | 10  | 14 | 135 | 345   | 255 |
| Fossil Dragon  | 1,399 | 219 | 25 | 100 | 1,870 | 380 |
| Grasswyrn      | 480   | 20  | 13 | 115 | 234   | 278 |
| Joker          | 467   | 90  | 13 | 125 | 320   | 194 |
| Litwor Chicken | 545   | 155 | 11 | 150 | 279   | 190 |
| Wyvern         | 892   | 95  | 15 | 140 | 434   | 484 |

Back here, go south to Vector.

Then go clockwise along the mountains and southwest until you reach the western third of the southern continent. Somewhere near the center there, you'll find the other major town of the continent ... Maranda.

=====  
Maranda  
=====

|                       |     |
|-----------------------|-----|
| Treasures Checklist \ |     |
| Holy Water .....      | [ ] |
| Remedy .....          | [ ] |

|                     |           |
|---------------------|-----------|
| Weapon Shop \       |           |
| Item Name .....     | Cost      |
| Mythril Spear ..... | 800 Gil   |
| Trident .....       | 1,700 Gil |
| Venom Claws .....   | 2,500 Gil |
| Bastard Sword ..... | 1,200 Gil |
| Boomerang .....     | 4,500 Gil |

|                      |           |
|----------------------|-----------|
| Armor Shop \         |           |
| Item Name .....      | Cost      |
| Priest's Miter ..... | 3,000 Gil |
| Green Beret .....    | 3,000 Gil |
| Mythril Helm .....   | 2,000 Gil |
| Mythril Vest .....   | 1,200 Gil |
| Mythril Mail .....   | 3,500 Gil |

Not much to say. To find the Remedy, examine the crates near the fighting couple; to find the Holy Water, examine the crates west of the southern town entrance.

Shop-wise, buy a Trident, and give everyone some Mythril Mail (except for Celes, who needs a White Dress).

...

Return to the overworld afterwards.

=====  
Overworld  
=====



| Regional Monster Bestiary |       |     |     |     |       |      |  |
|---------------------------|-------|-----|-----|-----|-------|------|--|
| Monster Name              | HP    | MP  | ATK | DEF | Gil   | EXP. |  |
| Bug                       | 310   | 20  | 13  | 120 | 210   | 165  |  |
| Don                       | 620   | 10  | 14  | 135 | 345   | 255  |  |
| Fossil Dragon             | 1,399 | 219 | 25  | 100 | 1,870 | 380  |  |
| Grasswyrn                 | 480   | 20  | 13  | 115 | 234   | 278  |  |
| Joker                     | 467   | 90  | 13  | 125 | 320   | 194  |  |
| Litwor Chicken            | 545   | 155 | 11  | 150 | 279   | 190  |  |
| Wyvern                    | 892   | 95  | 15  | 140 | 434   | 484  |  |

Once you reach the overworld, you can pretty much head along the path eastward to the main continent to find the ruined-castle-esque area of Vector.

Head into town.

=====  
 Vector  
 =====

| Weapon Shop    |           |
|----------------|-----------|
| Item Name      | Cost      |
| Kiku-ichimonji | 1,200 Gil |
| Venom Claws    | 2,500 Gil |
| Bastard Sword  | 1,200 Gil |
| Sakura         | 3,200 Gil |

| Armor Shop     |           |
|----------------|-----------|
| Item Name      | Cost      |
| Twist Headband | 1,600 Gil |
| Priest's Miter | 3,000 Gil |
| Mythril Vest   | 1,200 Gil |
| Ninja Gear     | 1,100 Gil |
| White Dress    | 2,200 Gil |

| Regional Monster Bestiary |     |     |     |     |     |      |  |
|---------------------------|-----|-----|-----|-----|-----|------|--|
| Monster Name              | HP  | MP  | ATK | DEF | Gil | EXP. |  |
| Belzecue                  | 615 | 45  | 13  | 220 | 343 | 228  |  |
| Onion Knight              | 250 | 50  | 13  | 200 | 100 | 115  |  |
| Proto Armor               | 670 | 125 | 12  | 230 | 296 | 499  |  |
| Sergeant                  | 580 | 35  | 13  | 210 | 273 | 252  |  |

Oh, fun, towns with Monster Bestiary listings. And shops. Be wary. All of the shops are lower quality than Albrook's own, for they offer the same stuff minus a few items, and the Innkeeper will snatch 1,000 Gil from you if you sleep there about ~50% of the time (unless you have less than that, oddly enough).

The soldiers on the north side of town will somehow recognize you as the

Returners and attack if you get too close. The eastern railway, which is blocked, heads to our destination, the Magitek Research Facility... Speak with the man behind the box for a scene.

As you may have noticed, three soldiers guard the railroad to the Research Facility. You probably also know \*\*\*\*\*-slapping them in broad daylight sends you back to the south side of town, win or lose. So, instead, the man pretends to vomit whilst you sneak past the soldiers on some rafters. Walk into the crates and you'll jump on them and walk past the soldiers.

Be sure not to get too close to the soldiers from earlier, lest you be forced to go back to the south side of town and such. Continue to the Research Facility.

```
=====
                          Magitek Research Facility
=====
```

```
-----
| Treasures Checklist \
|-----|
| Dragoon Boots ..... [] |
| Ether ..... [] |
| Flametongue ..... [] |
| Golden Armor ..... [] |
| Golden Helm ..... [] |
| Golden Shield ..... [] |
| Icebrand ..... [] |
| Tent ..... [] |
| Thunder Blade ..... [] |
| Remedy ..... [] |
| Stoneblade ..... [] |
| X-Potion ..... [] |
| Zephyr Cloak ..... [] |
|-----|
```

```
-----
| Regional Monster Bestiary \
|-----|
| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Belzecue | 615 | 45 | 13 | 220 | 343 | 228 |
| Destroyer | 800 | 35 | 13 | 200 | 400 | 592 |
| Flan | 255 | 110 | 13 | 13 | 120 | 160 |
| General | 650 | 30 | 13 | 155 | 308 | 232 |
| Lenergia | 470 | 63 | 13 | 170 | 250 | 438 |
| Onion Knight | 250 | 50 | 13 | 200 | 100 | 115 |
| Proto Armor | 670 | 125 | 12 | 230 | 296 | 499 |
| Sergeant | 580 | 35 | 13 | 210 | 273 | 252 |
| Trapper | 555 | 80 | 13 | 180 | 200 | 235 |
|-----+-----+-----+-----+-----+-----+-----|
```

Once you enter the Facility, go west and down the staircases. Enter the pipe to head to the western side of the room. Grab the Flametongue from within the chest nearby, then use the local crane to return to the other side. Go east and down the right tube to find a chest with an Ether. Go back through the tube and use the one on the left.

Once you leave the conveyor belt, head to the chest nearby to find an X-Potion. Go east and across another conveyor to find another chest; open it to find the Thunder Blade. Go south of there to find a Remedy inside a third chest. Get on the conveyor belt to continue.

After leaving said conveyor belt, head southwest to find some stairs. Ignore them for the moment and go south to find a chest; open it for the Dragoon Boots Relic, which makes you able to Jump. From the stairs, go to the far east and south, passing a crane on the way to a door. Go inside and open the chest for a Golden Helm. Leave and go to the east to find a small chamber where you only see the inner wall; there is a chest hidden here with the Golden Armor.

Exit that room and go upstairs to find a chest with a Tent inside. Now, time to backtrack. Go back to the southeast corner where you found the Golden Helm, then go north some and west to the stairs near the Dragoon Boots. Go up the staircase and use it to find a door to the north.

Go through this door and snatch the Golden Shield from the chest. Use the elevator to go down, then head north, east, south, and west a bit to find yourself in a familiar area. Use the conveyor belt to the east and ride.

Once you exit from the conveyor belt, go up the stairs to the north of it to find a bunch of crates. Face the first crate you find, go south five steps, to the far east, and one step back. Go south to eventually find a hidden chamber with two chests; open them for the Zephyr Cloak and the Thunder Blade.

Now, hike back to where the conveyor belt dropped you off before using the stairs as in the above paragraph. Okay, so go onto the east conveyor belt if you haven't done so already, then go south for a scene with Kefka.

His basically states what is obvious. This Facility has the Espers, and their magical prowess is being sucked out of them. He also mentions some kind of Warring Triad...

Anyways, when you regain control, take a look around. Seems ominous, don't it, almost with the stench of death and rotting skin in the air. Two dead Espers are even nearby... One of the doors is blocked by a blue Esper, Shiva, but she won't really respond to you for some reason.

The west door leads to a small room with a Save Point; use it. A hook nearby also provides some form of escape... Anyhow, speak with the Esper on the left for a quaint battle.

| BOSS: Ifrit, Shiva |         |                |                    |
|--------------------|---------|----------------|--------------------|
| Ifrit's Bestiary   |         |                |                    |
| Level              | - 21    | Weaknesses:    | Treasures Awarded: |
| Maximum HP         | - 3,300 | - Ice/Blizzard | - None             |
| Maximum MP         | - 600   |                |                    |
| Attack             | - 25    | Immunities:    |                    |
| Magic              | - 7     | - All else     |                    |
| Defense            | - 215   |                |                    |
| Magic Defense      | - 115   | Absorptions:   |                    |
| Evasion            | - 20    | - Fire         | Gil Earned : 0     |
| Magic Evasion      | - 0     |                | EXP. Earned: 0     |
| Shiva's Bestiary   |         |                |                    |
| Level              | - 21    | Weaknesses:    | Treasures Awarded: |
| Maximum HP         | - 3,000 | - Fire         | - None             |
| Maximum MP         | - 500   |                |                    |
| Attack             | - 15    | Immunities:    |                    |
| Magic              | - 7     | - All else     |                    |

|               |       |                |                |
|---------------|-------|----------------|----------------|
| Defense       | - 200 |                |                |
| Magic Defense | - 110 | Absorptions:   |                |
| Evasion       | - 20  | - Ice/Blizzard | Gil Earned : 0 |
| Magic Evasion | - 0   |                | EXP. Earned: 0 |

=====

Ifrit can use a basic attack, Hit (50% more powerful than basic attack), Blaze (Fire-based damage to all), Fire, Fira, and Firaga.

Shiva will only appear once Ifrit is somewhat damaged; he'll then switch and the same can happen again in reverse. She can use a basic attack, Hit, Snowstorm (Ice/Blizzard-based damage to all), Blizzard, Blizzara, and Reflect.

You'll begin by fighting Ifrit alone. Have Celes abuse the living crap out of Runic; Edgar use the Chainsaw or Drill; Sabin use Raging Fist for a Blitz; and have Locke focus on healing or Attacking. Repeat this process when Shiva appears to battle, and back-and-forth, back-and-forth...

After the battle, the fight will end. You'll learn about the other Espers trapped in the Facility, then turn into Magacite for you to pick and use as you wish.

Save at the Save Point from earlier, then go into the left door and advance.

Head up all of the staircases to the next room. There, you'll notice the five empty tubes; two are on the bottom half of the room. Go to the southwestern tube and, hidden to the left of it, you'll find a chest with the Stoneblade. Continue on north to find...

|                    |         |              |                       |
|--------------------|---------|--------------|-----------------------|
| BOSS: Number 024 \ |         |              |                       |
| Level              | - 24    | Weaknesses:  | Treasures Awarded:    |
| Maximum HP         | - 4,777 | - ???        | - Flametongue (Drop)  |
| Maximum MP         | - 777   |              | - Icebrand (Drop)     |
| Attack             | - 20    | Immunities:  | - Blood Sword (Steal) |
| Magic              | - 3     | - ???        | - Rune Blade (Steal)  |
| Defense            | - 0     |              |                       |
| Magic Defense      | - 100   | Absorptions: |                       |
| Evasion            | - 0     | - ???        | Gil Earned : 0        |
| Magic Evasion      | - 0     |              | EXP. Earned: 0        |

=====

Number 024 has a wide variety of attacks, most of which you'll never see: a basic attack, Overflow (sets Confusion, too), Fire, Fira, Blizzard, Blizzara, Thunder, Thundara, Aqua Breath, Cave-In, Arctic Hare, Gale Cut, Fireball, Magnitude 8, Sunbath, Acid Rain, Reverse Polarity, Sonic Boom, Cure, Cura, Libra,, and, its usual move, Barrier Change, which changes its elemental weakness/resistance data.

There is a way to know what his weakness is, too, based on his moves used:

|                               |                                  |
|-------------------------------|----------------------------------|
| ~~ Weak to Fire               | : Blizzard, Blizzara             |
| ~~ Weak to Ice/Blizzard       | : Fire, Fira, Fireball           |
| ~~ Weak to Lightning/Thunder: | Aqua Breath, Acid Rain           |
| ~~ Weak to Poison             | : Cure, Cura                     |
| ~~ Weak to Wind/Aero          | : Magnitude 8, Cave-In           |
| ~~ Weak to Holy               | : Basic attack, Reverse Polarity |
| ~~ Weak to Earth              | : Sonic Boom, Gale Cut           |
| ~~ Weak to Water              | : Thunder, Thundara              |

| So, yes, abuse these if possible. Use Espers for Fire (Ifrit),  
 | Ice/Blizzard (Shiva), and Lightning/Thunder (Ramuh), as well as any  
 | corresponding spells. Let everyone else focus on physical attacks: Edgar  
 | with the Chainsaw or Drill, Sabin with Raging Fist, Locke Attacking, and  
 | Celes actually has Blizzard automatically, so... Just heal when needed.  
 |

After the battle, go north into the next room.

Go farther north and flip the switch here and watch the scene that ensues for a bit of a weird experience. You'll obtain the Bismarck, Carbuncle, Catoblepas, Maduin, Phantom, and Unicorn Magicite in the process, so you know. Celes also warps Kefka, her, and the soldiers away...

Anyhow, we have to leave. Go to Cid on the elevator and prepare to leave this God-forsaken hellhole.

=====  
 Magitek Research Facility <ESCAPE>  
 =====

| Regional Monster Bestiary \ |       |     |     |     |     |      |  |
|-----------------------------|-------|-----|-----|-----|-----|------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil | EXP. |  |
| Chaser                      | 1,202 | 140 | 13  | 200 | 380 | 691  |  |
| Magna Roader                | 420   | 100 | 12  | 25  | 277 | 232  |  |
| Magna Roader                | 250   | 100 | 10  | 20  | 300 | 198  |  |
| Trapper                     | 555   | 80  | 13  | 180 | 200 | 235  |  |

Once you arrive, take notice of the Save Point nearby and use it when you regain control. Soon, Cid starts to finally get all sentimental and stuff. Kefka is heard nearby and we get pushed into a mine cart.

You'll soon have to fight five battles, then a boss, all in sequence without a break in-between. At the end of the fifth, try to heal up as much as possible, for, afterwards, you'll fight...

| BOSS: Number 128, Left Blade, Right Blade \ |         |                |                       |
|---------------------------------------------|---------|----------------|-----------------------|
| Number 128's Bestiary                       |         |                |                       |
| Level                                       | - 23    | Weaknesses:    | Treasures Awarded:    |
| Maximum HP                                  | - 3,276 | - None         | - Tent (Drop)         |
| Maximum MP                                  | - 810   |                | - Kazekiri (Steal)    |
| Attack                                      | - 13    | Immunities:    |                       |
| Magic                                       | - 3     | - None         |                       |
| Defense                                     | - 120   |                |                       |
| Magic Defense                               | - 125   | Absorptions:   |                       |
| Evasion                                     | - 0     | - Ice/Blizzard | Gil Earned : 0        |
| Magic Evasion                               | - 0     |                | EXP. Earned: 0        |
| Left Blade's Bestiary                       |         |                |                       |
| Level                                       | - 22    | Weaknesses:    | Treasures Awarded:    |
| Maximum HP                                  | - 700   | - None         | - Phoenix Down (Drop) |
| Maximum MP                                  | - 470   |                | - Ether (Steal)       |
| Attack                                      | - 13    | Immunities:    |                       |
| Magic                                       | - 5     | - None         |                       |

|               |       |                |                |
|---------------|-------|----------------|----------------|
| Defense       | - 120 |                |                |
| Magic Defense | - 150 | Absorptions:   |                |
| Evasion       | - 0   | - Ice/Blizzard | Gil Earned : 0 |
| Magic Evasion | - 0   |                | EXP. Earned: 0 |

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

Right Blade's Bestiary

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

|               |       |                |                       |
|---------------|-------|----------------|-----------------------|
| Level         | - 21  | Weaknesses:    | Treasures Awarded:    |
| Maximum HP    | - 400 | - None         | - Phoenix Down (Drop) |
| Maximum MP    | - 150 |                | - Ether (Steal)       |
| Attack        | - 20  | Immunities:    |                       |
| Magic         | - 5   | - None         |                       |
| Defense       | - 120 |                |                       |
| Magic Defense | - 150 | Absorptions:   |                       |
| Evasion       | - 0   | - Ice/Blizzard | Gil Earned : 0        |
| Magic Evasion | - 0   |                | EXP. Earned: 0        |

=====

Number 128 has some attacks: a basic one, Blood Feast (50% more power than basic attack; Drain effect), Blizzard, Blaster, Atomic Rays, Gale Cut, Net, Shockwave, and Haste.

The Left Blade can use a basic attack, Shamshir, and Slash (double the basic attack power); the Right Blade can use a basic attack or Rapier, which has 50% more power.

There is no real point to defeating the Blades, as they'll come back very soon. So begin by summoning Kirin to maintain a Regen and have its user dedicated to Cure/Cura on the party. Otherwise, use Edgar's Drill, Sabin's Blitzes, and Locke's Attack. Try summoning Phantom to maintain a status of Invisibility, and remember to try and use Slow to counteract Haste.

After the battle, you'll reappear outside the Magitek Research Facility. Heal up, then go south along the path.

You'll eventually meet up with Setzer, who takes you back onto the Blackjack. Mission complete...?

=====

Blackjack

=====

| Item Shop \          |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Hi-Potion .....      | 300 Gil   |
| Ether .....          | 1,500 Gil |
| Holy Water .....     | 300 Gil   |
| Phoenix Down .....   | 500 Gil   |
| Remedy .....         | 1,000 Gil |
| Smoke Bomb .....     | 300 Gil   |
| Teleport Stone ..... | 700 Gil   |
| Tent .....           | 1,200 Gil |

Or so we thought. The mystical powers of general AI hatred against that of humans is always evident, isn't it? Especially when you end up fighting some cranes that somehow reach an airship.

| BOSS: Crane (x2) \

| \

| Left Crane's Bestiary

|                     |              |                        |
|---------------------|--------------|------------------------|
| >-----+-----+-----< |              |                        |
| Level - 23          | Weaknesses:  | Treasures Awarded:     |
| Maximum HP - 1,800  | - Water      | - Noiseblaster (Steal) |
| Maximum MP - 447    |              |                        |
| Attack - 14         | Immunities:  |                        |
| Magic - 4           | - None       |                        |
| Defense - 145       |              |                        |
| Magic Defense - 120 | Absorptions: |                        |
| Evasion - 0         | - Thunder    | Gil Earned : 0         |
| Magic Evasion - 0   |              | EXP. Earned: 0         |
| >-----+-----+-----< |              |                        |

| Right Crane's Bestiary

|                     |              |                       |
|---------------------|--------------|-----------------------|
| >-----+-----+-----< |              |                       |
| Level - 24          | Weaknesses:  | Treasures Awarded:    |
| Maximum HP - 2,300  | - Thunder    | - Debilitator (Steal) |
| Maximum MP - 447    | - Water      | - Hi-Potion (Steal)   |
| Attack - 14         | Immunities:  |                       |
| Magic - 4           | - None       |                       |
| Defense - 125       |              |                       |
| Magic Defense - 120 | Absorptions: |                       |
| Evasion - 0         | - Fire       | Gil Earned : 0        |
| Magic Evasion - 0   |              | EXP. Earned: 0        |
| >-----+-----+-----< |              |                       |

=====  
| Both Cranes are able to use a basic attack, Wrecking Ball (basic attack  
| with 1.5x or 2.0x damage), Thundara, Fira, Magnitude 8, and Magitek  
| Barrier (Protect and Reflect). The left one can also use Thunder and  
| Gigavolt, whereas the one on the right changes that for Fire and Firaga.

| Firaga and Gigavolt are special, in that you must hit the Crane with the  
| element it absorbs (Fire and Lightning/Thunder, respectively) before you  
| will be able to be hit with either of these attacks. They can and will hit  
| hard; as such, I would not recommend using such elemental attacks except  
| for Espers (only the one hit) unless you have a Reflect status party-wide.

| It is also worth noting that, with each three times you damage a Crane, it  
| will use Fira or Thundara on the other Crane to charge up the Firaga or  
| Gigavolt.

| Begin by using your Espers, which should be Kirin, Shiva, and another one.  
| This will put a single charge on one or both Cranes, so watch it if you  
| use Ifrit or Ramuh. Have the Kirin user start using Cure or Cura as it is  
| needed. Otherwise, Locke needs to Steal the Debilitator from the Right  
| Crane, then Attack; Edgar needs to use his Chainsaw or Drill; Sabin needs  
| to use the Aura Cannon Blitz; Cyan use his #1/#4 Bushido; Setzer, Attack.

| The only things that should take priority over the above is using the  
| weakness magic for a Crane, Espers, and healing via items.

After the battle, you'll return to Zozo in your airship and watch a scene.

=====  
| Zozo  
| =====

| Regional Monster Bestiary \

| \

| Monster Name | HP    | MP  | ATK | DEF | Gil | EXP. |
|--------------|-------|-----|-----|-----|-----|------|
| Gobbledygook | 350   | 20  | 13  | 85  | 126 | 104  |
| Harvester    | 428   | 85  | 13  | 105 | 314 | 291  |
| Hill Gigas   | 1,200 | 60  | 18  | 125 | 600 | 550  |
| Veil Dancer  | 392   | 120 | 13  | 115 | 296 | 224  |

Once you return to Terra's room, the Magicite from the Research Facility suddenly begins to react. This is the Magicite of Maduin ... Terra's father. He suddenly starts up a flashback....

=====  
World of the Espers (flashback)  
=====

For this, you'll be controlling Maduin, the Esper in the Magicite from before. You cannot enter the menu at all; if you need to save, I suggest hurrying up or putting your game on a charger if it's dying.

Anyhow, Maduin is the gatekeeper of the Esper World; he is to keep what needs in inside, and keep out what needs to stay there. One particular night, some kind of storm is going on. Exit your residence, then go east and north to the gate to find a human has managed to stumble inside. Opt to take her with you.

After you put her in a bed to rest, the Elder comes to see her. As would be expected, no one is happy about this human being here; after all, the reason why this separate world was made was to keep away from humans.

Speak with the girl and she'll wake up, saying her name is Madeline. Maduin hands over a pendant and tells her that she's in the Esper World.

Later on, Maduin wakes up to find Madeline gone. Leave and go back to the gate where you found her, and north some more to find her again. With a declaration of love, the two decide to elope. In effect, Madeline stays in the Esper World ... and they have a half-human, half-Esper child.

This child ... is Terra.

Two years later, another similar storm hits the world. Rather than some other female human, the army of the Empire, headed in person by the Emperor himself. By offering riches to any man capturing an Esper, the soldiers move in, beat the crap out of many Espers, and take them back to the human world.

Madeline decides to escape with Terra -- after all, Terra is half-Esper, and subject the same powers, but more diluted. A plan to create a barrier is set up and executed. However, as Madeline leaves through the gate where you found her, you need to follow her out.

The barrier ends up forcing Madeline and Terra out of the Esper World and near the Emperor himself. Madeline is murdered by his own hand, and Terra is taken by him to end up becoming the Magitek Elite from way back in the game.

=====  
Zozo  
=====

Regional Monster Bestiary \

| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
|--------------|----|----|-----|-----|-----|------|
|--------------|----|----|-----|-----|-----|------|



|              |       |     |    |     |     |     |
|--------------|-------|-----|----|-----|-----|-----|
| Gobbledygook | 350   | 20  | 13 | 85  | 126 | 104 |
| Harvester    | 428   | 85  | 13 | 105 | 314 | 291 |
| Hill Gigas   | 1,200 | 60  | 18 | 125 | 600 | 550 |
| Veil Dancer  | 392   | 120 | 13 | 115 | 296 | 224 |

Eventually, Terra finally wakes up. She rejoins the party in her more human-esque guise.

We end up back on the Blackjack after this cutscene.

```

/\
| | Section IV - World of the Espers | |
| | **FF6A_44** | |
\/\

```

=====  
Overworld  
=====

Yes, so long as we travel to familiar territory via the Airship, or otherwise don't have to walk all that long due to it, we'll never see another overworld monster bestiary unless we're in a new region.

Anyways, on the Blackjack, you'll learn how to control the Airship. FINALLY! It's not unlike controlling a Chocobo, and this game takes more of the inventiveness that Final Fantasy VIII did by allowing altitude adjustment. I don't remember it being in Final Fantasy VII; then again, I haven't played that in many years.

Anywho, we now need to return to the town of Narshe. You remember where that is, don't you?

=====  
Narshe  
=====

```

| Treasures Checklist \
|_____ \
| Gold Hairpin ..... [] |
|_____

```

```

| Item Shop \
|_____ \
| Item Name ..... Cost |
|=====
| Hi-Potion ..... 300 Gil |
| Ether ..... 1,500 Gil |
| Phoenix Down ..... 500 Gil |
| Green Cherry ..... 200 Gil |
| Tent ..... 1,200 Gil |
| Flame Scroll ..... 500 Gil |
| Water Scroll ..... 500 Gil |
| Lightning Scroll ..... 500 Gil |
|_____

```

```

| Weapon Shop \

```

| Item Name    | Cost      |
|--------------|-----------|
| Poison Rod   | 1,500 Gil |
| Trident      | 1,700 Gil |
| Boomerang    | 4,500 Gil |
| Morning Star | 5,000 Gil |
| Hawkeye      | 6,000 Gil |
| Sakura       | 2,000 Gil |

| Item Name      | Cost      |
|----------------|-----------|
| Golden Shield  | 2,500 Gil |
| Priest's Miter | 3,000 Gil |
| Green Beret    | 3,000 Gil |
| Mythril Helm   | 2,000 Gil |
| Tiara          | 3,000 Gil |
| Golden Helm    | 4,000 Gil |
| Mythril Mail   | 3,500 Gil |
| Power Sash     | 5,000 Gil |

| Item Name      | Cost      |
|----------------|-----------|
| Earring        | 5,000 Gil |
| Sniper Eye     | 3,000 Gil |
| Hermes Sandals | 7,000 Gil |
| Reflect Ring   | 6,000 Gil |
| Black Belt     | 5,000 Gil |

Once you return to Narshe, you'll learn that the town, originally neutral, has decided to side with the Returners. A plan is made where you'll release the Espers from their world in the eastern part of the south continent for an attack from the east; Narshe and Figaro will combine their armies for an attack from the north.

The Esper thing is probably a problematic idea, but one we must try. For, despite that humans have so wronged Espers, Terra is the one link that may be able to turn things around.

So, anyways, we know what we're doing, right? Let's go visit the shops...

The weapon shop has a good weapon, the Hawkeye, for Locke -- there is a ~50% chance of it doing 50% more damage to non-Floaters and 200% more damage to those who ARE Floating. Interesting...

As for armor, buy some Golden Shields and Golden Helms for everyone except for Terra; give her the Tiara instead. Then give the Power Sash to whosoever you think needs it.

There's nothing new to mention in the Relics or the items; buy what you want and restock your supplies.

Now, there's one more thing we need to do. Have you ever heard of the Lone

Wolf? Final Fantasy V players probably remember him and how, when released, he would steal three treasures from unopened chests in the game. Annoying, right? It was the very reason why he was imprisoned and you stupidly released him.

Now, do you remember the old man who gave you the small trove of treasures last time you were here? He worries about that locked chest. Go into the house and look to find the Lone Wolf running off. Follow him for a while; he'll soon head to the mines.

Once you have him cornered, he'll end up taking a Moogles as a hostage, threatening to kill him should you come closer. You need to stay still for a moment and the Moogles will soon free himself and the resulting struggle sends the both of them over a cliff.

You now have a choice -- either get the Gold Hairpin or recruit the Moogles into your party. The Gold Hairpin will reduce your MP usage by 50% and is used as a Relic; not really recommended to me. The superior choice is to recruit the Moogles, Mog, into your party - he was the leader of the Moogles party when they saved Terra alongside Locke.

In a moment, we'll be doing some sidequesting. Part of this will be to get him some more Dance skills for him, for his Dance is rather powerful.

Okay, head back into the overworld.

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

My good friend, we have some sidequesting to start up. This will take a small while, at least as far as text goes. For this reason, if you don't want to partake in the bounty (you crazy person, you), CTRL+F the tag `**FF6A_44_SQEND**` until you end up next to an overworld header like the one above.

For the wise ones willing to go off the main track for a while, we'll start with learning Mog's various Dances.

- You learn Desert Lullaby in the desert.
- You learn Earth Blues on a mountain, but not in the caverns.
- You learn Forest Nocturne in the forests.
- You learn Love Serenade in cities and inhabited places. Try Zozo.
- You learn Twilight Requiem in a cavern, though Mog probably already has it from the group battle way-back-when.
- You learn Water Harmony by learning it in the Lethe River or the Serpent Trench.
- You learn Wind Rhapsody in the grasslands.

Now, when you're done with this, head over to Tzen, the northern town of the southern continent.

```
=====
                          Tzen
=====
```

| Item Shop |           |
|-----------|-----------|
| Item Name | Cost      |
| Hi-Potion | 300 Gil   |
| Ether     | 1,500 Gil |

|                    |           |  |
|--------------------|-----------|--|
| Eye Drops .....    | 50 Gil    |  |
| Green Cherry ..... | 150 Gil   |  |
| Echo Screen .....  | 120 Gil   |  |
| Holy Water .....   | 300 Gil   |  |
| Phoenix Down ..... | 500 Gil   |  |
| Tent .....         | 1,200 Gil |  |

|                      |           |  |
|----------------------|-----------|--|
| _____                |           |  |
| Weapon Shop \        |           |  |
| _____                |           |  |
| Item Name .....      | Cost      |  |
| =====                |           |  |
| Air Knife .....      | 950 Gil   |  |
| Moonring Blade ..... | 2,500 Gil |  |
| Bastard Sword .....  | 1,200 Gil |  |
| Boomerang .....      | 4,500 Gil |  |

|                      |           |  |
|----------------------|-----------|--|
| _____                |           |  |
| Armor Shop \         |           |  |
| _____                |           |  |
| Item Name .....      | Cost      |  |
| =====                |           |  |
| Priest's Miter ..... | 3,000 Gil |  |
| Mythril Helm .....   | 2,000 Gil |  |
| Mythril Vest .....   | 1,200 Gil |  |
| Ninja Gear .....     | 1,100 Gil |  |
| White Dress .....    | 2,200 Gil |  |

|                      |           |  |
|----------------------|-----------|--|
| _____                |           |  |
| Relic Shop \         |           |  |
| _____                |           |  |
| Item Name .....      | Cost      |  |
| =====                |           |  |
| Earring .....        | 5,000 Gil |  |
| Hermes Sandals ..... | 7,000 Gil |  |
| Black Belt .....     | 5,000 Gil |  |
| Amulet .....         | 5,000 Gil |  |

Head over to the Relic shop and into the trees nearby. You'll find some guy in there who apparently snuck a piece of Magicite out from the Research Facility. He's offering you it for a mere 3,000 Gil.

I highly suggest taking it right now. (You can get it later, in the World of Ruin, for a mere(r) ten Gil. But it's useless by then.) Seraph is quite definitely the best Esper you can have right now. It can restore all allies' HP and teach Cure, Regen, Cura, Raise, and Esuna.

Our next stop is Jidoor. It is on the southern tip of the northern continent, south of Zozo.

=====

Jidoor

=====

|                 |         |  |
|-----------------|---------|--|
| _____           |         |  |
| Item Shop \     |         |  |
| _____           |         |  |
| Item Name ..... | Cost    |  |
| =====           |         |  |
| Hi-Potion ..... | 300 Gil |  |

|                    |           |
|--------------------|-----------|
| Ether .....        | 1,500 Gil |
| Antidote .....     | 50 Gil    |
| Gold Needle .....  | 200 Gil   |
| Holy Water .....   | 300 Gil   |
| Phoenix Down ..... | 500 Gil   |
| Echo Screen .....  | 120 Gil   |
| Tent .....         | 1,200 Gil |

Weapon Shop \

| Item Name .....        | Cost      |
|------------------------|-----------|
| Kiku-ichimonji .....   | 1,200 Gil |
| Kaiser Knuckles .....  | 1,000 Gil |
| Kodachi .....          | 1,200 Gil |
| Moonring Blade .....   | 2,500 Gil |
| Flame Scroll .....     | 500 Gil   |
| Water Scroll .....     | 500 Gil   |
| Lightning Scroll ..... | 500 Gil   |
| Shadow Scroll .....    | 400 Gil   |

Armor Shop \

| Item Name .....      | Cost      |
|----------------------|-----------|
| Mythril Shield ..... | 1,200 Gil |
| Twist Headband ..... | 1,600 Gil |
| Mythril Vest .....   | 1,200 Gil |
| Ninja Gear .....     | 1,100 Gil |
| White Dress .....    | 2,200 Gil |

Relic Shop \

| Item Name .....     | Cost      |
|---------------------|-----------|
| Peace Ring .....    | 3,000 Gil |
| Barrier Ring .....  | 500 Gil   |
| Mythril Glove ..... | 700 Gil   |
| Earring .....       | 5,000 Gil |
| Knight's Code ..... | 1,000 Gil |
| Sniper Eye .....    | 3,000 Gil |

Here once more, the auction house can be finally entered and you can go inside to bid on items. Each item will basically allow you to raise your bid two times; if you opt not to on any of them, you won't get it.

Depending on the time or whatever -- it more of a percentage thing I haven't gotten down yet -- you'll see different items.

- The Angel Wings simply make the wearer Float. Costs 10,000 Gil.
- The Angel Ring puts Regen on the wearer. Costs 20,000 Gil.
- The Golem Magicite gives you Golem. He can use Earthen Wall to protect you physically, and teaches Cura, Protect, and Stop. Costs 20,000 Gil.

-- The Zona Seeker Magicite hands over Zona Seeker. It uses Magic Shield to up your Magic Defense, and teaches Rasp, Osmose, and Shell. Costs 10,000 Gil.

-- There are other times when stuff, such as talking Chocobos, appear. You cannot buy them... v\_v

Buy what you want; the first two items can later be bought at shops, and the Espers are mostly defensive. I'd at least go for the Espers, definitely -- if you need money, run around the overworld for a while.

Now, return to the overworld and go to the town at the east end of the world, east of the Veldt ... Thamasa.

=====  
Thamasa  
=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Echo Screen .....     | [ ] |
| Eye Drops .....       | [ ] |
| Gold Needle .....     | [ ] |
| Green Cherry .....    | [ ] |

Once you arrive, note the lack of shops that will service you, and the fact that the Inn costs a whopping 1,500 Gil -- if you need to rest, be sure to use the damn Blackjack, you idiot.

So, anyways, we can do something here rather than whine and cry. Examine the middle barrel east of the item shop for some Eye Drops. Examine the southern barrel east of the Relic shop to find a Gold Needle.

Then go north of the Relic shop and northwest from the big mansion, then check the barrel for a Green Cherry. Go west and uphill, then examine the barrels near the house for an Echo Screen.

Next up, monster hunting. Exit town.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |     |       |  |
|-----------------------------|-------|-----|-----|-----|-----|-------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil | EXP.  |  |
| Briareus                    | 750   | 100 | 17  | 110 | 458 | 465   |  |
| Chimera                     | 2,237 | 100 | 25  | 100 | 760 | 1,144 |  |
| Devourer                    | 420   | 100 | 10  | 100 | 280 | 214   |  |

In the area surrounding Thamasa, you'll find the above monsters. Briareus is restricted to grasslands, whereas the Chimera is stuck in the forest.

From these aforementioned two, you are able to steal the Gaia Gear from the Briareus, whereas you can steal the Golden Armor from the Chimera. I seriously consider getting enough of both to really help out your chosen team.

Now, head over to the Veldt to your west, and into the forest to the west for

THIS bestiary...

| Regional Monster Bestiary \ |       |     |     |     |     |      |  |
|-----------------------------|-------|-----|-----|-----|-----|------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil | EXP. |  |
| Bomb                        | 160   | 50  | 10  | 90  | 80  | 35   |  |
| Grenade                     | 3,000 | 500 | 13  | 0   | 500 | 190  |  |

We'll mostly be here for the rare encounter of the Grenade. The Grenade will only appear about 6% of the time here, so you'll enjoy fighting around. You will possibly fight a Grenade in the future whether you want to or not; due to the "possibly", I suggest defeating it and getting the Rage here.

One more. Go to the island in the northeastern corner of the map for this one:

| Regional Monster Bestiary \ |        |        |     |     |     |      |  |
|-----------------------------|--------|--------|-----|-----|-----|------|--|
| Monster Name                | HP     | MP     | ATK | DEF | Gil | EXP. |  |
| Darkwind                    | 34     | 0      | 13  | 55  | 41  | 28   |  |
| Intangir                    | 32,000 | 16,000 | 25  | 150 | 0   | 0    |  |
| Leaf Bunny                  | 33     | 0      | 13  | 60  | 45  | 24   |  |

We're mostly here to fight the Intangir. You'll encounter it about half of the time, wherever you are.

Taking note of the above bestiary, defeating this thing is going to be hard. Somewhat. I suggest simply using Stop each turn with someone, then have Edgar use the Drill, Cyan use Fang, and Sabin use his Meteor Strike Blitz.

However, you want the Rage you can get with the Intangir. Silence it while it is Stopped, then let Gau Leap onto him and come back later. He'll learn Transfusion. If anything (i.e. don't use Gau), just get for completionism. This thing is hard enough to stop as it is at any point, given that it absorbs every element.

=====  
Overworld \*\*FF6A\_44\_SQEND\*\*  
=====

Did you finish the sidequests? I hope you did; the Gaia Gear is helpful in this next dungeon.

We first need to head to the Imperial Observation Post on the southern continent, east of the other towns, to continue with the plot.

Before going into town, make a team. I used Terra, Cyan, Locke, and Edgar. I guess you swap some around - for example, Sabin for Locke; I just chose Locke due to his higher level. In short, though, you'll need Terra in your party, and she needs some allies.

Enter the outpost.

=====  
Imperial Observation Post  
=====

Once you enter, go north and upstairs, then east and downstairs, then east for a longer and leave.

I must wonder why the Imperials suddenly left. I remember coming here just to beat the crap out of soldiers once and couldn't do anything. Now it's a ghost town...

=====  
Cave to the Sealed Gate  
=====

Treasures Checklist \

|                     |     |
|---------------------|-----|
| 293 Gil             | [ ] |
| Assassin's Dagger   | [ ] |
| Elixir              | [ ] |
| Genji Glove         | [ ] |
| Heiji's Jitte       | [ ] |
| Hi-Ether            | [ ] |
| Hi-Ether            | [ ] |
| Hi-Ether            | [ ] |
| Invisibility Scroll | [ ] |
| Magicite Shard      | [ ] |
| Magicite Shard      | [ ] |
| Magicite Shard      | [ ] |
| Kazekiri            | [ ] |
| Remedy              | [ ] |
| Tent                | [ ] |
| Ultima Weapon       | [ ] |
| Water Scroll        | [ ] |
| X-Potion            | [ ] |

Regional Monster Bestiary \

| Monster Name  | HP    | MP  | ATK | DEF | Gil | EXP.  |
|---------------|-------|-----|-----|-----|-----|-------|
| Antares       | 480   | 15  | 20  | 120 | 270 | 290   |
| Lich          | 590   | 90  | 1   | 50  | 350 | 374   |
| Outcast       | 1,100 | 50  | 18  | 110 | 442 | 740   |
| Provoker      | 781   | 60  | 17  | 110 | 300 | 415   |
| Zombie Dragon | 1,991 | 160 | 29  | 150 | 309 | 1,072 |

=====  
IS THAT THE ULTIMA WEAPON?!?  
=====

Yes, that's no \*\*\*\*. That is the Ultima Weapon in that list and we're only less than halfway through the game. There is a catch to using it, however.

Much like in Final Fantasy I, if I remember correctly, it is based on an HP ratio, though not like a percentage of the max HP; its moreso based on how much damage you have taken -- much like some of the Celestial Weapons of FFX, the more HP you have, the more damage you deal. It also gains power as you level up, and is known for some bug where using it with Mug let's be a normal sword with 255 Attack for that Mugging.

In essence, unless you've been super-leveling, it's kinda useless right now ... but keep it on hand.



o=====o

Once you enter the area, go around and head south. As you do, investigate the chest at the end of the eastern side-path to find an Assassin's Dagger. Exit via the southern door.

On B1F, go south and along the wester side-path to find a Kazekiri in the chest; take the eastern path southward to the next area.

On B2F, you'll notice that the bridges change every few seconds. The key to crossing is to note a tile that doesn't go away and get on it, then cross when the change is complete. To start one side changing, step on a bridge tile. There are two bridge sets; the western and eastern sets.

From the path on the left, go east and onto the southern bridge. After the change, go south and east onto rock. Wait for the change, then go south and along the first westbound path. Continue west to find a chest with the Heiji's Jitte Relic within; only useful for Setzer.

From here, backtrack onto the solid rock. Use the northern path to go eastward to find a rock platform with a chest; open it for an X-Potion. From here, go south onto the bridge and onto the bottom section. After the change, go south and west. After the next change, go to the east side and onto the south part, then wait for another change to go through the southeastern door.

On B3F, go east at the fork to find a chest; open it for a Hi-Ether. Return to the fork and continue along the other path for a while. You'll reach a cave; you'll simply need to head north and east a bit. Go south, upstairs, and cross the bridge.

Fiddle with the switch on the way to fall down and hear a distant sound. Go back west and north to find the bridge to the chest completed; open it up for a Genji Glove! Backtrack to the switch bridge, then go east and upstairs, along the main path.

You'll reach a platform with two switches, and a bridge with a switch nearby. Go to the two platform switches; trigger both to open up a new room and fight a Ninja. Afterwards, head to the newly-opened room to find a Save Point and a chest with a Tent. I'd advise at least saving here.

Back outside, go east and across the bridge. Trigger the switch on the bridge to open a ... a big stairway. Sound familiar? Follow it to the bottom. There, get on the tile south of the stairs (when going down them, the first tile no longer on stairs). Go west one step and examine that tile to find an Invisibility Scroll.

Go four steps east and two south; examine the tile for a Water Scroll. Go four steps west and four south and examine the tile for a Gold Needle. Go south and around to the chest to get a Hi-Ether. Stand on the tile north of this chest and go three steps north; press A to find 293 Gil.

Go into the cave to the east and go as far as you north, then east, then north, then west, then north, then east, then north, and east to exit. Go south to find an Elixir in a chest. Go east and note the switches here; step on them if you want, or don't. They're a waste of pixels anyways.

Go southwest to find a switch here you should step on; it opens a room. Go on in to find four chests. Open them for two Magicite Shards, a Hi-Ether ... and the Ultima Weapon. Please see the note after the monster bestiary.

Anywho, exit and go to the far east, then north across the two bridges. Hit the switch, then go east and north. Ignore the switch and go north to find a chest; open it for a third Magicite Shard. Go southeast and through the door.

In this area, circle around and exit to the northeast.

Out here, you'll find the Sealed Gate. Everything seems quiet ... too quiet, as you'd expect. As Terra proceeds towards the Gate, Kefka, apparently having followed you here with obvious motives, engages your other three characters in a battle. Smack him once to end said battle.

After the one smack, Terra manages to contact the Espers on the other side of the Gate. The Gate opens and some Espers come out. Okay, more than a few, and it's more like "racing out the Gate". This isn't too good, especially given that the Gate gets barricaded.

After the scene ends, go along to the new exit for a shortcut and return to the Imperial outpost.

=====  
Imperial Observation Post  
=====

As you pass through the base to the western exit, you'll meet an ally at the other end. You'll learn that the Espers have flown towards Vector. Seemingly good, but they left in a rage; this can't necessarily be all that good...

So anyways, you'll end up back in the overworld to fly to Vector.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |       |      |  |
|-----------------------------|-------|-----|-----|-----|-------|------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil   | EXP. |  |
| Bug                         | 310   | 20  | 13  | 120 | 210   | 165  |  |
| Don                         | 620   | 10  | 14  | 135 | 345   | 255  |  |
| Fossil Dragon               | 1,399 | 219 | 25  | 100 | 1,870 | 380  |  |
| Grasswyrn                   | 480   | 20  | 13  | 115 | 234   | 278  |  |
| Joker                       | 467   | 90  | 13  | 125 | 320   | 194  |  |
| Litwor Chicken              | 545   | 155 | 11  | 150 | 279   | 190  |  |
| Wyvern                      | 892   | 95  | 15  | 140 | 434   | 484  |  |

Back on the Blackjack, the fact that the Espers were furious is finally fully acknowledged in several ways. For one, it seems they've damaged the Blackjack (or Setzer can't build \*\*\*\*), for the Blackjack starts going out of control and soon crashes. It's also acknowledged, really, their anger.

Of course, given the whole idea of having abused them and stuff, it's not too unexpected over the anger. In reality, they aren't angry yet. I'm spoiling this a bit early, but, when you later arrive in Vector, the damage is due to the fact that the Espers find their friends dead. THAT, my friend, is an angry Esper.

I don't think we wanna make Terra angry, then -- even being half-Esper.

Anyhow, you end up crashing the Blackjack near Maranda. Let's take a visit, in

case you didn't do so earlier.

=====  
Maranda  
=====

Weapon Shop \

| Item Name     | Cost      |
|---------------|-----------|
| Mythril Spear | 800 Gil   |
| Trident       | 1,700 Gil |
| Venom Claws   | 2,500 Gil |
| Bastard Sword | 1,200 Gil |
| Boomerang     | 4,500 Gil |

Armor Shop \

| Item Name      | Cost      |
|----------------|-----------|
| Priest's Miter | 3,000 Gil |
| Green Beret    | 3,000 Gil |
| Mythril Helm   | 2,000 Gil |
| Mythril Vest   | 1,200 Gil |
| Mythril Mail   | 3,500 Gil |

I'm honestly not going to mention a bunch here. Stock up on new weapons (if that is even possible) and leave.

=====  
Overworld  
=====

Regional Monster Bestiary \

| Monster Name   | HP    | MP  | ATK | DEF | Gil   | EXP. |
|----------------|-------|-----|-----|-----|-------|------|
| Bug            | 310   | 20  | 13  | 120 | 210   | 165  |
| Don            | 620   | 10  | 14  | 135 | 345   | 255  |
| Fossil Dragon  | 1,399 | 219 | 25  | 100 | 1,870 | 380  |
| Grasswyrn      | 480   | 20  | 13  | 115 | 234   | 278  |
| Joker          | 467   | 90  | 13  | 125 | 320   | 194  |
| Litwor Chicken | 545   | 155 | 11  | 150 | 279   | 190  |
| Wyvern         | 892   | 95  | 15  | 140 | 434   | 484  |

Once you return to the overworld, go northeast and through the mountain passage to find the ruined-castle-esque town of Vector.

Head on inside.

=====  
Vector  
=====

Treasures Checklist \

|               |     |
|---------------|-----|
| Alarm Earring | [ ] |
|---------------|-----|

|                     |     |
|---------------------|-----|
| Ether .....         | [ ] |
| Gale Hairpin .....  | [ ] |
| Holy Water .....    | [ ] |
| Tintinnabulum ..... | [ ] |
| Ward Bangle .....   | [ ] |
| X-Potion .....      | [ ] |

|                      |           |
|----------------------|-----------|
| Weapon Shop \        |           |
| -----\               |           |
| Item Name .....      | Cost      |
| =====                |           |
| Kiku-ichimonji ..... | 1,200 Gil |
| Venom Claws .....    | 2,500 Gil |
| Bastard Sword .....  | 3,000 Gil |
| Sakura .....         | 3,200 Gil |

|                      |           |
|----------------------|-----------|
| Armor Shop \         |           |
| -----\               |           |
| Item Name .....      | Cost      |
| =====                |           |
| Twist Headband ..... | 1,600 Gil |
| Priest's Miter ..... | 3,000 Gil |
| Mythril Vest .....   | 1,200 Gil |
| Ninja Gear .....     | 1,100 Gil |
| White Dress .....    | 2,200 Gil |

|                                           |       |    |     |     |     |      |  |
|-------------------------------------------|-------|----|-----|-----|-----|------|--|
| Regional Monster Bestiary \               |       |    |     |     |     |      |  |
| -----\                                    |       |    |     |     |     |      |  |
| Monster Name                              | HP    | MP | ATK | DEF | Gil | EXP. |  |
| -----+-----+-----+-----+-----+-----+----- |       |    |     |     |     |      |  |
| Imperial Elite                            | 700   | 20 | 13  | 100 | 0   | 200  |  |
| Mega Armor                                | 1,000 | 50 | 19  | 120 | 0   | 350  |  |
| Sergeant                                  | 580   | 35 | 13  | 210 | 273 | 252  |  |

O=====O  
 | Credits for the point values in this section go to Djibriel. |  
 O=====O

-----  
 Introduction Bits  
 -----

Once you enter town, you'll find Returners, Narshe Guards, and destruction, with the final element being caused (mostly?) by the Espers. Speak with them if you wish, and visit the crappy shops as well. When you're ready, go to the north side of town and upstairs towards the Imperial Palace. Apparently, Emperor Gestahl wants to see you; follow the guard to the Emperor.

When you speak with Gestahl, we'll opt to settle our differences over a little bit of dinner. Cool, I guess -- free food. You'll have four minutes until dinner is ready -- I assume they already started cooking, and therefore knew you'd never turn down free food.

Ahhh, America.

-----

## Warming Imperial Soldiers' Hearts

-----

In the meantime, you'll have to speak with the various Imperial soldiers and bring them over to your side; there are twenty-four, and the more you bring along, the better your rewards. These rewards are determined by points; in turning Imperials to your side, you'll gain one point for each one spoken to; you'll gain five for winning a battle.

I seriously recommend using the Sprint Shoes Relic and the Auto-Dash option in the Config menu.

Upon starting, go south to the next room. Go south and speak with the two soldiers, then south to find two more. Go out of the door and you'll be outside. Go down the eastern staircase and speak with this guard, then go west to fight a Mega Armor guard. Speak with the southwestern guard and go back inside.

Once back in, go west and through the door. Head up and go through the door on the second floor. Speak with five of the guards here, and defeat the other one. Go through the northern door and speak with the guard in the ... lavatory to fight.

Backtrack and go upstairs to the third floor. Go through the door and speak with the guard on the way out. Outside, battle the Mega Armor and the soldier to the west. Go east and take the stairs northward to find two Magitek Armor guards. Go into the room to fight another guard. Go outside and downstairs; speak with the guard east of there.

Go through the door nearby and downstairs. Go through the door and head down and through the door. Speak with BOTH guards here, then go into the south room to find another guard.

This should complete all 24 guards and these 44 points. I managed with a few minutes to spare, given that my characters were a bit over-leveled at around Lv. 22 ~ 25 each.

Once the timer runs out, dinner time!

## ----- The Banquet -----

Here, you'll start some peace talks with the Empire. Obviously, Gestahl is not just going to yap-yap-yap the whole time; you're going to fill in some blanks, too. Depending on your choices, your point values will go up. Combined with the 44 from before, you can have up to 93 altogether by the end of this, providing the best rewards.

So, onto the conversation.

~~~~~

Gestahl - "At last, we can all be together, sharing a meal at the same table!  
Let us make a toast! To what shall we raise our glasses?"

- > To the Empire. (+2 points)
- > To the Returners. (+1 point)
- > To our homelands. (+5 points)

~~~~~  
Gestahl - "As you may know, I've imprisoned Kefka for his crime of using poison against Doma. What do you think should be done with him?"

- > Leave him in jail. (+5 points)
- > Pardon him. (+1 point)
- > Execute him. (+3 points)

~~~~~  
Gestahl - "I am truly sorry about what occurred in Doma. No one ever dreamed Kefka would use poison."

- > What's done is done. (+1 point)
- > That was inexcusable. (+5 points)
- > Apologize again! (+3 points)

~~~~~  
Gestahl - "By the way... With regard to General Celes..."

- > Was she an Imperial spy? (+1 point)
- > Celes is one of us! (+5 points)
- > We trust her whether she spied or not. (+3 points)

~~~~~  
Gestahl - "Was there anything else you wanted to ask?"

- > Why'd you start the war? (+2 points)
- > Why do you want peace now? (+2 points)
- > Why'd we have to talk to your men? (+2 points)

~~~~~  
Gestahl - "With your permission, I'd like to talk about the Espers..."

- > I still have a few things to ask.
- > Okay.

(Opt to ask a few more questions. Remember, you can ask each question one time for the bonus two points. Repeat, though, and you'll lose TEN. Select "Okay, let's talk about the Espers..." when you're done.)

~~~~~  
Gestahl - "The Empire has been decimated by the Espers that emerged from the Sealed Gate. They're just too powerful... If we don't do something, they'll tear the entire world apart!"

- > They have gone a bit too far... (+5 points)
- > You're the one who brought them here in the first place! (+2 points)

~~~~~  
Gestahl - "When the Espers came through on their rampage, all of my ambitions faded in an instant. Now I find myself asking why I ever wanted that much power in the first place. Of course, there is no excuse for the



|        |                                                                                                           |
|--------|-----------------------------------------------------------------------------------------------------------|
| (none) | South Figaro is no longer occupied by the Empire.                                                         |
| 50     | Doma Castle is no longer occupied by the Empire, which opens up some items for you.                       |
| 67     | The Armory in the Imperial Observation Post is unlocked, opening up a wealth of items, namely 41,000 Gil! |
| 77     | You receive a Tintinnabulum.                                                                              |
| 90     | You receive a Ward Bangle.                                                                                |

Now, time to loot this place while the Emperor isn't looking. >:)

From where you meet up with Edgar, go south and west. Go through the door and through the next one at the bottom of the staircase. Open the chests for an X-Potion and an Alarm Earring. Go outside, then upstairs to the second floor. Go into the room and open the chest for an Ether.

Exit and go downstairs, leaving via the southern door. Go to the far east and through the door here. Go up to the second floor door and on through. Next to the bedstand is a Gale Hairpin. Go south via the red carpet to the restroom to find a Holy Water in a chest. Used for bathing?

That's it for looting. You can go find the prison cell yourself where Kefka is being held for a humorous scene.

Otherwise, return to the overworld.

### Overworld

| Regional Monster Bestiary |       |     |     |     |       |      |  |
|---------------------------|-------|-----|-----|-----|-------|------|--|
| Monster Name              | HP    | MP  | ATK | DEF | Gil   | EXP. |  |
| Bug                       | 310   | 20  | 13  | 120 | 210   | 165  |  |
| Don                       | 620   | 10  | 14  | 135 | 345   | 255  |  |
| Fossil Dragon             | 1,399 | 219 | 25  | 100 | 1,870 | 380  |  |
| Grasswyrn                 | 480   | 20  | 13  | 115 | 234   | 278  |  |
| Joker                     | 467   | 90  | 13  | 125 | 320   | 194  |  |
| Litwor Chicken            | 545   | 155 | 11  | 150 | 279   | 190  |  |
| Wyvern                    | 892   | 95  | 15  | 140 | 434   | 484  |  |

As per our new task, we are meant to go to Albrook and catch a ship there to the Crescent Island. So head southeast of there.

However, if you unlocked the Imperial Observation Post's armory, go east from Albrook to the post. We need to grab some stuff.

Some useful stuff.

### Imperial Observation Post



| Treasures Checklist \ |     |
|-----------------------|-----|
| 8,000 Gil             | [ ] |
| 13,000 Gil            | [ ] |
| 20,000 Gil            | [ ] |
| Alarm Earring         | [ ] |
| Angel Ring            | [ ] |
| Angel Wings           | [ ] |
| Elixir                | [ ] |
| Elixir                | [ ] |
| Flametongue           | [ ] |
| Hermes Sandals        | [ ] |
| Hi-Ether              | [ ] |
| Reflect Ring          | [ ] |
| X-Potion              | [ ] |

Once you enter town, enter the building that was once locked and plunder like hell to achieve the above list.

Note that the Flametongue is found by examining the stove, and that a hidden Elixir is hidden by the southern wall.

After you're finished, go back to the overworld and west to Albrook.

=====  
 Albrook  
 =====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Teleport Stone        | [ ] |

| Item Shop \    |           |
|----------------|-----------|
| Item Name      | Cost      |
| Hi-Potion      | 300 Gil   |
| Ether          | 1,500 Gil |
| Eye Drops      | 50 Gil    |
| Remedy         | 1,000 Gil |
| Holy Water     | 300 Gil   |
| Phoenix Down   | 500 Gil   |
| Tent           | 1,200 Gil |
| Teleport Stone | 700 Gil   |

| Weapon Shop \    |           |
|------------------|-----------|
| Item Name        | Cost      |
| Kiku-ichimonji   | 1,200 Gil |
| Venom Claws      | 2,500 Gil |
| Bastard Sword    | 1,200 Gil |
| Sakura           | 3,200 Gil |
| Shuriken         | 30 Gil    |
| Flame Scroll     | 500 Gil   |
| Water Scroll     | 500 Gil   |
| Lightning Scroll | 500 Gil   |

| Armor Shop \         |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Twist Headband ..... | 1,600 Gil |
| Priest's Miter ..... | 3,000 Gil |
| Mythril Vest .....   | 1,200 Gil |
| Ninja Gear .....     | 1,100 Gil |
| White Dress .....    | 2,200 Gil |

| Relic Shop \            |           |
|-------------------------|-----------|
| Item Name .....         | Cost      |
| Silver Spectacles ..... | 500 Gil   |
| Peace Ring .....        | 3,000 Gil |
| Earring .....           | 5,000 Gil |
| Sniper Eye .....        | 3,000 Gil |
| Reflect Ring .....      | 6,000 Gil |
| Amulet .....            | 5,000 Gil |

Once you arrive in Albrook, stock up some items and head south to the harbor. When you enter, head along to find General Leo on the ship. Speak with him and you'll be "introduced" to some "strangers" -- Celes and Shadow. Celes and Locke kinda freak each other out, with the former fleeing.

Anyways, it seems arrangements have been made for you at the Inn, so it's free for a single night. Go back to the Inn. On the way, before exiting the harbor, be sure to examine the crates near the harbor entrance for a Teleport Stone.

Head to the Inn and speak with the manager to sleep in for the night. There will be a scene in the night.

In the morning, head to the ship in the harbor and set sail.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |     |       |  |
|-----------------------------|-------|-----|-----|-----|-----|-------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil | EXP.  |  |
| Briareus                    | 750   | 100 | 17  | 110 | 458 | 465   |  |
| Chimera                     | 2,237 | 100 | 25  | 100 | 760 | 1,144 |  |
| Devourer                    | 420   | 100 | 10  | 100 | 280 | 214   |  |

(That bestiary is for where we land.)

Just enjoy the scenes on the way to Crescent Island. I especially enjoyed Locke's. XD

The next morning after ... that ... speak with Leo to be briefed on your mission. Celes will go with Leo for this mission; Terra, Locke, and Shadow will go as a separate group.

When you make landfall, go north to find Thamasa.

Thamasa

Item Shop

| Item Name      | Cost      |
|----------------|-----------|
| Potion         | 50 Gil    |
| Hi-Potion      | 300 Gil   |
| Ether          | 1,500 Gil |
| Remedy         | 1,000 Gil |
| Teleport Stone | 700 Gil   |
| Holy Water     | 300 Gil   |
| Phoenix Down   | 500 Gil   |
| Tent           | 1,200 Gil |

Weapon Shop

| Item Name    | Cost       |
|--------------|------------|
| Mythril Rod  | 500 Gil    |
| Flame Rod    | 3,000 Gil  |
| Ice Rod      | 3,000 Gil  |
| Thunder Rod  | 3,000 Gil  |
| Morning Star | 5,000 Gil  |
| Hawkeye      | 6,000 Gil  |
| Heavy Lance  | 10,000 Gil |
| Darts        | 10,000 Gil |

Armor Shop

| Item Name     | Cost       |
|---------------|------------|
| Golden Shield | 2,500 Gil  |
| Tiger Mask    | 2,500 Gil  |
| Tiara         | 3,000 Gil  |
| Golden Helm   | 4,000 Gil  |
| Mystery Veil  | 5,500 Gil  |
| Power Sash    | 5,000 Gil  |
| Gaia Gear     | 6,000 Gil  |
| Golden Armor  | 10,000 Gil |

Relic Shop

| Item Name      | Cost      |
|----------------|-----------|
| Earring        | 5,000 Gil |
| Sniper Eye     | 3,000 Gil |
| Hermes Sandals | 7,000 Gil |
| Reflect Ring   | 6,000 Gil |
| Black Belt     | 5,000 Gil |
| Dragoon Boots  | 9,000 Gil |
| Sprint Shoes   | 1,500 Gil |

I hope you saved your Imperial Observation Post Gil, for I think you may want to buy a bit of armor here, at least. The Hawkeye for Locke is still a great idea if you didn't get it in Narshe; the Morning Star for Terra if you somehow don't have a decent sword somehow.

Anyways, that's really it for now.

Head to the house on the northeastern side of town; the small house, not the big one. Inside, speak with the elderly man to learn that his name is Strago; you'll also meet his grand-daughter, Relm. Watch the scene.

Apparently, Strago, the town "expert", has no idea was the heck an Esper is. Relm suddenly comes in and asks if they, too, can use magic. Hm... Relm manages to befriend Shadow's dog, which is odd as well. You'll leave the house not entirely satisfied, but ever more wary.

For some more oddities, go around behind Strago's house to find what seems to be a casting of Cure; behind the mansion nearby, a kid seems to be using Fire. What the \*\*\*\*!? I thought only Terra (due to being half-Esper) and Celes (due to being Esper-infused) could use magic!

Anyways, head over to the Inn. UNEQUIP SHADOW OF EVERYTHING HE HAS, then go to rest at the Inn for a more generous price than the usual 1,500 Gil. Later that night, you're awakened by Strago, for the mansion has caught on fire and Relm is inside!

You'll end up inside the mansion.

=====

Burning Mansion (Thamasa)

=====

Treasures Checklist \

Flame Rod ..... [] |  
Ice Rod ..... [] |

Regional Monster Bestiary \

| Monster Name | HP  | MP | ATK | DEF | Gil | EXP. |
|--------------|-----|----|-----|-----|-----|------|
| Balloon      | 555 | 80 | 11  | 20  | 300 | 369  |

Begin by putting some new gear on Strago, as well as an Esper to let him learn some basic spells. Speaking strictly of Strago, let him abuse Aqua Breath in this dungeon whenever you end up fighting the six-Balloon formation. You'll fight enemies by walking into the mobile flames.

So, onto the dungeon.

From the entrance, go north to the next room. Go north again to the next room. In this room, you'll find two doors. Go through the left one for a battle; through the right one to continue.

In the next room, go through the right door for a Flame Rod, or through the left one to continue forward.

This room repeats the same idea, but it is an Ice Rod rather than a Flame Rod.

In this next room, the hall, go forward and heal up, for you have a boss soon to come.

| BOSS: Flame Eater, Balloons, Grenades                                    |         |                |                        |
|--------------------------------------------------------------------------|---------|----------------|------------------------|
| Flame Eater's Bestiary                                                   |         |                |                        |
| -----<                                                                   |         |                |                        |
| Level                                                                    | - 24    | Weaknesses:    | Treasures Awarded:     |
| Maximum HP                                                               | - 8,400 | - Ice/Blizzard | - Flametongue (Steal)  |
| Maximum MP                                                               | - 480   |                |                        |
| Attack                                                                   | - 13    | Immunities:    |                        |
| Magic                                                                    | - 7     | - Thunder      |                        |
| Defense                                                                  | - 105   | - Holy         |                        |
| Magic Defense                                                            | - 150   | - Poison       |                        |
| Evasion                                                                  | - 20    | - Earth        |                        |
| Magic Evasion                                                            | - 0     |                |                        |
|                                                                          |         | Absorptions:   |                        |
|                                                                          |         | - Fire         | Gil Earned : 0         |
|                                                                          |         |                | EXP. Earned: 0         |
| ----->                                                                   |         |                |                        |
| Balloons' Bestiary                                                       |         |                |                        |
| -----<                                                                   |         |                |                        |
| Level                                                                    | - 22    | Weaknesses:    | Treasures Awarded:     |
| Maximum HP                                                               | - 555   | - Ice/Blizzard | - Phoenix Down (Steal) |
| Maximum MP                                                               | - 80    | - Water        |                        |
| Attack                                                                   | - 11    | Immunities:    |                        |
| Magic                                                                    | - 10    | - None         |                        |
| Defense                                                                  | - 20    |                |                        |
| Magic Defense                                                            | - 130   | Absorptions:   |                        |
| Evasion                                                                  | - 0     | - Fire         | Gil Earned : 300       |
| Magic Evasion                                                            | - 0     |                | EXP. Earned: 369       |
| ----->                                                                   |         |                |                        |
| Grenades' Bestiary                                                       |         |                |                        |
| -----<                                                                   |         |                |                        |
| Level                                                                    | - 17    | Weaknesses:    | Treasures Awarded:     |
| Maximum HP                                                               | - 3,000 | - Ice/Blizzard | - Flame Scroll (Steal) |
| Maximum MP                                                               | - 500   | - Water        |                        |
| Attack                                                                   | - 13    | Immunities:    |                        |
| Magic                                                                    | - 10    | - None         |                        |
| Defense                                                                  | - 0     |                |                        |
| Magic Defense                                                            | - 150   | Absorptions:   |                        |
| Evasion                                                                  | - 0     | - Fire         | Gil Earned : 500       |
| Magic Evasion                                                            | - 0     |                | EXP. Earned: 190       |
| =====                                                                    |         |                |                        |
| The Flame Eater is able to use a basic attack, Hit (basic attack power   |         |                |                        |
| +50%), Fire, Fira, Firaga, Fireball, Reflect, Protect, and Bomblet. This |         |                |                        |
| last one is unfamiliar to you; it signals the future coming of Balloons  |         |                |                        |
| and/or Grenades. These monsters are unaltered from their usual selves.   |         |                |                        |
|                                                                          |         |                |                        |
| Simple strategy here. Have Strago spam Aqua Breath. While this happens,  |         |                |                        |
| summon Kirin with someone. If possible, also summon Shiva and another    |         |                |                        |
| Esper (not Ifrit). Let Terra enter a Trance to be powered-up, and let    |         |                |                        |
| Locke pretty much just Attack.                                           |         |                |                        |
|                                                                          |         |                |                        |

After the battle, head to the back of the house to find Relm.

You get crushed by flaming rubble alongside her.

Almost.

Shadow comes in to save you. Greeeat... More for me to type down. :P

=====  
Thamasa  
=====

Treasures Checklist \

Memento Ring ..... []

Item Shop \

Item Name ..... Cost

=====  
Potion ..... 50 Gil  
Hi-Potion ..... 300 Gil  
Ether ..... 1,500 Gil  
Remedy ..... 1,000 Gil  
Teleport Stone ..... 700 Gil  
Holy Water ..... 300 Gil  
Phoenix Down ..... 500 Gil  
Tent ..... 1,200 Gil

Weapon Shop \

Item Name ..... Cost

=====  
Mythril Rod ..... 500 Gil  
Flame Rod ..... 3,000 Gil  
Ice Rod ..... 3,000 Gil  
Thunder Rod ..... 3,000 Gil  
Morning Star ..... 5,000 Gil  
Hawkeye ..... 6,000 Gil  
Heavy Lance ..... 10,000 Gil  
Darts ..... 10,000 Gil

Armor Shop \

Item Name ..... Cost

=====  
Golden Shield ..... 2,500 Gil  
Tiger Mask ..... 2,500 Gil  
Tiara ..... 3,000 Gil  
Golden Helm ..... 4,000 Gil  
Mystery Veil ..... 5,500 Gil  
Power Sash ..... 5,000 Gil  
Gaia Gear ..... 6,000 Gil  
Golden Armor ..... 10,000 Gil

Relic Shop \

Item Name ..... Cost

|                |           |
|----------------|-----------|
| Earring        | 5,000 Gil |
| Sniper Eye     | 3,000 Gil |
| Hermes Sandals | 7,000 Gil |
| Reflect Ring   | 6,000 Gil |
| Black Belt     | 5,000 Gil |
| Dragoon Boots  | 9,000 Gil |
| Sprint Shoes   | 1,500 Gil |

Time to learn some Thamasa history.

Remember the War of the Magi mentioned way-back-when? Well, Thamasa is a town composed of the Magis' descendents. At the end of the war, the Espers had to leave and the humans chased off the Magi (who were basically Esper-ish). After the millennium since the war, the residents still have a little bit of magic left.

Strago then mentions that looking at the western mountains might be a good idea; then Shadow leaves to search for the Espers as he wishes. Hmm... Whatever.

Once you regain control, head into Strago's house, on the second floor. Hidden in the western wall's bulge, near the small table with the chairs, you can find a Relic, the Memento Ring.

Afterwards, rest up at the Inn and restock your supplies; consider upgrading Strago's equipment, too. Head to the overworld when you're ready; circle around the mountains to the south and go north to find the cavern we want.

=====

Esper Caves

=====

| Treasures Checklist \ |                          |
|-----------------------|--------------------------|
| Chocobo Suit          | <input type="checkbox"/> |
| Healing Rod           | <input type="checkbox"/> |
| Tabby Suit            | <input type="checkbox"/> |
| X-Potion              | <input type="checkbox"/> |

| Regional Monster Bestiary \ |       |     |     |     |     |       |  |
|-----------------------------|-------|-----|-----|-----|-----|-------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil | EXP.  |  |
| Adamankary                  | 1,305 | 50  | 22  | 225 | 189 | 1,450 |  |
| Bonnacon                    | 505   | 20  | 12  | 50  | 270 | 232   |  |
| Land Grillon                | 977   | 80  | 15  | 115 | 410 | 292   |  |
| Mandrake                    | 1,150 | 104 | 16  | 115 | 450 | 378   |  |
| Venobennu                   | 860   | 82  | 16  | 125 | 525 | 485   |  |

From the entrance, go northwest. Notice the chest off of the main path and open it to find a Healing Rod. Continue north and, at the fork, go east and through the doorway.

Back outside, go along the path until you return inside. There, you'll find another linear path. Continue towards the three golden statues to watch Strago freak out; is his old age finally getting to him?

No... Do you remember when Kefka once spoke of the Warring Triad? The statues are representations of them. Examine the statues if you want to read some neat text concerning them. Heal up and, as you leave, you'll fight a familiar octopus.

This guy needs a new gig...

| BOSS: Ultros  |          |              |                      |
|---------------|----------|--------------|----------------------|
| Level         | - 25     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP    | - 22,000 | - Fire       | - White Cape (Steal) |
| Maximum MP    | - 750    | - Thunder    |                      |
| Attack        | - 22     | Immunities:  |                      |
| Magic         | - 7      | - None       |                      |
| Defense       | - 95     |              |                      |
| Magic Defense | - 155    | Absorptions: |                      |
| Evasion       | - 0      | - Water      | Gil Earned : 3       |
| Magic Evasion | - 0      |              | EXP. Earned: 0       |

=====

Ultros can use some expected attacks: a basic one, Tentacle, Ink, Protect, and Haste. To add to this, you get Firaga, Blizzaga, Thundaga, Aqua Breath, Stone (7.5x more damage on Lv. 25 characters, here), Magnitude 8, and Hailstone. Hailstone is used every minute or so and takes away ~75% of the target's current HP.

After hitting him five times with magic, Ultros will screw around and turn red -- using a Fire spell now will make him counter with Firaga, an Ice/Blizzard spell with Blizzaga, and a Lightning/Thunder spell with Thundaga.

I will note that Magnitude 8 and Aqua Breath are only used every sixteen turns. See, at the end of every other turn, he'll come closer to you. After eight movements, he'll use one of the above attacks. You can back him up by hitting him thrice with magic.

So, onto the strategy. Start off with Kirin, Ramuh, and Ifrit Espers being used. Have Locke focus afterwards on Attacks, if he brought the Hawkeye. If Strago is Lv. 25, have him use Stone; if not, do some healing with him. Terra should pretty much Attack as well. If someone has Fira, Firaga, Thundara, or Thundaga, have them use that until Ultros turns red, then revert to the above strategy.

After taking away about 10,000 HP, Relm will come in and a cutscene will be watched; basically, Relm joined the party. Use Sketch with her to end this fight.

After the fight, have Relm re-equipped with better stuff, then go east, along the path, and through the door. Use the Save Point here and go downstairs.

Here, you'll find three floor panels. Use the eastern one and go east, out through the door, and open the chest for an X-Potion. Backtrack and hop off of the broken bridge, then go to the southeast corner. Go along the path back to the three panels.

Use the northern one this time. Upon landing, go north and out of the cave to find the Chocobo Suit. Go back in and use the southern panel, then exit the cave to find the Tabby Suit.



Re-enter the cavern go jump down the bridge section southeast of you. Go along the path to the panels. Use the southern one, then go east, along the bridge, and outside. There, go along the path west into the cave. Follow the path to watch a scene.

Apparently, you've just found where the Espers are gathering; in this mountain. And they are not very happy. They'll stop Strago and Relm from leaving, then slowly surround Terra. As you prepare for battle, an Esper who found Terra's mother so long ago recognizes Terra and her power, thereby saving you.

This Esper is Yura. Now their talks have turned around. Apparently, the Espers were gathered near the Sealed Gate, plotting how to find their captured friends. Terra then called out on her trip there not too long ago, opened the gate, and everyone ... well, you remember what happened.

Back to Thamasa...

=====  
Thamasa  
=====

| Item Shop \          |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Potion .....         | 50 Gil    |
| Hi-Potion .....      | 300 Gil   |
| Ether .....          | 1,500 Gil |
| Remedy .....         | 1,000 Gil |
| Teleport Stone ..... | 700 Gil   |
| Holy Water .....     | 300 Gil   |
| Phoenix Down .....   | 500 Gil   |
| Tent .....           | 1,200 Gil |

| Weapon Shop \      |            |
|--------------------|------------|
| Item Name .....    | Cost       |
| Mythril Rod .....  | 500 Gil    |
| Flame Rod .....    | 3,000 Gil  |
| Ice Rod .....      | 3,000 Gil  |
| Thunder Rod .....  | 3,000 Gil  |
| Morning Star ..... | 5,000 Gil  |
| Hawkeye .....      | 6,000 Gil  |
| Heavy Lance .....  | 10,000 Gil |
| Darts .....        | 10,000 Gil |

| Armor Shop \        |           |
|---------------------|-----------|
| Item Name .....     | Cost      |
| Golden Shield ..... | 2,500 Gil |
| Tiger Mask .....    | 2,500 Gil |
| Tiara .....         | 3,000 Gil |
| Golden Helm .....   | 4,000 Gil |
| Mystery Veil .....  | 5,500 Gil |
| Power Sash .....    | 5,000 Gil |
| Gaia Gear .....     | 6,000 Gil |

|                      |            |
|----------------------|------------|
| Golden Armor .....   | 10,000 Gil |
| Relic Shop \         |            |
| Item Name .....      | Cost       |
| =====                |            |
| Earring .....        | 5,000 Gil  |
| Sniper Eye .....     | 3,000 Gil  |
| Hermes Sandals ..... | 7,000 Gil  |
| Reflect Ring .....   | 6,000 Gil  |
| Black Belt .....     | 5,000 Gil  |
| Dragoon Boots .....  | 9,000 Gil  |
| Sprint Shoes .....   | 1,500 Gil  |

So, it seems like things are finally wrapping up. The war's over, the Espers are calmed down, everybody is kinda-sorta happy. Leo and Yura apologize to each other, and Locke speaks with Celes.

Wait. What are those other sub-sections for? Oh, \*\*\*\*, we're not done.

Kefka, apparently escaped from jail, suddenly arrives. He sends some Magitek Armors to you that knock you all out, kill some more Espers, and ruin our semi-perfect ending. As Leo and Kefka converse, it is obvious that you were set up by the Empire ... those "peace talks" were all for naught.

Remember when Shadow left? When he heard about the Espers and the mountains they were in, he reported to the Emperor, as per the contract. Since Kefka and Gestahl were still tight-knit, Kefka was released and sent along with a bunch of Magitek Armors to Thamasa.

You wake up as Leo. You can't leave town, and every house has been emptied. So, what else to do? Speak with Kefka for a battle!

It's one you can't really lose, and one that's not really hard. Put Leo in the front row if he isn't there already and spam the hell out of Attack, for he'll attack four times in one turn! Eventually, you'll defeat Kefka, but it's all for naught ... you end up losing Leo.

And it gets worse from there. The Espers head straight to attack Kefka and fail; he kills them all, leaving you alive. He hints at how Shadow kinda is going to get his just desserts - for he betrayed you, he shall be betrayed, with Kefka executing the act. You are luckily saved from death by Edgar, but Banon, Arvis, and many other Returners are probably dead in Vector...

... Kefka will rue the day ...

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| |                Section V - The Floating Continent          | |
| |                **FF6A_45**                                | |
\/\

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=====  
Overworld  
=====

Once you leave Thamasa, you'll watch another cutscene. Gestahl and Kefka reach

the Warring Triad and use their power to set a large plot of land afloat, high above you in the air -- the Floating Continent.

But you don't have to go quite right now. Especially if you feel like using Strago in the future for his Lores, exploring some areas, and such. If you do not want to do some more sidequesting, scroll down to the next overworld header.

Otherwise, read on. We'll start with some Lore huntin'! You'll need Strago to do this, and using Relm's Sketch and Gau's Rages can makes these a bit easier. I'll simply list the Lore, the monster needed, and the location.

- Dischord: The Satellite on the Veldt.
- Doom: Zombie Dragon on the Veldt.
- Lv. 3 Confuse: Like Lv. 4 Flare; Sketch the Trapper on the Veldt or use the Apocrypha on the Floating Continent Later.
- Lv. 4 Flare: Like Lv. 5 Death; from the Trapper on the Veldt, and you'll need to Sketch it until it works, use Confuse, or try with the Apocrypha on the Floating Continent later.
- Lv. 5 Death: From the Trapper, found on the Veldt. Use Sketch on it until Lv. 5 Death is used.
- Roulette: The Onion Knight, found only on the Veldt now.
- Self-Destruct: Bombs or Grenades in the forest west of the Veldt; use Sketch if you have troubles.
- Transfusion: From the Intangir on the northeasternmost island. However, if Gau has the Intangir Rage, that's sufficient (and preferable).
- Traveler: Unseelie, in the South Figaro region.
- White Wind: Venobennu, found in the Esper Caves. There's only MP enough for one cast, so you'll need Strago alive the first time around, or you'll need to use an Ether on the Venobennu.

Next, fly your way over to Doma Castle - if it got un-occupied during the peace talks. Despite his betrayal, Gestahl has still left it open. Good enough.

You can find by heading northwest of the Veldt.

=====  
Castle Doma  
=====

| Treasures Checklist |     |
|---------------------|-----|
| Elixir .....        | [ ] |
| Hi-Ether .....      | [ ] |
| Phoenix Down .....  | [ ] |
| Prayer Beads .....  | [ ] |
| Remedy .....        | [ ] |
| X-Potion .....      | [ ] |

From the castle entrance, go north and through the doors, then northwest and

through some more doors.

Inside, go through the west door, then north through another to find six beds. Examine the clock nearby for an Elixir; open the chest for a Hi-Ether. Leave and take the door to the east; rest here if you wish. Leave and go east; examine the pot for a Remedy.

Go outside the south door and upstairs. Go northeast and through the door here, then open the chest for an X-Potion. Leave and go through the south door, then go south and along the path to another door. Go inside and open up the two chests for a Phoenix Down and some Prayer Beads.

That'll be it. Return to the overworld.

=====  
Overworld  
=====

-----  
Preparations  
-----

Before you head off to the Floating Continent, seriously consider some of this:

- As you'll need a team of three, I suggest bringing Terra, Cyan, and Locke. You'll meet Shadow up here; go to the shops and buy equipment for him. Do NOT bring Celes; she'll be forced into your party at the end; if you bring her along, you'll be forced to a party of three rather than four.
- Bring along about 99 Hi-Potions and 40 Ethers; you won't see a shop for a fair while.
- You will no longer be coming to this world as it is. For completionism, you will need:
  - ~ All of the Bestiary filled through #001 - #103; #279 - #297.
  - ~ The Lores mentioned above.
  - ~ Gau's Rages for enemies #001 - #103 (except #036, #048, #078, and #093); #278; #279; and #296.

That's the major stuff, anyhow.

Once you're ready, opt to head to the Floating Continent from the wheel of the Blackjack.

-----  
Fighting in the Air  
-----

| Regional Monster Bestiary \ |       |     |     |     |     |      |
|-----------------------------|-------|-----|-----|-----|-----|------|
| Monster Name                | HP    | MP  | ATK | DEF | Gil | EXP. |
| Sky Armor                   | 900   | 170 | 16  | 150 | 400 | 350  |
| Spitfire                    | 1,400 | 180 | 17  | 155 | 300 | 550  |

Hey! Both of these enemies are weak to Lightning/Thunder and Wind/Aero attacks. Have someone be using the Ramuh Esper in the next battles to almost finish it, if not completely finish it.

Anyways, you'll fight four battles in a row now, each versus one Spitfire and one or two Sky Armors. In each battle, enemies will be on both sides of you; hence the idea of using Espers, for they'll attack everyone at once. Between the battles, I suggest healing up from the menu.

After some battling, you'll notice something strange up ahead. After another two battles, Ultros will hop onto the stern of the airship from whatever that thing was. Heal up and approach him for what will supposedly be your final fight versus him. Whatever, I don't care - I kinda like these easy fights. :P

```

| BOSS: Ultros, Typhon \
|-----|
|                                     Ultros's Bestiary
|-----+-----+-----+-----<
| Level          - 26          | Weaknesses:       | Treasures Awarded:
| Maximum HP     - 17,000     | - Fire           | - Dried Meat (Steal)
| Maximum MP     - 8,000     | - Poison         |
| Attack        - 10         | Immunities:     |
| Magic          - 3          | - None          |
| Defense       - 20         |                  |
| Magic Defense  - 10         | Absorptions:    |
| Evasion        - 0         | - Water         | Gil Earned : 0
| Magic Evasion - 0         |                  | EXP. Earned: 0
|-----+-----+-----+----->
|                                     Typhon's Bestiary
|-----+-----+-----+-----<
| Level          - 26          | Weaknesses:       | Treasures Awarded:
| Maximum HP     - 10,000     | - Ice/Blizzard  | - Dagger (Steal)
| Maximum MP     - 40,000     | - Water         |
| Attack        - 13         | Immunities:     |
| Magic          - 10         | - None          |
| Defense       - 100        |                  |
| Magic Defense  - 55         | Absorptions:    |
| Evasion        - 0         | - Fire          | Gil Earned : 0
| Magic Evasion - 0         |                  | EXP. Earned: 0
|=====|
| Ultros can has a crappy move repertoire: Attack, Octopus Ink (same as the
| usual Ink: attack +50%, may blind you), and Tentacle. =/
|
| Once Ultros takes around 4,500 damage, his buddy, Typhon, arrives. His
| moveset is worse! He only uses a basic attack or Fireball, ending with a
| party-wide Snort at battle's end -- it's a plot device, so don't worry.
|
| Okay, let's end this quickly. Summon Phantom at the start and, until
| Typhon comes around, you'll be okay -- better than that, INVULERNABLE.
| You can do what you want from there; personally, I just used basic Attacks
| as there was no point in wasting MP. (Of course, Cyan stuck to Bushido #1
| or #4 and Sabin should use the Rising Phoenix Blitz, but you get my
| point.)
|
| Once Typhon arrives, things are more complicated, for his Fireball should
| get rid of your invulnerability from the Phantom's summoning. You can stop
| such via Silencing or Berserking Typhon; using Siren is an option, too.
| Stick to basic attacks if your invulnerability is successfully persisted;
| otherwise, eliminate Ultros with single-target Fira/Bio spells, then go
| for Typhon once Ultros is gone. Use Bismarck, Shiva, and/or Blizzara him
| to death. If none of those can happen, focus on basic attacks, Cyan's
| #1/#4 Bushidos, or Sabin's Raging Fist Blitz.
|
| The battle ends with you being Snorted away. Ew.

```

Literally right after that, I think you somehow get fully healed before the next boss.

BOSS: Air Force, Laser Gun, Missile Bay, Bit \

Air Force's Bestiary

|               |         |              |                        |
|---------------|---------|--------------|------------------------|
| Level         | - 25    | Weaknesses:  | Treasures Awarded:     |
| Maximum HP    | - 8,000 | - Thunder    | - Princess Ring (Drop) |
| Maximum MP    | - 750   | - Water      | - Elixir (Steal)       |
| Attack        | - 10    | Immunities:  |                        |
| Magic         | - 12    | - None       |                        |
| Defense       | - 150   |              |                        |
| Magic Defense | - 120   | Absorptions: |                        |
| Evasion       | - 0     | - None       | Gil Earned : 0         |
| Magic Evasion | - 0     |              | EXP. Earned: 0         |

Laser Gun's Bestiary

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| Level         | - 24    | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 3,300 | - Thunder    | - X-Ether (Steal)  |
| Maximum MP    | - 335   | - Water      |                    |
| Attack        | - 12    | Immunities:  |                    |
| Magic         | - 9     | - None       |                    |
| Defense       | - 130   |              |                    |
| Magic Defense | - 140   | Absorptions: |                    |
| Evasion       | - 0     | - None       | Gil Earned : 0     |
| Magic Evasion | - 0     |              | EXP. Earned: 0     |

Missile Bay's Bestiary

|               |         |              |                       |
|---------------|---------|--------------|-----------------------|
| Level         | - 25    | Weaknesses:  | Treasures Awarded:    |
| Maximum HP    | - 3,000 | - Thunder    | - Debilitator (Steal) |
| Maximum MP    | - 7,000 | - Water      |                       |
| Attack        | - 12    | Immunities:  |                       |
| Magic         | - 8     | - None       |                       |
| Defense       | - 135   |              |                       |
| Magic Defense | - 150   | Absorptions: |                       |
| Evasion       | - 0     | - None       | Gil Earned : 0        |
| Magic Evasion | - 0     |              | EXP. Earned: 0        |

Bit's Bestiary

|               |       |              |                    |
|---------------|-------|--------------|--------------------|
| Level         | - 25  | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 420 | - Thunder    | - Amulet (Steal)   |
| Maximum MP    | - 285 | - Water      |                    |
| Attack        | - 12  | Immunities:  |                    |
| Magic         | - 8   | - None       |                    |
| Defense       | - 230 |              |                    |
| Magic Defense | - 160 | Absorptions: |                    |
| Evasion       | - 0   | - None       | Gil Earned : 0     |
| Magic Evasion | - 0   |              | EXP. Earned: 0     |

Air Force can hit with a basic attack, Hit (basic attack +50% power), a Diffractive Laser (party-wide damage), and Hyperwave Cannon (major damage, once the countdown reaches zero).

The Laser Gun uses a basic attack, Hit, Magitek Laser, and Atomic Rays.

After taking a little over 1,500 damage, it swaps Atomic Rays for the Diffractive Laser. They're the same thing, but the latter is weaker.

The Missile Bay can use Missile, which damages and may inflict Sap (which is a LOT better than its FFV counterpart, eh?), and Launcher is available after taking around 1,500 damage.

The Bit is special in that it is only summoned when the Laser Gun dies. It will do nothing except be on eternal Runic duty -- during this time, none of your magic is effective. Then the Air Force will count down to its Hyperwave Cannon.

First things first. Remember not to use Kirin for now. Instead, begin the battle by summoning Ramuh and Bismarck to abuse weaknesses. Characters should have a prioritization of using Thundara on the enemy party over a basic Attack (or, with Cyan, Bushido #1; with Sabin, Raging Fist or Rising Phoenix). If brought down to basic attacks, focus firstly on the Missile Bay, our worst enemy insofar.

Once it's down, use Kirin to override any Sappings that are going on and effectively reverse them. From here on out, continue using party-wide Thundaras, party-wide (for you, this time) Curas, or Attacks as mentioned in the above paragraph. I will also note the usefulness of Strago's Aqua Breath throughout the whole battle.

If the Bit comes out, you'll have to attack it physically. Stick with the usual: Cyan's Bushido #1/#4 (bit risky here, though), Sabin's Raging Fist Blitz (still risky), and have everyone else just Attack.

Alternatively, if you don't want to risk the Bit coming out, do not use multi-targeted attacks WHATSOEVER. Use single-target attacks (minus Espers as they shouldn't be killing these in one hit) throughout the battle, first going for the Missile Bay, then the Air Force itself. Using Slow and Stop on the Laser Gun to REALLY make this more effective.

After the battle, you'll land on the Floating Continent.

=====  
The Floating Continent  
=====

Treasures Checklist \

- Beret ..... []  
Murasame ..... []

Regional Monster Bestiary \

| Monster Name    | HP    | MP    | ATK | DEF | Gil   | EXP.  |
|-----------------|-------|-------|-----|-----|-------|-------|
| Apocrypha       | 1,900 | 195   | 18  | 80  | 525   | 1,200 |
| Behemoth        | 5,800 | 180   | 25  | 100 | 0     | 2,055 |
| Brainpan        | 1,300 | 1,000 | 24  | 120 | 600   | 550   |
| Dragon          | 7,000 | 850   | 45  | 130 | 0     | 2,931 |
| Gigantos        | 6,000 | 1,120 | 20  | 1   | 0     | 7,550 |
| Misfit          | 1,750 | 140   | 26  | 105 | 786   | 750   |
| Ninja           | 1,650 | 130   | 22  | 135 | 520   | 694   |
| Platinum Dragon | 2,802 | 200   | 35  | 150 | 1,300 | 895   |

Once you arrive, you'll notice that Shadow is nearby. Speak with him and he'll reluctantly join the party. Use the nearby Save Point, then re-equip Shadow with the equipment I told you to buy earlier. (Also note that, since his dog is back in Thamasa, he won't come in for those high-damage attacks for now. Damn.)

From the Save Point, go east and upstairs, then a path will clear for you. Cool. Go east and along the path south; a northeastbound path will open up as you go. Follow it and head east for a bit. Divert yourself northward at one point to find a blue orb; examine it to find the Murasame.

Go east and you'll open up another southbound path; it leads to a monster battle with Gigantos. Beat it for a Sasuke knife, if you feel like it. You can use Catoblepas's Demon Eye to (possibly) one-hit kill it, as well as Death, Break, and Lv. 5 Death. Your choice.

Anywho, back to the subject. After the potential fight, backtrack some and go into the small alcove in the northern wall to make another path. Go along it to the center of the upper platform and, on that differently-colored spot, you will be transported to another area. Sort of like the Mario games' warp pipes, but without all the sewage. :)

Once you exit, go south and downstairs. Go east now and step on the switch to open up a path to the southeast. Take this path, then the staircase to the south. Go along this path, skipping the stairs, until you find another transport platform atop some stairs. Use it.

Once you exit from there, go south and onto the western platform to transport again.

Once you exit for the third time, go southwest and onto the switch. Now go north, upstairs, and onto that switch to make a shortcut. Use it and go along the path south. Go down the first staircase, then the next one. Go along this path for a while and you'll eventually find a path and a switch to the south and east.

Step on the switch, but ignore the opened path for the moment. Go east and examine the blue orb to find a Beret; quite a useless item, in my opinion, but, hey, it's my FAQ. Go south and onto the transport platform to find a Save Point. If you're like me, you're really needing to use a Tent here. Do so, and also be sure to save.

Exit by heading towards the light (by the by, don't do this in real life) to return aboveground. Go onto the northern platform. Eventually, along the path, you'll descend a staircase and be allowed to return to the Blackjack. It's a decent option to undertake, for the three-boss series plus this did drain your Hi-Potions and Ethers, but probably compensated with Gil. But it's your choice, and you'll have to manually walk back. Personally, I did -- you won't see another shop for a while.

Anyhow, from that point, go west and along the path. You'll see a beast in the middle of your path. Heal up, then speak with it to battle.

| BOSS: Ultima Weapon \ |          |             |                    |
|-----------------------|----------|-------------|--------------------|
| Level                 | - 37     | Weaknesses: | Treasures Awarded: |
| Maximum HP            | - 24,000 | - None      | - Elixir (Drop)    |
| Maximum MP            | - 5,000  |             | - Elixir (Steal)   |



|               |       |              |                  |
|---------------|-------|--------------|------------------|
| Attack        | - 45  | Immunities:  | - Ribbon (Steal) |
| Magic         | - 5   | - None       |                  |
| Defense       | - 142 |              |                  |
| Magic Defense | - 97  | Absorptions: |                  |
| Evasion       | - 20  | - None       | Gil Earned : 0   |
| Magic Evasion | - 10  |              | EXP. Earned: 0   |

=====  
 The Ultima Weapon... This second variety (you encountered the first as a sword in the Cave to the Sealed Gate) is beast created during the War of the Magi a millennium ago, created for the sole purpose of carnage and destruction. Expect a hard fight.

Its attacks include a basic one, Full Power (basic attack power doubled), Fira, Flare, Bio, Quake (Earth damage to all), Tornado (Wind/Aero damage to all), Graviga (percentage damage), Rasp (MP damage), Blaze, Meteor, Mind Blast (random statuses), and Flare Star (Fire-based damage).

What he can use is fairly specific at a given time:

- ~~ Until ~50% HP: Attack, Blaze, and Flare.
- ~~ After that, he'll use Bio/Quake/Meteor; then Attack/Full Power; then Fira on everyone; then Mind Blast; then self-Protect, Haste, and Shell; then a while before Flare Star; then a loop from there.
- ~~ Below ~25% HP: Attack, Blaze, Graviga, Rasp, and Tornado. Flare also becomes a counterattack on occasion.

What I did was this (I used Terra, Locke, Cyan, and Shadow) -- Terra was constantly on party-wide Cura duty after she has used Kirin. Locke was abusing the two Hawkeyes he had on, occasionally going for the party-wide Cura or a Phoenix Down when needed. Cyan was using his #1/#4 Bushido, and Shadow was tossing a few Scrolls I had built up over time. Dispel was used once after the Haste/Protect/Shell thing, and Shadow had summoned Unicorn when the Mind Blast came around.

After the battle, Shadow will flee. Questionably late, but whatever. Go north to find what you came for all along...

As you watch, Emperor Gestahl continues to take in the power of the Warring Triad before him. Celes suddenly rushes in (if not brought along) and manages to avoid the spell thrown at everyone else.

She is offered amnesty in the eyes of the Empire, despite her "treachery", but she must kill her three partners before her. She takes the sword from Kefka and it looks like she might do it ... then she turns around and thrusts in into Kefka, albeit not fatally. v\_v

Kefka gets angered and rushes amongst the Triad, demanding their power. Nothing happens and Kefka repeats himself. The Triad glow a little bit, about as much as a star (except the Sun) during the day in Los Angeles. Gestahl warns against reviving the Triad; even his evil behind knows it's wrong.

Eventually, Gestahl realizes the uselessness in having Kefka around and engages him in battle. He fires a Firaga, Flare, and even Meltdown at him -- all in futility, for the Triad is protecting Kefka now. Kefka now has control over them and, eventually, they hit him with lightning.

Kefka kicks Gestahl a little, then pushes him off the edge of the continent... Then the unthinkable happens. You remember how Strago warned about moving the statues and how it'd upset the balance of the world very, very severely?

Kefka does that and havoc strikes the planet.

Shadow then arrives and starts to move a statue, squishing Kefka between two of them, still not fatally. (And neglecting to slice off his head, or try to replace the statues properly.) Your party now can move, though, but Shadow is no longer (still) in your party, but Celes is.

Time to leave.

=====  
The Floating Continent <ESCAPE>  
=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Boomerang .....       | [ ] |
| Buckler .....         | [ ] |
| Elixir .....          | [ ] |

| Regional Monster Bestiary \ |       |     |     |     |     |      |
|-----------------------------|-------|-----|-----|-----|-----|------|
| Monster Name                | HP    | MP  | ATK | DEF | Gil | EXP. |
| Naude                       | 3,000 | 195 | 11  | 115 | 0   | 0    |

You have six minutes - 360 seconds, no more or less - to get off of this floating mass of land before it cracks apart and you end up dead or something.

When you start, re-equip Celes with some equipment, if just some Earrings.

Begin by going southeast and, once you get stopped by cracked ground, go north and east. Ignore the first southbound path and take the second one with the staircase. See that chest to the east? DO NOT GO STRAIGHT TO IT OR YOU'LL LOSE IT; instead, go south and around to it, approaching from the east to get the Elixir within.

Go along the path for a while to find a big sparkly thing that seems to hate you for unknown reasons.

| BOSS: Nelapa \ |         |                |
|----------------|---------|----------------|
| Level          | - 26    | Weaknesses:    |
| Maximum HP     | - 2,800 | - Ice/Blizzard |
| Maximum MP     | - 280   | - Thunder      |
| Attack         | - 11    | - Holy         |
| Defense        | - 105   |                |
| Magic          | - 10    | Immunities:    |
| Defense        | - 105   | - Poison       |
| Magic Defense  | - 150   | - Wind/Aero    |
| Evasion        | - 0     | - Earth        |
| Magic Evasion  | - 0     | - Water        |
|                |         | Absorptions:   |
|                |         | - Fire         |
|                |         | Gil Earned : 0 |
|                |         | EXP. Earned: 0 |

=====  
Nepala can use a basic attack, Hit (attack power +50%), Fira, Firaga,

| Fireball, and Roulette. It'll hit your party with Doom at the battle's  
| start.  
|  
| Now, this guy has Reflect on him as well as Float (hence the Earth  
| immunity). If you want to abuse his weaknesses, you'll pretty much be  
| stuck with the Ramuh and Shiva Espers. Beyond that, stick with basic  
| Attacks or Bushido #1/#4 (with Cyan) or the Raging Fist Blitz (with  
| Sabin).  
|  
| Of course, if you feel threatened in sticking to physicals, it is worth  
| noting that you can put Reflect on yourself, then bounce the spells off of  
| you. If that is a possibility, begin abusing Thundara and Blizzara.

After the battle, continue to the end of the path to get the option to jump.  
My adamant choice would have to be...

WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT!  
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WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT!  
WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT!  
WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT!  
WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT! WAIT!

WAIT!

Seriously, wait for a while. If you don't, you'll lose the ability to use  
Shadow for the rest of the game; he may have screwed you over accidentally in  
Thamasa, but he's a character that can be in your party and is useful.

It'll take a while, though. If you were like me and ended up having about  
three minutes left over, consider running around and fighting battles until  
about 25 seconds are left, depending on how long a typical battle will actually  
take against one Naude for you.

When five seconds are left and you're near the exit, Shadow will come up and  
hop off with you onto the Blackjack.

Which seems kind of a futile effort, for the airship is torn apart by the Fury  
of the Storm. (Yes, I must put one DragonForce reference in each major FAQ).  
But, seriously, everyone is scattered across the planet. (And you somehow  
received a Boomerang and Buckler by now. How the \*\*\*\* you got them, I dunno.  
Be thankful.)

After that day, the world never was the same again.

For it had become a World of Ruin.

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| |                Section VI - Alone in a World of Ruin          | |
| |                **FF6A_46**                                     | |
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=====  
The Solitary Island  
=====

A year has passed since the cataclysm of events took place that ruined the face

of the world forever, possibly the same cataclysm that tore the face of the earth in the first War of the Magi. (By now, I think it is sufficient to call this one the second.) Fires have scorched the planet; earthquakes tore cracks and holes in the ground; the tides have become so screwed up that much of the world's very MAP has changed...

The world is but a husk of what it once was. Once brimming and green with life, it is now just a charred shell of what is once was. Once a place of relative peace and civility, it is now one of autocracy, war, and anarchy. It is hell on Earth.

We find ourselves focusing on Celes. After her fall from the Blackjack one year ago today, she has been in a coma and tended to by Cid. Cid enters the building today on that anniversary of the accursed tragedy to find Celes waking up. He hasn't eaten in days and doesn't really care to live much longer really... he has already fallen ill, and the others have already thrown themselves from the northern cliffs in despair.

Celes decides to embark on repaying Cid with what she can do, by feeding him some fish. Once you gain control of Celes, re-equip her, then exit the building and go to the southern beach.

Here, you'll have to catch some fish for Cid by walking up to them in the water and examining them to grab them. There four kinds, two that are good for him, and two that are bad. Honestly, it doesn't really matter whether Cid lives or dies (as far as the game goes, okay?), so I'm not going to into too much detail here. I just will note that Cid does get more ill by the second, so the odds are against you for keeping him alive.

Plus, the series of scenes when he dies is more interesting and deep. I'll just assume that you unintentionally killed him. To feed him the fish, you'll have to speak with him back in the house.

Eventually, you'll enter the house and he'll be dead, as per the above paragraph. Celes will get really upset and flee the cabin, sobbing. She'll head north to the cliffs. Proceed to the top and examine the dead bird to remember how the other people here flung themselves from the cliff tops.

Celes ... hesitantly does the same.

Later on, she awakens at a beach, and not the "Plutonian shores" mentioned in Edgar Allan Poe's "The Raven". Rather, she finds herself awakened by a bird, who seems to have Locke's bandana tied around one of its wounds. This alone gives her hope enough to go on living.

If you head into the house from earlier, you'll notice a letter from Cid on the ground. Read it, then go down the staircase near the stove to find a raft. Examine it to head out to sea.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |     |      |  |
|-----------------------------|-------|-----|-----|-----|-----|------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil | EXP. |  |
| Black Dragon                | 4,000 | 600 | 14  | 102 | 502 | 780  |  |
| Fafnir                      | 1,112 | 130 | 13  | 110 | 456 | 459  |  |
| Gigantoad                   | 458   | 20  | 11  | 100 | 340 | 235  |  |

|               |       |     |    |     |     |     |
|---------------|-------|-----|----|-----|-----|-----|
| Killer Mantis | 1,412 | 110 | 16 | 115 | 756 | 559 |
| Land Ray      | 1     | 18  | 6  | 5   | 0   | 1   |
| Luna Wolf     | 582   | 25  | 13 | 155 | 247 | 308 |
| Murussu       | 1,111 | 60  | 13 | 140 | 356 | 321 |
| Peeper        | 1     | 19  | 7  | 5   | 0   | 2   |
| Rukh          | 850   | 100 | 12 | 105 | 596 | 249 |

You'll end up making landfall sometime later. Save now, for the enemies around may be a bit tough for just Celes, then circle around counterclockwise to find the town of Albrook.

=====  
Albrook  
=====

Item Shop \

| Item Name      | Cost      |
|----------------|-----------|
| Hi-Potion      | 300 Gil   |
| Ether          | 1,500 Gil |
| Phoenix Down   | 500 Gil   |
| Holy Water     | 300 Gil   |
| Remedy         | 1,000 Gil |
| Sleeping Bag   | 500 Gil   |
| Smoke Bomb     | 300 Gil   |
| Teleport Stone | 700 Gil   |

Weapon Shop \

| Item Name     | Cost      |
|---------------|-----------|
| Flametongue   | 7,000 Gil |
| Icebrand      | 7,000 Gil |
| Thunder Blade | 7,000 Gil |

Armor Shop \

| Item Name      | Cost       |
|----------------|------------|
| Golden Shield  | 2,500 Gil  |
| Priest's Miter | 3,000 Gil  |
| Green Beret    | 3,000 Gil  |
| Golden Helm    | 4,000 Gil  |
| Golden Armor   | 10,000 Gil |

Relic Shop \

| Item Name     | Cost      |
|---------------|-----------|
| Sprint Shoes  | 1,500 Gil |
| Gigas Glove   | 5,000 Gil |
| Earring       | 5,000 Gil |
| Barrier Ring  | 500 Gil   |
| Mythril Glove | 700 Gil   |
| Knight's Code | 1,000 Gil |

|                    |           |
|--------------------|-----------|
| Reflect Ring ..... | 6,000 Gil |
| Jeweled Ring ..... | 1,000 Gil |

When you arrive ... there's not really anything to mention.

You can rest up in the Inn, somehow upgrade Celes's equipment, but that's about it. Oh, and you'll learn about someone looking for someone that fits Celes's description; said person went north to Tzen.

Well, tzen, let's go there. </bad pun>

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |     |      |
|-----------------------------|-------|-----|-----|-----|-----|------|
| Monster Name                | HP    | MP  | ATK | DEF | Gil | EXP. |
| Black Dragon                | 4,000 | 600 | 14  | 102 | 502 | 780  |
| Fafnir                      | 1,112 | 130 | 13  | 110 | 456 | 459  |
| Gigantoad                   | 458   | 20  | 11  | 100 | 340 | 235  |
| Killer Mantis               | 1,412 | 110 | 16  | 115 | 756 | 559  |
| Land Ray                    | 1     | 18  | 6   | 5   | 0   | 1    |
| Luna Wolf                   | 582   | 25  | 13  | 155 | 247 | 308  |
| Murussu                     | 1,111 | 60  | 13  | 140 | 356 | 321  |
| Peeper                      | 1     | 19  | 7   | 5   | 0   | 2    |
| Rukh                        | 850   | 100 | 12  | 105 | 596 | 249  |

You remember how to go to Tzen, right? Northwest to Vector, north to Tzen.

As you pass by what should be Vector, you'll notice a tower. See, a bunch of rubble fell there on Vector when the planet got messed up; Kefka made it into his Tower.

So, basically, Kefka's Tower is a pile of trash.

Anyhow, basically you can go north a while from Albrook, then west some to Tzen.

=====  
Tzen  
=====

| Item Shop \        |            |
|--------------------|------------|
| Item Name .....    | Cost       |
| Hi-Potion .....    | 300 Gil    |
| Ether .....        | 1,500 Gil  |
| Green Cherry ..... | 150 Gil    |
| Phoenix Down ..... | 500 Gil    |
| Echo Screen .....  | 120 Gil    |
| Holy Water .....   | 300 Gil    |
| Sleeping Bag ..... | 500 Gil    |
| Super Ball .....   | 10,000 Gil |

| Weapon Shop \         |            |
|-----------------------|------------|
| Item Name .....       | Cost       |
| Kaiser Knuckles ..... | 1,000 Gil  |
| Venom Claws .....     | 2,500 Gil  |
| Flametongue .....     | 7,000 Gil  |
| Icebrand .....        | 7,000 Gil  |
| Thunder Blade .....   | 7,000 Gil  |
| Burning Fist .....    | 10,000 Gil |

| Armor Shop \        |            |
|---------------------|------------|
| Item Name .....     | Cost       |
| Golden Shield ..... | 2,500 Gil  |
| Beret .....         | 3,500 Gil  |
| Tiger Mask .....    | 2,500 Gil  |
| Golden Helm .....   | 4,000 Gil  |
| Power Sash .....    | 5,000 Gil  |
| Golden Armor .....  | 10,000 Gil |

| Relic Shop \         |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Dragoon Boots .....  | 9,000 Gil |
| Thief's Bracer ..... | 3,000 Gil |
| Black Belt .....     | 5,000 Gil |
| Alarm Earring .....  | 7,000 Gil |
| Sniper Eye .....     | 3,000 Gil |
| Peace Ring .....     | 3,000 Gil |
| Jeweled Ring .....   | 1,000 Gil |

Before entering town, seriously consider saving outside of it.

As head upstairs into the main part of town, Kefka's dreaded Light of Judgment strikes a house in the town, trapping a child within as it prepares to collapse. Had it not been for Sabin's quick timing and strong legs, the child wouldn't need to be saved; he'd need a funeral.

Don't approach the house yet, if you feel like shopping around and generally being lazy. You can heal up at the Inn, too. The only thing worth mentioning at the shops is the Jeweled Ring, which is a good idea, too. You should also bring along the Black Belt.

Do what you want (which does exclude leaving town, of course) and equip the two Relics from earlier. Head in front of the collapsing house's door and speak with Sabin; after the conversation there, you'll have but six minutes to save the kid inside.

After those six minutes, it is a game over, regardless of whether you're in or out of the house.

| Treasures Checklist \ |     |
|-----------------------|-----|
| Blood Sword .....     | [ ] |
| Ether .....           | [ ] |
| Healing Rod .....     | [ ] |
| Holy Rod .....        | [ ] |
| Hyper Wrist .....     | [ ] |
| Magicite Shard .....  | [ ] |

| Regional Monster Bestiary \ |     |     |     |     |     |      |  |
|-----------------------------|-----|-----|-----|-----|-----|------|--|
| Monster Name                | HP  | MP  | ATK | DEF | Gil | EXP. |  |
| Nightwalker                 | 256 | 190 | 9   | 140 | 491 | 258  |  |
| Scorpion                    | 290 | 19  | 10  | 5   | 336 | 199  |  |
| Zokka                       | 305 | 35  | 5   | 150 | 400 | 267  |  |

Once you enter the house, go north and snatch the Healing Rod from the chest. Go southwest into this room and open the chest for a Holy Rod. Exit this room and go west to find another; head into it to find a chest. Open it for an Ether, then go to the southwestern corner of the area to find a chest with a Hyper Wrist inside. Go into the western room and downstairs -- open the other chest near the stairs for a battle, if you wish.

Here, go west and open the chest to obtain the Blood Sword. Go to the northeast corner and you'll find the Magicite Shard in another chest. Notice the fireplace with the kid nearby? Ignore the reasons WHY he'd be up there and just grab 'im.

Open the chest west of the fireplace for another battle, then go ahead and backtrack through the house to entrance.

You should manage to do this in about four minutes; I managed to have a little over three minutes to spare. If you feel like it -- and you should -- consider fighting battles here. The monsters are easier than those in the overworld, but provide a similar level of Gil, which you want. Bismarck is good against the Zokkas; Scorpions should be run from unless you have the Black Belt on, in which case you'll want to fight with Attacks.

Exit when you're done.

=====  
Tzen  
=====

| Item Shop \        |            |
|--------------------|------------|
| Item Name .....    | Cost       |
| Hi-Potion .....    | 300 Gil    |
| Ether .....        | 1,500 Gil  |
| Green Cherry ..... | 150 Gil    |
| Phoenix Down ..... | 500 Gil    |
| Echo Screen .....  | 120 Gil    |
| Holy Water .....   | 300 Gil    |
| Sleeping Bag ..... | 500 Gil    |
| Super Ball .....   | 10,000 Gil |





|               |       |     |    |     |     |     |
|---------------|-------|-----|----|-----|-----|-----|
| Black Dragon  | 4,000 | 600 | 14 | 102 | 502 | 780 |
| Fafnir        | 1,112 | 130 | 13 | 110 | 456 | 459 |
| Gigantoad     | 458   | 20  | 11 | 100 | 340 | 235 |
| Killer Mantis | 1,412 | 110 | 16 | 115 | 756 | 559 |
| Land Ray      | 1     | 18  | 6  | 5   | 0   | 1   |
| Luna Wolf     | 582   | 25  | 13 | 155 | 247 | 308 |
| Murussu       | 1,111 | 60  | 13 | 140 | 356 | 321 |
| Peeper        | 1     | 19  | 7  | 5   | 0   | 2   |
| Rukh          | 850   | 100 | 12 | 105 | 596 | 249 |

| Regional Monster Bestiary |       | Serpent Trench (Mobliz to Nikeah) |     |     |     |      |
|---------------------------|-------|-----------------------------------|-----|-----|-----|------|
| Monster Name              | HP    | MP                                | ATK | DEF | Gil | EXP. |
| Black Dragon              | 4,000 | 600                               | 14  | 102 | 502 | 780  |
| Delta Beetle              | 612   | 80                                | 11  | 220 | 211 | 288  |
| Devoahan                  | 2,252 | 218                               | 15  | 100 | 458 | 562  |
| Lizard                    | 1,280 | 70                                | 14  | 102 | 356 | 297  |
| Vampire Thorn             | 12    | 400                               | 13  | 254 | 896 | 510  |

From Tzen, head east some to the northeastern corner of your mini-continent to find a bridge heading east to what resembles a snake, really - the opened mouth at the north end, and going to the tail at the southeast bit.

Anyways, when you leave the bridge, you can either go north or south to Nikeah or Mobliz, respectively. The former will continue along the plot for you, and you'll end up going there anyways; the latter allows some extra EXP., Gil, and some Magicite.

You can get to either one pretty easily. We'll just start with Mobliz, since there's no real going back from Nikeah.

=====

Mobliz

=====

| Treasures Checklist |    |
|---------------------|----|
| Phoenix Down .....  | [] |

Once you enter the town of Mobliz, ruined by Kefka's Light of Judgment, some dogs will begin to bark at you, warning the kid within. The kid comes out, then re-enters it.

First, head to the ruined house west of the kid's house and examine one of the nearby barrels for a Phoenix Down, then head to the abandoned Relic shop to the north. Sleep in the bed in the back for a free healing, then go into the house the kid from earlier went into.

Inside, head downstairs to find a bunch of kids, and Duane and Katarin (minor characters, but named from before). I doubt that they made them all, though. Anyhow, apparently, Terra will also be here, refusing to leave. Apparently, all of the kids' parents died protecting them from the Light of Judgment, and they can't really fend for themselves.

(Yet Duane and Katarin are having kids (for she is pregnant)? Either Terra is not doing her job well, or Duane and Katarin are older than we think.)

So, Terra, our (or at least MY) most valuable character, isn't going to join our fight. Disappointing, but we can't really just force her along. So just leave.

As you do, a kid comes in screaming about that Humbaba, some demon unsealed by the planet's ruining, is coming this way. Terra alone goes out to fight it (and why not Celes or Sabin?).

Terra is meant to lose this first fight against Humbaba, so just let it smack her around until she is KO'ed, then Celes and Sabin take over.

| BOSS: Humbaba |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 31     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 26,000 | - Poison     | - None             |
| Maximum MP    | - 10,000 |              |                    |
| Attack        | - 15     | Immunities:  |                    |
| Magic         | - 6      | - None       |                    |
| Defense       | - 100    |              |                    |
| Magic Defense | - 130    | Absorptions: |                    |
| Evasion       | - 0      | - Thunder    | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

=====

Humbaba can use a basic attack, Solar Plexus (which is three times as powerful), 1,000 Needles (1,000 damage on target), Thundara, and Thundaga.

Begin the fight by using the Kirin and Zona Seeker Espers to provide Regen and upped Magic Defense, respectively. Have Celes use Bio or a "-ra" spell (except Thundara) until some healing is needed, which should be dealt with via a party-wide Cura. Sabin should focus on using whatever Blitz you tend to prefer, or, when using Venom Claws as a weapon, a basic Attack. Of course, if he has Bio, try that and see if its damage exceeds his physical damage.

After that battle, Terra again says she won't join you, using this fight as an example. As you leave, you'll receive the Magicite for the Esper of Fenrir. Fenrir is moreso based on Fenris, I guess, the monstrous wolf of Loki's in Norse myth. He won't provide an offense, but rather make you invulnerable for a few hits.

So, I guess we're done here. Heal up in the back of the ex-Relic shop, then return to the overworld. Go to the "head" of the Serpent Trench in the far north, Nikeah.

=====

Nikeah

=====

| Item Shop    |           |
|--------------|-----------|
| Item Name    | Cost      |
| Hi-Potion    | 300 Gil   |
| Ether        | 1,500 Gil |
| Gold Needle  | 200 Gil   |
| Phoenix Down | 500 Gil   |
| Holy Water   | 300 Gil   |
| Remedy       | 1,000 Gil |

|                    |           |
|--------------------|-----------|
| Sleeping Bag ..... | 500 Gil   |
| Tent .....         | 1,200 Gil |

Weapon Shop \

| Item Name .....     | Cost       |
|---------------------|------------|
| Rune Blade .....    | 7,500 Gil  |
| Flametongue .....   | 7,000 Gil  |
| Icebrand .....      | 7,000 Gil  |
| Thunder Blade ..... | 7,000 Gil  |
| Enhancer .....      | 10,000 Gil |

Armor Shop \

| Item Name .....      | Cost       |
|----------------------|------------|
| Diamond Shield ..... | 3,500 Gil  |
| Priest's Miter ..... | 3,000 Gil  |
| Green Beret .....    | 3,000 Gil  |
| Diamond Helm .....   | 8,000 Gil  |
| Gaia Gear .....      | 6,000 Gil  |
| Power Sash .....     | 5,000 Gil  |
| Diamond Vest .....   | 12,000 Gil |

Relic Shop \

| Item Name .....     | Cost      |
|---------------------|-----------|
| White Cape .....    | 5,000 Gil |
| Angel Ring .....    | 8,000 Gil |
| Zephyr Cloak .....  | 7,000 Gil |
| Gale Hairpin .....  | 8,000 Gil |
| Hyper Wrist .....   | 8,000 Gil |
| Prayer Beads .....  | 4,000 Gil |
| Amulet .....        | 5,000 Gil |
| Princess Ring ..... | 3,000 Gil |

Shopping time, finally.

The armor shop is fairly decent; get some Diamond gear for your party. Also buy the Enhancer sword for Celes; it is quite good, as it raises her physical and magical power beyond pretty much anything else you can have right now.

That's pretty much it. Stock up on the basics, too, and rest at the Inn if you need to.

Afterwards, head to the Pub near the shopping center. Speak with the thief sitting at the table and he'll leave. Follow him outside and go north to find King Edgar! Speak with him and he'll ... claim to be named Gerad, having never heard of this Edgar?

Odd. I mean, he looks like Edgar, (probably) sounds like Edgar, and couldn't really be so attached with the once-imprisoned Figaro thieves without having known of King Edgar (so his lack of knowledge is likely a lie). Not to mention the fact that "Gerad" is an anagram of "Edgar". The only real tie to the

feasibility of ALL OF THIS is that it is only Celes that really reacts to the Gerad/Edgar character, and not Sabin, Edgar's twin brother.

Well, whatever. Follow him and harrass for a while and you'll reach the harbor, then sneak on the boat with the Crimson Robbers.

You'll make landfall in South Figaro.

=====  
South Figaro  
=====

Item Shop \

| Item Name    | Cost      |
|--------------|-----------|
| Hi-Potion    | 300 Gil   |
| Ether        | 1,500 Gil |
| Eye Drops    | 50 Gil    |
| Echo Screen  | 120 Gil   |
| Phoenix Down | 500 Gil   |
| Holy Water   | 300 Gil   |
| Remedy       | 1,000 Gil |
| Tent         | 1,200 Gil |

Weapon Shop \

| Item Name    | Cost       |
|--------------|------------|
| Trident      | 1,700 Gil  |
| Heavy Lance  | 10,000 Gil |
| Enhancer     | 10,000 Gil |
| Golden Spear | 12,000 Gil |

Armor Shop \

| Item Name      | Cost       |
|----------------|------------|
| Diamond Shield | 3,500 Gil  |
| Priest's Miter | 3,000 Gil  |
| Green Beret    | 3,000 Gil  |
| Diamond Helm   | 8,000 Gil  |
| Gaia Gear      | 6,000 Gil  |
| Diamond Vest   | 12,000 Gil |
| Diamond Armor  | 15,000 Gil |

Relic Shop \

| Item Name         | Cost      |
|-------------------|-----------|
| Silver Spectacles | 500 Gil   |
| Star Pendant      | 500 Gil   |
| Fairy Ring        | 1,500 Gil |
| Amulet            | 5,000 Gil |
| Hermes Sandals    | 7,000 Gil |
| Reflect Ring      | 6,000 Gil |
| Angel Ring        | 8,000 Gil |

| Princess Ring ..... 3,000 Gil |  
|

There's not much to do here, like in Nikeah, except some shopping. You probably don't have a bunch of money, but you may want to consider grinding in the overworld for some of it.

Or not. I don't care.

Regardless, the Golden Spear is a good idea for Edgar in the future, so take note of such. The Enhancer is also a good idea if Edgar is more magically inclined for you, and there isn't much difference in the two except the Enhancer's Magic boost.

From the armor shop, it is a good idea to buy at least one Diamond Armor -- two if possible. You'll thank me later, despite the loss of 15,000/30,000 Gil and the likely grinding.

Nothing, really, from the Relic shop, and the item shops has the typical restocking attitude about it.

Once you're done, head into the room inside the Inn to find Gerad. Speak with him and he'll leave alongside the Crimson Robbers, telling you persistently that he is not Edgar.

Well, follow him anyways. He doesn't have a restraining order on us, and it's a free country, more or less.

=====  
Overworld  
=====

| Regional Monster Bestiary \ |       |     |     |     |     |      |
|-----------------------------|-------|-----|-----|-----|-----|------|
| Monster Name                | HP    | MP  | ATK | DEF | Gil | EXP. |
| Cancer                      | 952   | 100 | 15  | 110 | 576 | 360  |
| Desert Hare                 | 75    | 200 | 7   | 100 | 0   | 0    |
| Oceanus                     | 1,700 | 100 | 15  | 125 | 971 | 612  |
| Sandhorse                   | 1,025 | 100 | 15  | 135 | 726 | 475  |

Not much to say; just an excuse to tell you about new monsters.

Head west, heading around the water, to the South Figaro Cave.

=====  
South Figaro Cave  
=====

| Regional Monster Bestiary \ |       |     |     |     |       |       |
|-----------------------------|-------|-----|-----|-----|-------|-------|
| Monster Name                | HP    | MP  | ATK | DEF | Gil   | EXP.  |
| Cruller                     | 1,334 | 100 | 11  | 110 | 797   | 419   |
| Dante                       | 1,945 | 200 | 17  | 105 | 712   | 1,150 |
| Humpty                      | 800   | 100 | 8   | 145 | 326   | 421   |
| Neck Hunter                 | 1,334 | 150 | 5   | 102 | 1,330 | 588   |

Once you enter the cave, go north and speak with Ziegfried. He'll say that it is wise to stay back and let him go forward, clearing all of the vicious monsters out of your path before leaving to do so.

Don't see why we'd stay here. I mean, there's Gil and EXP. to be had! Not to mention some potential treasures that have to come from a secret way to the castle.

Not to mention that staying here will do absolutely nothing but up the play clock.

So go along the path for a while until you reach an east/west fork. Head east, then north and through the northern exit. You'll reach tunnel; go along it to find the thieves at the dead end. Suddenly, they note the turtle in the water nearby. They opt to use it as a hopping stone to go across. Follow them; you will need to press the A button when the turtle is in your path.

In the next area, process west to the next one, then repeat there, using the southwestern exit to find the oxygen-deprived Figaro Castle.

```
=====
                          Figaro Castle - Trapped Underground
=====
```

```
-----
| Treasures Checklist | \
|-----| \
| Crystal Helm ..... [] |
| Hi-Ether ..... [] |
| Gravity Rod ..... [] |
| Royal Crown ..... [] |
| Soul Sabre ..... [] |
| X-Potion ..... [] |
|-----|
```

```
-----
| Regional Monster Bestiary | \
|-----| \
| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Cruller | 1,334 | 100 | 11 | 110 | 797 | 419 |
| Dante | 1,945 | 200 | 17 | 105 | 712 | 1,150 |
| Dropper | 1,000 | 80 | 6 | 100 | 427 | 398 |
| Humpty | 800 | 100 | 8 | 145 | 326 | 421 |
| Neck Hunter | 1,334 | 150 | 5 | 102 | 1,330 | 588 |
|-----+-----+-----+-----+-----+-----+-----|
```

As you enter, you see Gerad tending to one of the near-unconscious locals before heading to his crew. Follow him north and out of the prison cells, then down the western stairwell here. Repeat in the next area, which should take you to a brand-new area.

Here, go north and downstairs. In the next area, go south into the next room. There, go south and open the chests to obtain a Crystal Helm and a Gravity Rod. Go into the room on the west side and open the chests for a Hi-Potion and an X-Potion. Go north out of this small room, then through the westernmost door.

Here, go north and through the door to find a Royal Crown. Go back downstairs to B3F, then through the north-central door. Go north to the engine room, which seems to be teeming with ... stuff. Tentacles, I guess. This is probably why the castle can't move -- the engine is jammed, though I guess that might be hurting whatever's beneath it, too. (Wonder if Ultros grew in the past year?)

Heal up before speaking with Gerad. Once you do, he'll finally reveal himself as Edgar (I knew it!) before attacking the tentacles.

| BOSS: Tentacle (x4)              |         |                |                    |
|----------------------------------|---------|----------------|--------------------|
| Top-Left Tentacle's Bestiary     |         |                |                    |
| Level                            | - 34    | Weaknesses:    | Treasures Awarded: |
| Maximum HP                       | - 4,000 | - None         | - None             |
| Maximum MP                       | - 500   |                |                    |
| Attack                           | - 13    | Immunities:    |                    |
| Magic                            | - 8     | - None         |                    |
| Defense                          | - 102   |                |                    |
| Magic Defense                    | - 153   | Absorptions:   |                    |
| Evasion                          | - 0     | - Earth        | Gil Earned : 0     |
| Magic Evasion                    | - 0     | - Water        | EXP. Earned: 0     |
| Top-Right Tentacle's Bestiary    |         |                |                    |
| Level                            | - 33    | Weaknesses:    | Treasures Awarded: |
| Maximum HP                       | - 5,000 | - None         | - None             |
| Maximum MP                       | - 600   |                |                    |
| Attack                           | - 13    | Immunities:    |                    |
| Magic                            | - 8     | - None         |                    |
| Defense                          | - 102   |                |                    |
| Magic Defense                    | - 153   | Absorptions:   |                    |
| Evasion                          | - 0     | - Thunder      | Gil Earned : 0     |
| Magic Evasion                    | - 0     | - Water        | EXP. Earned: 0     |
| Bottom-Left Tentacle's Bestiary  |         |                |                    |
| Level                            | - 32    | Weaknesses:    | Treasures Awarded: |
| Maximum HP                       | - 6,000 | - Fire         | - None             |
| Maximum MP                       | - 700   |                |                    |
| Attack                           | - 13    | Immunities:    |                    |
| Magic                            | - 8     | - None         |                    |
| Defense                          | - 102   |                |                    |
| Magic Defense                    | - 153   | Absorptions:   |                    |
| Evasion                          | - 0     | - Ice/Blizzard | Gil Earned : 0     |
| Magic Evasion                    | - 0     | - Water        | EXP. Earned: 0     |
| Bottom-Right Tentacle's Bestiary |         |                |                    |
| Level                            | - 31    | Weaknesses:    | Treasures Awarded: |
| Maximum HP                       | - 7,000 | - Ice/Blizzard | - None             |
| Maximum MP                       | - 800   | - Water        |                    |
| Attack                           | - 13    | Immunities:    |                    |
| Magic                            | - 8     | - None         |                    |
| Defense                          | - 102   |                |                    |
| Magic Defense                    | - 153   | Absorptions:   |                    |
| Evasion                          | - 0     | - Fire         | Gil Earned : 0     |
| Magic Evasion                    | - 0     |                | EXP. Earned: 0     |

Each Tentacle has the same moveset. They can use a basic attack, Stun (which can set Slow), Bio, Poison, Entwine (basically a party-wide Stun), and Grab. Grab will temporarily drain some of the character's HP for a while until the character is Released.

It's a good idea to start this battle by using Kirin, Fenrir, and Siren.



| Kirin is for the Regen; Fenrir for dodging attacks for a bit, and Siren is |  
 | to stop most of the magic spells. |  
 | |  
 | Afterwards, set Edgar on using his Bioblaster for the rest of the fight, |  
 | except once you're down to one Tentacle, at which point you'll want to use |  
 | the Drill. The other two need to try and focus on one Tentacle at a time. |  
 | Let Celes use a "-ra" on the chosen Tentacle, opting to multi-target if it |  
 | is possible (all other Tentacles have max HP or won't absorb). Sabin can |  
 | do what you want; use a strategy like Celes's or go to using Blitzes. I |  
 | never really thought his strategy through. If needed, have Celes use Cura. |  
 | |

After the battle, dry off the slime and you'll watch the Crimson Robbers leave the treasure chamber with full arms, believing that the monster ate Gerad. (I think the engine room is too clogged for him to be drawn through, but whatever floats our boat, I guess.)

Go north into the nearly-emptied treasure chamber and examine the suit of armor to find the Soul Sabre. Then backtrack through the engine rooms to meet the old man who usually handles the underground travel. Apparently, the engine's been fixed and we'll return to the surface shortly.

=====  
 Figaro Castle  
 =====

| Item Shops \        |           |
|---------------------|-----------|
| Item Name .....     | Cost      |
| Ether .....         | 1,500 Gil |
| Antidote .....      | 50 Gil    |
| Eye Drops .....     | 50 Gil    |
| Echo Screen .....   | 120 Gil   |
| Phoenix Down .....  | 500 Gil   |
| Remedy .....        | 1,000 Gil |
| Tent .....          | 1,200 Gil |
| -----               |           |
| Auto Crossbow ..... | 250 Gil   |
| Noiseblaster .....  | 500 Gil   |
| Bioblaster .....    | 750 Gil   |
| Flash .....         | 1,000 Gil |
| Debilitator .....   | 5,000 Gil |
| Drill .....         | 3,000 Gil |

If you plan on shopping around here, have Edgar as the lead member of your party; you'll still get the fifty-percent discount. The prices above reflect undiscounted prices.

Not much to say, honestly. Restock a little and buy a Debilitator if you don't own one yet.

Return to the engine room and make the man move the castle towards Kohlingen. Then leave.

=====  
 Overworld  
 =====

| Regional Monster Bestiary \ |       |     |     |     |       |      |
|-----------------------------|-------|-----|-----|-----|-------|------|
| Monster Name                | HP    | MP  | ATK | DEF | Gil   | EXP. |
| Bogy                        | 1,318 | 100 | 15  | 102 | 1,200 | 532  |
| Cancer                      | 952   | 100 | 15  | 110 | 576   | 360  |
| Deepeye                     | 1,334 | 100 | 14  | 100 | 485   | 385  |
| Marchosias                  | 1,418 | 100 | 19  | 102 | 909   | 449  |
| Mousse                      | 900   | 100 | 11  | 110 | 287   | 189  |
| Sandhorse                   | 1,025 | 100 | 15  | 135 | 726   | 475  |

You know the deal. Just another excuse for local bestiaries.

Go northwest to find Kohlingen; on the map, it is the eastern dot.

=====  
Kohlingen  
=====

| Item Shop \  |           |
|--------------|-----------|
| Item Name    | Cost      |
| Hi-Potion    | 300 Gil   |
| Ether        | 1,500 Gil |
| Antidote     | 50 Gil    |
| Phoenix Down | 500 Gil   |
| Holy Water   | 300 Gil   |
| Remedy       | 1,000 Gil |
| Sleeping Bag | 500 Gil   |
| Tent         | 1,200 Gil |

| Weapon Shop \ |            |
|---------------|------------|
| Item Name     | Cost       |
| Darts         | 10,000 Gil |
| Dice          | 5,000 Gil  |
| Viper Darts   | 13,000 Gil |
| Enhancer      | 10,000 Gil |
| Golden Spear  | 12,000 Gil |

| Armor Shop \   |            |
|----------------|------------|
| Item Name      | Cost       |
| Diamond Shield | 3,500 Gil  |
| Priest's Miter | 3,000 Gil  |
| Green Beret    | 3,000 Gil  |
| Diamond Helm   | 8,000 Gil  |
| Diamond Vest   | 12,000 Gil |
| Diamond Armor  | 15,000 Gil |

Once you arrive, there is little else to do but shop. You've seen the armor shop before, but with one more item. As for the weapons, if you plan on using Setzer for a while after it's lack of requirement, buy him some Viper Darts.

Then restock on items and rest in the Inn.

Afterwards, head to the Pub and speak with Setzer. He's lost the will to fight, much like Terra, but moreso due to losing his airship, I guess, unless his "wings" have a deeper meaning. (As in, he's going to hell?) Eventually, he snaps out of it and we opt to find the Falcon, Setzer's late love's airship.

Of all the strangest places, it's in her tomb. =/

Can't we ever have an easy time? Re-equip Setzer and Edgar, then return to the overworld; go west to Darill's tomb.

=====  
Darill's Tomb  
=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Crystal Mail .....    | [ ] |
| Genji Helm .....      | [ ] |
| Growth Egg .....      | [ ] |
| Man-Eater .....       | [ ] |
| Regal Gown .....      | [ ] |

| Regional Monster Bestiary \ |       |     |     |     |       |      |  |
|-----------------------------|-------|-----|-----|-----|-------|------|--|
| Monster Name                | HP    | MP  | ATK | DEF | Gil   | EXP. |  |
| Borghese                    | 1,584 | 250 | 45  | 105 | 716   | 510  |  |
| Cloudwraith                 | 2,058 | 360 | 13  | 145 | 385   | 485  |  |
| Exoray                      | 1,200 | 112 | 13  | 105 | 370   | 449  |  |
| Malboro                     | 2,900 | 980 | 20  | 95  | 2,292 | 780  |  |
| Skeletal Horror             | 1,584 | 143 | 45  | 115 | 542   | 770  |  |

Now's probably a good time to mention that you'll pretty much NEED about 15 Holy Waters (or Zombie-immunizing Relics) to get through here. Also note how every enemy here is weak to Fire, and all but one is weak to Holy. Have Celes abuse Fira, whereas Sabin should stick to Rising Phoenix.

Once you reach the tomb entrance, Setzer will open it up. Head on in.

Once you enter the inside of the tomb, go south to the next area. There, go south to the fork in the path, which effectively has five branches. Use the southeastern exit and open the chest for a Genji Helm.

Back at the B2F fork, use the northeastern exit. In this next room, examine the tombstone to open up another path. Go along it to find a switch. Use it, then backtrack to the fork.

Back at the B2F fork, use the southwestern exit to find a chest with some Crystal Mail. Use the stairs nearby and open the chest on B3F to find a Regal Gown. Go north to the next area and you'll notice the switch. Trigger it and return to the B2F fork.

Back at the B2F fork, use the south-central exit. Hop on the turtle in this room to continue to the next room. There, go to the far south and into the next room. There, you'll find four gravestones. When read backwards, they say "THEW ORLD ISSQ UARE" or, more conveniently, "THE WORLD IS SQUARE".

Return to the B2F fork and use the northwestern exit. Examine the gravestone and carve in the letters as shown before: "WEHT", "DLRO", "QSSI", and "ERAU". You'll learn of a new relic. Head south and downstairs to B3F.

On B3F, go to the far east and straight into the eastern wall. If you have some trouble, stand south of the chest, go south one step, then east into the wall. Once you bump into another wall, go north to find a Growth Egg (SWEET!).

Return once more to the B2F fork and use the south-central exit again. Use the turtle ride again and, in the next area, examine the switch to raise the water level. Use the nearby turtle to head to the next area.

There, you'll find a Save Point to the north. Go to it, use a Tent, and save. Then open the chest to the north to find an Angler Whelk. You can easily kill it; it's like the Ymir from the start of the game, but also vulnerable to Break, Death, Catoblepas, Banish, and the like. Enjoy your Dragon Claws for Sabin!

Open the otehr chest in the room to find the Man-Eater, then continue to the next area after saving and healing once more.

In the next area, walk north to find a purple tombstone. Examine it (for you should have already saved and healed) to fight a battle:

| BOSS: Dullahan \ |          |                |                       |
|------------------|----------|----------------|-----------------------|
| \                |          |                |                       |
| Level            | - 37     | Weaknesses:    | Treasures Awarded:    |
| Maximum HP       | - 23,450 | - Fire         | - Genji Glove (Steal) |
| Maximum MP       | - 1,721  |                | - X-Potion (Steal)    |
| Attack           | - 55     | Immunities:    |                       |
| Magic            | - 7      | - None         |                       |
| Defense          | - 130    |                |                       |
| Magic Defense    | - 160    | Absorptions:   |                       |
| Evasion          | - 0      | - Ice/Blizzard | Gil Earned : 0        |
| Magic Evasion    | - 0      |                | EXP. Earned: 0        |

=====

Dullahan can use a basic attack, Morning Star (which is twice as strong), Blizzara, Blizzaga, Absolute Zero (ice damage to all), Northern Cross (which can induce Freeze), Lv. ? Holy (the ? equals the one's digit of your Gil; those with levels divisible by it get hit hard), and Cura. Cura only starts at around 10,000 HP.

It's a good idea to start this battle by using Kirin, Fenrir, Ifrit, and someone else you want -- probably Zona Seeker.

It's easy beyond that, very much so. Have Celes on constant Cura/Esuna duty, using Fira when nothing needs to be done. Let Sabin use Rising Phoenix; Edgar, the Drill; and Setzer ... well, I had already gotten Fira on him, and his attack sucked for some reason. So I let him use Fira, resorting to reviving characters with Phoenix Downs.

After the battle, a room opens up in the back. Go along it and downstairs, watching some interesting scenes between Setzer and Darill in the background.

At the bottom of the stairs, you'll find a new airship.

Such ends this sub-section.

```

/\
| |          Section VII - Searching for More Friends          | |
| |          **FF6A_47**                                       | |
\/

```

So now, we have our "wings" back and Kefka's Tower is open. The time has come for this evil being to meet his end.

But, then again, you are vastly underprepared. These next two sections may just be supplementary, but you will desperately thank me when the time comes, for, without some more friends, you'll probably end up stuck fighting Kefka with two or three characters, and after a three-tier boss chain. No Ultima Weapon will save you from that.

So, time to find our friends. You can find them in any order you wish, but this is the order I suggest. You can also use the accompanying CTRL+F tags to "warp" there a bit quicker. The list...

- ```

-- Cyan ..... **FF6A_47_CYAN**
-- Gau ..... **FF6A_47_GAU**
-- Terra ..... **FF6A_47_TERRA**
-- Relm ..... **FF6A_47_RELM**
-- Strago ..... **FF6A_47_STRAGO**
-- Mog ..... **FF6A_47_MOG**
-- Umaro ..... **FF6A_47_UMARO**
-- Shadow ..... **FF6A_47_SHADOW**
-- Locke ..... **FF6A_47_LOCKE**
-- Gogo ..... **FF6A_47_GOGO**

```

```

=====
----- Finding Cyan ----- **FF6A_47_CYAN**
=====

```

~~~~~

We'll begin by heading to the town of Maranda.

```

=====
                          Maranda
=====

```

```

| Weapon Shop \
|
| Item Name ..... Cost |
|=====|
| Gravity Rod ..... 13,000 Gil |
| Swordbreaker ..... 16,000 Gil |
| Falchion ..... 17,000 Gil |
| Flame Scroll ..... 500 Gil |
| Water Scroll ..... 500 Gil |
| Lightning Scroll ..... 500 Gil |
| Invisibility Scroll ..... 200 Gil |
| Shadow Scroll ..... 400 Gil |
|

```

```

| Armor Shop \
|
| Item Name ..... Cost |
|=====|

```

Crystal Shield .....	7,000 Gil
Crystal Helm .....	10,000 Gil
Oath Veil .....	9,000 Gil
Black Garb .....	13,000 Gil
Magus Robe .....	13,000 Gil
Crystal Mail .....	17,000 Gil

Good stuff here to buy. The Falchion is a great sword for you to have on you for the rest of the game, bested only by a few others that are rare and one-of-a-kind. The Crystal equipment is a must; no discussion, grind in the overworld for what you need for your party.

On the east side of town, go into the house to find Lola. If you remember, she had a paralyzed boyfriend in Mobliz that you had to do various tasks for to obtain a Tintinnabulum. She claims to be still receiving letters from him, too.

But wasn't Mobliz utterly destroyed by the hand of Kefka? Something's amiss.

Well, rest in the Inn and return to the overworld. Fly to Zozo by following the bird -- head northwest.

=====  
Zozo  
=====

Regional Monster Bestiary \							
Monster Name	HP	MP	ATK	DEF	Gil	EXP.	
Gobbledygook	350	20	13	85	126	104	
Harvester	428	85	13	105	314	291	
Hill Gigas	1,200	60	18	125	600	550	
Veil Dancer	392	120	13	115	296	224	

When you arrive, "speak" with the carrier pigeon and watch where it flies -- to Mt. Zozo. Great.

Head towards the Inn in the area and speak with the guy nearby to be able to buy some Rust-Rid for 1,000 Gil. Buy it, then head into the Pub. Head upstairs, then through the east exit at the top. Outside, continue to the top and use the Rust-Rid to go through the western door, then go north to the mountain.

=====  
Mt. Zozo  
=====

Treasures Checklist \	
Aegis Shield .....	[ ]
Gold Hairpin .....	[ ]
Ice Shield .....	[ ]
Red Cap .....	[ ]
Thunder Shield .....	[ ]

Regional Monster Bestiary \							
Monster Name	HP	MP	ATK	DEF	Gil	EXP.	

Devil Fist	1,759	68	10	125	2,000	797
Glasya Labolas	4,771	590	23	150	2,500	2,953
Luridan	2,079	122	12	210	1,000	707
Mugbear	2,409	74	15	165	2,000	882
Punisher	2,191	136	28	100	3,000	1,242

NOTE: The enemies here have abnormally high Physical Evasion stats. You will be very unlikely to succeed here unless you rely entirely on magic, Espers, Sniper Eye Relics, Tools, or Blitzes. Otherwise, you'll be having one FUN time.

Once you enter, go northwest and west to find a chest; open it for an Ice Shield. Go downstairs and southeast to find a Red Cap. Go south and along the linear path. You'll be able to open a chest on the way, in the light, which contains a Thunder Shield.

Head upstairs and north through the doorway. Open the chest as you continue to find an Aegis Shield. Northwest of there should be a doorway; use it to find the Gold Gairpin. Go back through it, then northeast to find a path heading outside.

Once outside, go west and into the mountain again. Inside, go west and look for a small floor switch. Using a small path to the west, you can head to a light, in which there is a Save Point. USE IT and step on the switch to trigger the release of the...

BOSS: Storm Dragon \			
Level	- 74	Weaknesses:	Treasures Awarded:
Maximum HP	- 42,000	- Thunder	- Force Armor (Drop)
Maximum MP	- 1,250		
Attack	- 13	Immunities:	
Magic	- 9	- None	
Defense	- 130		
Magic Defense	- 150	Absorptions:	
Evasion	- 0	- Wind/Aero	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 0

The Storm Dragon can use a basic attack, Wing Sabre (three times as powerful), Wind Slash, Leaf Swirl, Aero, and Cyclonic (takes away almost all of your HP).

It's a good idea to start this battle by using Golem, Zona Seeker, and Fenrir for self-protection. If you have a fourth character, use Ramuh.

Focus your party, for the first bits of the battle, on having someone(s) heal with party-wide Cura, while someone focuses on using Osmose or Rasp to lower the Storm Dragon's 1,250 MP. A fourth character can provide some party boosters -- Protect and Haste, namely.

After his MP is gone, focus someone (probably your Osmose person) on using party-wide Cura and other help, while everyone else focuses on using Thundara. If you have Edgar, using his Flash Tool to inflict Darkness will help greatly.

After the battle, re-use the Save Point and go along the path south, downstairs, and continue along to the path outside. Follow the path east to go

inside.

Here, you'll find plenty of flowers, a note, and a locked chest. The flowers are made of silk -- obviously fake, yet like those in Lolo's place -- and the note has Cyan (!) confessing for perpetuating this lie between Lolo and him. Hm. Exit the room to the right.

Outside, Cyan will be found sending another letter before turning around and freaking out at the sight of you. He makes a mad dash into the previous area to clean everything up -- in vain, as it would happen, for you walk in. He ends up confessing and such.

Now, go back to the cliff from before. Look around for the SHINY SHINY SHINY -- \*smack\* shut it, Gau -- and examine it to find a key. Return to Cyan's room and use it on the chest to find some of his books...

"Machinery for Dunces"  
"A Pictorial Guide to Machines"  
"Everything About Machines"  
"Machines for the Mechanically Disinclined"

...

"Bushido in the Bedroom"

!?

Cyan never ceases to amaze me.

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----- Finding Gau ----- \*\*FF6A\_47\_GAU\*\*

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~~~~~

Finding Gau is relatively simple. You need to find the Veldt.

The Veldt can be found on the continent north of Mobliz; east of the Doman island; on the same continent as the Cave on the Veldt; east of Nikeah... Come on, it's the northeastern continent, guys.

Anyways, you'll need to open up a slot in your party (i.e. have three or less party members) and fight some battles on the Veldt. You'll know if you're there if you get the funky overworld music.

After every few battles, Gau will appear as he did so long ago. So long as you don't hit him, he'll join.

---

---

----- Finding Terra ----- \*\*FF6A\_47\_TERRA\*\*

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---

~~~~~

You remember where the Serpent Trench is, right? It's south of the Veldt; go to its "tail" to find the town of Mobliz.

Some of this you could've done earlier; I'll just copy-and-paste it anyways, in case you didn't do it.



=====  
Mobliz  
=====

Treasures Checklist \
Phoenix Down ..... []

Once you enter the town of Mobliz, ruined by Kefka's Light of Judgment, some dogs will begin to bark at you, warning the kid within. The kid comes out, then re-enters it.

First, head to the ruined house west of the kid's house and examine one of the nearby barrels for a Phoenix Down, then head to the abandoned Relic shop to the north. Sleep in the bed in the back for a free healing, then go into the house the kid from earlier went into.

Inside, head downstairs to find a bunch of kids, and Duane and Katarin (minor characters, but named from before). I doubt that they made them all, though. Anyhow, apparently, Terra will also be here, refusing to leave. Apparently, all of the kids' parents died protecting them from the Light of Judgment, and they can't really fend for themselves.

(Yet Duane and Katarin are having kids (for she is pregnant)? Either Terra is not doing her job well, or Duane and Katarin are older than we think.)

So, Terra, our (or at least MY) most valuable character, isn't going to join our fight. Disappointing, but we can't really just force her along. So just leave.

As you do, a kid comes in screaming about that Humbaba, some demon unsealed by the planet's ruining, is coming this way. Terra alone goes out to fight it (and why not anyone of your party?).

Terra is meant to lose this first fight against Humbaba, so just let it smack her around until she is KO'ed, then your party takes over.

BOSS: Humbaba \		
Level - 31	Weaknesses:	Treasures Awarded:
Maximum HP - 26,000	- Poison	- None
Maximum MP - 10,000		
Attack - 15	Immunities:	
Magic - 6	- None	
Defense - 100		
Magic Defense - 130	Absorptions:	
Evasion - 0	- Thunder	Gil Earned : 0
Magic Evasion - 0		EXP. Earned: 0

=====  
Humbaba can use a basic attack, Solar Plexus (which is three times as powerful), 1,000 Needles (1,000 damage on target), Thundara, and Thundaga.

Begin the fight by using the Kirin and Zona Seeker Espers to provide Regen and upped Magic Defense, respectively. Have Celes use Bio or a "-ra" spell (except Thundara) until some healing is needed, which should be dealt with via a party-wide Cura. Sabin should focus on using whatever Blitz you tend to prefer, or, when using Venom Claws as a weapon, a basic Attack. Of course, if he has Bio, try that and see if its damage exceeds his physical damage.

After that battle, Terra again says she won't join you, using this fight as an example. As you leave, you'll receive the Magicite for the Esper of Fenrir. Fenrir is moreso based on Fenris, I guess, the monstrous wolf of Loki's in Norse myth. He won't provide an offense, but rather make you invulnerable for a few hits.

Now exit town and re-enter.

If you do some investigating, it seems that Duane, Katarin, and Terra are all missing. Go into the westernmost house and behind the staircase to find Terra and Katarin downstairs. After a scene there, it becomes apparent the Humbaba's back.

That thing's getting almost as annoying as Ultros. Go outside so we can kill it or something.

BOSS: Humbaba \			
Level	- 31	Weaknesses:	Treasures Awarded:
Maximum HP	- 26,000	- Poison	- None
Maximum MP	- 10,000		
Attack	- 15	Immunities:	
Magic	- 6	- None	
Defense	- 100		
Magic Defense	- 130	Absorptions:	
Evasion	- 0	- Thunder	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 0

=====

Humbaba can use a basic attack, Solar Plexus (which is three times as powerful), 1,000 Needles (1,000 damage on target), Thundara, and Thundaga.

Begin the fight by using the Kirin and Zona Seeker Espers to provide some defenses. Then simply batter the beast with some Poison/Bio spells until it eventually dies. It is a rather simple concept.

Eventually, most of your party will be blown away and Terra will join the battle. Keep up the above strategy with the Trance Terra and you'll win fairly easily; her Attack alone deals over 1,000 damage easily.

After the battle, watch the interesting scene in which Terra becomes a member of your party once more.

Finding Relm ----- **FF6A_47_RELM**	
~~~~~	
For Relm, you'll need to find Jidoor. It is southwest of Zozo; northeast of the Opera House; on the continent west of Tzen.	
=====	
Jidoor	
=====	
Item Shop \	

Item Name	Cost
Hi-Potion	300 Gil
Ether	1,500 Gil
Phoenix Down	500 Gil
Holy Water	300 Gil
Remedy	1,000 Gil
Teleport Stone	700 Gil
Sleeping Bag	500 Gil
Tent	1,200 Gil

Weapon Shop \

Item Name	Cost
Man-Eater	11,000 Gil
Partisan	13,000 Gil
Crystal Sword	15,000 Gil
Sniper	15,000 Gil

Armor Shop \

Item Name	Cost
Circlet	7,000 Gil
Black Cowl	7,500 Gil
Crystal Helm	10,000 Gil
Black Garb	13,000 Gil

Relic Shop \

Item Name	Cost
Princess Ring	3,000 Gil
Protect Ring	5,000 Gil
Gigas Glove	5,000 Gil
Angel Wings	6,300 Gil

Not much to mention here; the Crystal Sword is inferior to the Falchion, but the Partisan ... is also inferior. The Man-Eater is an okay knife, but beyond that ... restock.

You can also buy some items from the auction house:

- The Hero's Ring is available for 50,000 Gil. You should already have one.
- The Excalipoor requires 500,000 Gil. You'll use it to get an Esper later on.
- The Zephyr Cloak ... come on, you know these. They aren't worth the 10,000 Gil.

Do what you want, then enter the mansion on the north side of town when you're ready.

```

=====
| Treasures Checklist \
|-----|
| 293 Gil ..... [] |
| Ether ..... [] |
| Gold Needle ..... [] |
| Lich Ring ..... [] |
| Moogle Suit ..... [] |
| Potion ..... [] |
|-----|

```

```

| Regional Monster Bestiary \
|-----|
| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Blade Dancer | 2,539 | 100 | 1 | 60 | 769 | 1,531 |
| Caladrius | 885 | 87 | 14 | 100 | 497 | 653 |
| Coeurl Cat | 1,115 | 78 | 17 | 100 | 416 | 701 |
| Crusher | 2,095 | 340 | 13 | 145 | 577 | 788 |
| Misty | 3,580 | 500 | 1 | 110 | 1,260 | 1,151 |
| Rafflesia | 2,200 | 305 | 13 | 110 | 767 | 872 |
| Still Life | 4,889 | 390 | 13 | 150 | 1,574 | 2,331 |
|-----+-----+-----+-----+-----+-----+-----|

```

Once you enter the mansion, go north to find a westbound staircase. Examine the light at the bottom of the staircase to be able to go on upstairs. Do so and examine the southwestern picture of the lady. Defeat the enemies and a doorway will appear.

FIRST, THOUGH - Examine the painting of Emperor Gestahl twice to end up with the Emperor's Letter. (You'll understand what this has to do with anything if you visited the Coliseum earlier.) Read it... Hm. This might be useful in finding Locke. Anywho, continue to the basement.

In the basement, go south and west. Examine the chair painting for a battle, then go west and north along that path. Go through the western door and open the chest for a Moogle Suit. Go back to the previous area and take the eastern door.

Go north to find three doors alternating when they open. First, circle around to the back hall and examine the wall at the end of the path for a Lich Ring. Then go through the westernmost doorway when it opens up. After exiting, go through the left door and forward.

You'll find a room with four chests in the air. Step beneath them and fight the battles for their loot: 293 Gil, an Ether, a Gold Needle, and a Potion. Examine the painting of the suit of armor to fight a battle. Go through the new door that appears.

In then ext area, use the Save Point nearby, then go through the northeastern exit to the next area.

There, go north and upstairs to find a Snorlax! Go, Pok<sup>鬚</sup>all!

Oh, wait, that's just Owzer. :P Speak with him for a quick scene, then a fight against...

```

| BOSS: Chadarnook \
|-----|

```

Lakshmi Form

Level	- 37	Weaknesses:	Treasures Awarded:
Maximum HP	- 56,000	- Fire	- None
Maximum MP	- 9,400		
Attack	- 13	Immunities:	
Magic	- 10	- None	
Defense	- 140		
Magic Defense	- 150	Absorptions:	
Evasion	- 0	- Holy	Gil Earned : 0
Magic Evasion	- 0	- Water	EXP. Earned: 0

Chadarnook Form

Level	- 41	Weaknesses:	Treasures Awarded:
Maximum HP	- 30,000	- Fire	- None
Maximum MP	- 7,600	- Holy	
Attack	- 18	Immunities:	
Magic	- 10	- None	
Defense	- 135		
Magic Defense	- 130	Absorptions:	
Evasion	- 0	- Thunder	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 0

When Chadarnook is in his Lakshmi form, he can use a basic attack, Last Kiss (sets Doom), Lullaby (party-wide Sleep), Entice, and Poltergeist (which seems to set a Super-Sap kind of thing, because you can't remove it for some reason).

The Chadarnook's other form simply uses a basic attack, Hit (damage and Doom), Thundara, Thundaga, and Flash Rain (Water- and Ice/Blizzard-based damage to all ... and it's heavy).

It's a good idea to start this battle by using Kirin, Fenrir, and Siren. Kirin is for the Regen; Fenrir for dodging attacks for a bit, and Siren is to stop most of the magic spells.

First things first. You really should ignore attacking the lighter Lakshmi form - the HP regenerates, so your MP will be wasted very, very easily. Whenever this form comes up, for the next minute or so, focus on putting Protect, Shell, and Haste on everyone. Also focus on healing; Regen may be a bit too far, because of the Poltergeist.

Once the uglier form comes about, let the bullets fly. Send Ifrit out; Bahamut and Phoenix are good ideas, too, though you therefore haven't been playing along with my FAQ. Have your spellcasters, namely Celes and Terra, focus on using Fira/Firaga; Sabin can use Rising Phoenix; and just let everyone else do their own thing. Don't be afraid to heal with some Cura or Curaga, either.

One thing NOT to do, though, is use Thunder-based stuff. I seriously had not paid attention to the bestiary I hacked in prior to the fight and ended up fighting for about an hour because I was using Thundaga -- the Lakshmi would just regenerate, and the Chadarnook would absorb and my DS didn't have that good of a screen to notice a slight green tint. >\_<

After the fight, you'll get the Lakshmi Magicite and Relm will join your party. Congratulations and stuff.

=====
----- Finding Strago ----- \*\*FF6A\_47\_STRAGO\*\*
=====

~~~~~
Simplicity has never been so simple. Well, it has been about 50% "simple", but whatever - it's still fairly close.

Anyways, you'll need Relm for this, and you'll need to find the Cultists' Tower. It is the tower south of Nikeah on the Serpent Trench. Land on it and head inside.

Once you meet Strago inside, at the sight of Relm, he'll leap up in joy and becomes part of the party.

By the by, you WILL NOT BE ABLE TO SURVIVE the Cultists' Tower ... yet.

=====
----- Finding Mog ----- \*\*FF6A\_47\_MOG\*\*
=====

~~~~~
You'll need to find Narshe, which is located on the north-central continent on the west side. Enter with three characters, not four, for convenience.

=====
Narshe
=====

Table with 1 row: Molulu's Charm ..... []

Table with 7 columns: Monster Name, HP, MP, ATK, DEF, Gil, EXP. Rows include Garm, Lukhavi, Magna Roader, Psychos, Test Rider, Wizard.

Once you enter town, you'll meet up with the Lone Wolf, who fills you in. Well, let's begin by heading to Arvis's house on the northeast side of town. Inside, go to the back and through the door to find a familiar path. Use it for a while and you'll soon come across Mog!

After the scene, if you brought three characters as previously requested, Mog will join your party. Examine the wall Mog was staring at earlier to find Molulu's Charm.

Quite the Relic this is -- it prevents all random encounters.

Still in Narshe, still with Mog in your party?

No? Fix that.

Narshe

Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Garm	1,510	110	10	155	412	687
Lukhavi	1,877	100	13	145	298	697
Magna Roader	1,777	100	13	115	352	621
Magna Roader	1,380	70	14	105	284	647
Psychos	900	55	14	165	275	347
Test Rider	3,100	220	27	135	520	1,947
Wizard	1,677	200	13	50	388	587

At the town entrance, go north into the mines.

There, go along the first eastbound path and along it to the outside again. Go along the bridge to the west, then go up the stairs to the north into the cave. Continue outside the cave and go up the mountain path. Also consider learning Mog's final Dance up here.

If that blue enemy gets too close...

BOSS: Ice Dragon \		
Level	- 74	Weaknesses:
Maximum HP	- 24,400	- Fire
Maximum MP	- 9,000	
Attack	- 13	Immunities:
Magic	- 10	- None
Defense	- 110	
Magic Defense	- 150	Absorptions:
Evasion	- 0	- Ice/Blizzard
Magic Evasion	- 0	Gil Earned : 0
		EXP. Earned: 0

The Ice Dragon has the expected move repertoire, also rather short: a basic attack, Hit (twice as powerful), Absolute Zero, Avalanche, and Northern Cross.

There is a VERY, VERY cheap strategy to end this very quickly, sort of. Inflict Berserk on the Ice Dragon -- a spell you should've had a long time ago -- then summon the Phantom Esper to obtain invulnerability. Then just attack, attack, attack, attack, and loop from the first word on this line.

Another way - use Confuse on it and sit back.

Yet another - hit it with Darkness, Silence, Haste, and Poison. This will

| effectively make all but the rarest of Attacks/Hits hit, in which case a  
 | Hi-Potion may be in order. The Haste increases that risk, but also ups the  
 | speed at which the Ice Dragon dies.

Whether you fight or not, go north and use the Save Point to heal up and ...  
 well, not Load!

Continue north and approach the frozen Esper from way-back-when. This time,  
 though, Terra won't go crazy; rather, the Esper within goes crazy and attacks  
 you.

BOSS: Valigarmanda \			
Level	- 74	Weaknesses:	Treasures Awarded:
Maximum HP	- 30,000	- Fire	- None
Maximum MP	- 50,000		
Attack	- 19	Immunities:	
Magic	- 4	- All others	
Defense	- 254		
Magic Defense	- 70	Absorptions:	
Evasion	- 0	- Ice/Blizzard	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 0

=====

| Valigarmanda can use a basic attack, Hit, Blizzaga, Freezing Dust, and  
 | Rasp -- all fairly basic attacks.

| There is not a lot to say here. Begin by using Zona Seeker to raise your  
 | Magic Defense (like it needs it all too much), and Kirin for some Regen.  
 | Go to having Ifrit summoned for some Fire-elemental damage, and then  
 | proceed to cast Fire/Fira/Firaga, depending on what you have. In the case  
 | Sabin, the Rising Phoenix Blitz is preferred unless he DOES have a  
 | decent-powered Fira/Firaga.

After the battle, there will be a bit of conversing before Valigarmanda turns  
 himself into a Magicite for your own perusal. PUT. HIM. ON. SOMEONE.  
 He teaches "-ga" spells and has a decent summoning attack.

Then hop into the cliff opening nearby.

=====

Yeti's Cave

=====

Treasures Checklist \	
Gauntlet .....	[ ]
X-Ether .....	[ ]

Regional Monster Bestiary \							
Monster Name	HP	MP	ATK	DEF	Gil	EXP.	
Anemone	2,000	100	10	115	550	1,000	
Illuyankas	2,000	100	10	130	850	1,000	
Knotty	1,000	100	5	120	350	800	
Onion Dasher	2,000	100	10	150	150	500	
Tonberry	8,000	15,500	13	150	3,333	1,200	



Tzakmaqiel	2,000	100	10	105	750	1,000
------------	-------	-----	----	-----	-----	-------

When you land, you'll be able to go to three portions of the cave. Take the middle one to find a chest with an X-Ether in the upper chest. Return to the cavern entrance and go into the western cave. Look out for the dark tiles around there, for they are pitfalls. You don't wanna fall.

Open the chest here to find three Tonberries. Personally, I'd avoid them, but do what you want. From the chest, go back to the cavern entrance.

Now, go through the northeastern door to where you found the X-Ether. From the chest, go northeast and downstairs. Use the small staircase to reach the higher ledge, then go along the path southwest to find a Gauntlet in a chest on the way. Go east, north, and upstairs.

In this area, go along the path eastward, triggering the second switch you find. In this new area, go north and heal up. Examine the bone statue to find some Midgardsormr magicite, then fight the Yeti.

BOSS: Yeti \			
Level	- 33	Weaknesses:	Treasures Awarded:
Maximum HP	- 17,000	- Fire	- None
Maximum MP	- 6,990	- Poison	
Attack	- 25	Immunities:	
Magic	- 11	- None	
Defense	- 100		
Magic Defense	- 150	Absorptions:	
Evasion	- 0	- Ice/Blizzard	Gil Earned : 10
Magic Evasion	- 0		EXP. Earned: 0

=====  
The Yeti -- a.k.a. the Himalayan Abominable Snowman -- can use a basic attack, Tackle (triple-power attack), Jump, Hailstone, Snowstorm, Snowball, and Avalanche. At one point, he'll use a Green Cherry to put Haste, Protect, and Shell on itself.  
  
Cheap strategy time! Like with the Ice Dragon, inflicting Berserk on the Yeti, summoning the Phantom, and attack works just fine.  
  
Otherwise... Meh. Use Fire-based stuff (Fire, Fira, Firaga, Ifrit, the usual) to deal some heavy damage. Use Dispel once the Yeti uses its Green Cherry, and just be sure to have someone healing when needed.  
=====

After the fight, speak with Umaro with Mog in your party. Mog "entices" Umaro to join your group, with that Yeti (who is Umaro, obviously) rushing off to the Falcon.

----- Finding Shadow ----- \*\*FF6A\_47\_SHADOW\*\*

~~~~~  
TO BE ABLE TO GET SHADOW HERE, YOU MUST HAVE SAVED HIM BACK ON THE FLOATING CONTINENT. IF YOU DID NOT DO SO, PROCEED TO FEEL SHAME, FOR YOU REALLY DID LOSE SHADOW FOR THE REST OF THE GAME. RELM WILL BE HERE IN HIS PLACE, SHOULD YOU HAVE LOST SHADOW.

Anyhow, we need to find the Cave on the Veldt. I think it might be on the Veldt of the northeastern continent!

=====  
Cave on the Veldt  
=====

Treasures Checklist \

Berserker Ring ..... []  
Ichigeki ..... []

Regional Monster Bestiary \

| Monster Name | HP    | MP    | ATK | DEF | Gil   | EXP.  |
|--------------|-------|-------|-----|-----|-------|-------|
| Death Warden | 8,000 | 8,000 | 13  | 140 | 0     | 0     |
| Gorgimera    | 7,191 | 354   | 40  | 150 | 1,889 | 4,928 |
| Twinscythe   | 2,500 | 187   | 21  | 125 | 726   | 1,753 |

Once you enter, you'll see Interceptor (or so they say; all the dogs look alike in this game). If it IS Interceptor, Shadow may be here! (Or Relm.) Follow him through the northern exit and exit to the east.

In the next area, go east to find a bunch of primitive-esque people speaking of what is probably Gau. Go northwest and pick up the Berserker Ring, then go through the door. Go down the stairs on the other side, then go west via the cavern tunnel. Head to the far west side of it, east twice, south and west to find a chest with a Death Warden inside. Defeat it (Break, Banish...) to get a free Tigerfang for Sabin.

After the fight, go back a bit in the tunnel, then along the southern branch and along the linear path for a while. Eventually, you'll find a room with a chest and a switch. Open the chest for the Ichigeki.

IF YOU ARE LOOKING FOR SHADOW -- KEEP THAT ICHIGEKI LIKE YOUR LIFE DEPENDS ON IT. You know, assuming you \*have\* a life. :P

Flip the switch to open up a new path. Use it and follow it to eventually reach a Save Point. Use it and continue to find Shadow injured on the ground. The likely reason as to WHY he's injured attacks you.

BOSS: Behemoth Kings \

First Enemy

|               |          |                |                        |
|---------------|----------|----------------|------------------------|
| Level         | - 33     | Weaknesses:    | Treasures Awarded:     |
| Maximum HP    | - 19,000 | - Fire         | - Behemoth Suit (Drop) |
| Maximum MP    | - 1,600  | - Poison       | - Murasame (Steal)     |
| Attack        | - 11     | Immunities:    |                        |
| Magic         | - 9      | - None         |                        |
| Defense       | - 120    |                |                        |
| Magic Defense | - 120    | Absorptions:   |                        |
| Evasion       | - 0      | - Ice/Blizzard | Gil Earned : 0         |
| Magic Evasion | - 0      |                | EXP. Earned: 0         |

Second Enemy

|               |          |              |                        |
|---------------|----------|--------------|------------------------|
| Level         | - 33     | Weaknesses:  | Treasures Awarded:     |
| Maximum HP    | - 19,000 | - Fire       | - Behemoth Suit (Drop) |
| Maximum MP    | - 9,999  | - Holy       |                        |
| Attack        | - 27     | Immunities:  |                        |
| Magic         | - 10     | - None       |                        |
| Defense       | - 105    |              |                        |
| Magic Defense | - 150    | Absorptions: |                        |
| Evasion       | - 0      | - Poison     | Gil Earned : 0         |
| Magic Evasion | - 0      |              | EXP. Earned: 0         |

```

=====
| Your first Behemoth King can use a basic attack, Blizzara, Blizzaga,
| Imp, Meteor, Holy, and Devil Claw (damage and remove Reflect).
|
| The second one sticks to a basic attack, Death, Hypno Gas (Sleep), and
| Meteor.
|
| There is not a lot to say about the first fight. Put in Kirin, Ifrit, and
| Fenrir for damage and defense, then have someone on Cura/Curaga duty while
| everyone else uses Fira/Firaga/etc. on the monster.
|
| For the second Behemoth King, a simple Phoenix Down settles it. :)
|
=====

```

After the scene, you'll be in Thamasa. After the scene there, leave and go to the Coliseum to the southeast.

At the Coliseum, speak with the man in front of the door and bet the Ichigeki for your fight to battle Shadow. After the easy fight, Shadow will join your party.

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=====
----- Finding Locke ----- **FF6A_47_LOCKE**
=====

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yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy

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To find Locke, you'll need to find the Phoenix Cave. Go to the peninsula on the northern end of the continent containing Tzen, Albrook, and Kefka's Tower. There should be a bunch of mountains here; land at the green spot in the middle of them.

You'll need to form two parties for this event. Technically, just having Celes and Edgar, as you should, is sufficient ... but HIGHLY a stupid idea. These are the parties I used:

Party #1:

- Terra
- Cyan
- Sabin

Party #2:

- Celes
- Edgar
- Shadow

Admittedly, there were only three in each party where I could have more than easily provided a fourth for each. But I hadn't found many others yet with a decent weapon supply. Same goes for armor, and I was already emptying most of my resources without having to revive a useless fourth.

Phoenix Cave

Treasures Checklist \

|                      |     |
|----------------------|-----|
| Dragon Horn .....    | [ ] |
| Ribbon .....         | [ ] |
| Teleport Stone ..... | [ ] |
| Teleport Stone ..... | [ ] |
| Wing Edge .....      | [ ] |

Regional Monster Bestiary \

| Monster Name | HP    | MP    | ATK | DEF | Gil   | EXP.  |
|--------------|-------|-------|-----|-----|-------|-------|
| Chaos Dragon | 9,013 | 1,300 | 13  | 5   | 1,000 | 4,881 |
| Clymenus     | 3,815 | 9,900 | 13  | 120 | 826   | 1,698 |
| Face         | 4,550 | 1,700 | 11  | 105 | 890   | 2,600 |
| Galypdes     | 6,013 | 820   | 13  | 120 | 906   | 2,781 |
| Ouroboros    | 50    | 760   | 13  | 252 | 390   | 1,780 |
| Necromancer  | 3,525 | 900   | 13  | 100 | 791   | 1,510 |
| Seaflower    | 4,200 | 200   | 13  | 135 | 670   | 1,315 |
| Zeveak       | 2,077 | 500   | 13  | 80  | 674   | 1,620 |

Remember earlier when you had to pick two parties? In your mind, designate one as Party #1 and another as Party #2 for this dungeon, for the easiest way to follow this walkthrough. Remember to press Select to switch parties.

Also note that any spikes in this dungeon can be bypassed. However, you will get damaged, and for much more than in other Fianl Fantasies - 400 damage. So, yeah, I think you might want to avoid them.

Finally, also note that many chests in here are empty, as Locke, being the super-epic thief -- sorry, treasure hunter! -- he is, has already plundered a large majority of them.

<== Party #1 ==>

Head north and into the cavern, then step on the switch.

<== Party #2 ==>

Also head north and into the cavern, then go through the newly-opened western door. Go upstairs and east, then along the southern path to a switch. Step on it.

<== Party #1 ==>

Go through the newly-opened door to the east, then go north and onto that switch.

<== Party #2 ==>

Go north past the sunken spikes, then east and south to find another switch.

<== Party #1 ==>

Now head southeast, but ignore the staircase for the moment. Rather, go east and south to find a chest; open it for a Teleport Stone. Return to the stairs and go downstairs.

In this area, go northwest and onto the switch here. Backtrack now to the stairs you entered this hot area with, then go along the southern path to a giant wall. Stop there and switch.

<== Party #2 ==>

Head to the far west and downstairs.

Go south and up some more stairs. Here, step on the switch to create a bridge for yourself; cross it to find the Wing Edge in the chest. Go back to the lava area from where you previously entered it, then go east and along the path. Jump across the lava stepping stones, then head to the switch. Step on, step off, and switch.

<== Party #1 ==>

Go north and into the next area, then circle around to the west. Go south and use this exit to find a switch. Step on it.

<== Party #2 ==>

Go north and into the next area. Go along the path, being sure to use the side-path north to find another switch.

<== Party #1 ==>

Go north to the previous area and along the path for a while, past the sunken spikes. Go south and through the doorway once reached.

In this area, go west and hop across the stepping stones, then go south and repeat with the nearby stones. After stopping hopping, go east and take the path northward. Go through the door and pull the lever within.

<== Party #2 ==>

Go south and use the Save Point.

Then go northwest and step on the switch here.

<== Party #1 ==>

Go south along the new path and continue going south to the end of the path. Here, you'll notice a Red Dragon nearby. If you don't want to fight it, you can manage to bypass it to the staircase, atop which you'll find a chest with the Dragon Horn inside.

Running into the Red Dragon forces a fight.

| BOSS: Red Dragon |          |                |                    |
|------------------|----------|----------------|--------------------|
| Level            | - 67     | Weaknesses:    | Treasures Awarded: |
| Maximum HP       | - 30,000 | - Ice/Blizzard | - Murakumo (Drop)  |
| Maximum MP       | - 1,780  | - Water        |                    |
| Attack           | - 13     | Immunities:    |                    |
| Magic            | - 10     | - None         |                    |
| Defense          | - 110    |                |                    |

|                     |              |                |
|---------------------|--------------|----------------|
| Magic Defense - 150 | Absorptions: |                |
| Evasion - 0         | - Fire       | Gil Earned : 0 |
| Magic Evasion - 0   |              | EXP. Earned: 0 |

=====

The Red Dragon will be a fun one to fight ... if you're idea of fun is getting hurt a lot, in which case, you might need some help. :P Especially given the super-strategies I manage to hand you every now and then.

Anyhow, it can use a basic attack, Fira, Firaga, Flare (a basic one), Lv. 4 Flare, Fireball, Eraser (damage and removes Reflect), Flare Star, and Southern Cross (Fire damage to all).

So, yeah, cheap strategy -- put Confuse on it and watch it beat the stuffings out of itself. You can also Poison it, in theory, while it is Confused -- I never tried that though, and all it'll do is speed up the process. You'll have to keep up the Confusion, though, so you'll want to have Edgar constantly using Noiseblaster, with a Bioblaster fit in at some point to induce Poisoning, hopefully.

Otherwise, you might be in trouble. Start the fight by using Kirin and Zona Seeker; Shiva and Bismarck are good ideas for some quickie-damage. Next, use Osmose or Rasp to get rid of the boss's MP and force him down to a shameful repertoire of attacks. Inflict Darkness on him and kick him while he's down and you'll have no problem. While the MP-draining goes on, I suggest casting Cura/Curaga every turn to maintain good health, and refresh every few turns after the Darkness is inflicted.

After that grueling battle -- it is so HARD to see enemies effectively commit suicide, no? -- open the chest atop the stairs for the Dragon Horn if you have not yet done so.

Then go northwest and upstairs onto the platform, then north onto the switch there.

<== Party #2 ==>

Go south, downstairs, and west along the passage to some stairs. There, go down and head south. At the end of the fairly linear path, you'll find a chest; open it for a Ribbon. Then head to the northwest corner and outside of this cold-lava zone.

Upstairs, go along the path around to the south. Hop across the rocks to find yourself united with the other party. Go south and onto one of the two switches you find here.

<== Party #1 ==>

Go south and step onto the second switch, then go south and use the stairs. Go along the path to meet up with Locke.

He apparently came here for that mystical treasure that defies death itself. If you know basic mythology, the Phoenix is a bird that implies immortality; if you know Final Fantasy, the Phoenix summon can rise people from the dead. Locke has just found the Phoenix Magicite!

We all know why he has it, and so we return to Kohlingen.

| Treasures Checklist \ |     |
|-----------------------|-----|
| Elixir .....          | [ ] |
| Flame Shield .....    | [ ] |
| Phoenix Down .....    | [ ] |
| Valiant Knife .....   | [ ] |
| X-Ether .....         | [ ] |
| X-Potion .....        | [ ] |

| Item Shop \        |           |
|--------------------|-----------|
| Item Name .....    | Cost      |
| Hi-Potion .....    | 300 Gil   |
| Ether .....        | 1,500 Gil |
| Antidote .....     | 50 Gil    |
| Phoenix Down ..... | 500 Gil   |
| Holy Water .....   | 300 Gil   |
| Remedy .....       | 1,000 Gil |
| Sleeping Bag ..... | 500 Gil   |
| Tent .....         | 1,200 Gil |

| Weapon Shop \      |            |
|--------------------|------------|
| Item Name .....    | Cost       |
| Darts .....        | 10,000 Gil |
| Dice .....         | 5,000 Gil  |
| Viper Darts .....  | 13,000 Gil |
| Enhancer .....     | 10,000 Gil |
| Golden Spear ..... | 12,000 Gil |

| Armor Shop \         |            |
|----------------------|------------|
| Item Name .....      | Cost       |
| Diamond Shield ..... | 3,500 Gil  |
| Priest's Miter ..... | 3,000 Gil  |
| Green Beret .....    | 3,000 Gil  |
| Diamond Helm .....   | 8,000 Gil  |
| Diamond Vest .....   | 12,000 Gil |
| Diamond Armor .....  | 15,000 Gil |

Locke heads to where his dead love has been preserved for the long time since she died in an Imperial assault. He puts the Phoenix Magicite in her lifeless arms and, for a moment, it seems that the damage to the magicite is too great; that it may not function properly, if at all.

Suddenly, it flashes and the room fills with a fire; not a fire of violence, but a fire of healing, of peace. The Phoenix, in its weakened state, has come and brought Rachel back from the afterlife. However, it is only able to give her and Locke a short time to speak...

After the cutscene, Locke formally rejoins the party and hands you an Elixir,

a Flame Shield, a Phoenix Down, the Valiant Knife, an X-Ether, and an X-Potion.

I feel like mentioning the Valiant Knife here. It is much like the opposite of the Ultima Weapon, for it deals damage based on your HP, but moreso on how LOW it is. At high levels, this can become quite powerful, for the damage is calculated as follows: you'll get the typical no-ability damage added to the ability-based damage (how much HP you lack from your maximum HP). Also unlike the Ultima Weapon, using hats such as the Red Cap and Green Beret to boost your max HP will boost the damage dealt.

=====  
----- Finding Gogo ----- \*\*FF6A\_47\_GOGO\*\*  
=====

~~~~~

One more to go-go. Heh.

Anywho, to find Gogo, you'll need to head to the small northeastern island near the corner of the map. Land there and walk around, looking for the Zone Eater. In battle, rather than kill it, let it use Inhale on your whole party. Then you'll be inside a monster.

Kinda reminds me of Mario & Luigi: Partners in Time (DS) (made two years before this remake, I think) when you went inside the Yoob. Of course, that was involuntary.

=====  
Zone Eater's Belly  
=====

Treasures Checklist \	
Fake Mustache .....	[ ]
Genji Armor .....	[ ]
Hero's Ring .....	[ ]
Hi-Ether .....	[ ]
Magical Brush .....	[ ]
Thunder Shield .....	[ ]
Pinwheel .....	[ ]
Zephyr Cloak .....	[ ]

Regional Monster Bestiary \							
Monster Name	HP	MP	ATK	DEF	Gil	EXP.	
Amduscias	4,452	270	13	105	526	1,727	
Baalzephon	3,609	300	17	105	826	1,385	
Covert	4,530	240	25	100	1,768	1,757	
Kamui	4,211	219	19	100	869	1,583	
Purusa	3,300	188	13	115	773	1,396	
Shambling Corpse	3,850	185	13	105	826	1,399	
Wartpuck	3,559	330	15	120	1,169	1,595	

Well, this thing must eat well. No Tapeworms, no Roundworms, or any other fictitious enemies (for this FF, anyhow). Anyways, equip some Relics that prevent Zombification.



Upon entering, go north and into the light if you want to go outside.

Otherwise, go south to the next area; there, go west. You'll reach some platforms. You'll have to face the desired direction and press A to move. Bumping into the guys on these platforms smacks you back to the lower level. You'll want to get smacked once, though, to reach the Hi-Ether and the Red Jacket on the other side of the blocked-off cave below.

Now, go east and onto the switch go back up.

On the platforms, go west and slip past the strange green men. \*cough\* Luigi \*cough\* Be sure to grab the chests for the Genji Armor and the Magical Brush. Further west, go past two more guys to find a chest; open this one for the Fake Mustache. Sounds like an item from the Mario RPG games, no? (Yeah, I've got a theme going here.)

Once on the main path, go east and take the stairs to head south. In the next room, USE THE SAVE POINT. If you screw up (i.e. off by one step), you'll probably have a Game Over. Also, I suggest turning the Auto-Dash to "On" (or you'll end up holding the B Button) and equipping the Sprint Shoes.

Continue to the next room. Wait until the rock falls and head to the chest nearby quickly and open it up for the Zephyr Cloak. Let the rock rise, then rush to the next chest; open this up for a Hero's Ring. Let the rock rise and go five steps west and two steps south.

Wait again for the rock and head west and south -- IGNORE THE CHEST. At the door, backtrack to the chest and open it to find the Pinwheel, then quickly get out of the way. Head south, past the small room to reach a larger room.

In this larger room, go south and across the chest to another platform. Head north and circle around, then jump onto the switch platform. Stomp on this switch to open up some new paths. Get back on the main path, then go to the far west; open the chest on the way for a Thunder Shield. Return to the central platform and head north, this time continuing on the main path and going through the door.

And finally, we meet up with Gogo -- and no, not necessarily the Famed Mimic Gogo with the glitched fight from Final Fantasy V. Though, given their similarities... Anyhow, he'll join your party. Epicness.

```
_____  
/\                                     /\  
| |           Section VIII - A Big Sidequesting Section           | |  
| |                                     **FF6A_48**                 | |  
\/______\                               \/_
```

Okay, we have a lot more stuff to cover now. We don't have to do any of this, and we can do it in any order if we choose to, and we choose what to do and what NOT to do, for the most part -- it usually depends on your characters.

So this thing is going to be LONG. Long enough for its own sub-sections. And a lot of them.

```
-- Quetzalli Magicite ..... **FF6A_48_QUET**  
-- Alexander Magicite ..... **FF6A_48_ALEX**  
-- Odin/Raiden Magicite ..... **FF6A_48_ODIN**  
-- Bahamut Magicite ..... **FF6A_48_BAHA**  
-- Ragnarok Magicite ..... **FF6A_48_RAGN**
```

- Leviathan Magicite ..... \*\*FF6A\_48\_LEVI\*\*
- Cactuar Magicite ..... \*\*FF6A\_48\_CACT\*\*
- Gilgamesh Magicite ..... \*\*FF6A\_48\_GILG\*\*
  
- Sabin's Training ..... \*\*FF6A\_48\_RUSH\*\*
- Lores for Strago ..... \*\*FF6A\_48\_LORE\*\*
- "Special Item Shop": The Coliseum ..... \*\*FF6A\_48\_ITEM\*\*
  
- Ebot's Rock ..... \*\*FF6A\_48\_EBOT\*\*
- The Cultists' Tower ..... \*\*FF6A\_48\_CULT\*\*
- The Earth Dragon ..... \*\*FF6A\_48\_DRGN\*\*
- Monster Hunting ..... \*\*FF6A\_48\_HUNT\*\*
- The Dinosaur Forest ..... \*\*FF6A\_48\_DINO\*\*
- Shadow's Dreams ..... \*\*FF6A\_48\_ZZZZ\*\*
- Gau and his Father ..... \*\*FF6A\_48\_GDAD\*\*

=====

----- Quetzalli Magicite ----- \*\*FF6A\_48\_QUET\*\*

=====

~~~~~

Okay, this one is pretty easy. Go to the southwestern island on the map -- you know, the Solitary Island.

=====

The Solitary Island

=====

Once you arrive here, head to the vicinity of the cabin so that it appears as a somewhat-big building on your screen.

Go south to the beach and examine the magicite crystal here to get Quetzalli.

=====

----- Alexander Magicite ----- \*\*FF6A\_48\_ALEX\*\*

=====

~~~~~

For this, you'll need to obtain Cyan.

Next, you'll need to head to Doma Castle; it is found on an island between the Serpent Trench and the Veldt continent.

=====

Castle Doma

=====

Once you arrive inside the castle, take the west, then the east door. In this room, opt to take a rest.

After the day comes and you've consequentially been healed, everyone gets up. Cyan, however, acts a bit more oddly than usual. When you head to check on him, three creatures, the Dream Stooges, appear. They leap into Cyan's mind and decide to screw around with you.

Oh, fun.

=====

Cyan's Dream Sequence

Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Alluring Rider	1,200	330	13	125	531	1,323
Coco	3,062	198	13	100	631	1,410
Parasite	1,000	230	1	140	461	455
Pandora	1,522	350	13	140	461	622
Weredragon	3,000	300	10	105	731	953

You'll start this with the fourth character on your list -- or third, if Cyan was your fourth. Hence, I began with Terra, since I knew this. :)

Use the Save Point nearby, then go north and along the path. At the trio of doors, take the one on the left to find the character that was first in your party (for me, Locke). Speak with them to have them rejoin the party. Go north and through the door.

Upon reappearing, go north and into the northern door, then through the door on the right. You'll meet the character that was second in your party (for me, Edgar). Speak with them to have them rejoin. Go northwest and through the door.

Upon reappearing, go north and through the door to find the Save Point. Use it again, then go through the middle door. Go west to find a door now; go on through.

Now, head south. At the door, heal up and re-equip if you feel it's needed. You will want element-absorbing/nullifying/resisting equipment. Once you go through the door, you'll have a boss battle.

BOSS: Curlax, Laragorn, Moebius \			
Curlax's Bestiary			
Level	- 47	Weaknesses:	Treasures Awarded:
Maximum HP	- 15,000	- Ice/Blizzard	- None
Maximum MP	- 2,000	- Water	
Attack	- 1	Immunities:	
Magic	- 4	- None	
Defense	- 110		
Magic Defense	- 110	Absorptions:	
Evasion	- 0	- Fire	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 0
Laragorn's Bestiary			
Level	- 47	Weaknesses:	Treasures Awarded:
Maximum HP	- 10,000	- Fire	- None
Maximum MP	- 2,000		
Attack	- 2	Immunities:	
Magic	- 5	- None	
Defense	- 90		
Magic Defense	- 120	Absorptions:	
Evasion	- 0	- Ice/Blizzard	Gil Earned : 0
Magic Evasion	- 0	- Wind/Aero	EXP. Earned: 0
Moebius's Bestiary			

Level	- 47	Weaknesses:	Treasures Awarded:
Maximum HP	- 12,500	- None	- None
Maximum MP	- 2,000		
Attack	- 4	Immunities:	
Magic	- 6	- None	
Defense	- 80		
Magic Defense	- 130	Absorptions:	
Evasion	- 0	- Thunder	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 0

=====  
Curlax is able to use a basic attack, Hit (twice as powerful), Fira, Firaga, Delta Attack, Arise, Silence, Reflect, Stop, Slow, and White Wind.

Laragorn is able to use a basic attack, Hit (twice as powerful), Blizzara, Blizzaga, Delta Attack, and Reflect.

Moebius is able to use a basic attack, Hit (twice as powerful), Thundara, Thundaga, Delta Attack, Cura, Haste, Protect, Shell, and Reflect.

Just as a note - Delta Attack will Petrify whoever it hits, so long as they're vulnerable to Petrification.

It's a good idea to start this battle by using Kirin, Fenrir, and Siren. Kirin is for the Regen; Fenrir for dodging attacks for a bit, and Siren is to stop most of the magic spells from Laragorn.

Afterwards, start by trying to kill Curlax. Continually hit him with some Blizzara/Blizzaga spells and he'll go down quick enough; hit him with the Sleep status if you have trouble.

Next up is Laragorn, who should already be Silenced. His low Attack stat means that, after Silencing, you're in the clear for him - hit him with some Fira/Firaga spells.

Finally, focus your remaining power on Moebius. He can be Berserked to be brought into a situation much like that of Laragorn when Silenced, and is how he should be treated; Berserk him at the start of the fight if it is possible. Beyond that, simply use your best attacks, for he lacks any weaknesses, to finish him off.

After the battle, go through the previously-guarded door.

=====  
Phantom Train Sequence  
=====

Treasures Checklist \						
Flame Shield	.....					[ ]
Genji Glove	.....					[ ]
Ice Shield	.....					[ ]
X-Potion	.....					[ ]

Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.

-----+-----+-----+-----+-----+-----+-----

Al Jabr	2,722	180	13	110	485	890	
Coco	3,062	198	13	100	631	1,410	
Parasite	1,000	230	1	140	461	455	
Pandora	1,522	350	13	140	461	622	
Samurai	3,000	500	13	10	791	1,545	
Suriander	2,912	228	13	105	435	1,150	

Once you arrive, go west. Head into the first car to find and use the Save Point. Continue to the west and you'll soon find a chest and a purplish switch; trigger the latter and open the former to obtain a Genji Glove. Go west some more to find a chest blocked by an open one...

Get the Lump of Metal from the chest further west and examine the open chest blocking the Flame Shield chest behind it. This will stop that damn chest and allow you to reach the Flame Shield in the chest behind it. You'll see six open chests here; flip the switch and remember their positions and whether they are open or closed; I'll give the diagram when appropriate.

Go west to the next car. There, go north and around to find a switch; throw it (metaphorically). Go south and open the hidden chest to find an X-Potion. Then go along the open path, opening the chest with the Ice Shield on the way, and hit the third switch. Go back to the first switch and hit it, then trigger the third switch.

This will open a path on the southern end of the screen. If you messed up, make sure that switches one and two are down, and switch three is up. Go west to find a fourth switch. Notice those six chests nearby? That has to do with the previous six-chest puzzle:

```

          [CLOSED] [CLOSED] [ OPEN ]
          [ OPEN ] [ OPEN ] [CLOSED]

```

Arrange them like that and THEN trigger the switch nearby to open up another path. Go west and exit the car.

Continue to find another car with another Save Point. Use it and continue to the end of the train. Leave the room to continue to the next part of Cyan's maniacal dream.

=====  
Cavern Sequence  
=====

Regional Monster Bestiary \							
Monster Name	HP	MP	ATK	DEF	Gil	EXP.	
Io	7,862	1,550	13	110	1,995	3,253	
Pluto Armor	2,850	220	13	105	629	853	
Schmidt	3,262	200	13	105	441	1,253	

When you arrive, you'll find yourself on some Magitek Armor. When in a fight, it is recommended to only use Thunder Beam (due to enemy weaknesses) or Healing Force (to heal). In fact, get in a fight just before you leave for that exact purpose.

Walk along the path and watch the scene to find Cyan. Follow him south and, once you exit, turn around and circle around clockwise to find Cyan again.

Follow him off the bridge.

=====

Doma Castle Sequence

=====

Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Al Jabr	2,722	180	13	110	485	890
Coco	3,062	198	13	100	631	1,410
Pandora	1,522	350	13	140	461	622
Parasite	1,000	230	1	140	461	455
Samurai	3,000	500	13	10	791	1,545
Suriander	2,912	228	13	105	435	1,150

You will end up falling into the guest room at Doma Castle; remember, where you were before Cyan got screwed around by the Dream Stooges.

Once you regain control after the scene, you could go straight to the throne room and battle the Wrex soul. If you want, though, you can side-track a little for some flashbacks about Cyan. You won't get anything but character development, though. (And some Gil, EXP., and AP from the battles as you move around.)

The scenes can be found in Cyan's room to the east of the throne room, and outside at the east and west edges of the moat.

Afterwards, return to the room in which you arrived. Save and heal at the Save Point and proceed into the throne room. You'll find the Wrex soul sitting on the throne, with Cyan lying unconscious or dead next to him.

Let's return the favor.

BOSS: Wrex soul, Soul Savers \			
Wrex soul's Bestiary			
>-----+-----+-----<			
Level - 53	Weaknesses:	Treasures Awarded:	
Maximum HP - 23,066	- Ice/Blizzard	- Guard Bracelet (Drop)	
Maximum MP - 5,066		- Memento Ring (Steal)	
Attack - 27	Immunities:		
Magic - 5	- None		
Defense - 70			
Magic Defense - 220	Absorptions:		
Evasion - 0	- Fire	Gil Earned : 0	
Magic Evasion - 0	- Holy	EXP. Earned: 0	
>-----+-----+-----<			
Soul Savers' Bestiary			
>-----+-----+-----<			
Level - 41	Weaknesses:	Treasures Awarded:	
Maximum HP - 3,066	- Ice/Blizzard	- None	
Maximum MP - 566			
Attack - 50	Immunities:		
Magic - 3	- None		
Defense - 150			
Magic Defense - 175	Absorptions:		
Evasion - 0	- Fire	Gil Earned : 0	

=====

The Wrex soul can use a basic attack, Doom Strike (which can induce Doom), Thundaga, and Fury. Fury is his very first move, which will put him in one of your characters until that character is KO'ed, Petrified, or Zombified. We'll discuss this further momentarily.

The Soul Savers can use a basic attack, Magic Drain (like Osmose, but based seemingly on physical Attack), Firaga, Blizzaga, Thundaga, Reflect, and Cure. Additionally, these cannot be truly killed, for they'll come back almost right afterwards. So don't expect to be able to abuse their vulnerabilities to Petrify, Doom, or Death all too well.

There is one way to abuse that weakness, though. Immediately use the spell Banish to get rid of both of them simultaneously. You never truly beat Wrex soul despite winning, so you won't gain the Guard Bracelet, which is useful as it puts Protect and Shell on the wearer.

Otherwise...

It's a good idea to start this battle by using Kirin, Zona Seeker, and Shiva. Maybe Kirin and the Zona Seeker's effects will soon wear off on one character, but still, better to help two than none. If you have Hastega, throw that up, too. Note that Shiva is only mentioned as one for you to actually equip; don't use her yet...

The battle begins with the Wrex soul taking over an character via Fury. As you may recall, Petrifying a character via Break works to get rid of it. I prefer that method and then using a Gold Needle to revive them with more HP than otherwise. However, you'll have to do each character one by one to figure out which one had Wrex soul in him/her.

Throughout this period of time, you'll be subject to the Soul Savers' attacks. Feel lucky that they often stick to the "-ga" spells for now, which are weak due to their low Magic stat. You'll only need to worry from them about physical attacks and Magic Drain, which is used to take your MP when they're low on their own MP. Personally, I'd just ignore them.

After the Wrex soul is found, quickly begin to hammer him down. Use Shiva, Blizzara, Blizzaga, Throwing Ice/Blizzard-based weaponry (i.e. Icebrand), and anything else Ice/Blizzard-based you can think of; doing the magic with Terra in a Trance makes a large boost to the damage.

Eventually, Wrex soul will use Fury again to take over another character, so just repeat from the top.

-----

After the battle, watch the scene.

You'll soon return to the real world.

=====

Castle Doma

=====

Treasures Checklist \	
Masamune .....	[ ]

-----

After the scene, you'll return to the real world, with a Masamune in your pocket. (Personally, it's not the best place to keep a sharp weapon.) You'll also have all of Cyan's Bushido skills now; his #7 is a high-damage four-hit attack, whereas #8 is effectively Death for all (who are vulnerable to it). You probably already had the other six.

Afterwards, head up into the throne room to find the Alexander Magicite. Enjoy, for it teaches Esuna, Protect, Shell, Dispel, and Holy; not to mention that it can use Divine Judgment to hit all enemies with Holy-based damage.

----- Odin/Raiden Magicite ----- \*\*FF6A\_48\_ODIN\*\*

~~~~~

Our next stop is the Ancient Castle.

And, by the time I start this next sentence, some idiot is going to be flying around the overworld looking for it. It ISN'T on the overworld map, unless you have some \*\*\*\*ed-up game.

Go to Figaro Castle, which should still be within walking distance from Kohlingen if you've followed the FAQ thus far. Speak with the guy near the engine room and opt to move towards South Figaro and you'll bump into something, and it isn't the big octopus from before.

Exit the castle via the prison cells; the easternmost one, to be exact.

Oh, and by the by... This is the same bit of information you can get from the thieves at the base of the Cultist's Tower by paying 100,000 Gil. Yeah, you owe me now. :)

=====

Cave to the Ancient Castle

=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Death Tarot .....     | [ ] |
| Hi-Ether .....        | [ ] |
| Magicite Shard .....  | [ ] |
| Wing Edge .....       | [ ] |
| X-Potion .....        | [ ] |

| Regional Monster Bestiary \ |       |       |     |     |     |       |  |
|-----------------------------|-------|-------|-----|-----|-----|-------|--|
| Monster Name                | HP    | MP    | ATK | DEF | Gil | EXP.  |  |
| Devil                       | 5,555 | 1,150 | 18  | 70  | 960 | 2,189 |  |
| Enuo                        | 4,635 | 280   | 13  | 50  | 968 | 1,429 |  |
| Figaro Lizard               | 4,220 | 140   | 29  | 90  | 554 | 1,219 |  |

Upon arriving, in this first room, you can find two chests. Go east to find one with the Hi-Ether inside; go west to find the Wing Edge weapon for Locke. Now, go back east from the Hi-Ether chest and through the door to find another chest. This one has a battle with the Master Tonberry in it... hard enough to be a boss.



|                         |          |              |                     |
|-------------------------|----------|--------------|---------------------|
| BOSS: Master Tonberry \ |          |              |                     |
| Level                   | - 73     | Weaknesses:  | Treasures Awarded:  |
| Maximum HP              | - 22,000 | - ???        | - Gladius (Drop)    |
| Maximum MP              | - 1,200  |              | - Elixir (Steal)    |
| Attack                  | - 13     | Immunities:  | - Megalixir (Steal) |
| Magic                   | - 6      | - ???        |                     |
| Defense                 | - 100    |              |                     |
| Magic Defense           | - 165    | Absorptions: |                     |
| Evasion                 | - 0      | - ???        | Gil Earned : 0      |
| Magic Evasion           | - 0      |              | EXP. Earned: 0      |

Master Tonberry is a dangerous beast. It can use a basic attack, Knife (which effectively has an Attack stat of 104!), Firaga, Thundaga, Blizzaga, Tornado, Quake, Holy, Bio, Traveler, Tsunami, and Barrier Change, which changes it's elemental weaknesses and such.

Okay, I REALLY think you need to begin first by casting Sleep and then Slow on the enemy. Use Libra to find out its weakness and begin to abuse this weakness. If you cannot, which is likely in the cases of Earth, Wind, and Water, try using non-elemental magic (Flare, Ultima).

If you still can't abuse the weakness, go ahead and first put Vanish on your party via Phantom to avoid the soon-to-come physicals. Attack the Master Tonberry ONCE to wake it up, then wait for Barrier Change, which seems to occur every 10 to 20 seconds.

After that, retry the second paragraph's strategy. Repeat as needed until you DO get an abusable weakness. Then abuse it with Espers and magic; remember, magic won't wake up a Sleeping target (though I think being burned alive might wake ME up) and continue until he's dead. If he awakens, put Sleep on him.

Of course, you're probably wondering why we'd go to all this trouble to fight a monster found in a chest that is empty. Well, the Master Tonberry can drop a Gladius, the fourth most-powerful Knife in the game.

After the battle, go back to the previous area and west to where you found the Wing Edge. Use the nearby door.

Here, go along the path to soon find a chest; open it for a Death Tarot. Go back some to find a path in the western wall. Take it and go northwest to find an alcove in the northwestern wall; use it to reach the next area.

There, southwest of the stairs to find an X-Potion, then far to the south of the stairs to find the Magicite Shard. THEN go downstairs to find a Save Point. Use it and go up the next staircase to find a city.

=====  
The Ancient Castle  
=====

|                       |     |
|-----------------------|-----|
| Treasures Checklist \ |     |
| Blizzard Orb .....    | [ ] |
| Gold Hairpin .....    | [ ] |
| Punisher .....        | [ ] |
| X-Ether .....         | [ ] |

| Regional Monster Bestiary \ |       |       |     |     |       |       |
|-----------------------------|-------|-------|-----|-----|-------|-------|
| Monster Name                | HP    | MP    | ATK | DEF | Gil   | EXP.  |
| Armored Weapon              | 9,200 | 1,956 | 18  | 190 | 1,189 | 5,848 |
| Coco                        | 3,062 | 198   | 13  | 100 | 631   | 1,410 |
| Devil                       | 5,555 | 1,150 | 18  | 70  | 960   | 2,189 |
| Figaro Lizard               | 4,220 | 140   | 29  | 90  | 554   | 1,219 |
| Lunatys                     | 4,020 | 105   | 13  | 90  | 465   | 1,504 |
| Samurai                     | 3,000 | 500   | 13  | 10  | 791   | 1,545 |
| Suriander                   | 2,912 | 228   | 13  | 105 | 435   | 1,150 |

When you arrive, head to the entrance and you'll notice two black doors west of the main ones. Go into one of them and open the chest; you'll then fight a Samurai Soul.

| BOSS: Samurai Soul \  |          |              |                          |
|---|----------|--------------|--------------------------|
| Level   | - 61     | Weaknesses:  | Treasures Awarded:       |
| Maximum HP  | - 37,260 | - Poison     | - Master's Scroll (Drop) |
| Maximum MP  | - 7,400  |              | - Murakumo (Steal)       |
| Attack  | - 25     | Immunities:  | - Murasame (Steal)       |
| Magic   | - 11     | - None       |                          |
| Defense   | - 115    |              |                          |
| Magic Defense   | - 175    | Absorptions: |                          |
| Evasion   | - 20     | - None       | Gil Earned : 30,000      |
| Magic Evasion   | - 0      |              | EXP. Earned: 0           |
| =====   |          |              |                          |
| The Samurai Soul is a dangerous beast. It can use a basic attack, Assassin Blade (which is Death), Throw (which easily hits for 6,000+ damage), Gil Toss (hits for about 1,000 damage), Item (elemental scroll), Gale Cut (Wind/Aero damage to all), Shockwave, and 1,000 Needles.                  |          |              |                          |
| There is a cheap way to win this. Use Confuse at the start of the fight and, hopefully, this boss will commit suicide (as per ancient Japanese peoples when shamed, so I guess Confusion = shame?) by using Assassin Blade on itself. (Which in itself seems weird - it's a soul and already dead.) |          |              |                          |
| If he accidentally uses a basic Attack or something, just put Confuse on him again. The spell, Edgar's Noiseblaster, and Cait Sith are all methods of doing this. Since you're pretty much FORCED to have Cait Sith by this point in the game, that's why I'm not offering an alternate strategy.   |          |              |                          |

So, why did we bother with this battle? To get the Master's Scroll. This item allows you to attack four times with each weapon you have; the attacks will not miss. However, the attacks' power is also halved FOR ALL ATTACKS. That in its own way is okay -- after all, it's still double damage. This basically is not all THAT good, though - the Drill and Flurry (not to mention Tempest) are good examples of why not to use it.

If you opt to use the Genji Glove in combination, you get eight attacks; that is, a quadruple-power attack. That is the only reason to use this, honestly, especially if you're using the Ultima Weapon (a good idea by now) and something else powerful. However, this WILL severely end up lowering your defense by preventing the use of a shield. If you've been getting by without it, though,

it's okay. However, that other Relic also has to go; that might not be very good if it is something like a Ribbon.

After the battle, go outside and east of the main doors. Go through and pick up the Punisher from the chest.

Exit again. Go through the main doors and north to find Odin. Before doing anything, through, go east and through the left black door; inside, grab the Blizzard Orb and the Gold Hairpin.

Backtrack to Odin's statue.

(Trivial note: In Final Fantasy V, you were able to instantly win against Odin by using the Break spell on him; preferable, the Break Spellblade, which always hit. Seeing Odin still stoned, it seems kinda odd and makes me think maybe this FFVI world is related to FFV. I'll also note that Odin is the king of the Norse gods.)

Anyways, examine the Odin statue to get the Odin Magicite.

But don't leave yet... We have something to do with this.

To east and south is a path to the queen's own room.

Examine the bucket to find an X-Ether, then examine the sparkly-thing on the bookcase to read the queen's diary. Now, onto the trick with the throne, which you probably don't know of yet. Anyways, stand on the eastern throne, face it, go five steps south. Examine the tile to ... something happens, making a staircase appear. Use it.

Here, go along the path to the statue of the queen. Examine it and your Odin Magicite will turn into the Raiden Magicite. This is a GOOD thing, okay? The summoning attack is the same; Odin's Meteor can be taught by someone else; Raiden has a better spell to teach; and his level-up increase is Strength +2, rather than Speed +1.

You'll also find the Blue Dragon roaming around down here.

| BOSS: Blue Dragon |          |              |                      |
|-------------------|----------|--------------|----------------------|
| Level             | - 65     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP        | - 26,900 | - Thunder    | - Zantetsuken (Drop) |
| Maximum MP        | - 3,800  |              |                      |
| Attack            | - 13     | Immunities:  |                      |
| Magic             | - 10     | - None       |                      |
| Defense           | - 110    |              |                      |
| Magic Defense     | - 150    | Absorptions: |                      |
| Evasion           | - 0      | - Water      | Gil Earned : 0       |
| Magic Evasion     | - 0      |              | EXP. Earned: 0       |

=====  
The Blue Dragon is probably the first dangerous dragon thus far, I think. It can use a basic attack, Hit (which Drains some MP), Aqua Breath, Acid Rain (can cause Sap), Flash Rain, Rippler (status-swap), Tsunami, and Slow.

Start this fight by using Kirin, Ramuh, Zona Seeker, and Valigarmanda. Do NOT at all put Haste/Hastega on anyone; the Blue Dragon will try to use Rippler after putting Slow on itself, thereby putting Slow on you and Haste on it. Go ahead and put Shell and Protect, though.

Due to wide array of party-wide attacks, someone needs to on constant Cura or Curaga duty; personally, I put Locke on that, because Celes and Terra were bound to be my biggest damage dealers. Let them be such; have Terra enter a Trance and let them both blast the Blue Dragon with some Thundaga spells. Both having two Earrings and being around Lv. 35 by now, it only took me four or five spells to win (which is about two-and-a-half turns).

Afterwards, you'll need to backtrack out of here, on foot.

Hey, at least you get some decent Gil, EXP., and AP.

----- Bahamut Magicite ----- \*\*FF6A\_48\_BAHA\*\*  
 =====

~~~~~  
 This one will be one of the more annoying ones. I suggest having a lot of Hi-Potions and Phoenix Downs, as well as having at least Celes and Terra know Holy and/or Firaga.

Also, anyone in your fighting party should NOT have a level divisible by five (that is, ends in "5" or "0"), for ease. Level them up otherwise.

Okay, hunting it. You'll want to land the airship so that it is perpendicular with the northern border of the map. Restart flying and tap the D-Pad left so it turns a few degrees and speed ahead.

Why? Well, there are 4,096 tiles on the world map; only two that are next to each other are occupied by the Deathgaze, who cannot be seen. Eventually, you will run into him and fight.

BOSS: Deathgaze \			
Level		Weaknesses:	
Level	- 31	- Fire	Treasures Awarded:
Maximum HP	- 55,555	- Holy	- None
Maximum MP	- 38,000	Immunities:	
Attack	- 35	- None	
Magic	- 8	Absorptions:	
Defense	- 150	- Ice/Blizzard	Gil Earned : 0
Magic Defense	- 170	- Poison	EXP. Earned: 0
Evasion	- 0		
Magic Evasion	- 0		

Deathgaze can use a basic attack, Venom Claw (which can cause Poisoning), Aero, Death, and Lv. 5 Death. Each battle begins with Lv. 5 Death.

Okay, for the majority of this battle, you'll just want to focus on having Terra, Celes, and other major spellcasters use Firaga and/or Holy. Your others have certain other ways to go if they aren't good with magic: Sabin can use his Phantom Rush (if you have it), Cyan can use his Tempest (if you have it), Edgar can use his Drill, and Gau can use his Io Rage.

There are very high odds of the Deathgaze Fleeing battle, so there is very little point in doing anything but attacking, unless you get very low on HP. With each second turn, there is a one in three chance that the enemy will stick around. Progressively, your\_chance\_to get an X-turn (where X is another even number) are: 100%, 33.3%, 11.1%, ~3.7%, ~1.2%, ~0.4%...

So, no more Deathgaze? No; he'll just occupy another place on the overworld map. He'll remain with the same stuff as he did at the end of the previous fight - much like the roaming Latios, Latias, Raikou, Entei, Suicune, Tornadus, Thundurus, Mesprit, Uxie, and Azelf of the various Pokemon games.

Find him as before: you'll want to land the airship so that it is perpendicular with the northern border of the map. Restart flying and tap the D-Pad left so it turns a few degrees and speed ahead.

Eventually, you'll find him and battle him. Keep on battling him until he is defeated; shouldn't take but about three battles.

After the battle, you'll receive the Bahamut Magicite. SWEET!

```

=====
----- Ragnarok Magicite ----- **FF6A_48_RAGN**
=====

```

For this one, you'll need to head to Narshe.

Remember, it is on the north-central continent, towards the west side. It is marked by a mountain path.

You'll also need Locke for this, so CTRL+F the tag `**FF6A_47_LOCKE**` if you haven't found him yet.

```

=====
                          Narshe
=====

```

```

-----
| Treasures Checklist | \
-----
| Cursed Shield ..... [] |
| Ragnarok (Sword or Magicite) ..... [] |
-----

```

```

-----
| Regional Monster Bestiary | \
-----
| Monster Name | HP | MP | ATK | DEF | Gil | EXP. |
-----+-----+-----+-----+-----+-----+-----
| Garm | 1,510 | 110 | 10 | 155 | 412 | 687 |
| Lukhavi | 1,877 | 100 | 13 | 145 | 298 | 697 |
| Magna Roader | 1,777 | 100 | 13 | 115 | 352 | 621 |
| Magna Roader | 1,380 | 70 | 14 | 105 | 284 | 647 |
| Psychos | 900 | 55 | 14 | 165 | 275 | 347 |
| Test Rider | 3,100 | 220 | 27 | 135 | 520 | 1,947 |
| Wizard | 1,677 | 200 | 13 | 50 | 388 | 587 |
-----

```

If you've followed my FAQ thus far, you should have pretty much everything else here.

So, anyways, if you investigated the buildings last time you were here, you probably noticed that they were locked. Only Locke (pardon the pun) can unlock them, so you need to bring him along.



Anyways, head to either Nikeah or South Figaro. Save outside, then go into town and opt to ride the ship to the other port. You'll find the legendary sea serpent on the way. Don't you feel special?

BOSS: Leviathan \			
Level	- 65	Weaknesses:	Treasures Awarded:
Maximum HP	- 32,000	- None	- None
Maximum MP	- 7,000		
Attack	- 22	Immunities:	
Magic	- 14	- None	
Defense	- 140		
Magic Defense	- 120	Absorptions:	
Evasion	- 20	- Water	Gil Earned : 10,000
Magic Evasion	- 20		EXP. Earned: 0
=====			
Remember, I did suggest that you bring Reed Cloaks or Tortoise Shields for everyone to prevent their being effectively drowned. I'd also bring along Fenrir and Golem (if possible).			
Leviathan normally will use a basic attack, Aqua Breath, or El Nino (super Aqua Breath). When hit with non-magic, he'll use Entangle (sets Slow). With hit with Magic/Lore, he'll hit with El Nino. Tsunami is also used every now and then, sometimes twice.			
Since you have the Water-absorbing equipment, 60% of this boss's attack repertoire is good for you. Given that his Magic Defense is weaker, I'd opt to just cast whatever you want; that El Nino is very good for you in this state. To counteract the odd physical, cast Fenrir and Golem.			
That's pretty much it. I suggest having Terra or Celes along for the help in healing from physicals -- once they eventually hit, they will hurt.			

After the battle, enjoy the Leviathan Magicite that hits the deck.

----- Cactuar Magicite ----- \*\*FF6A\_48\_CACT\*\*  
 =====  
 ~~~~~

| Regional Monster Bestiary \ |        |        |     |     |        |       |  |
|-----------------------------|--------|--------|-----|-----|--------|-------|--|
| Monster Name                | HP     | MP     | ATK | DEF | Gil    | EXP.  |  |
| Slagworm                    | 12,018 | 10,500 | 54  | 130 | 10,000 | 7,524 |  |
| Cactuar                     | 3      | 60,000 | 1   | 255 | 10,000 | 0     |  |

Let's back up a moment. First get some things in the game for me: Reraise, Curaga, and 2,000+ HP per character. Do that or get Ultima doing 9,999 damage and characters with 2,001+ HP and you'll be okay. Personally, I like the latter - those spells are faster to learn, mainly because, after all of this sidequesting, you'll have them... Hopefully.

First, head into Maranda and find a man speaking about Cactuars. (Maranda is the southern town of the west continent.) Speak with the man, then head into the desert. Kill 10 Cactuars (physically or via Ragnarok), then head to the

southwestern bit of the desert. You'll eventually fight something else...

| BOSS: Gigantuar \ |          |              |                    |
|-------------------|----------|--------------|--------------------|
| Level             | - 91     | Weaknesses:  | Treasures Awarded: |
| Maximum HP        | - 30,000 | - None       | - None             |
| Maximum MP        | - 4,500  |              |                    |
| Attack            | - 15     | Immunities:  |                    |
| Magic             | - 18     | - Fire       |                    |
| Defense           | - 200    |              |                    |
| Magic Defense     | - 200    | Absorptions: |                    |
| Evasion           | - 200    | - Water      | Gil Earned : 1,111 |
| Magic Evasion     | - 200    |              | EXP. Earned: 0     |

=====

The Gigantuar has a simple move repertoire. His own turns are filled with two uses of 1,000 Needles (except on the third, seventh, eleventh... turns where he uses it four times). He'll counter attacks with Knockdown (which is powerful beyond sense) almost all of the time, and will use 10,000 Needles (ten 1,000-Needles attacks) upon dying. More on that later.

There are two strategies to this fight I'm providing. One needs Curaga, Reraise, and preferably Quick. The other: Ultima. With each, you will want at least 2,000 HP for all (the first only \*requires\* 1,001+, but that will not be very good).

With the first strategy, you'll simply want to put Reraise on everyone and keep the fully healed while attacking. Ultima is nice idea, but not at all needed. Usage of Fenrir, Golem, and Hastega are good ideas as well for some defensive help; Ultima and Bahamut are the best offense. And, to deal with 10,000 Needles, having party-wide Reraise on characters having 1,001+ HP is sufficient.

The other strategy is trickier. All you need is Ultima and 2,001+ HP per character. Continually use Ultima and the boss will be down shortly. If you did it fast enough (using Quick or having multiple Ultima users), you shouldn't be able to take damage. If you do, BEFORE THAT FOURTH ULTIMA, heal and then use it. Reraise is also a good idea.

After the battle, you'll receive the Cactuar Magicite.

----- Gilgamesh Magicite ----- \*\*FF6A\_48\_GILG\*\*

~~~~~

For this, you'll first need the Excalipoor (irony - play FFV to learn why) to get Gilgamesh to come. You can get it at the Auction House in Jidoor; speak to the guy outside to make it available... and you'll need 500,000 Gil. Fight 50 Cactuars (25 with the Cat-Ear Hood and Relm) to get it.

Also try to supply Hermes Shoes and Prayer Beads to your party. It might a good aide. Fenrir, Phantom, and Zona Seeker are musts...

... AND, FOR GOD'S SAKE, BRING LOCKE TO STEAL GENJI EQUIPMENT!

Anyways, head to the Dragon's Neck Coliseum (north side of the northwest continent). Save outside and bring your fighting party (which really needs to have Locke; I can't stress it enough), then bet the Excalipoor at the front



desk. After the resulting battle, you'll fight Gilgamesh.

Far from his days of taking Excalipoors in chests, he now just mugs people for them. (Reference to FFV and FF: Dawn of Souls.)

BOSS: Gilgamesh \			
Level	- 97	Weaknesses:	Treasures Awarded:
Maximum HP	- 38,000	- None	- Genji Shield (Steal)
Maximum MP	- 3,200		- Genji Glove (Steal)
Attack	- 51	Immunities:	- Genji Armor (Drop)
Magic	- 8	- None	- Genji Helm (Drop)
Defense	- 173		
Magic Defense	- 212	Absorptions:	
Evasion	- 45	- None	Gil Earned : 0
Magic Evasion	- 30		EXP. Earned: 0

=====  
Gilgamesh also has more impressive attacks than in previous FF's. He can use a basic attack, Blade Dance (basic attack with 50% more power), Aqua Breathe, 1,000 Needles, Quasar, Revenge Blast, Throw, Jump, Aero, Dischord, and Stone. Haste, Protect, and Shell are used at one point.

Locke needs to do nothing but Steal the two Genji items first. Plain 'n' simple.

Now, for a while, begin to boost your defenses: use Fenrir and Zona Seeker to start with; Phantom will lie in reserve for a second. Then just attack Gilgamesh for a bit with some physical attacks, preferably. Flare and Bahamut are still good for this, too.

After Gilgamesh stops playing around, he'll cast Protect, Shell, and Haste and proceed to use a Jump, some quick Attacks, two turns of 9,999-damage Throws, and loop from there. To avoid this, once his protective spells are cast, use Phantom and simply Attack from there on out ... or use more potent \*cough\* Ultima \*cough\* forms of violence; doesn't matter, as you can't be hit. :)

After the battle, you'll receive the Gilgamesh Magicite, which teaches some of the best spells in the game.

Take Valor for instance, which triples the damage of the character's next attack. Cyan's Tiger Bushido halves the target's current HP; now the damage is 1.5x that! Excellent. </Burns>

----- Sabin's Training ----- \*\*FF6A\_48\_RUSH\*\*

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Small section. You already should have Sabin, so no prep work.

You'll need to find Duncan's house, which is found northeast of Narshe, which is on the north-central continent. You'll see five trees; walk into the center one. Remember to bring Sabin.

Once you arrive, Duncan will come out of the house and proceed to teach Sabin how to use the final (and most lethal) Blitz - Phantom Rush. Normally, you'd have to wait until Level 70 for this magical (yes, MAGICAL) attack of insane

power.

Enjoy.

=====

----- Lores for Strago ----- \*\*FF6A\_48\_LORE\*\*

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Next up, we need to find some Lores for Strago. You can greatly aide this process by using the Control ability Relm gets when equipping a Fake Mustache.

So, what are the Lores?

-- 1,000 Needles: Learned from a Cactuar or the Gigantuar. Deals 1,000 damage.

-- Aero: Learned from Marchosias outside Thamasa's forests or Vasegiatta near Kohlingen. Deals Wind/Aero-based damage on the level with the "-ga" Black Magic.

-- Bad Breath: Learned from Malboros in Darill's Tomb west of Kohlingen. Induces random negative statuses.

-- Mighty Guard: Found on desert Land Rays. Quickly Stop it and Sketch it for a good chance at using this. Induces Protect and Shell on all party members.

-- Rippler: Found from the Leap Frogs in the forest north of Jidoor. Become Invisible with Phantom and just wait. This attack, with almost no exception, trades statuses. The problem with this is that WEIRD things can also be traded -- Terra's Trance, Shadow's dog, and so on. Be VERY wary when using this.

-- Transfusion: (If you missed it) can now be found on the Mousse near Kohlingen. Causes the user to vacate battle, fully restore the target's MP, heal the target's HP equal to the user's, and remove many bad statuses.

And I'm pretty sure the others were mentioned before now.

=====

----- "Special Item Shop": The Coliseum ----- \*\*FF6A\_48\_ITEM\*\*

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The Dragon's Neck Coliseum is found the northwestern continent on the west side. There, you can bet items, win battles, and then get better items. See, a special kind of item shop, for lot's of stuff can be won there. Good stuff.

We'll first be covering a few battles, using notes only as needed. And, no, I will not cover needless items... just the good ones. You'll see why when you get them.

If you feel another item needs to be listed, go right ahead and tell me. I did fine with stock-ups on these alone.

~~~

Ragnarok -> Lightbringer

For the idiot who took the sword over the Magicite, here's redemption. Bring along a Reflect Ring, Safety Bit, Ice Shield and/or the Minerva Bustier to take care of things.

~~~

Impartisan -> Cat-Ear Hood

Bring along a Reflect Ring and a Ribbon. After that, you're really golden.

~~~

Regal Gown -> Minerva Bustier

Bring a Reflect Ring and send in a character. Have them run and they'll never attack; just reflect Death to win.

~~~

Rising Sun -> Bone Club

No, we're just doing this for a future item. Bring a Reflect Ring. Then...

~~~

Bone Club -> Red Jacket

Bring along an Ice Shield, Tortoise Shield, or something that absorbs Water or Ice/Blizzard.

~~~

Fuma Shuriken -> Pinwheel

Well... Come on, it is more powerful. Use the strategy above.

~~~

Rename Card -> Miracle Shoes

First, I'll explain about these Miracle Shoes.

They have inherent Regen, Haste, Protect, and Shell; reduce non-barrier-piercing attacks' damage by ~33%; and immunize from Slow and Sap. Good...

Anyways, bring a Flame Shield and use the above strategy.

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Masamune -> Murakumo

Another one, like the Bone Club. Bring along a Flame Shield.

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Murakumo -> Holy Lance

Bring along Edgar with the Dragoon Boots and Dragon Horn and hope. Save before

trying, though.

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Again, that's all I found to be useful. Got any, let me know.

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----- Ebot's Rock ----- \*\*FF6A\_48\_EBOT\*\*

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Let's begin by heading to Thamasa. It is on a lone southeastern island.

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Thamasa

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Item Shop \	
Item Name .....	Cost
Hi-Potion .....	300 Gil
Ether .....	1,500 Gil
Phoenix Down .....	500 Gil
Holy Water .....	300 Gil
Remedy .....	1,000 Gil
Smoke Bomb .....	300 Gil
Sleeping Bag .....	400 Gil
Tent .....	1,200 Gil

Weapon Shop \	
Item Name .....	Cost
Da Vinci Brush .....	7,000 Gil
Gravity Rod .....	13,000 Gil
Holy Rod .....	12,000 Gil
Viper Darts .....	13,000 Gil
Golden Spear .....	12,000 Gil
Man-Eater .....	11,000 Gil
Shuriken .....	30 Gil
Fuma Shuriken .....	500 Gil

Armor Shop \	
Item Name .....	Cost
Mystery Veil .....	5,500 Gil
Circlet .....	7,000 Gil
Black Cowl .....	7,500 Gil
Luminous Robe .....	11,000 Gil
Diamond Vest .....	12,000 Gil

Relic Shop \	
Item Name .....	Cost

Barrier Ring	500 Gil
Fairy Ring	1,500 Gil
Reflect Ring	6,000 Gil
Jeweled Ring	1,000 Gil
Princess Ring	3,000 Gil
Protect Ring	5,000 Gil
Peace Ring	3,000 Gil
Angel Ring	8,000 Gil

When you arrive with Strago and Relm, do whatever shopping you may wish. If you haven't done the Cultists' Tower, consider four Reflect Rings at least, and the general upgrades in equipment if it is somehow possible.

As you pass between the armor and item shops, Relm will get excited about being in Thamasa. We soon learn that Gungho, Strago's ex-partner (life partner?), got the insanity virus (the same one that makes me write big FAQs) took on Hidon, a legendary beast that Strago and Gungho once both fought. And failed (on both occasions mentioned).

Hidon and Ebot's Rock were forced underwater after that first fight, but, because of Kefka and all that crap a little over a year ago, the rock has resurfaced. Gungho then went and failed and is now stuck in bed. We opt to go, having caught the insanity virus.

To reach the dungeon, land on the mountains north of Thamasa somewhere.

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Ebot's Rock

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Regional Monster Bestiary \						
Monster Name	HP	MP	ATK	DEF	Gil	EXP.
Aspidochelon	3,210	514	22	135	519	1,270
Creature	2,470	145	13	110	550	775
Mahadeva	3,826	1,327	13	150	393	1,510
Medusa Chicken	2,366	185	13	105	422	770
Moonform	2,444	82	15	115	669	981
Sorath	2,600	97	13	125	415	830
Warlock	1,300	1,250	10	180	333	970

Firstly, you'll need Strago for this dungeon. Relm is strangely not required, so I don't recommend bringing her. Personally, I brought Terra, Celes, and Cyan. Locke also sounded like a good idea, but I'm cautious with new dungeons and wanted two good healers. So, take your pick.

Oh, fun. Reminds me of the extra dungeons in FF1 from Dawn of Souls, except a bit darker. You can't see around you, and the first warp to your north will take you a chest. Examine it to speak with it. Apparently, it wants coral.

To find coral, you'll open chests in other rooms across Ebot's Rock. Each chest has 1, 2, 3, or 5 pieces of coral -- given the four options, I'd assume there is a 25% chance of finding any amount, though I could be wrong.

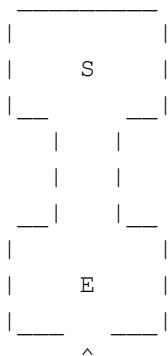
You'll need 22 pieces of coral to be fed to the chest in one serving. You can not feed it 21, then 1 -- with such a case, you'll need to meet the condition

again of 22. (More is allowed.) I think you'll want to keep track on a piece of paper or make cuts in your skin or something.

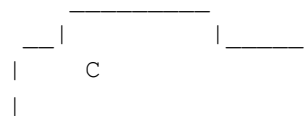
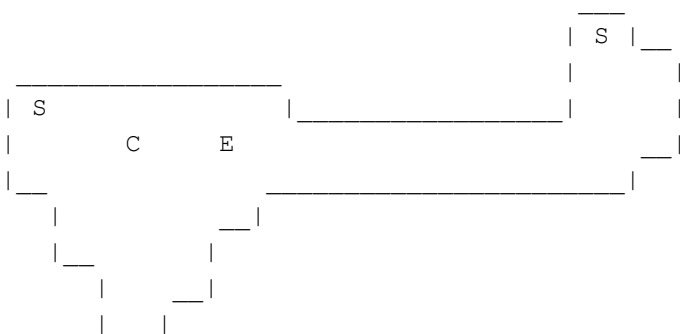
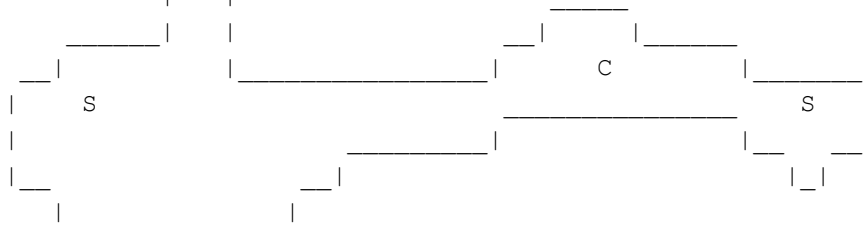
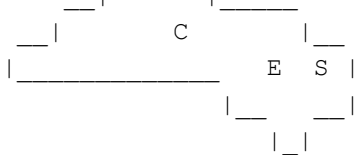
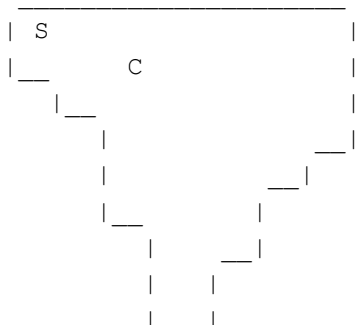
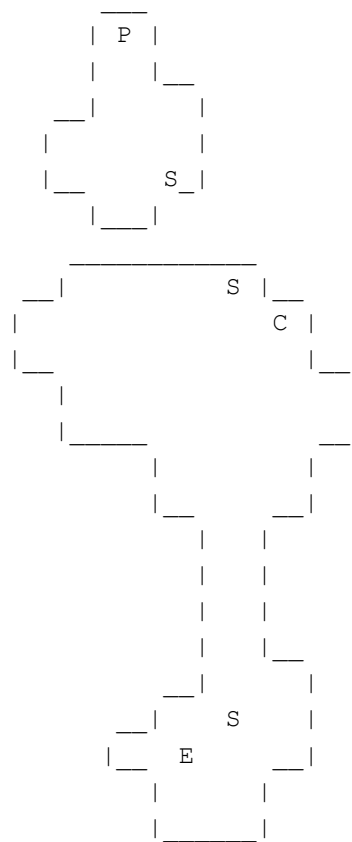
Anyways, you'll be warping throughout the place. And the warps are fairly randomized. So how will I guide you? Well, actually, Action, in his own FAQ, put in some maps for a bunch of rooms he encountered. These same maps are in this FAQ and are made by him. Granted, they are probably not all of the rooms, but there are very many here.

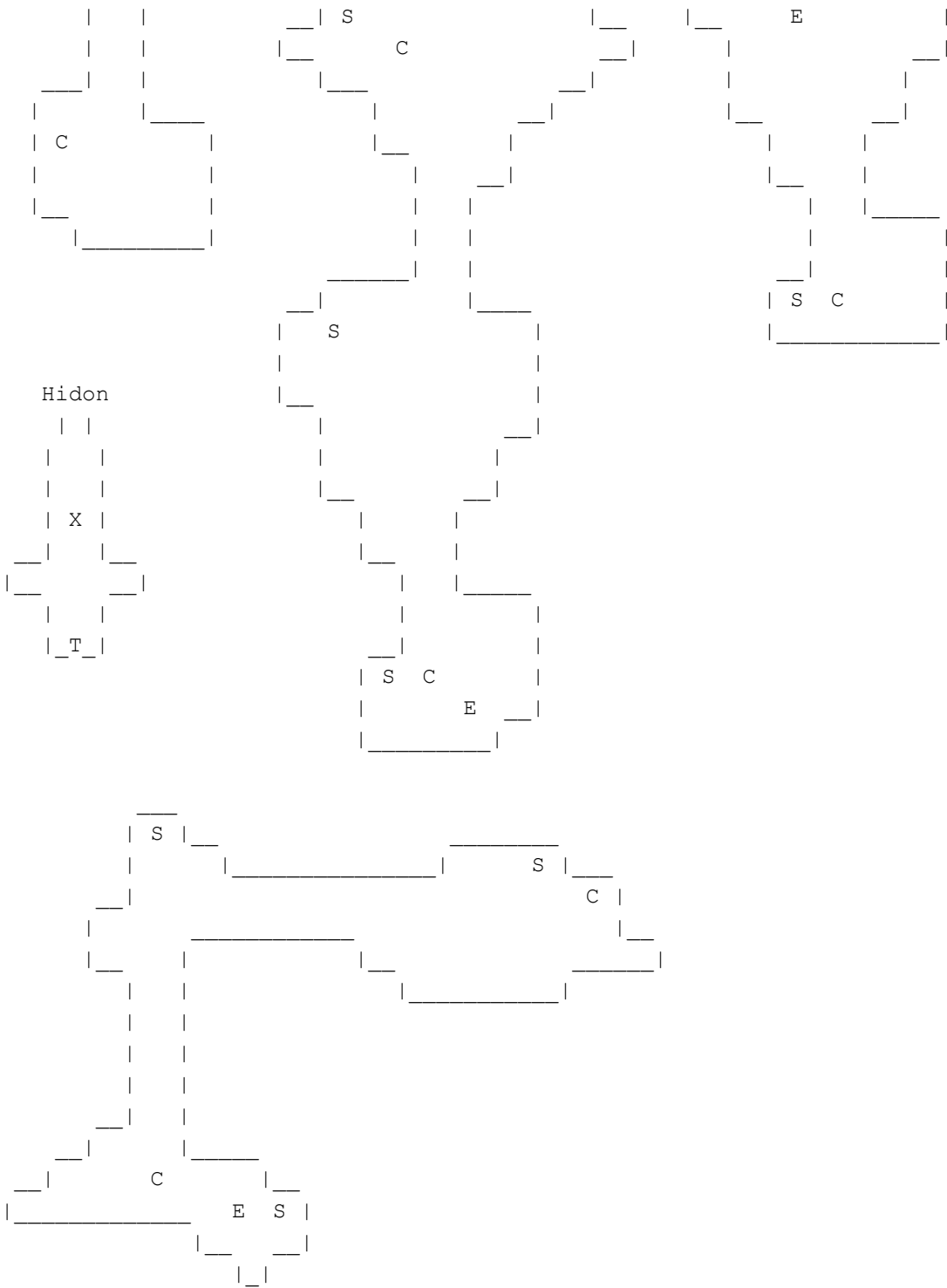
Thanks!!

- ~~~~~
- E = Entrance to the area (you appear here after stepping on a stone)
  - S = Step Stone (transfers you to a new area)
  - C = Treasure chest (contains coral)
  - X = Treasure chest (send coral here)
  - P = Save Point



Entrance





~~~~~

Seriously consider warping around for a while after getting the 22+ coral and saving at a Save Point.

After reaching the talking chest again and feeding it 22+ pieces of coral, continue northward to soon find Hidon.

| BOSS: Hidon   |          |              |                          |
|---------------|----------|--------------|--------------------------|
| Level         | - 68     | Weaknesses:  | Treasures Awarded:       |
| Maximum HP    | - 25,000 | - Earth      | - Thornlet (Steal)       |
| Maximum MP    | - 12,500 | - Fire       | - Teleport Stone (Steal) |
| Attack        | - 13     | - Holy       | - Teleport Stone (Drop)  |
| Magic         | - 10     | Immunities:  |                          |
| Defense       | - 110    | - None       |                          |
| Magic Defense | - 160    |              |                          |
| Evasion       | - 0      | Absorptions: | Gil Earned : 0           |

```

| Magic Evasion - 0          | - Poison          | EXP. Earned: 0      |
|=====|
| I will note that four Erebus enemies accompany Hidon. A quick Ultima will |
| extinguish their flame for a bit -- not long though... about one minute. |
|
| Hidon typically will only use a basic Attack and Bio. However, when alone, |
| he'll quickly prepare for Grand Delta (close to 1,000 damage to all), then |
| open up the rest of his repertoire -- Leech (Drain, basically), Venomist |
| (party-wide Poison attack), and also his ability to restore Erebus back |
| to his side. He will also use Crypt Dust on KO'ed party members to turn |
| them into Zombies and alive again (sort of).
|
| Begin your fight with the usual stuff: Haste, Kirin, Fenrir, and Mighty |
| Guard primarily. Using Slow on Hidon is effective. Use Ultima or Bahamut |
| to then get rid of the Erebus enemies. Since I'm guessing you have a |
| fourth person with Esper along, why not Valigarmanda?
|
| Beyond the nice opening, your offense goes to being pretty dull. Focus on |
| using Fira, Firaga, Quake, Holy, and stuff like that. Flame Scrolls are |
| nice to throw, as are Holy Rods and Flametongues; Mog's/Edgar's Holy Lance |
| is awesomeness... so long as you have some Fire-elemental to use for a |
| fair while, you should be okay. Be ready to heal when needed, and get rid |
| of Zombification!
|
|-----|

```

After the fight, Strago runs off to tell Gungho about his awesome victory (as if he did it single-handedly, practically). Gungho is surprised about this and the two stay up and celebrate. Relm eventually explains that Gungho was obviously faking his wounds.

Congrats; that's about it.

```

=====
----- The Cultists' Tower ----- **FF6A_48_CULT**
=====

```

```

~~~~~
NOTE THAT YOU ONLY GET TO USE MAGIC IN THIS AREA, AS DO YOUR ENEMIES. FOCUS
YOUR EQUIPMENT TO BOOST MAGIC/MAGIC DEFENSE/MAGIC EVASION. Also consider
grabbing four Reflect Rings from Thamasa - it's only 24,000 Gil, which can be
gotten by beating three Cactuars. Ribbons and Safety Bits are also good ideas.
Casting Float before entering - also good.

```

Reraise - almost a requirement.

Anyways, you should know where the Cultists' Tower is. We picked Strago up there.

Don't remember? It's along the Serpent Trench between Nikeah and Mobliz, surrounded by mountains. Land on the ground around the tower, save, and head on in.

```

=====
Cultists' Tower
=====

```

```

|-----|
Treasures Checklist \
Air Anchor ..... []

```



|                       |    |
|-----------------------|----|
| Force Armor .....     | [] |
| Genji Shield .....    | [] |
| Kagenui .....         | [] |
| Safety Bit .....      | [] |
| Soul of Thamasa ..... | [] |

| Regional Monster Bestiary \ |       |        |     |      |     |      |
|-----------------------------|-------|--------|-----|------|-----|------|
| Monster Name                | HP    | MP     | MAG | MDEF | Gil | EXP. |
| Level 10 Magic              | 1,000 | 300    | 22  | 150  | 0   | 0    |
| Level 20 Magic              | 2,000 | 500    | 21  | 145  | 0   | 0    |
| Level 30 Magic              | 3,000 | 700    | 20  | 140  | 0   | 0    |
| Level 40 Magic              | 4,000 | 1,000  | 19  | 135  | 0   | 0    |
| Level 50 Magic              | 5,000 | 2,000  | 18  | 130  | 0   | 0    |
| Level 60 Magic              | 6,000 | 5,000  | 17  | 125  | 0   | 0    |
| Level 70 Magic              | 7,000 | 3,000  | 16  | 120  | 0   | 0    |
| Level 80 Magic              | 8,000 | 2,800  | 15  | 115  | 0   | 0    |
| Level 90 Magic              | 9,000 | 9,000  | 14  | 110  | 0   | 0    |
| Magic Urn                   | 100   | 10,000 | 35  | 190  | 0   | 0    |

Obviously, I opted to include more magic-related stats. As the enemies are forbidden (in general) to use physicals, Attack is no longer an issue; the same thing, swapped around, applies to Defense.

Anywho, go up the tower to the first door. Go inside and grab the Safety Bit from within. Go east of the chest and press A to find another room. Go outside and downstairs to another to find the Air Anchor.

Worth mentioning is how the Air Anchor (not usable here, sadly) pwns most anything else you can do. It effectively kills all enemies (that can be hit with Death), damages them redundantly, and that's about it. The catch is that they do get one more turn. \*scoff\* Not like they have much of a chance of killing four super-warriors in one turn.

Let's continue up the tower, shall we? In the next portion, you'll find a room with the Genji Shield.

Further up, in the third section, you'll find a room with the Kagenui knife in a chest, plus one of the eight dragons:

| BOSS: Holy Dragon \ |          |              |                      |
|---------------------|----------|--------------|----------------------|
| Level               | - 97     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP          | - 18,500 | - None       | - Holy Lance (Steal) |
| Maximum MP          | - 12,000 |              | - X-Potion (Steal)   |
| Attack              | - 13     | Immunities:  |                      |
| Magic               | - 9      | - None       |                      |
| Defense             | - 110    |              |                      |
| Magic Defense       | - 150    | Absorptions: |                      |
| Evasion             | - 0      | - Holy       | Gil Earned : 0       |
| Magic Evasion       | - 0      |              | EXP. Earned: 0       |

=====  
 | The Holy Dragon can use Holy and Dispel. And ... that's about it.  
 |  
 | There are two strategies to this fight I'm providing. One is the one with  
 | you having four Reflect Rings, as you should. Basically, just continue to  
 | use spells and there you go. Holy is a mild heal for it, and Dispel won't

```

| get rid of inherent effects.
|
| The other simply haves you Silence the beast. No spells ... there ya go.
| Use Silence or Siren are sufficient.
|
| And, even worse, it is possible to use Ragnarok's Metamorphose on this
| Dragon and have a 1 in 8 chance of getting a Crystal item.
|
| Worst. Dragon. Ever.
|

```

Continue up the tower. In the fourth area, go into the room for some Force Armor.

Continue up the tower. In the fifth area, you'll find another room. Heal up and go inside. Take the Soul of Thamasa from within. Go outside and you'll soon battle the Magic Master.

```

| _____ \
| BOSS: Magic Master \
|_____ \
| Level      - 68      | Weaknesses:      | Treasures Awarded:
| Maximum HP - 50,000 | - ???           | - Crystal Orb (Steal)
| Maximum MP - 50,000 |                 | - Elixir (Steal)
| Attack     - 1       | Immunities:     | - Megalixir (Drop)
Magic      - 25	- ???
Defense    - 250	
Magic Defense - 100	Absorptions:
Evasion     - 100	- ???
Magic Evasion - 0	

```

```

|=====
| The Magic Master can use Fira, Firaga, Blizzara, Blizaaga, Thundara,
| Thundaga, Bio, Death, Silence, and Barrier Change. Ultima is his final
| attack, happening upon his loss.
|
| There are two strategies to this fight I'm providing. One is the one with
| you having four Reflect Rings, as you should. Watch the idiot kill himself
| and eat popcorn. Hell, put Haste on him for fun!
|
| Another allows you to Berserk him and watch him smack you for a few points
| of damage each turn. Again, popcorn and Haste... Well, actually, you'll
| need to do a bit of work here, so... Flare and Ultima?
|
| Of course, your main problem is the Ultima at the end. With either of the
| two strategies, simply put Reraise on at least one person and you'll have
| effectively won.
|

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Nothing left but to walk back down.

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|=====
|----- The Earth Dragon ----- **FF6A_48_DRGN**
|=====

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|~~~~~
| This pretty easy. Head to the Opera House, found on the southwest portion of
| the southwestern continent; south of Jidoor and west of Maranda.

```

Some good ideas before the fight include Float pre-fight and Gaia Gear. Having some Water/Wind-based is good, too. And, of course, save before entering the

building.

=====
Opera House
=====

Once inside, speak with the Impresario and he'll speak of the dragon. As you head northeast to the switch room, notice how that the orchestra is playing despite a dragon being mere feet from them. It's odd; maybe the Impresario was in the middle of some odd satanic sacrificial ritual before we arrived?

Continue into the switch room, questions unanswered (and upside-down pentagrams unfound), and trigger the second switch from the right to start a fight with...

Table with 4 columns: Stat, Value, Weaknesses, Treasures Awarded. Rows include Level (53), HP (28,500), MP (16,500), Attack (23), Magic (12), Defense (110), Magic Defense (150), Evasion (0), Magic Evasion (0), Weaknesses (Wind/Aero, Water), Immunities (None), Absorptions (None), Gil Earned (0), EXP. Earned (0).

The Dirt Dragon -- erm, EARTH Dragon can use a basic attack, Honed Tusk (which is about five times as powerful), Quake, Landslide, Magnitude 8, and 50 Gs (which will cancel Float). Honed Tusk will often appear as a counterattack.

Begin the fight with the usual -- Kirin, Fenrir, and Hastega will settle defense. Bismarck and Leviathan are good fill-in Espers for offense. Your offense probably can't consist of Wind/Aero or Water spells unless you bring along Strago, which I myself didn't. Flood is a possible spell, though probably not taught yet. Then again, it all depends.

Not like it matters all that much. Casting Sleep and Slow on the beast will circumvent damage for a fair while. Beyond that, spells are the best for this, to prevent reawakening. Pretty much any will work -- Ultima, Flare, and Flood are my preferences; if you have Strago, think of Aero; Shadow, Water Scrolls; Mog, Water Rondo or Wind Rhapsody.

Yep, that's it.

----- Monster Hunting ----- \*\*FF6A\_48\_HUNT\*\*

Okay, so we've finished all of the more-involved sidequests by this point. Now, it's just fairly easy cruising until the end of the section. (Except for one bump in the road.)

Here, you'll find the Bestiaries for areas unlisted thus far in the FAQ that have monsters not yet in the Bestiary if you've followed the walkthrough.

| Regional Monster Bestiary \ Maranda Area \ |       |       |     |     |       |       |
|--|-------|-------|-----|-----|-------|-------|
| Monster Name                               | HP    | MP    | ATK | DEF | Gil   | EXP.  |
| Basilisk                                   | 5,000 | 1,020 | 13  | 135 | 1,120 | 2,400 |
| Crawler                                    | 3,200 | 620   | 13  | 115 | 1,224 | 1,456 |
| Leap Frog                                  | 3,511 | 220   | 13  | 130 | 2,600 | 1,550 |

| Regional Monster Bestiary \ Dinosaur Forest Surrounding Area \ |       |     |     |     |       |       |
|--|-------|-----|-----|-----|-------|-------|
| Monster Name   | HP    | MP  | ATK | DEF | Gil   | EXP.  |
| Greater Mantis   | 4,500 | 420 | 180 | 145 | 501   | 4,612 |
| Lyacon   | 250   | 20  | 30  | 100 | 1,524 | 1,356 |
| Sprinter   | 4,500 | 350 | 13  | 100 | 1,420 | 2,293 |
| Tumbleweed   | 6,200 | 600 | 10  | 120 | 1,333 | 2,554 |

| Regional Monster Bestiary \ Dinosaur Forest Itself \ |        |        |     |     |     |        |
|--|--------|--------|-----|-----|-----|--------|
| Monster Name   | HP     | MP     | ATK | DEF | Gil | EXP.   |
| Brachiosaur  | 46,050 | 51,420 | 55  | 190 | 0   | 14,396 |
| Tyrannosaur  | 12,770 | 420    | 33  | 125 | 0   | 8,800  |

The next sub-sub-section covers Dinosaur Forest.

----- The Dinosaur Forest ----- \*\*FF6A\_48\_DINO\*\*

~~~~~

| Regional Monster Bestiary \ Dinosaur Forest Surrounding Area \ |       |     |     |     |       |       |
|----------------------------------------------------------------|-------|-----|-----|-----|-------|-------|
| Monster Name                                                   | HP    | MP  | ATK | DEF | Gil   | EXP.  |
| Greater Mantis                                                 | 4,500 | 420 | 180 | 145 | 501   | 4,612 |
| Lyacon                                                         | 250   | 20  | 30  | 100 | 1,524 | 1,356 |
| Sprinter                                                       | 4,500 | 350 | 13  | 100 | 1,420 | 2,293 |
| Tumbleweed                                                     | 6,200 | 600 | 10  | 120 | 1,333 | 2,554 |

| Regional Monster Bestiary \ Dinosaur Forest Itself \ |        |        |     |     |     |        |
|------------------------------------------------------|--------|--------|-----|-----|-----|--------|
| Monster Name                                         | HP     | MP     | ATK | DEF | Gil | EXP.   |
| Brachiosaur                                          | 46,050 | 51,420 | 55  | 190 | 0   | 14,396 |
| Tyrannosaur                                          | 12,770 | 420    | 33  | 125 | 0   | 8,800  |

The Dinosaur Forest can be found by going north of the Veldt to the old man's house, then east to a forest.

Inside is the main focus of our journey here. The Brachiosaur... Here's some data comparison between it and the Tyrannosaur for trivia:

|        | Brachiosaurus                            | Tyrannosaurus Rex                      |
|--------|------------------------------------------|----------------------------------------|
| Height | ~12.6 meters (~43 feet)                  | ~5.0 meters (~16 feet)                 |
| Length | ~24.0 meters (~80 feet)                  | ~12.5 meters (~41 feet)                |
| Weight | ~80 metric tons<br>(~88.2 imperial tons) | ~5 metric tons<br>(~5.5 imperial tons) |

Source: Microsoft Encarta Encyclopedia 2005 Edition.

Scared yet?

No?

Well, this boss box you'll be using shortly if you find it might.

| BOSS: Brachiosaur \                                                        |          |                |                     |
|----------------------------------------------------------------------------|----------|----------------|---------------------|
| Level                                                                      | - 68     | Weaknesses:    | Treasures Awarded:  |
| Maximum HP                                                                 | - 46,050 | - Ice/Blizzard | - Ribbon (Steal)    |
| Maximum MP                                                                 | - 51,420 |                | - Celestriad (Drop) |
| Attack                                                                     | - 55     | Immunities:    |                     |
| Magic                                                                      | - 25     | - None         |                     |
| Defense                                                                    | - 190    |                |                     |
| Magic Defense                                                              | - 145    | Absorptions:   |                     |
| Evasion                                                                    | - 70     | - None         | Gil Earned : 0      |
| Magic Evasion                                                              | - 50     |                | EXP. Earned: 14,396 |
| =====                                                                      |          |                |                     |
| The Brachiosaur will easily shatter you. For quickies, it can use Meteor   |          |                |                     |
| and Ultima as NORMAL spells; as in, it'll use them repeatedly if it wants  |          |                |                     |
| to. Oh, and it wants to. Given that the Ultima is at the level of the      |          |                |                     |
| Magic Master's -- 6,000+ damage to all -- you'll want to be careful.       |          |                |                     |
|                                                                            |          |                |                     |
| There was only one suitable method to this I could figure out that did not |          |                |                     |
| involve intense grinding without Diabolos -- I doubt you have higher than  |          |                |                     |
| 3,500 unboosted HP on anyone. Anywho, I'd save before trying to fight and, |          |                |                     |
| during the battle, I'd use Ragnarok's Metamorph ASAP. Given that this      |          |                |                     |
| thing has a hit rate easily around 50%... Come on. Just do it.             |          |                |                     |
|                                                                            |          |                |                     |

----- Shadow's Dreams ----- \*\*FF6A\_48\_ZZZZ\*\*

~~~~~

Not a bunch to say about this section, for I don't like to spoil special stuff.

Y'know, except bosses, storyline cutscenes, dungeons, monster stats... :)

But I'm serious this time.

Anyways, whenever you sleep in a Inn, with Shadow in the your party, there are some times when he'll have a dream. It's just a scene that ends up revealing more about him as Clyde.

In fact, there are five. Four are seen via sleeping at Inns (except in

Thamasa); the fifth automatically occurs in the storyline itself.

----- Gau and his Father ----- \*\*FF6A\_48\_GDAD\*\*

~~~~~

Like with Shadow's own dreams, the scene with Gau requires him in the party. Just another character depth scene, so... yeah, no spoilers.

Go north of the Veldt to find the crazy old guy's house. Face him and speak with him. The rest will unfold.

Okay, all that stuff's over with. Now, to the thing we've been avoiding for the past fifteen hours of game time...

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| |           Section IX - The Endgame: Kefka's Tower           | |
| |           **FF6A_49**                                       | |
\/\

```

Preparation

First, teams. Each team will be able to need to fight independently and be able to rely on its own characters. The party will need be able to fight some bosses as well. I balanced mine out like the below. Please note I had fully completed all the sidequests in the above sections. Further reasoning momentarily.

|          |          |          |
|----------|----------|----------|
| Team #1: | Team #2: | Team #3: |
| - Celes  | - Terra  | - Strago |
| - Shadow | - Edgar  | - Cyan   |
| - Gau    | - Locke  | - Sabin  |
| - Mog    | - Setzer | - Relm   |

So, yes, why these?

Well, Terra, Celes, and Strago were placed to be healers. Strago, remember, should've had White Wind AND Mighty Guard at this point.

Edgar does nice damage with the Drill.

Shadow gave want for more elemental variety and control, as well as some nice damage. Plus, Gau and Mog were kinda level-low, so had to boost it somehow.

Cyan does some nice physical damage, as does Sabin.

Gau, Rages. Come on, you knew that.

Locke, well... He does nice damage AND can have some nice steals: Ribbon, Force Armor, and the Minerva Bustier for the most part.

Mog... Well, given that this, more or less, is my weakest team, his Molulu's Charm came in handy.

Setzer - had to put 'im somewhere.

And Relm is good with Strago to learn some Lores from the Dark Force. She can Control it and help him learn up to 19 of the 24 Lores.

Granted, this is probably not the best strategy. Oh well; I'm not really going to assume team members individually in the walkthrough all too much anyways.

Okay, cool, so you've got your teams together? Well, next, time to waste that 100,000+ Gil we built up in the sidequesting section. (Or, at least, I had that much.) Go around and buy....

- 99x Hi-Potions
- 99x Ethers
- 50x Remedies
- 25x Holy Waters
- 25x Green Cherries
- 99x All Elemental Scrolls
- 99x Shurikens
- 99x Fuma Shurikens
- 35x Tents
- 1x Teleport Stone

Yes, seriously, bring a Teleport Stone. If you get stuck at low HP, no MP, and no items, your only saving grace will be that one Teleport Stone. The situation itself is very unlikely given all the building up from the sidequesting...

...but, then again, you ARE looking at someone else's FAQ aren't you? I think you might want to listen to my help. :)

Finally, if you have any plans to use Lv. ? Holy - and you should - you'll want to manipulate your Gil to have a one's digit of "1". In this way, the attack will always hit whatever it hits. (This is because all enemies here will give ###0 Gil.)

Any more to do?

I think not. Go find Kefka's Tower and land on it.

=====  
Kefka's Tower  
=====

| Treasures Checklist \ |     |
|-----------------------|-----|
| Fixed Dice .....      | [ ] |
| Force Armor .....     | [ ] |
| Force Armor .....     | [ ] |
| Force Shield .....    | [ ] |
| Gauntlet .....        | [ ] |
| Hero's Ring .....     | [ ] |
| Hypno Crown .....     | [ ] |
| Megalixir .....       | [ ] |
| Minerva Bustier ..... | [ ] |
| Nutkin Suit .....     | [ ] |
| Pinwheel .....        | [ ] |
| Pinwheel .....        | [ ] |
| Rainbow Brush .....   | [ ] |
| Red Cap .....         | [ ] |
| Ribbon .....          | [ ] |

| Regional Monster Bestiary \ |        |        |     |     |       |       |
|-----------------------------|--------|--------|-----|-----|-------|-------|
| Monster Name                | HP     | MP     | ATK | DEF | Gil   | EXP.  |
| Yojimbo                     | 7,050  | 2,600  | 13  | 100 | 2,000 | 2,300 |
| Dark Force                  | 8,940  | 700    | 12  | 105 | 600   | 2,950 |
| Muud Suud                   | 25,000 | 350    | 13  | 5   | 100   | 4,200 |
| Fiend Dragon                | 18,008 | 10,000 | 13  | 110 | 2,700 | 8,500 |
| Mover                       | 120    | 10,500 | 20  | 115 | 0     | 1,500 |
| Cherry                      | 8,150  | 900    | 8   | 100 | 700   | 2,200 |
| Vector Lythos               | 2,800  | 180    | 13  | 110 | 350   | 1,400 |
| Primeval Dragon             | 10,050 | 12,850 | 15  | 130 | 1,200 | 3,000 |
| Landworm                    | 12,000 | 1,300  | 13  | 80  | 0     | 4,600 |
| Gamma                       | 27,000 | 9,000  | 13  | 175 | 0     | 9,000 |
| Great Malboro               | 7,000  | 500    | 13  | 115 | 1,320 | 2,800 |
| Outsider                    | 8,050  | 400    | 15  | 105 | 2,800 | 2,600 |
| Demon Knight                | 6,800  | 1,600  | 12  | 110 | 200   | 3,090 |
| Duel Armor                  | 7,200  | 1,600  | 13  | 185 | 800   | 2,500 |
| Great Behemoth              | 11,000 | 700    | 7   | 90  | 2,900 | 4,100 |
| Vector Chimera              | 7,500  | 880    | 22  | 110 | 900   | 2,900 |
| Fortis                      | 9,800  | 700    | 5   | 160 | 250   | 3,500 |
| Junk                        | 2,000  | 200    | 2   | 190 | 1,100 | 2,200 |
| InnoSent                    | 6,600  | 390    | 13  | 155 | 1,950 | 2,400 |
| Daedalus                    | 12,280 | 100    | 13  | 105 | 0     | 3,500 |
| Ahriman                     | 10,000 | 300    | 11  | 110 | 0     | 2,820 |
| Death Machine               | 6,000  | 550    | 10  | 140 | 670   | 2,300 |
| Metal Hitman                | 2,000  | 800    | 13  | 20  | 700   | 2,000 |
| Prometheus                  | 14,500 | 2,050  | 13  | 170 | 1,300 | 5,200 |

<== Party #1 ==>

Go south and follow the path to the north. You'll notice a small structure in the wall. Before going through it, however, go north and open the chest to find a Hypno Crown. Then go south and west through the door. Follow the path when inside.

Eventually, you'll end up grabbing the Fixed Dice. Continue on back outside. There, go south and along the path. (Ignore the chests you see, for you cannot yet reach them.) Go through the door and you'll see a dead end. Switch.

<== Party #2 ==>

Go along the path into the door.

Once inside, go around and west. Open the chest for a Minerva Bustier. Go along the southbound path and, at the fork, go north for a chest; open it for the Pinwheel. Go south and out the door.

Here, you'll notice you're in an area like the restrooms of the Imperial Palace from Vector. (You know, before all of the trash and stuff.) Go into the left area and you'll notice a beast in there.

Under normal circumstances, I'd tell you not to go in there. But I'm not normal and neither are you -- get in there and slay that beast! Cast Float beforehand, of course.

|                       |
|-----------------------|
| BOSS: Ultima Buster \ |
|-----------------------|



|               |          |              |                       |
|---------------|----------|--------------|-----------------------|
| Level         | - 67     | Weaknesses:  | Treasures Awarded:    |
| Maximum HP    | - 55,000 | - None       | - Crystal Orb (Steal) |
| Maximum MP    | - 19,000 |              | - Blood Sword (Steal) |
| Attack        | - 20     | Immunities:  |                       |
| Magic         | - 10     | - None       |                       |
| Defense       | - 75     |              |                       |
| Magic Defense | - 70     | Absorptions: |                       |
| Evasion       | - 0      | - Poison     |                       |
| Magic Evasion | - 0      | - Holy       |                       |
|               |          | - Aero/Wind  |                       |
|               |          | - Water      | Gil Earned : 0        |
|               |          | - Earth      | EXP. Earned: 0        |

=====  
Most of its attacks are nothing new to you. There is a basic attack, Hit (50% more powerful), Firaga, Blizzaga, Thundaga, Quake, Tsunami, Northern Cross, Southern Cross, Flare Star, Meteor, and Ultima.

Lucky (or unlucky?) you, Ultima is not some random attack Ultima Buster can use a whim like Brachiosaur. Rather, it is only used every twelve times you hurt him. Two turns later, he'll attack you with Ultima, easily able to deal 2,500 damage. Unless Celes/Gogo uses Runic.

Strategies? The good one you should be able to access by now is a very lazy but effective one. Put Reflect on everyone and, for the most part, Ultima Buster will destroy himself with Reflected attacks. Granted, you will need to heal somehow from Meteor, etc., but eventually Ultima will come up. To survive it, you'll need Reraise on yourself prior to that, have someone use Runic, or use Quetzalli at the second yellow flash.

And if you don't like being lazy, or just can't heal like this? Have someone dedicated to casting Reraise on your party, then Hastega and hopefully Mighty Guard. Put Reflect on the party members most prone to magical damage, then simply use combos of Quick and Ultima/Meteor/Flare, or something. You know, high damage stuff. You should know what works. Be sure to replace Reraise after Ultima, though!

After Ultima Buster falls, you'll be able to use a Save Point. Granted, a Save Point on a bloody battlefield is not my first choice of sleeping places, but, hey, you take what you can get. Use a Tent, Save, and let's go.

Go south and out of the door. After that nice falls, go upstairs into another room, which happens to have a bunch of pipes. Ah, just like Mario. But more violent? Anywho, go into the leftmost one.

Back outside (not necessarily a good thing), go southwest to find a Force Shield. Go south and through the door.

Here, open the chest for a Ribbon and step on the switch nearby. This will let the first party advance, but let's wait a bit. Go back outside and go west to find some Force Armor. Go east and through the doorway.

Inside, go north to find a red-carpeted area. Heal up and head over to the dragon.

|                     |          |             |                      |
|---------------------|----------|-------------|----------------------|
| BOSS: Gold Dragon \ |          |             |                      |
| Level               | - 62     | Weaknesses: | Treasures Awarded:   |
| Maximum HP          | - 32,400 | - Water     | - Crystal Orb (Drop) |
| Maximum MP          | - 4,000  |             |                      |

|               |       |              |                |
|---------------|-------|--------------|----------------|
| Attack        | - 13  | Immunities:  |                |
| Magic         | - 10  | - None       |                |
| Defense       | - 110 |              |                |
| Magic Defense | - 190 | Absorptions: |                |
| Evasion       | - 0   | - Thunder    | Gil Earned : 0 |
| Magic Evasion | - 0   |              | EXP. Earned: 0 |

=====  
Attack-wise, the Gold Dragon does little more than meet expectations. It can use a basic attack, Hit (quadruple-powered Attack), Thunder, Thundara, Thundaga, and Gigavolt. Additionally, if you put Reflect on your party, he'll put Reflect on himself to bypass its effects. So don't waste your time.

There are a few easy ways to go about this. One is using Ragnarok's Metamorphose - there's a fair chance, about 1 in 10 or so, that it'll work. Though that's more of a last-ditch effort, in my opinion.

The other is highly more obvious and has been spammed more often. Berserk. This boss can be hit with Berserk and forced into just Attack. Then use Phantom and you're golden, pardon the pun.

And, of course, there is another strategy that simply requires a little more effort and Celes/Gogo. Try putting Shell on the party (Mighty Guard is efficient) to reduce damage from any screw-ups. Then simply have Runic be used every turn -- with Celes and Gogo, you're practically invincible. Put Vanish on and you ARE invincible, for the most part.

With either of the latter two methods, you'll need to manually deal damage somehow. With the former, given what's to come, I'd REALLY just stick to basic Attacks. Flood, Leviathan, Aqua Breath, and similar Lores make some nice damage. Valor will really help physicals, too.

If you've followed this walkthrough thus far, you should have just \*ONE\* dragon left.

Anywho, after slaying the dragon and shaving off its gold plating or something, go through the doorway to the west. Go along the path for a while to soon return outside. Go north and onto the switch, then swap teams.

<== Party #3 ==>

Go along the path south to soon see a door to the west. Open the chest near it and grab the Red Cap from within. Go through the door and go north two areas to find yourself in an area oddly reminiscent of the Magitek Research Facility. Go north to find two chests; open them for the Gauntlet and Nutkin Suit.

Backtrack all of the way south, then go further south to find another door. Go through and along the path west. You'll soon find a chest with the Hero's Ring. Then go north to the next area.

Here, go west and use the Save Point, Tent and Save. Then continue towards the steps and you'll fight...

|                             |          |             |                      |
|-----------------------------|----------|-------------|----------------------|
| BOSS: Inferno, Ketu, Rahu \ |          |             |                      |
| Inferno's Bestiary          |          |             |                      |
| >-----+-----+-----<         |          |             |                      |
| Level                       | - 67     | Weaknesses: | Treasures Awarded:   |
| Maximum HP                  | - 30,800 | - Thunder   | - Ice Shield (Steal) |

|               |         |              |                |  |
|---------------|---------|--------------|----------------|--|
| Maximum MP    | - 9,700 |              |                |  |
| Attack        | - 13    | Immunities:  |                |  |
| Magic         | - 10    | - None       |                |  |
| Defense       | - 130   |              |                |  |
| Magic Defense | - 145   | Absorptions: |                |  |
| Evasion       | - 0     | - Fire       | Gil Earned : 0 |  |
| Magic Evasion | - 0     |              | EXP. Earned: 0 |  |

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

Ketu's Bestiary

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

|               |          |                |                      |  |
|---------------|----------|----------------|----------------------|--|
| Level         | - 67     | Weaknesses:    | Treasures Awarded:   |  |
| Maximum HP    | - 11,000 | - Fire         | - Ice Shield (Steal) |  |
| Maximum MP    | - 2,600  |                |                      |  |
| Attack        | - 13     | Immunities:    |                      |  |
| Magic         | - 7      | - None         |                      |  |
| Defense       | - 75     |                |                      |  |
| Magic Defense | - 185    | Absorptions:   |                      |  |
| Evasion       | - 0      | - Ice/Blizzard | Gil Earned : 0       |  |
| Magic Evasion | - 0      |                | EXP. Earned: 0       |  |

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

Rahu's Bestiary

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

|               |         |                |                        |  |
|---------------|---------|----------------|------------------------|--|
| Level         | - 67    | Weaknesses:    | Treasures Awarded:     |  |
| Maximum HP    | - 8,000 | - Ice/Blizzard | - Flame Shield (Steal) |  |
| Maximum MP    | - 770   |                |                        |  |
| Attack        | - 13    | Immunities:    |                        |  |
| Magic         | - 10    | - None         |                        |  |
| Defense       | - 80    |                |                        |  |
| Magic Defense | - 190   | Absorptions:   |                        |  |
| Evasion       | - 0     | - Thunder      | Gil Earned : 0         |  |
| Magic Evasion | - 0     |                | EXP. Earned: 0         |  |

Inferno can use a basic attack, Sobat (triple-powered Attack), Thundara, Thundaga, Gigavolt, Shockwave, Magitek Barrier, Atomic Rays, Delta Attack, and Meteor.

Ketu can use a basic attack, Slash (double-powered Attack), and Metal Cutter.

Rahu can use a basic attack and Rapier, which is a basic attack with 50% more power.

Begin your battle with Hastega and Slowga (on the enemy, of course!). Using Mighty Guard may help as well. Given that Inferno has a weird idea of using attacks its weak to, put on Reflect as well.

You have no business in worrying about Rahu and Ketu; they'll regenerate anyways. So focus on using Thundaga, Ramuh, Lightning Scrolls, etc. Have no worries about the blades' weaknesses and such. Eventually, with a few decent Thundagas, you'll win. Just focus them on the main body and don't target all enemies.

After the fight, go south and through the door. Then go south and through another to head outside.

Go south along the east path to find a Megalixir. Then go along the west path and bypass the door to find a chest. Open it to be able to let Party #1 go even further. Get on the northbound conveyor belt and open the chest for a Rainbow Brush. Then circle around to the door you bypassed earlier and use it.

Inside, go north to a new area. Equip some Death/Confuse-protecting equipment, then heal up. Then head over to the next dragon.

| BOSS: Skull Dragon \ |          |              |                      |
|----------------------|----------|--------------|----------------------|
| Level                | - 62     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP           | - 32,800 | - Fire       | - Muscle Belt (Drop) |
| Maximum MP           | - 1,999  | - Holy       |                      |
| Attack               | - 15     | Immunities:  |                      |
| Magic                | - 10     | - None       |                      |
| Defense              | - 140    |              |                      |
| Magic Defense        | - 120    | Absorptions: |                      |
| Evasion              | - 0      | - Poison     | Gil Earned : 0       |
| Magic Evasion        | - 0      |              | EXP. Earned: 0       |

=====

Attack-wise, the Skull Dragon is ... meh. It can use a basic attack, Hit (which can remove Reflect), Doom, Disaster, Will o' the Wisp, and Apparition.

There are a few easy ways to go about this. One is using Ragnarok's Metamorphose - there's a fair chance, about 1 in 10 or so, that it'll work. Though that's more of a last-ditch effort, in my opinion.

The other is not so easy, but more effective-ish. Put on Hastega, then spam Firaga, Holy, Ifrit, Valigarmanda, Alexander, and so on. The boss is not all THAT hard, really. Putting on Reflect might help, though it can get removed with Hit.

If you finish this dragon off, and have been following my walkthrough thus far, it will be your last. A message will appear on-screen saying such and saying that the "Eightfold Seal" has been broken. Then the area vibrates violently -- though not enough to shake down the tower -- and you'll obtain the magicite for Crusader. Then a stone slab falls to the ground, giving you access to the Dragon's Den, the extra dungeon of Final Fantasy VI Advance. Woo.

Anywho...

Take the eastern exit and go along the path. Once outside, step on the northern switch and swap teams.

<== Party #1 ==>

Let's go south and continue to the next area. There, go east and along the path until you head outside. You'll notice the chest you already opened with the previous team. There, go north and west at the fork to find the Pinwheel. Then backtrack some and go east along the path.

You'll reach your other allies eventually ... but kinda be cut off. Put both teams on the switches to open up the door. Go north and you'll also need to be put on another switch. Step on it and, afterwards, you can go either left or right.

O=====O

BEFORE CHOOSING EITHER PATH, READ THIS:

First and foremost, you can freely choose what teams go down what path. I personally sent my first team down the east path; my third down the west path; and my second down the middle.

|  
| How it should be is like this... Your second-strongest team goes to the  
| right; your weakest goes to the left; and your strongest down the middle.  
| Such is how it was for me.

|  
| For the record, going left leads you to the Fiend boss; down the middle,  
| to the Guardian and Goddess bosses; and right goes to the Demon.

|  
| For this, I will be assuming stuff as stated in the first paragraph of  
| this box. Do what you want, but be careful to note who's who for you.

|  
O=====O

So, Party #1, you'll go right. Go to the far south and move Party #3 aside,  
then have Party #1 send the four-ton weight onto the switch. Go to the far  
north and onto the switch. Then swap teams to...

<== Party #3 ==>

Go upstairs and to the north. Step on the switch and go west. Go to the far  
south and move Party #2 aside. Make Party #3 put the four-ton weight onto that  
switch. Go to the far north and step on the switch. Then swap teams to...

<== Party #2 ==>

Go north and onto the final switch. Go south on the new path, then, outside,  
step on another switch. This will open two new paths for the other teams. Go  
north and heal up.

Continue into the next room for a battle.

| BOSS: Guardian |          |              |                       |
|----------------|----------|--------------|-----------------------|
| Level          | - 62     | Weaknesses:  | Treasures Awarded:    |
| Maximum HP     | - 60,000 | - Thunder    | - Ribbon (Steal)      |
| Maximum MP     | - 5,200  | - Water      | - Force Armor (Steal) |
| Attack         | - 13     | Immunities:  |                       |
| Magic          | - 25     | - None       |                       |
| Defense        | - 150    |              |                       |
| Magic Defense  | - 150    | Absorptions: |                       |
| Evasion        | - 0      | - None       | Gil Earned : 0        |
| Magic Evasion  | - 0      |              | EXP. Earned: 0        |

=====

| The Guardian runs out several battle programs to determine its attacks:  
|  
| ~~ Air Force Battle Program: Diffractive Laser, Launcher, Magitek Laser,  
| Wave Cannon (including a countdown)  
|  
| ~~ Dadaluma Battle Program: Ashura, Hi-Potion, Magitek Barrier, Mythril  
| Knife, Potion, Shockwave  
|  
| ~~ Default Battle Program: Atomic Rays, Magitek Laser, Missile  
|  
| ~~ Ultima Battle Program: Flare, Flare Star, Meteor, Ultima  
|  
| ~~ Ultros Battle Program: Ink, Entwine, Stone, Tentacle  
|  
| Begin with a self-Hastega and an enemy Slowga. Toss up Mighty Guard if you  
| can, and Reraise is always a cool idea.  
|

| On offense, focus on Thundaga, Ramuh, Lightning Scrolls, Throwing other  
| Thunder/Lightning crap, Valigarmanda, Bahamut, Flood, Leviathan, etc. Not  
| too much to say except the faster you go, the better. (And not like that,  
| you perverts.)  
|

Once you're done, use the nearby Save Point.

Use a Tent there and Save.

Then go north into the next area. There, go west and south through the door.  
Back outside, go north and heal up. Continue to the statue for another fight...

| BOSS: Demon   |          |              |                        |
|---------------|----------|--------------|------------------------|
| Level         | - 67     | Weaknesses:  | Treasures Awarded:     |
| Maximum HP    | - 58,000 | - Poison     | - Red Jacket (Steal)   |
| Maximum MP    | - 18,900 |              | - Radiant Lance (Drop) |
| Attack        | - 15     | Immunities:  |                        |
| Magic         | - 13     | - None       |                        |
| Defense       | - 180    |              |                        |
| Magic Defense | - 145    | Absorptions: |                        |
| Evasion       | - 0      | - Fire       | Gil Earned : 0         |
| Magic Evasion | - 0      | - Wind/Aero  | EXP. Earned: 0         |

=====  
| The Demon doesn't have much new in terms of attacks. It can use a basic  
| attack, Tyrfing (double-powered attack), Firaga, Aero, Southern Cross,  
| Flare Star, Meteor, Metal Cutter, and Stop. People afflicted with Stop  
| soon with get killed by Blaster.  
|

| Begin with Stop on the enemy, then toss up Hastega and Mighty Guard (or  
| somehow put Shell on all). Then continue to batter the Demon with various  
| things -- Blizzaga, Thundaga, Flare, Meteor, Ultima -- while keeping it in  
| check with Stop.  
|

After the battle, go north to the Save Point. Use it!

Then drop down into the hole to the north. After landing, step on the switch  
and swap to...

<== Party #3 ==>

If you've followed the walkthrough, you should still be on the switch. Go south  
and through the door, then west to return inside. Go north and through another  
door. Go north through yet another and go north some more.

At the statue, heal and prepare for another fight. Lotta boss boxes lately,  
huh?

| BOSS: Fiend   |          |                |                      |
|---------------|----------|----------------|----------------------|
| Level         | - 73     | Weaknesses:    | Treasures Awarded:   |
| Maximum HP    | - 63,000 | - Holy         | - Safety Bit (Steal) |
| Maximum MP    | - 4,800  |                | - Mutsunokami (Drop) |
| Attack        | - 60     | Immunities:    |                      |
| Magic         | - 9      | - None         |                      |
| Defense       | - 110    |                |                      |
| Magic Defense | - 160    | Absorptions:   |                      |
| Evasion       | - 0      | - Ice/Blizzard | Gil Earned : 0       |

```

| Magic Evasion - 0          | - Poison          | EXP. Earned: 0
|=====|
| This one of the Warring Triad can use a basic attack, Fiendish Rage (which
| is four times as powerful), Blizzaga, Northern Cross, Absolute Zero, Force
| Field, Reverse Polarity, and Targeting. Force Field you are not familiar
| with - it randomly nullifies an element, and is a Lore Strago should get.
| Targeting simply tells you who will be hit by Fiendish Rage.
|
| Begin with Slow on the enemy, then self-Hastega and Mighty Guard are quite
| helpful. Offense should consist of Lv. ? Holy, Holy itself, Flare, Meteor,
| or Ultima. Golem may be helpful, as could Alexander and Bahamut. Also try
| to note that you will want to cast Dispel when the message about Fiend's
| aura shaking appears.
|
|-----|

```

Two down, one to go.

Use the Save Point nearby, then move into the pipe behind where Fiend was. Get on the switch within, then swap teams to...

<== Party #1 ==>

Assuming you haven't moved, you're still on the switch. Go south and out the door. Go east and inside, then go north and through another door. Go north again and through another door.

You'll find the final statue. Heal and equip anti-Zombie Relics. Once near the statue, the fight to end the Warring Triad -- or you -- will begin.

```

|-----|
BOSS: Goddess \
Level          - 68
Maximum HP     - 44,000
Maximum MP     - 19,000
Attack         - 13
Magic          - 14
Defense        - 85
Magic Defense  - 150
Evasion        - 0
Magic Evasion  - 0
=====

```

```

| The final member, and perhaps the most difficult, Goddess can use a basic
| attack, Hit (basic attack +50%), Thundara, Thundaga, Flash Rain, Quasar,
| Lullaby, Entice, Overture (an occasional counter; makes your other allies'
| hit the targeted character), and Cloudy Heaven (only used are being hurt
| eight times late in the fight; gives Doom to all, and forces them into a
| Zombie upon dying, which Reraise DOES NOT HELP AGAINST).
|
|-----|

```

```

| Begin ready for hell. Start off with Hastega and Mighty Guard. You'll want
| to probably focus on physical attacks, preferably NOT a basic Attack, as
| that may induce Overture. Everything else is cool. Those focusing on the
| physical attacks will relish Valor; I'd prefer to keep everyone else on a
| healing duty.
|
|-----|

```

```

| Of course, probably your biggest question is how the **** to deal with
| Cloudy Heaven. There are but two solutions. One: have Zombie-immunizing
| equipment on and use Reraise (or also have Death-immunizing equipment).
| Two: if you lack that stuff, quickly kill someone (won't induce Zombie;
| only Doom-death will) and use Arise (preferably).
|
|-----|

```

| Your offense will tend to remain the same throughout the fight, though. |  
| \_\_\_\_\_ |

After winning, you'll get a message if you've followed the walkthrough so far. In short, you acknowledge that the Warring Triad is gone... But the magic isn't fading. Perhaps the source of this residual power was not the Warring Triad themselves, but Kefka, having absorbed their power?

Could it be possible...? If it is, this whole fight just got a \*\*\*\*-load more complicated and hard. This is not good.

Anyways, use the nearby Save Point. Go north... See that switch? Use it and you'll be dragged into the final series of battles. Save, save again, and save a third time to make sure you have a back-up. Heal and place great equipment on everyone.

You ready?

Let's finish this!

=====  
Kefka's Tower <THE FINAL BATTLE>  
=====

One year and some days ago, Kefka was a high-ranking officer in the Empire led by Gestahl. Gestahl, staying true to the evil stereotypes of wanting greed and power, lusted for the power of the Espers in an effort to control the world. Behind his back, Kefka also lusted.

And lust he did. One year ago, the power of the Espers was finally harnessed by the Empire and the Floating Continent rose into the sky. The Warring Triad bestowed their power unto the Empire. The Empire, for those brief moments, was an unstoppable force.

Then Gestahl began to have second thoughts. Could world power truly be what will satisfy him? He soon told Kefka and met his end. Kefka took control of the power of the Warring Triad and turned the world into a charred, barren husk of what it was. Our heroes barely escaped with their lives, scattered across the face of the dead planet, without a hope for the future.

Only with some nudging, in some cases, did anyone bother to fight... to fight for the future of the world. We grouped together, we gathered our forces, we got the power of many Espers on our own side. We ascended Kefka's Tower and to note that he had absorbed the Warring Triad's powers within him.

What started as a heroic revolution has now turned into a suicide mission. If we win, the world will have managed to see the Second War of the Magi and lived through it thanks to but a dozen souls, and have a chance to repair itself... But should we lose...? Kefka's intense fury will obliterate us, and then he'll proceed to become further insane, and eventually end all life on the planet.

All hangs in the balance... It is all or nothing... Are you ready?

Let's begin.

First, you're in a menu with all of the characters on the left. You'll be selecting an order for them to battle in. The first four are your initial battlers. After a tier of battles, if someone is KO'ed, Petrified, or Zombified, the next person in the line-up (from the initial line-up, person number five) will replace them in the next tier.



After each tier, you'll get lifted up to the next battle. Between these two tiers, you'll retain some things:

- HP/MP
- Statuses (except a few)
- Espers (whether they've been used or not)
- Jumping characters (via Jump or Quetzalli)

Some things are not retained:

- Rage/Dance; in other words, you can select new ones in the next fight
- Doom
- Runic and Sky "statuses"
- Force Field
- Golem's or Fenrir's summoning effects
- Cyan's Bushido bar

Of course, as I said earlier, characters are replaced at the end of the tier if in KO, Petrification, or Zombification. Still note, though, that if all four party members are in one of those three states simultaneously, it is still a Game Over.

You set? Let's do this.

O~~~~~O  
| Tier #1 |  
O~~~~~O

| BOSS: Visage, Long Arm, Short Arm \ |          |              |                    |
|-------------------------------------|----------|--------------|--------------------|
| Visage's Bestiary                   |          |              |                    |
| >-----+-----+-----<                 |          |              |                    |
| Level                               | - 74     | Weaknesses:  | Treasures Awarded: |
| Maximum HP                          | - 30,000 | - Fire       | - Elixir (Steal)   |
| Maximum MP                          | - 10,000 |              |                    |
| Attack                              | - 63     | Immunities:  |                    |
| Magic                               | - 12     | - Earth      |                    |
| Defense                             | - 140    |              |                    |
| Magic Defense                       | - 140    | Absorptions: |                    |
| Evasion                             | - 10     | - None       | Gil Earned : 0     |
| Magic Evasion                       | - 0      |              | EXP. Earned: 0     |
| >-----+-----+-----<                 |          |              |                    |
| Long Arm's Bestiary                 |          |              |                    |
| >-----+-----+-----<                 |          |              |                    |
| Level                               | - 73     | Weaknesses:  | Treasures Awarded: |
| Maximum HP                          | - 33,000 | - Wind/Aero  | - Elixir (Steal)   |
| Maximum MP                          | - 10,000 |              |                    |
| Attack                              | - 35     | Immunities:  |                    |
| Magic                               | - 30     | - None       |                    |
| Defense                             | - 110    |              |                    |
| Magic Defense                       | - 150    | Absorptions: |                    |
| Evasion                             | - 0      | - None       | Gil Earned : 0     |
| Magic Evasion                       | - 0      |              | EXP. Earned: 0     |
| >-----+-----+-----<                 |          |              |                    |
| Short Arm's Bestiary                |          |              |                    |
| >-----+-----+-----<                 |          |              |                    |
| Level                               | - 68     | Weaknesses:  | Treasures Awarded: |
| Maximum HP                          | - 27,000 | - Water      | - Elixir (Steal)   |
| Maximum MP                          | - 10,000 |              |                    |

|               |       |              |                |
|---------------|-------|--------------|----------------|
| Attack        | - 50  | Immunities:  |                |
| Magic         | - 10  | - None       |                |
| Defense       | - 115 |              |                |
| Magic Defense | - 155 | Absorptions: |                |
| Evasion       | - 10  | - None       | Gil Earned : 0 |
| Magic Evasion | - 0   |              | EXP. Earned: 0 |

=====  
 Visage can use Sapping Strike, Magnitude 8, Quake, Dread Gaze (Petrify), Reverse Polarity, Protect, and Haste.

The Long Arm only uses a basic attack, Blood Claw (Drains HP), and Shockwave.

The Short Arm will only use a basic attack and Razor Gale, which hits for 50% more damage than the basic attack.

Begin the fight by first ridding yourself of that annoying Long Arm -- the use Break or the Air Anchor work well enough. Putting Slow on the Short Arm will kinda-sorta put it out of commission.

Now, toss up Hastega, Mighty Guard, Reraise, and Regen -- you've got a fair amount of time after Hastega. Since these carry to the next battle, why not save time? Single-target Firaga a few times on the Visage and it will pretty much die right there. If you want, I suggest casting Float on everyone as well, to avoid the potential Earth-based attack upon Visage's death.

O~~~~~O

| Tier #2 |

O~~~~~O

BOSS: Tiger, Machine, Magic, Power \

Tiger's Bestiary

|               |          |                |                    |
|---------------|----------|----------------|--------------------|
| Level         | - 74     | Weaknesses:    | Treasures Awarded: |
| Maximum HP    | - 30,000 | - Ice/Blizzard | - Elixir (Steal)   |
| Maximum MP    | - 10,000 |                |                    |
| Attack        | - 13     | Immunities:    |                    |
| Magic         | - 14     | - Earth        |                    |
| Defense       | - 85     |                |                    |
| Magic Defense | - 150    | Absorptions:   |                    |
| Evasion       | - 0      | - None         | Gil Earned : 0     |
| Magic Evasion | - 0      |                | EXP. Earned: 0     |

Machine's Bestiary

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 73     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 24,000 | - Earth      | - Elixir (Steal)   |
| Maximum MP    | - 10,000 |              |                    |
| Attack        | - 13     | Immunities:  |                    |
| Magic         | - 10     | - None       |                    |
| Defense       | - 105    |              |                    |
| Magic Defense | - 153    | Absorptions: |                    |
| Evasion       | - 0      | - None       | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

Magic's Bestiary

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 72     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 41,000 | - Earth      | - Elixir (Steal)   |
| Maximum MP    | - 10,000 |              |                    |
| Attack        | - 1      | Immunities:  |                    |
| Magic         | - 8      | - None       |                    |
| Defense       | - 145    |              |                    |
| Magic Defense | - 155    | Absorptions: |                    |
| Evasion       | - 0      | - None       | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

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

Power's Bestiary

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

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 73     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 28,000 | - Poison     | - Elixir (Steal)   |
| Maximum MP    | - 10,000 |              |                    |
| Attack        | - 6      | Immunities:  |                    |
| Magic         | - 9      | - None       |                    |
| Defense       | - 115    |              |                    |
| Magic Defense | - 153    | Absorptions: |                    |
| Evasion       | - 0      | - None       | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

=====

Tiger can use a basic attack, Zombie Fang, Southern Cross, Northern Cross, and Flare. Familiar stuff - moving on.

The Machine will use Absolute Zero, Missile, Gravity Bomb, Atomic Rays, Magitek Laser, Delta Attack, and Diffractive Laser.

Magic will use a load of magic: Blizzara, Firaga, Blizzaga, Thundaga, Bio, Drain, Rasp, Graviga, Holy, Flare, Dispel, Stop, Reflect, Hastega, Sleep, Confuse, Silence, Imp, and Reraise.

Power simply uses Attack each turn, except when it dies -- it'll use 10-Hit Combo (Attack +50%), then nine Attacks. In effect, it'll do 10.5x the normal damage versus one Attack when it dies, okay?

We definitely want to start our battle by killing the Machine -- Air Anchor or another instant-death attack works. (Though Air Anchor won't miss.) Then cast Silence on Magic. Then use Slow on Power.

BOOM! You've killed one enemy and crippled two severely. Simply focus now on killing Tiger -- Blizzaga, etc. You know the deal by now, right? Then go to Magic and finish it off. You will finish it pretty easily, though not without pain -- final counters will happen there.

And Power? Oh, we're saving the best for last. Use this time as a healing session. Fill up your HP and MP via items and stuff -- Power's meager Attack won't do much. Reinstate Haste, Protect, Shell, Regen, and Float. Hell, just for the irony of watching Power squirm, use Osmose on it to restore MP and do all your healing via spells, refilling MP from it when needed. Put Vanish on your party when ready to continue, then finish off Power. NEXT TIER!

O~~~~~O

| Tier #3 |

O~~~~~O

| BOSS: Lady, Rest \

| \

Lady's Bestiary

|               |          |                |                    |
|---------------|----------|----------------|--------------------|
| Level         | - 58     | Weaknesses:    | Treasures Awarded: |
| Maximum HP    | - 9,999  | - All Elements | - Ragnarok (Steal) |
| Maximum MP    | - 10,000 |                |                    |
| Attack        | - 73     | Immunities:    |                    |
| Magic         | - 9      | - None         |                    |
| Defense       | - 150    |                |                    |
| Magic Defense | - 156    | Absorptions:   |                    |
| Evasion       | - 0      | - All Elements | Gil Earned : 0     |
| Magic Evasion | - 0      |                | EXP. Earned: 0     |

Rest's Bestiary

|               |          |              |                         |
|---------------|----------|--------------|-------------------------|
| Level         | - 71     | Weaknesses:  | Treasures Awarded:      |
| Maximum HP    | - 40,000 | - None       | - Ultima Weapon (Steal) |
| Maximum MP    | - 10,000 |              |                         |
| Attack        | - 63     | Immunities:  |                         |
| Magic         | - 6      | - None       |                         |
| Defense       | - 140    |              |                         |
| Magic Defense | - 120    | Absorptions: |                         |
| Evasion       | - 0      | - None       | Gil Earned : 0          |
| Magic Evasion | - 0      |              | EXP. Earned: 0          |

QUICK NOTE - NOTICE HOW RAGNAROK AND ULTIMA WEAPON ARE STEAL-ABLE? THOSE ARE COMMON STEALS!!

Lady can use *Repose* (induces Sleep) and *White Wind*. If you kill Rest before her, she'll use *Arise* to bring him back with 9,999 HP.

Rest can use a basic attack, his own version of *Repose* (Death), *Doom*, *Trine* (induces Darkness and Silence), *Tornado*, *Meltdown*, and *Meteor*. *Meteor* only becomes in use after a while... But that's bad. Because then that'll be ALL it uses, and may even counter with it (or *Trine*)!! o\_o;

Begin the fight by first ridding yourself of that annoying b-- I mean Lady. Non-elemental is the way to go - *Flare* and *Ultima*, notably. In the meantime, start up *Golem* or *Fenrir*. Personally, if you want to do some side damage and speed this up some, use *Ultima* and *Meteor* too also help hurt Rest.

Rest himself isn't exactly hard to deal with; just tedious. You'll need to heal yourself a bunch, especially later in the fight when he goes into an all-*Meteor* phase. The best way to simply note when he hits that phase and go all out. He'll use some of his *Reposes* upon dying, which *Golem* or *Generir* should be able to take over.

And so, the time has come.

The time has come...

... to end this fight ...

... and the Second War of the Magi ...

... once and for all.

You ready? Because you don't have a choice!

|               |       |                   |                     |
|---------------|-------|-------------------|---------------------|
| BOSS: Kefka \ |       |                   |                     |
| -----         |       |                   |                     |
| Level         | - ??? | Weaknesses:       | Treasures Awarded:  |
| Maximum HP    | - ??? | - ???             | - Megalixir (Steal) |
| Maximum MP    | - ??? |                   |                     |
| Attack        | - ??? | Immunities:       |                     |
| Magic         | - ??? | - Poison (tested) |                     |
| Defense       | - ??? |                   |                     |
| Magic Defense | - ??? | Absorptions:      |                     |
| Evasion       | - ??? | - None (tested)   | Gil Earned : 0      |
| Magic Evasion | - ??? |                   | EXP. Earned: 0      |

=====

| Kefka... He can use a basic attack, Havoc Wing (quadruple-power Attack),  
 | Firaga, Blizzaga, Thundaga, Meteor, Ultima, Trine, Forsaken (party-wide  
 | magic attack), Vengeance (party-wide Dispel for positive statuses),  
 | Heartless Angel (infamous move in Kingdom Hearts; reduces HP to 1 for all  
 | party members), and Hyperdrive (a super-powered, unblockable,  
 | barrier-piercing attack; you'll probably get killed by it).

| Begin ready for hell. Kefka begins with Heartless Angel; if you have any  
 | Megalixirs, use it RIGHT \*\*\*\*ING THEN. Otherwise, Curaga and move on.

| You're lucky on offense; Kefka won't absorb anything or change his  
 | elemental data. Not much to be happy about, though. Since you SHOULD have  
 | used a damn Megalixir, you'll be okay-ish for a little bit. You'll be able  
 | to put Reraise on. That's a priority.

| Anyways, offense... Bahamut, Quick -> Ultima, Flare, Meteor, other  
 | non-healing Espers... Celes should be the one exception, sticking on Runic  
 | duty constantly to fend off the brunt of the attacks.

| Granted, I did just generalize the strategy. But it IS kinda hard to do  
 | more than that. Maintain your offense, heal when needed, and good luck.

After the battle, you'll watch a nice, lengthy ending. Take the time to blink  
 so you can read this:

```

  ~~~~~
  CONGRATULATIONS! YOU HAVE BEATEN THE MAIN STORYLINE OF
  FINAL FANTASY VI ADVANCE!
  ~~~~~
  
```

Save your game, though.

We have more to do. ;)

|    |                                 |    |
|----|---------------------------------|----|
| /\ |                                 | /\ |
|    | Section X - What? There's More? |    |
|    | **FF6A_410**                    |    |
| \/ |                                 | \/ |

This section is fairly long, so we'll divide into more than a few pieces for  
 your viewing sake. At the right side are the CTRL+F tags that'll get you where  
 you want to be. Note the "Dragon's Den: Seal of Ice" corresponds to its start.  
 The Omega Weapon will be skipped at the end of it, so we can delve into the  
 Soul Shrine for leveling, then we'll take a quick way back to Omega.

```

-- Dragon's Den: Foreword and Preparation ..... **FF6A_410_DPREP**
-- Dragon's Den: Dungeon Overview ..... **FF6A_410_DOVER**
-- Dragon's Den: Seal of Ice ..... **FF6A_410_DCOLD**
-- Dragon's Den: Seal of Wind ..... **FF6A_410_DWIND**
-- Dragon's Den: Seal of Earth ..... **FF6A_410_DERTH**
-- Dragon's Den: Seal of Water ..... **FF6A_410_DAQUA**
-- Dragon's Den: Seal of Fire ..... **FF6A_410_DFIRE**
-- Dragon's Den: Cloister of Trials ..... **FF6A_410_DCOTR**
-- Dragon's Den: Seal of Darkness ..... **FF6A_410_DDARK**
-- Dragon's Den: Seal of Heaven ..... **FF6A_410_DHOLY**
-- Dragon's Den: Seal of Lightning ..... **FF6A_410_DTHDR**
-- Dragon's Den: The Treasure Room ..... **FF6A_410_DTREA**
-- Dragon's Den: The Kaiser Dragon ..... **FF6A_410_DKAIS**

-- The Soul Shrine ..... **FF6A_410_SOULS**

-- Dragon's Den: Omega Weapon ..... **FF6A_410_OMEGA**

```

The walkthrough of the Dragon's Den is meant to be used moreso in a complete start-to-end kind of deal. Doing it out of order may screw things up a little for you, so reader beware.

```

=====
~~~~~ Dragon's Den: Foreword and Preparation ~ **FF6A_410_DPREP**
=====

```

```

~~~~~

```

So, you've taken a year-long journey across the planet. You've seen the worst and came out with your lives. You've taken down the cause of them all - the most evil man on this world, Kefka.

So what else is there TO do?

Oh... So much more. When you defeated the final dragon (see the previous sub-sections for details), the eighth one, a stone tablet fell and access to the Dragon's Den was given to you, as well as an invitation to beat the god-dragon of god-dragons, beyond even Bahamut - the Kaiser Dragon.

However, the Dragon's Den is an extensive dungeon. We need some supplies...

- ```

-- 99x Hi-Potions          |
-- 99x Ethers              |
-- 99x Phoenix Downs      |--- Standard restoration items.
-- 25x Tents               |
-- 99x all status items you can buy _|
-- 99x all elemental scrolls |
-- 99x Fuma Shuriken      |--- Your standard Shadow's Throw stuff.
-- 99x Pinwheels (optional) _|
-- 10x Flametongues       |
-- 10x Thunder Blades     |--- Awesome for boss fights with Shadow.
-- 10x Icebrands          _|
-- Lightbringers          |
-- Paladin Shield         |
-- Flame Shields/Ice Shields |
-- Thunder Shields       |
-- Tortoise Shields       |--- Awesome equipment you want to use.
-- Gaia Gear              |
-- Prayer Beads           |
-- Angel Wings            |
-- Ribbons                _|

```

Spell-wise, the obvious is this. You'll want Curaga, Reraise, Arise; Esuna, Valor, Hastega, Vanish, Protect and Shell or Mighty Guard, Osmose, Ultima, Flare, Meteor, Quick, Meltdown, and Flood are fairly standard. You will want these at minimum. Elemental "-gas" are quite helpful as well.

Okay, I think that's good enough. Grind in Kefka's Tower until you're around Level 40 with the twelve characters you used in there, for we'll do another three-party thing here, then let's go.

~~~~~ Dragon's Den: Overview ~~~~~ \*\*FF6A\_410\_DOVER\*\*

~~~~~

Treasures Checklist	
Bone Wrist	[ ]
Celestriad	[ ]
Crystal Orb	[ ]
Dueling Mask	[ ]
Elixir	[ ]
Elixir	[ ]
Elixir	[ ]
Force Armor	[ ]
Genji Glove	[ ]
Hi-Ether	[ ]
Magicite Shard	[ ]
Magus Robe	[ ]
Megalixir	[ ]
Phoenix Down	[ ]
Remedy	[ ]
Rename Card	[ ]
Ribbon	[ ]
Ribbon	[ ]
Stardust Rod	[ ]
Teleport Stone	[ ]
X-Ether	[ ]
X-Potion	[ ]
X-Potion	[ ]

Regional Monster Bestiary							
Monster Name	HP	MP	ATK	DEF	Gil	EXP.	
Chimera	2,237	100	25	100	760	1,144	
Vector Lythos	2,800	180	13	110	350	1,400	
Great Malboro	7,050	500	13	115	1,320	2,800	
Great Behemoth	11,000	700	7	90	2,900	4,100	
Vector Chimera	7,500	880	22	110	900	2,900	
Ahriman	10,000	300	11	110	0	2,820	
Zurvan	24,000	300	33	80	5,200	5,000	
Vilia	23,000	1,800	22	100	3,333	5,000	
Great Dragon	28,000	2,200	53	155	0	5,000	
Abaddon	25,000	8,000	30	160	0	5,000	
Dragon Aegis	23,000	500	25	80	1,200	5,000	
Dinozombie	25,000	600	25	150	3,700	5,000	
Death Rider	30,000	1,200	48	150	6,600	5,000	

Shield Dragon	40,000	20,000	22	200	6,300	5,000
Maximera	32,000	2,000	31	110	0	5,000
Hexadragon	26,000	750	55	95	1,500	5,000
Magic Dragon	18,000	10,000	14	180	950	5,000
Armodullahan	35,000	2,500	60	140	0	5,000
Crystal Dragon	32,000	30,000	35	155	7,700	5,000

=====  
Dragon's Den: Seal of Ice

\*\*FF6A\_410\_DCOLD\*\*  
=====

Sure you're ready for this? Here are some monster stat averages for you, just so you know:

```

~~ HP      : 21,136.16
~~ MP      : 4,342.63
~~ Attack  : 28.63
~~ Defense : 125.79
~~ Gil     : 2,248.05
~~ EXP.    : 4,219.16

```

Anyways, let's begin.

<== Party #1 ==>

When you enter the Dragon's Den area, go right to the next area. Go along the path for a bit; you'll pass a Seal of Ice as you do. Soon enough, you'll come to a staircase. Don't go up; it's blocked by a Seal of Wind.

Continue along the path to find a dragon. Whelp, we came here to fight some dragons, we're going to fight some dragons.

BOSS: Ice Dragon \		
Level	- 97	Weaknesses:
Maximum HP	- 32,000	- Fire
Maximum MP	- 20,000	
Attack	- 40	Immunities:
Magic	- 15	- None
Defense	- 150	
Magic Defense	- 150	Absorptions:
Evasion	- 0	- Ice/Blizzard
Magic Evasion	- 0	Gil Earned : 0
		EXP. Earned: 0

=====  
The Ice Dragon will be able to use a basic Attack, Freeze (which can cause Stop), Blizzaga, Snowstorm, Freezing Dust, Northern Cross, Avalanche, and Absolute Zero.

The fight will begin with the Ice Dragon creating three mirror images of himself. Given that light reflects ice, you probably expected this. (If not from that, the pre-battle statement.) All four Ice Dragons take up the same space on the screen, so you never really notice this. However, you might notice the rapid attacking they do. As you attack them, you'll slowly get rid of them and cause them to get progressively more aggressive with their attacks. Be careful.

Pre-battle preparation needs to consist of Ice/Blizzard-immunizing or absorbing equipment: Flame Shields, Ice Shields, Snow Scarves, and Minerva Bustiers come to mind. Prayer Beads are a nice addition as well for the



| physical evasion. |  
| |  
| The fight should begin with the summoning of Fenrir for defensive purposes |  
| as well as Golem and Zona Seeker if you're that scared. Offensive Espers |  
| should be restricted to Bahamut, really, though Phoenix is also a GREAT |  
| fourth slot, though only should be reserved for emergencies. |  
| |  
| Also starting off, use Hastega and Mighty Guard and Reraise. Given the way |  
| these Ice Dragons counterattack, I highly suggest focusing your offense on |  
| one Ice Dragon at a time. This will even boost Firaga damage. So, your |  
| offense is pretty simplistic: Ifrit, Firaga, and thrown Flametongues. |  
| |  
| Keep all party-wide crap in the back-row until the end, except maybe Ifrit |  
| (it's moreso your call there if you even brought him). Once you have one |  
| Ice Dragon down, you can go ahead and toss out Flame Scrolls, too (though |  
| it might be pointless with more Flametongues). |  
| |  
| Also given the way these things counter (one attack on one of them will |  
| trigger a basic attack, and, with 40 Attack, that'll hurt), you'll want |  
| someone casting Curaga a lot. |  
| |

After the battle, you'll break the Seal of Ice. Cool; seven more to go.

```
=====
                        Dragon's Den: Seal of Wind                **FF6A_410_DWIND**
=====
```

<== Party #1 ==>

Continue along the path and, in another area, you'll find the Burning Labyrinth area. You'll be able to spot a dragon there but not get to him. Open the chest here with the Hi-Ether.

Backtrack now along the dungeon (nothing to do there) until you reach the area with the Seal of Ice you bypassed before. Go along this path to find a switch. Stand on and switch parties.

<== Party #2 ==>

Go along the western path and you'll reach a three-pronged fork in the path. Two of these paths (west and east) were previously blocked by Seals of Ice, whereas the middle one is being held open by Party #1. Let's use the middle path.

You'll return to the Burning Labyrinth. Step on the switch here and you'll make some rocks rise in the lava to the south. Switch parties.

<== Party #3 ==>

Go along the path Party #2 just took and use the rocks south of their switch to reach a Rename Card. =/

Backtrack to the start of the dungeon, then go along the right path and past where you fought the Ice Dragon to find the Burning Labyrinth again. Stand on the switch here and switch to...

<== Party #2 ==>

Move these guys outside the Burning Labyrinth so Party #1 can move around and

not trap them. Don't need burnt-up party members, right?

<== Party #1 ==>

Get off your switch and go back to the entrance. Go through the left entrance, then continue along the eastern path. Go along it to find another switch. How about standing on it and pressing that magnificent Select Button?

<== Party #3 ==>

Return to the entrance and go along the left path twice. Go past the Seal of Water and up and around the lava to find some more switches. You can walk around here and fight the Storm Dragon with Party #3, or switch to Party #2 while on the switch and let them fight.

Either way, I'm gonna have to put a boss box.

BOSS: Storm Dragon \			
Level	- 97	Weaknesses:	Treasures Awarded:
Maximum HP	- 62,000	- Thunder	- Hi-Ether (Steal)
Maximum MP	- 10,000		- Longinus (Drop)
Attack	- 40	Immunities:	
Magic	- 12	- None	
Defense	- 150		
Magic Defense	- 150	Absorptions:	
Evasion	- 200	- Wind/Aero	Gil Earned : 0
Magic Evasion	- 80		EXP. Earned: 0

=====  
The Storm Dragon can use a basic attack, Icarus Wing (triple-powered basic attack), Aero, Leaf Swirl, Wind Slash, Cyclonic, and Tornado. You'll also love the fact that he'll counter with up to two basic attacks (anything can be countered). Later on, when cloaks himself in wind around 25,000 HP, he'll proceed to get more aggressive with his moves and even use two per turn. \*gulp\*

Pre-battle preparation needs to consist of Thunder Shields all around, or preferably a Paladin Shield. And, as per before, Prayer Beads all around. There's going to be a crapload of physicals coming your way. Primarily-physical fighters will be highly wanting a Master's Scroll. Only those using one of them, a Sniper Eye, Bushido, Blitz, Jump, or Throw will have any actual chance of landing physical hits. Gogo \*may\* want to come in copy one Bushido, Blitz, or, my preference, Throw.

The fight should begin with the summoning of Fenrir for defensive purposes as well as Golem. Offensive Espers should be restricted to Bahamut, though Phoenix or Ramuh are decent additions.

Also starting off, use Hastega and Mighty Guard and Reraise. Have Shadow toss Thunder Blades like there's no tomorrow (then again, how would you notice in this cavern?). Lucky you, it won't miss -- remember, Evasion of 200 is near-perfect or IS perfect. Few things WILL hit: Blitzes, Bushido, those with the Master Scroll, and those using Jump.

Those using those commands should use something good. Bushido, Tempest; Throw, Lightning Scrolls or Thunder Blades; and Blitzes, Phantom Rush. Spellcasters will probably go through hell, so Thundaga (the good spell here) and other spells may not hit too well. Given all the physical countering plus the Storm Dragon's own turns (easily around five per turn with two physical fighters), I'd set spellcasters aside for Curaga and/or

| Arise, then (re-)applying Reraise. |

Afterwards, you'll break the Seal of Wind. Completely mind-blowing.

=====  
Dragon's Den: Seal of Earth                   \*\*FF6A\_410\_DERTH\*\*  
=====

<== Party #3 ==>

Go west (either Party #2 or #3, as before; you can switch if you want, but I will still assume Party #3) and into the hole on the island west of the Storm Dragon's previous residence.

In here, the Earth Labyrinth, go through the hole in front of you to find the Dirt -- I mean, EARTH Dragon in front of you.

BOSS: Earth Dragon \		\	
Level	- 97	Weaknesses:	Treasures Awarded:
Maximum HP	- 58,000	- Wind/Aero	- X-Potion (Steal)
Maximum MP	- 24,000	- Water	- Godhand (Drop)
Attack	- 100	Immunities:	
Magic	- 18	- None	
Defense	- 220		
Magic Defense	- 150	Absorptions:	
Evasion	- 10	- Earth	Gil Earned : 0
Magic Evasion	- 20		EXP. Earned: 0

=====  
| The Earth Dragon will use a basic attack, Savage (quadruple-power basic |  
| attack, which, at 100 Attack, is probably a OHKO), Magnitude 8, Quake, |  
| 50 Gs, and Landslide. Note that Quake, being barrier-piercing and |  
| battlefield-wide, will deal easily 1,000's of damage to you and well over |  
| 3,000 ~ 5,000 healing to itself. So, in essence, oh crap. |

| Pre-battle preparation practically MUST consist of party-wide Angel Wings. |  
| Why? Whenever you have Float on (removable or otherwise), you'll be hit |  
| with a combination of 50 Gs (to remove it, if possible (which cannot occur |  
| with the Angel Wings)), then Magnitude 8 and Quake. Also note that, so |  
| long as you have just one person with the Angel Wings, this will happen. |  
| So, if you're short on them, Gaia Gear for the other 1 ~ 3 will suffice |  
| and provide free healing! |

| After hitting about 25,000 HP, the Earth Dragon will get enraged and go |  
| for all-out Rocky-esque physicals, as Earth didn't beat the living \*\*\*\* |  
| out of you. He'll start with four Attacks, four more Attacks or three of |  
| them and a Savage, then two Savages, then loop. If you're not immune to |  
| physicals, YOU WILL VERY LIKELY DIE. You'll PRACTICALLY NEED Phantom for |  
| this fight. Or Vanish, as one character needs to stay alive. Though four |  
| makes it faster. And not in that way, pervs. >\_> |

| The fight should begin with you Floating, as per the above, so you're fine |  
| for a while. Reraise is nice precaution for the post-25,000 HP phase, so |  
| you know. Just go ahead and just launch your stuff at him: Leviathan, |  
| Flood, Aero, and so on. Of course, you can also just put Float on the |  
| Earth Dragon to stop his Quake-based healings and make your life a whole |  
| lot easier. Heh. |

| Once you see the message about the Earth Dragon becoming enraged, that's |

| your cue. After seeing one or two party members fall from some physicals, |  
| ignore them and cast Phantom on your remaining party. Continue to ignore |  
| the KO'ed members -- reviving them and putting on Float probably will |  
| waste too much time, and they aren't missing out on too much. From here on |  
| out, so long as you don't idiotically hit yourself with magic, you're |  
| invincible with Invisible. So I guess you can try conserving MP for the |  
| rest of this long dungeon by just using Attacks. |

After the fight, you'll break the Seal of the Earth. It just rocks your world,  
no?

```
=====
                        Dragon's Den: Seal of Water                **FF6A_410_DAQUA**
=====
```

<== Party #3 ==>

Go southeast to find a passage to the Burning Labyrinth. Go along it and grab  
the Elixir from the chest, and return. Continue and you'll notice a switch and  
two ways to go. Take the opening above. You'll arrive at the Shrine of Serenity.  
Here, you'll be able to save, use Tents, and swap party members around.

Let's unite three parties for my FAQing sake, shall we? Stand on the switch  
outside and swap to Party #2.

<== Party #2 ==>

Go outside, then back to the Dragon's Den entrance. Go through the east path  
and past the Ice Dragon's old locale to the Burning Labyrinth. (I wonder why  
it was so close to there in the first place?) There, go past the bridge and  
into the Shrine of Serenity for the aforementioned.

<== Party #1 ==>

Go outside the Burning Labyrinth and you'll be close enough to the bridge to  
the Shrine of Serenity. Get yourself in there.

<== Party #3 ==>

Finally, put Party #3 in there. Regroup, screw around metaphorically with the  
party members, but importantly... USE A TENT. SAVE. This dungeon is hard  
enough having to do it the first time; it's much worse a second time when you  
know what to do AND lost hours of work.

Now, there is a switch outside the Shrine of Serenity, as you probably have  
noticed. We'll need someone to hold down the fort there. For reference, we'll  
put Party #1 there. Swap to Party #2 when you're done.

<== Party #2 ==>

Backtrack to the area where the Ice Dragon was fought, then go up the stairs  
that were blocked by the Seal of Wind; they were found after the path blocked  
by the Seal of Ice. Using the stairs should bring you to the Dragon Temple.

You can kinda-sorta go two ways here. The path to the right is okay... until  
you ram into the Seal of Lightning, so forget that. You'll just have to mess  
with the turtle...

On the other side, going up will head you to a skeleton switch. Haven't seen

those since FFV; all too many references abound. </hyperbole> Go ahead and press it. A far-off door will open up.

Let's continue. To the left, a gravestone. How ominous. To the right, the Seal of Fire. And between the two? The Blue Dragon.

BOSS: Blue Dragon			
Level	- 97	Weaknesses:	Treasures Awarded:
Maximum HP	- 57,000	- Thunder	- X-Potion (Steal)
Maximum MP	- 16,000		- Save the Queen (Drop)
Attack	- 40	Immunities:	
Magic	- 15	- None	
Defense	- 150		
Magic Defense	- 150	Absorptions:	
Evasion	- 20	- Water	Gil Earned : 0
Magic Evasion	- 10		EXP. Earned: 0

=====  
The Blue Dragon will use a basic attack, Blue Fang (which may induce Stop status), Tsunami, Flash Rain, El Nino, Aqua Breath, and Rippler. He'll attack twice each turn, and may counter damage with a basic attack. Plus, anytime you have Haste/Shell/Protect, he'll put Darkness, Poison, and Slow on itself and use Rippler on that character. Remember the glitches around this status-swapping move ... NOT a good idea.  
  
Pre-battle preparation includes the stuff with Leviathan: Tortoise Shields or Reed Cloaks; whatever absorbs or nullifies Water, so toss in the Paladin Shield with the listings.  
  
Let the fight begin with Golem, Fenrir, and Zona Seeker. Casting Slow on the Blue Dragon should suffice for your own Haste, and the previous summons halfway cover Protect and Shell. Nice, I guess. The Tortoise Shields or other Water-absorbers will take care of your healing for the most part, but don't let that be a reason to be lazy.  
  
Now, seeing that you are absorbing the majority of this boss's attacks, why not put the last ones in submission? Inflict Darkness and, for the whole battle, you're practically as golden as the Gold Dragon. You'll be unlikely to leave this battle without full health!  
  
So, anyhow, offense. Simply toss around some Thundara/Thundaga spells and basic attacks after fulfilling the above. Don't waste Thunder Blades here by Throwing; you're just not taking enough damage to make this boss much more difficult than it was the first time. =/  
=====

And so, the Seal of Water breaks.

<< Man, I hope that doesn't mean someone just went into labor. >>

=====  
Dragon's Den: Seal of Fire                      \*\*FF6A\_410\_DFIRE\*\*  
=====

<== Party #2 ==>

Return to the Shrine of Serenity. Do what you want there, then swap to Party #3. You can pick anyone you want; I just chose them to try to keep leveling even.

<== Party #3 ==>

Exit the Shrine of Serenity and head east to the staircase; use it to reach the Flame Labyrinth.

Go around and ignore the other staircase. At the inner curve in the southwest corner, you'll be able to reach a hidden chest with a Magicite Shard. You can also find a convenient Teleport Stone in this room.

After this, use the previously-ignored stairwell. If you pushed the button in the Dragon Temple, as per my request, you'll be able to go forward to the Red Dragon.

BOSS: Red Dragon \			
Level	- 97	Weaknesses:	Treasures Awarded:
Maximum HP	- 59,000	- Ice/Blizzard	- X-Ether (Steal)
Maximum MP	- 12,000	- Water	- Apocalypse (Drop)
Attack	- 40	Immunities:	
Magic	- 15	- None	
Defense	- 150		
Magic Defense	- 150	Absorptions:	
Evasion	- 20	- Fire	Gil Earned : 0
Magic Evasion	- 10		EXP. Earned: 0

=====  
The Red Dragon will be able to use a basic attack, Red Fang (Death), Firaga, Blaze, Meltdown, Flare, and Flare Star. Ultima is used upon its "death". Flare is also used then, but also sometimes regularly.

Pre-battle preparation should include Flame Shields. If you lack those, Ice Shields and Red Jackets are acceptable, but lack the absorbing effect from Fire-based attacks. If you're using Gau, using the Bomb, Grenade, or other Fire-absorbing Rages is also acceptable for himself. Prayer Beads are nice to go around the party, and then either go for Safety Bits (they prevent Red Fang's Death effect) as your second Relic. Don't worry about anything offensive unless it boosts Magic.

This fight is fairly unique. Given that the Red Dragon just gave up its life force and is still fighting, it is technically dead. It should then be damage-able, but Square Enix decided to step it up a notch. It's more of a ghost now -- nothing can hurt it at all.

Rather, to win, you just must survive the whole fight. It doesn't seem to last excessively long -- about three to four minutes -- but you must SURVIVE that time.

Start with Golem, Zona Seeker, and Fenrir for summons. Since you can't do any damage, you can have a fourth for help. Phoenix (Raise for all), Lakshmi (HP healing to all), or Kirin (Regen for all) come to mind. Take your pick; just know when to use them.

You'll also want to use Hastega on your party. Your main goal is to make it out of this fight, so just continue to put up some defenses. Reraise is the first priority, so we can make it out of the final Ultima alive. You can also put up Protect and Shell if you want, if you have spare time. Beyond this, you'll want to keep your HP up and Reraise active. You can pretty much just sit around until something needs to happen or, in the case of Celes, abuse Runic. Non-spellcasters pretty much just need to sit there and help with the healing by passing along some Hi-Potions or Phoenix Downs, or probably even Ethers, when the need arises.

| \_\_\_\_\_ |  
After the battle, the Seal of Fire will break. [Epic joke here.]

=====  
Dragon's Den: Cloister of Trials           \*\*FF6A\_410\_DCOTR\*\*  
=====

<== Party #3 ==>

After the fight, you can use a secret passage to reach a Megalixir. Get it and put Party #3 on the switch in this room.

<== Party #2 ==>

Walk back now to the entrance of the Dragon's Den and go along the left path, then repeat in the next area. Go along the path and you'll find a chest, containing an X-Potion within.

Send this party now to where Party #3 stayed after fighting the Red Dragon. Stand on the switch there since they're awesome enough to open up the path for you. Another rock will disappear. Let's take Party #1 there, huh?

<== Party #1 ==>

Once we get to continue, past the whole entire thing with the opening and whatnot, we'll reach the Grand Cavern. As you go along, you'll notice a bunch of paths to the right; ignore them for now. Ignore the fork at the end of the path as well and go through the opening to find the Shrine of Repose.

Return your three parties here, set up a campfire, and roast some marshmallows. In other words, use Tents, screw metaphorically with the parties, and use that Save Point.

For some reason, I feel like taking Party #3, because ... oh, come on. Cloister of Trials is up next. Do you think I'm going to risk it? They're my strongest.

<== Party #3 ==>

Exit the shrine of Repose and go into the opening to the west. This happens to be the Inner Eye Labyrinth. So I guess we're in the iris or retina or something of some dragon?

Anyways, if you happened to check a gravestone found past the Blue Dragon's carcass, you'll have notice that you need to "search between the molten pools within the Inner Eye" to "face a drake devine". Just a nice bit of trivia, though we'll hold off momentarily.

Go east and around the rock to find an out-of-place four-ton block. Ignore it and go along the bridge below. In the corner, if you look around, you can open a chest for an X-Potion. Return now to the four-ton block and push it to reveal a rock. Oh fun.

Past the four-ton weight, you'll notice a Seal of Darkness blocking an opening, as well as two lava pools, red as the eyes of the Red Dragon himself. Of course, that one's dead, so it might mean someone else. Anywho, examine some space between the two pools to hear a sound. Return to the Grand Cavern.

Return to the Shrine of Repose if you wish to heal and such, then go southeast on the bridges. Go along and across to the other side. There, you'll find an

opening to the Dragon Temple, but it's just the same turtle pond from before. Head on back to face Zone Eater, Part 2.

Yep, same thing, but harder, longer, and failure results in a detour through the Cloister of Trials, and not the simplistic Final Fantasy X ones. We'll cover the route from here to the Skull Dragon. Then we'll speak on the Cloister of Trials, then back to (re-(re-))kill the Skull Dragon. Cool with that?

I figured not. Deal with it.

Jump to the right of the green guy and all of the way down. Open the chest for a Celestriad. Now that you're on the bridge with the green dude, jump to the other one and then left of the green guy to continue. After the curve, you'll be safe.

Take two jumps and land on the right of the green dude. Jump to the other bridge and take three more safe jumps to find another green dude. Now, look left and you'll see a bridge occupied by south from the one occupied by the green dude? You will need to get there and, to do that, you'll to jump right of the green dude, making him go left enough for you to jump to the other bridge.

There, you can jump to a chest with an Elixir within. Going south yields nothing, and north has a Seal of Light, an X-Ether chest, and, further along the logical path, the Skull Dragon.

Of course, I'm assuming you fell your first time, like me, so that's why we'll deal with the Cloister of Trials first. If wanna deal with the Skull Dragon, go right ahead, but his strategy is under the next header.

So, Cloister of Trials.

Go along the linear path to find a blue flame. This here is a boss.

(Trivial note: You remember that reference I made to Final Fantasy X a little bit ago? In case you haven't noticed, these little buggers are some of THE hardest enemies in that game. They were in the Monster Arena and all that. Remember? They were HARD. Not so hard here, though.)

BOSS: Earth Eater			
Level	- 97	Weaknesses:	Treasures Awarded:
Maximum HP	- 36,000	- Holy	- Teleport Stone (Steal)
Maximum MP	- 1,400		
Attack	- 70	Immunities:	
Magic	- 30	- None	
Defense	- 10		
Magic Defense	- 80	Absorptions:	
Evasion	- 0	- None	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 5,000

The Earth Eater has the same stuff as in Final Fantasy X - a basic attack and Megaton Punch. Both hurt pretty hard, especially with two attacks each turn, and Megaton Punch will inflict Death (or high damage if immunized from it).

But some thought wasn't put into the fight like in Final Fantasy X. Where, there, Vanish was but a myth... Use Phantom HERE and you're invincible, as both attacks are physical. Alternatively, you can use Berserk to stop the



| Megaton Punch and Slow and Stop to make it a bit easier. If you brought  
| Reim, her Sketch can kill the Earth Eater with its own Megaton Punch. ^\_^  
|

After the fight, there will be a split in the road -- east or down. The former  
brings you to the Malboro Menace; the latter, to the Gargantua. Take your pick;  
they're both pretty easy.

BOSS: Malboro Menace \			
Level	- 92	Weaknesses:	Treasures Awarded:
Maximum HP	- 15,000	- Fire	- Hi-Potion (Steal)
Maximum MP	- 2,000		- Potion (Steal)
Attack	- 13	Immunities:	- Potion (Drop)
Magic	- 9	- None	
Defense	- 144		
Magic Defense	- 109	Absorptions:	
Evasion	- 0	- All but Fire	Gil Earned : 0
Magic Evasion	- 0	????	EXP. Earned: 5,000

=====

| The Malboro Menace has the typical: a basic attack, Tentacle (which may  
| cause Poison), Bad Breath (random statuses), Blaster, and Diabolic Whistle  
| (one random status).  
|

| Inflict Death and you win. Death, Doom, Air Anchor, Odin, Raiden, Banish,  
| take your pick. Alternatively, you could put it to Sleep and, while  
| reinstating it on occasion, attack with plain ol' Magic.  
|

BOSS: Gargantua \			
Level	- 85	Weaknesses:	Treasures Awarded:
Maximum HP	- 30,000	- Poison	- Growth Egg (Drop)
Maximum MP	- 1,500		
Attack	- 67	Immunities:	
Magic	- 0	- None	
Defense	- 100		
Magic Defense	- 100	Absorptions:	
Evasion	- 55	- None	Gil Earned : 0
Magic Evasion	- 0		EXP. Earned: 5,000

=====

| Gargantua can use a basic attack, Evil Eye (induces slow), Quake, and  
| Gravity (takes away 1/4 of your current HP).  
|

| Not very hard. You can put Berserk on it (to bring about only the basic  
| physical attack), then Phantom on yourself for invulnerability. You can  
| also try Slow, Sleep, and Magic.  
|

After a fight, you'll be able to go left for Dark Behemoth, or right to the  
Abyss Worm. The Dark Behemoth is by far the easier of the two.

BOSS: Dark Behemoth \			
Level	- 91	Weaknesses:	Treasures Awarded:
Maximum HP	- 38,000	- Fire	- Behemoth Suit (Steal)
Maximum MP	- 9,999	- Holy	- Phoenix Down (Steal)
Attack	- 27	Immunities:	- Phoenix Down (Drop)
Magic	- 15	- None	
Defense	- 115		

Magic Defense - 151	Absorptions:	
Evasion - 0	- Poison	Gil Earned : 0
Magic Evasion - 0		EXP. Earned: 5,000

=====

The Dark Behemoth can use a basic attack or Heave (quadruple-powered basic attack). Mighty Guard is used for initial stat boosts. Meteor or Ultima can be used upon death.

You'll probably want to work around this boss by using Banish, Death, Doom, Air Anchor, Odin, Raiden, etc. Just be careful in case you trigger the "final attack" switch; I'd probably have at least one Reraise used in case.

BOSS: Abyss Worm \		
Level - 91	Weaknesses:	Treasures Awarded:
Maximum HP - 34,000	- Holy	- Elixir (Steal)
Maximum MP - 60,000		- Phoenix Down (Drop)
Attack - 23	Immunities:	
Magic - 10	- Everything else	
Defense - 180		
Magic Defense - 150	Absorptions:	
Evasion - 0	- Ice/Blizzard	Gil Earned : 0
Magic Evasion - 0		EXP. Earned: 5,000

=====

The Abyss Worm can use a basic attack, Acid (which causes Sap, too), Gravity Bomb, 50 Gs, Landslide, and Shockwave. A lotta Earth-based moves up there, so you may want to bring along the Angel Wings or Gaia Gear.

Despite the beast's complexities, your strategy remains fairly basic compared to other recent bosses. If you have random Lightbringers or such Holy Throwables lying around, Shadow will be fairly having fun. The use of Lv. ? Holy won't be useful, sadly (91 is a prime number), so you'll need to stick with Holy. You can also use Alexander, Bahamut, Flare, Meteor, and Ultima, all of which are pretty okay. You'll probably want someone to do a nice chunk of healing each turn or turn, even if you brought Gaia Gear - there are physical attacks, and the potential for Sap. If you bring Kirin, that'll stop the Sap, and Phoenix is nice if you end up with some party members down.

=====

Dragon's Den: Seal of Darkness      \*\*FF6A\_410\_DDARK\*\*

=====

<== Party #3 ==>

Well, it seems you've finished the Cloister of Trials. Use the light beam to return to the Grand Cavern. You'll have to cross the path as mentioned prior to the bosses with perfection, or you'll return to the Cloister.

What's worse - the bosses return.

But, eventually, you'll make it to the Skull Dragon. You'll LOVE this one.

BOSS: Skull Dragon \		
Level - 97	Weaknesses:	Treasures Awarded:

Maximum HP	- 61,000	- Fire	- Elixir (Steal)
Maximum MP	- 14,000	- Holy	- Zanmato (Drop)
Attack	- 40	Immunities:	
Magic	- 15	- None	
Defense	- 200		
Magic Defense	- 120	Absorptions:	
Evasion	- 0	- Poison	Gil Earned : 0
Magic Evasion	- 20		EXP. Earned: 0

=====  
 | The Skull Dragon will be able to use a basic attack, Fear (causes Zombie),  
 | Will o' the Wisp, Disaster, Bio, and Lv. 5 Death.

| Pre-battle preparation: If you have characters at Lv. #5 or #0, you'll  
 | want to level them up pre-battle. Ribbons are a good idea all-around.  
 | Given the circumstances of this fight, you'll also want, perhaps, some  
 | Earrings to boost your Magic. You'll want it, trust me.

| You remember the second fight versus the Red Dragon where we had to wait  
 | around for a while for it to die because it had already given up its life  
 | force and couldn't be damaged? This is kinda like that. You'll need to  
 | get rid of ALL of the boss's MP to kill it. Granted, 14,000 is only about  
 | 23% of 61,000; but there are only a few ways to drain it.

| Given that the Ribbons protect you from the statuses, for the most part,  
 | and you'll receive damage on rare occasions, you'll be kinda-sorta okay.  
 | However, just in case, shoot up some Golem, Zona Seeker, Hastega, Fenrir,  
 | and Mighty Guard. Whenever you need to, go ahead and heal with some Curaga  
 | or something.

| However, you want to get rid of that 14,000 MP. So, Osmose is my highest  
 | preference, given that it'll give the MP to you. Rasp is a nice idea as  
 | well. The Soul Sabre, in theory, could work pretty damn well if you had  
 | the Master's Scroll and a Gauntlet/Hyper Wrist/Genji Glove and another  
 | one. But that's all I think you get. =/

| Be ready to sit there for a while.

And so, this will cause the Seal of Darkness to break, and reveal some stairs  
 that allow us to bypass the green dudes from before. Nice.

=====  
 Dragon's Den: Seal of Heaven                      \*\*FF6A\_410\_DHOLY\*\*  
 =====

<== Party #3 ==>

Return to the Shrine of Repose now and heal up.

Then go back to the Inner Eye Labyrinth -- you know, with the two pools of  
 lava and all? -- and stand on the western switch. Then go to Party #2.

<== Party #2 ==>

Get off of the switch and head north into the Shrine of Repose if you're not  
 there already. Swap...

<== Party #1 ==>

Go into the opening, ignoring the switch, to head into the Inner Eye Labyrinth.

There, a stone is being held up by Party #3. Hop across to the lower level and open the chest for the Force Armor. Swap...

<== Party #3 ==>

Get off of the switch and head north. Remember the rock made by the four-ton weight some time back? Cross and you'll reach a switch. Use it and swap...

<== Party #1 ==>

A new stone appears! Go onto the small ledge and jump up a bit. You'll be able to reach the Shrine of Repose. Meet up with Party #2 there, then...

<== Party #3 ==>

Reach the Shrine of Repose with the rest of the group.

(Hey, I just noticed something. Remember the final fights with Kefka and the battle just before that with Lady and the Rest? The latter could use Repose and it would inflict Death. Is this an omen?)

Anyhow, regrouping. You'll want to use a Tent, Save, etc.

Then set up a party that is your strongest and, for goodness sake, can use Arise and Reraise at least. We'll just call this your Strongest Party for the sake of the rest of what it's needed for.

<== Strongest Party ==>

Go into the Inner Eye Labyrinth now and go to the far north and you'll notice your path unimpeded, mainly because the Skull Dragon's dead for, technically, the third time. You'll soon reach the Holy Palace.

Go to the northwest corner to find the Magus Robe, then to the northeast corner for the Holy Dragon.

And he ain't so easy this time around.

BOSS: Holy Dragon \			
Level	- 97	Weaknesses:	Treasures Awarded:
Maximum HP	- 55,000	- None	- Elixir (Steal)
Maximum MP	- 22,000		- Zanmato (Drop)
Attack	- 30	Immunities:	
Magic	- 22	- None	
Defense	- 150		
Magic Defense	- 200	Absorptions:	
Evasion	- 10	- Holy	Gil Earned : 0
Magic Evasion	- 40		EXP. Earned: 0

=====  
| The Holy Dragon can use a basic attack, Heavenly Wrath (a triple-powered |  
| basic attack), Sainly Beam, and Holy. Notably, it can use Holy a few |  
| times each minute (it's on a timer, seemingly) and Sainly Beam two or |  
| three times without breaking a sweat. Then it can sometimes counter your |  
| attacks with Curaga on itself, or even Heartless Angel. o\_o; |

|  
| Pre-battle preparation: You want a party that has some Megalixirs on them. |  
| Curaga, Reraise, Hastega, and Arise are of the UTMOST priority to have. |  
| Phoenix is a must to bring. If you can, try putting Tortoise Shields, Reed |  
| Cloaks, Paladin Shields, Force Shields, and/or Minerva Bustiers to up the |

```

|  crap out of your Magic Defense -- you'll need it; Golem, Fenrir, and Zona |
|  Seeker will take care of the rest. Prayer Beads are an exceptional idea. |
|  Reflect is also a good idea to circumvent the Curaga counter, though you |
|  will need to put Reflect on someone else in your party to cast magic off |
|  of. |
| |
|  Okay, start the fight with Reraises, Hastega, Golem, Fenrir, and Zona |
|  Seeker. Put Reflect on both the Holy Dragon and someone already Reraised |
|  that is also very sturdy. If you can slip in a Mighty Guard, that'll help |
|  immensely. Or at least Protect on the Reraised guy before Reflect hits. |
| |
|  Offensively, anyone with Quick will be your best ally. Have them go with it |
|  and toss Ultima or Meteor directly at the boss (un-Reflectable) or toss |
|  Flare/"-gas" off of the Reflected ally. That's all I can really say on |
|  magic. Physical needs basic Attacks, Jumps, Phantom Rush (though it is |
|  technically magical), Tempest, and Throwing Elemental Swords at the boss |
|  if you feel you won't use them versus Kaiser Dragon. |
| |
|  Other than that, you'll want to use Curaga when needed (the Reflect ally |
|  probably will make you want to single-target it or use Megalixirs when in |
|  dire emergency), and always reinstate Reraise when someone dies the first |
|  time. |
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Afterwards, you'll end up breaking the Seal of Heaven. Holy crap.

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                        Dragon's Den: Seal of Lightning      **FF6A_410_DTHDR**
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So, the last dragon to slay (again) has to be the Gold Dragon! He's been unlocked way back in the dungeon. You can either walk there or Teleport out via the spell or your Teleport Stone grabbed earlier in the dungeon.

Personally, I left so I could save and use a Tent. Do what you want, but I'll start at the dungeon entrance.

Also, you'll want to reform your party so you can rely moreso on physical power than magical. Most magical attacks can be absorbed -- except, notably, Meteor, Flood, Meltdown, Quick, and all Espers -- so, yeah, physical power.

We'll arbitrarily name this Party #1 for now.

<== Party #1 ==>

Anywho, from the entrance, go along the right path and head up the staircase further along. Ride the turtle here to the other side of the pond and head east.

Go downstairs and read the four gravestones here - the letters, similarly to the ones in Darill's Tomb, will read "THE KING OF DRAGONS" once properly messed with. It doesn't refer to the Gold Dragon, either. Continue along to the end of the hallway where the eighth dragon resides, ready to shock you with its awesome power or something like that.

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| _____ |
| BOSS: Gold Dragon \ |
| _____ \ |
| Level          - 97      | Weaknesses:          | Treasures Awarded: |
| Maximum HP     - 60,000 | - Water             | - X-Ether (Steal)  |
| Maximum MP     - 18,000 |                       | - Zwill Crossblade (Drop) |

```

Attack	- 40	Immunities:	
Magic	- 15	- None	
Defense	- 150		
Magic Defense	- 150	Absorptions:	
Evasion	- 20	- Thunder	Gil Earned : 0
Magic Evasion	- 10		EXP. Earned: 0

=====

| The Gold Dragon has a rather simplistic move repertoire for our final  
 | dragon: a basic attack, Mighty Claw (which can cause Confusion), Wave  
 | Cannon, and Plasma.

| If you're reading this from the Boss FAQ/Walkthrough, we already noted in  
 | the walkthrough how this boss is able to effectively use Runic by itself  
 | each turn. In other words, you really should only be using Espers, Quake,  
 | Flood, Quick, Meteor, and Meltdown. Use a physical party.

| You don't really get much choice here. Summon Golem, Zona Seeker, and  
 | Fenrir. Summon Leviathan for a nice blow, and then prepare to be healing  
 | by items or another Esper if you swapped one of them on this list. You can  
 | Throw Water Scrolls, use Flood, and that'll sum up your offense asides  
 | from the obvious basic physical, Phantom Rush, and Tempest.

Finally, all eight dragons and their respective seals are gone. Just shocking;  
 absolutely shocking.

Just one more to go.

Kaiser Dragon.

But first, treasure hunting!

=====

Dragon's Den: The Treasure Room      \*\*FF6A\_410\_DTREA\*\*

=====

<== Party #1 ==>

Remember, Party #1 is the arbitrarily-named party used to defeat the Gold  
 Dragon. We'll start where you fought-ish, and the other two are still at the  
 start of the dungeon.

Go north of the turtle pond of the Dragon Temple, then to the far right where  
 you'll find a blank gravestone. Examine it and carve into it...

"THEK INGO FDRA GONS" -> "THE KING OF DRAGONS"

Go through the door. In here, you'll find two chests; open them for an Elixir  
 and a Phoenix Down. Other than this, it's just a bunch of stairs down to the  
 treasure room itself. So head on down.

In the Treasure Room, go into the glowing light and you'll be west of four  
 chests. Open the western two to get a Ribbon and a Bone Wrist. Cool. (That's  
 not sarcasm. Ribbons are rare and that Bone Wrist is like Ultima Weapon for  
 Umaro, given he can't have an Ultima Weapon.)

And the other two chests? Both are tough battles. The northern one contains the  
 Plague, and the other contains Neslug.

| BOSS: Plague \

Level	- 79	Weaknesses:	Treasures Awarded:
Maximum HP	- 22,000	- None	- Angel Brush (Drop)
Maximum MP	- 12,000		
Attack	- 31	Immunities:	
Magic	- 20	- None	
Defense	- 130		
Magic Defense	- 160	Absorptions:	
Evasion	- 250	- None	Gil Earned : 0
Magic Evasion	- 180		EXP. Earned: 5,000

Plague can use a basic attack, Gaze (sets Confusion), Roulette, Trine (Darkness and Silence), and party-wide Dooms. It'll even put Haste on you when you physically strike it; note, however, that this speeds up Doom.

Pre-battle preparation: Safety Bits/Memento Rings and Ribbons for all. That will literally take care of everything but the basic attack. You'll want to have unblockable attacks: Sniper Eyes, Master Scrolls, Flood, Meteor, Ultima, anything disregarding Accuracy/Evasion.

Your offense, once you're covered from statuses, is ridiculous. You can use Curaga on occasion, but start with Hastega. Protect and the like is nothing to worry over given 30 Attack. Use stuff like Throw (Fuma Shuriken, Pinwheels, non-Elemental Blades), Tempest, and Phantom Rush for your secondary skills. Magic: Ultima, Meteor, and Flood are good ideas. Espers: Phoenix (if you screw up), Bahamut, Leviathan, and a fourth could be Crusader if you're willing deal with the bounce-back damage.

#### BOSS: Neslug

##### Neslug's Head's Bestiary

Level	- 97	Weaknesses:	Treasures Awarded:
Maximum HP	- 62,000	- Fire	- Gungnir (Drop)
Maximum MP	- 62,000		
Attack	- 50	Immunities:	
Magic	- 20	- None	
Defense	- 180		
Magic Defense	- 195	Absorptions:	
Evasion	- 50	- Ice/Blizzard	
Magic Evasion	- 50	- Thunder	Gil Earned : 50,000
		- Water	EXP. Earned: 0

##### Neslug's Shell's Bestiary

Level	- 97	Weaknesses:	Treasures Awarded:
Maximum HP	- 62,000	- Fire	- None
Maximum MP	- 62,000		
Attack	- 60	Immunities:	
Magic	- 20	- None	
Defense	- 255		
Magic Defense	- 255	Absorptions:	
Evasion	- 0	- Ice/Blizzard	
Magic Evasion	- 0	- Thunder	Gil Earned : 50,000
		- Water	EXP. Earned: 0

The head and shell are separate entities, though you only are supposed to kill the head. The head can use a basic attack, Tongue Bath (sets Stop), Sticky Goo (sets Slow), and Slowga.

The shell can use a basic attack, Megaton Smash (same as Death), and White Wind. Note that, given its invulnerability to all attacks, it will always have 62,000 HP. Since White Wind and all attacks are limited to four digits, White Wind will always heals for 9,999 points. Also note that all damage to the shell is countered with Megaton Smash.

Your offense can actually be kinda fun. Start up with Golem and Fenrir, then toss up Reraise, Hastega, and Mighty Guard so the fun will begin. You need to use Valor a lot for winning in a decent time; this can make a lot of attacks more powerful: Throwing Flametongues or Fuma Shurikens or Pinwheels, Cyan's Tempest, Edgar's Drill, and general attacks. I wouldn't recommend using other special skills because of their lack of targeting ability - YOU DO NOT WANT TO HIT THE SHELL.

Those not being boosted by Valor need to either cast it, focus on healing the party, or use Meltdown.

After those two fights, go into the southwest corner of the room to find another chest, this one containing the Stardust Rod. Go right of the empty chest quartet to find a warp. Use it.

Continue along until you return to the Cloister in the Dragon Temple. Open the chest nearby for a Ribbon, then step on the switch nearby. You'll need to switch to another party now, arbitrarily numbered #2.

<== Party #2 ==>

Go through the right path to the stairway and you'll reach the Dragon Temple. Use the turtle and, there, go right past the "THE KING OF DRAGONS" slab to the Dragon Temple's Cloister. Don't worry about the Treasure Room; go through the new door and into the light.

Here, you'll find three chests nearby. Ignore them momentarily and go south to the chest; open it for the Dueling Mask, quite easily one of the, if the THE, best helmets, all for Gau.

Return to the three chests. Open the left one for a Genji Glove, the middle one for the Crystal Orb, and the one on the right for -- OH CRAP! (Not really. But they were kinda-sorta annoying in Final Fantasy IV Advance.)

BOSS: Flan Princess (x5)			
Level	- 91	Weaknesses:	Treasures Awarded:
Maximum HP	- 12,345	- Fire	- Megalixir (Steal)
Maximum MP	- 1,000		- Super Ball (Steal)
Attack	- 13	Immunities:	- Oborozuki (Drop)
Magic	- 15	- All else except	
Defense	- 250	Thunder and Ice	
Magic Defense	- 100	Absorptions:	
Evasion	- 0	- None	Gil Earned : 11,111
Magic Evasion	- 0		EXP. Earned: 5,000

This quintet of monsters can use a basic attack, Mystery Waltz (which is like Osmose), Lullaby, Entice, Imp Song, and Mega Berserk.

Your offense pretty much be the Air Anchor and you've won. Or you can use Odin/Raiden, then Death/etc. or repeated Firagas on the remaining ones.



| You can also set in Silence with the spell, the Noiseblaster, or Siren to |  
| force basic attacks; Berserk will do the same. Then you can summon Phantom |  
| to be invulnerable and just cast Firaga/Ultima/etc. |  
| |  
| If you lack any of those (shameful!), you'll need Ribbons all around for |  
| your party. Then simply use Firaga, Ultima, etc. Seriously, this fight is |  
| very simple. And don't tell me you don't have Ribbons when you have more |  
| than a few to grab in this dungeon. |  
|

=====  
Dragon's Den: The Kaiser Dragon           \*\*FF6A\_410\_DKAIS\*\*  
=====

<== Party #2 ==>

That will end our Treasure Room sidequesting; we'll head to the god-dragon of  
god-dragons, Kaiser Dragon, now.

Return to the Dragon Temple and go west of the Cloister entrance, then stand  
on the switch.

<== Party #1 ==>

Backtrack through the Treasure Room to the Dragon Temple. Past the Save Point,  
you'll find an entranceway held open by the previous party. Use a Tent and Save  
there, then go into the next area, Kaiser's Breath.

Ew. Stinks of thousand-year-old carcasses. Doesn't he brush his teeth? :)

Here, stand on the switch and swap to Party #3.

<== Party #3 ==>

Head to the Dragon Temple and walk around the turtle pond. Speak with the  
turtle from the east. You'll be able to reach the Grand Cavern. Go south and  
west.

Past the bridges, go into the area with the Save Point. Save, Tent, etc. Exit  
and head into the Inner Eye Labyrinth to the west.

Head to the east and around the big rock to find the four-ton weight. Push it  
off and return to the entrance and walk past the Holy Palace, then find the  
rock you can jump over. Get on the switch and swap to Party #2.

<== Party #2 ==>

Get off of the switch and go over to Party #3 in the Inner Eye Labyrinth; use  
the same path.

Now, walk to the right and around the wall. Go across the bridge and then west  
and north to find the rock held up by Party #3. Jump across to the lowest  
level. Go north to find a Save Point and the entrance to Kaiser's Breath. Save,  
Tent, etc. Then stand on the switch.

<== Party #3 ==>

Go out of the Inner Eye Labyrinth. Save, Tent, etc. in the Shrine nearby.  
Backtrack your way to the entrance of the Dragon Temple, then go up the stairs

that led to the Skull Dragon. Go along the bridge to the right and flip the green dudes the bird as you bypass them the easy way.

Go along the path to entrance that was earlier blocked by the Seal of Lightning. Take it.

---

Now, note this. The last party that stands on a switch-turned-warp will be the one to fight Kaiser Dragon. We're done with party numbers, hence the --- above here. Let your best fight 'im.

In Kaiser's Lair, approach him for a rather confusing conversation before battling him. You're going to love it, too...

BOSS: Kaiser Dragon			
Level	- ???	Weaknesses:	Treasures Awarded:
Maximum HP	- ~65,000	- Varies	- Celestriad (Steal)
Maximum MP	- ~60,000		
Attack	- ???	Immunities:	
Magic	- ???	- Varies	
Defense	- ???		
Magic Defense	- ???	Absorptions:	
Evasion	- ???	- Varies	Gil Earned : 0
Magic Evasion	- ???		EXP. Earned: 0

=====  
Pre-battle preparation: Ribbons and Thunder Shields are an absolute must. Bringing Shadow along with a bunch of Elemental Blades to toss in the case of Fire, Ice/Blizzard, or Lightning/Thunder weaknesses is a huge help. The use of Valor, Quick, Reraise, Ultima, Curaga, Hastega, Mighty Guard or Protect and Shell, Arise, the "-ga" spells, Meteor... You can tell what I'm saying. Come in locked and loaded, best equipment, and so on. Prayer Beads might be a nice one to toss on if you don't plan on using any Master's Scrolls or the like.

Of exceptional note, I found that Locke with the Valiant Knife and the Master's Scroll to be extremely effective in the second phase. If you can end up auto-reviving him with Reraise or a Phoenix Down, he'll start with low HP. Say he had around 5,000 like he did with me, then gets up with about 150-ish. That's a round of 19,400 damage, almost one-third of the final phase's HP!! Heartless Angel makes it better by making it 19,996. With Valor on, these theoretically go to 9,999 per hit - 39,996 damage! (I didn't try Valor, though, so I don't know if it works on fixed damage.)

Note that this boss has more like five lives for it to go through. So that ~65,000 HP (had to estimate; Bestiary sucks) is more like ~325,000 HP. o\_o He also has two phases. We'll cover his first one first. His first phase covers four of these lives and his elemental data is based on his moves:

~~ Weak to Fire: Firaga, Flare, Meltdown, Meteor, Southern Cross (counter)

~~ Weak to Ice/Blizzard: Absolute Zero, Avalanche, Blizzaga, Freezing Dust (counter)

~~ Weak to Lightning/Thunder: Gigavolt, Plasma, Thundaga, Wave Cannon (counter)

~~ Weak to Wind/Aero: Aero, basic attacks, Cyclonic, Torando, Wind Slash (counter)

~~ Weak to Water: Aqua Breath, El Nino, Flash Rain, Tsunami, Acid Rain  
(counterattack)

~~ Weak to Earth: Physical combos every turn except the third, which ends up yields two Last Breaths, which are about eight times more powerful than a basic physical. Quake is the potential counterattack.

~~ Weak to Poison: Doom, Scintillation, and Venomist on the first turn; Crypt Dust, Disaster, and Lullaby on the second turn; Cloudy Heaven on the third turn; loop from there, with Bio as a potential counterattack

~~ Weak to Holy: First, he'll use Reflect on a character then use the Lore Reflect ??? for some various statuses. On the second turn, Protect and Shell will take effect or, if this has already occurred, basic physicals, Holy, and Lv. ? Holy. Hyperdrive is a potential counterattack.

Now, the way this fight works is that you can just really wait this whole part of the battle (four lives/first phase) out. After seeing Barrier Change five times, you're ready for the second phase. Until then, ride out the attacks. DO NOT ATTACK UNTIL THE SECOND PHASE AT ALL!

So, first phase needs to have SOME meaning. Toss up Reraise on everyone, Hastega, Mighty Guard or Protect and Shell, Golem, Zona Seeker, and Fenrir should be on. Your fourth Esper will need to be Phoenix in case of a screw-up. Trust me, it'll happen. Afterwards, just kick back for a moment and watch the Barrier Changes. But, seriously, KEEP AWARE OF YOUR HP. It is not a good idea to let HP get excessive low here, so why not cast Regen if as a minor fail-safe?

BUT, AGAIN, NEVER ATTACK UNTIL THE SECOND PHASE!! You will bring about needless counterattacks. The HP damage will not affect him. The life is sort of "shed off" after the Barrier Change. He'll come back with full HP and all. Always keep your positive statuses up-to-date as well.

The second phase is more simplistic with its attacks because it is that final life after Barrier Change number five. He'll have to stick with what weakness he got. However, every now and then, he will use Heartless Angel and/or Mind Blast. Mind Blast after Heartless Angel will quite effectively hand you a Game Over, so you will NEED party-wide Ribbons.

Also, he tends to add Quake, Meltdown, Overdrive, Flash Rain, Absolute Zero, Gale Cut, Hyperdrive, and Last Breath to his repertoire. (Remember that Last Breath is eight-times more powerful than his basic attack.) He can counter anything using Revenge Blast or Last Breath. Revenge Blast will tend to instantly kill you as the second phase wears on.

Here in the second phase, you'll need to prioritize properly: reviving is before healing, and healing before offense. The Kaiser Dragon will be unlike to heal unless it's unlucky and via Meltdown. At this point, your general positive statuses -- Haste, Shell, Protect, etc. -- don't need to be maintained. That will take too much time; just keep Reraise up, and Valor when you manage to find time.

Once you manage to find time for offense, it'll need to consist of the

| best you bring out. Valiant Knife + Master's Scroll (+ Valor?) tends to |  
| deal well over 10,000 damage, especially right after Heartless Angel. In |  
| theory, two of them can win it for you; see earlier on in the strategy. |  
|  
| Quick and just about anything good -- Ultima, Meteor, Valiant Knife -- is |  
| great and provides two free turns for it. That can be about 7,500 ~ 10,000 |  
| damage per use. And Quick usually bypasses counterattacks, so bonus! |  
| Quick and Osmose can be nice for some MP restoration, and some healing. |  
|  
| Quick with Shadow's Throw can also deal about 10,000 damage with some good |  
| power and knowledge of the Kaiser Dragon's weakness -- needs to be Fire, |  
| Ice/Blizzard, or Lightning/Thunder for it to work. |  
|  
| Healing with Quick also is fun enough. Two quick Curagas is nice. When |  
| the others are dead, Phoenix and Curaga or a few Arises is always cool. |  
| It's nice to reset Reraise. You starting to get my idea with all of this |  
| Quick stuff? Quick will DEFINITELY be your best friend in this fight. |  
|  
| As I said earlier, your main priority is to stay alive and just deal some |  
| damage where you can. This fight will be fairly based on luck, though. You |  
| remember the move repertoires above, right? Meteor at the wrong time, or |  
| Cloudy Heaven (with you in Ribbon, it'll make it irremovable due to some |  
| kind of glitch), or Heartless Angel and Mind Blast without Ribbons... This |  
| guy truly makes his mark as the god-dragon. Game Overs and smashed GBAs |  
| (and probably holes in walls) will result from this fight across the large |  
| majority of players, so don't expect a first-time win. |  
|  
| One final note. Kaiser Dragon will have one chance to end your game by |  
| using Ultima when it dies - easily dealing upwards of 5,000 damage to all |  
| and causing the Game Over. If you're keeping Reraise on everyone as I |  
| requested (which, in itself, is whole 'nother boss fight), you'll be able |  
| to survive. Just one person needs Reraise on them to survive it... But you |  
| want it on ALL four party members ALL of the time. |  
|  
| Good luck!!

Holy crap, you won!?

Congratulations. You have be allowed to obtain the final Magicite, Diabolos.  
Perhaps the ultimate grinder Magicite, Diabolos doubles your HP upon a level-up  
and his summoning spell reduces the enemies' HP to 6.25% of its current amount  
AND set Sap. It also will teach Graviga (reduces enemies' HP to 25% of the  
current amount) and Gravija (reduces enemies' HP to 12.5% of the current  
amount).

So, wanna go further into the Dragon's Den? After all, there is that sparkling  
bright light.

But, as everyone always says, stay away from the light or you'll die, perhaps  
more true in this case than any other. We'll go to the Soul Shrine now for some  
insane, 128-battle grinding.

=====  
~~~~~ The Soul Shrine ~~~~~ \*\*FF6A\_410\_SOULS\*\*  
=====

~~~~~

So, you've spent the past ten hours trudging through the Dragon's Den and

and wasted a few hundred bucks on pizzas and Mountain Dew all to receive a Game Over?

Then thought over your life, looked at my FAQ, and sped through in about fifteen minutes and won with flying colors.

So, in short, you've been through some tough crap with this game in the past while when you've played it, most recently beating Kaiser Dragon to obtain the Diabolos Magicite.

We're going to try to put it to good use here. The Soul Shrine is found west of Mobliz in a shrine on an island. The Soul Shrine is much like the Cloister of Trials in Final Fantasy V Advance or the Battle Tower of Pokemon games - you go through a long series of battles.

Here in the Soul Shrine, you'll gain EXP. and AP, which the main attraction for me, because the monsters come to me and not the other way around. You'll progressively work your way through ten waves of enemies, and they also get progressively stronger. You can also steal items from them, so look at the longer Bestiary for some nice ones if you wish -- for instance, Master's Scrolls, Safety Bits, Mexalixirs, Celestriads, and Souls of Thamasa.

Remember, the big reason to be here is grinding for the Omega Weapon, harder than the Kaiser Dragon in some respects. Try to shift Diabolos between your characters for the double-HP level-up bonus; Gilgamesh and Raiden for Strength +2; Crusader for +50% MP on spellcasters; Zona Seeker for Magic +2; and those are the main ones. Growth Eggs are exceptionally helpful, so you know.

And, gosh, don't forget the spells! Phoenix, Ragnarok, and Gilgamesh toss up some of the best spells you can possibly get: Reraise, Arise, Curaga, Ultima, Valor, and Quick. Given that there's a little over 300 AP up for grabs here, you can toss a character through each of those three easily enough in one trip through here.

You ready? Good luck. I've actually opted not to cover each and every one of the battles, because that would be a waste of needless space, especially in the first few waves of battles. Rather, I'll just mention some stuff:

-- Wave #1: Steal Celestriad from the Blue Urn Glutturn.

-- Wave #2: Steal Megalixirs from the Land Ray; you can also do this at the Solitary Island. Also steal the Force Shield from the Green Urn Glutturn.

-- Wave #3: Steal a Soul of Thamasa from the Pink Urn Glutturn.

-- Wave #4: Steal Reed Cloaks from Tyrannosaurs, Impartisans from the Greater Mantis, Tortoise Shields from the Basilisk, and a Master's Scroll from the Yellow Urn Glutturn.

-- Wave #5: End the Angler Whelk fight easily with Banish or the like. Steal Ribbons from the Brachiosaur.

-- Wave #6: Nothing to mention.

-- Wave #7: The seven original elemental dragons... You'll want to have Ribbons all-around, and come in with Angel Wings or Gaia Gear.

~~ Ice Dragon: Silence, Confuse, and go for it.

~~ Storm Dragon: Thundagas and get ready for healing.

- ~~ Earth Dragon: Sleep and Magic (Flood, etc.).
- ~~ Gold Dragon: Berserk, Phantom, then basic attacks.
- ~~ Skull Dragon: Ragnarok's Metamorphose, or bunch of Firaga/Holy.
- ~~ Holy Dragon: Silence and go from there.
- ~~ Blue Dragon: Bunch of Thundagas, really, and some healing.
- ~~ Red Dragon: Keep it Confused.

-- Wave #8: Just a bunch of old bosses. The only real problem is Magic Master; you'll want Reraise to avoid the end Ultima.

-- Wave #9: Stomp on through. Same stuff as before.

-- Wave #10: Holy crap, the nine Dragon's Den dragons. All nine -- that means Kaiser Dragon, too! You'll want Ribbons and Thunder Shields all all-around. Reraise, Hastega, Arise, Quick are good to use. The Force Field Lore can nullify elements, and Gogo makes a nice one for Magic and Lore. The use of Hastega, Mighty Guard, Golem, and Zona Seeker is an implied start for each fight, as is a party-wide Reraise. Also bring Angel Wings/Gaia Gear for the Earth Dragon.

- ~~ Ice Dragon: Nullify Ice/Blizzard and use abuse weaknesses.
- ~~ Storm Dragon: You'll want unblockable stuff, like before. Tossing Thunder Blades, for instance.
- ~~ Earth Dragon: If you brought along the Angel Wings or Gaia Gear, a winner is you.
- ~~ Gold Dragon: Still Runics the magic, so watch it! Use Flood, Meteor, and Ultima to end it fairly easily.
- ~~ Skull Dragon: Not a lot to say. You may want to put on some Tortoise Shields mid-fight for upcoming ones.
- ~~ Holy Dragon: Force Field out Holy and don't attack 'til then; don't want any more Heartless Angel than what'll occur. Heal a lot, and, when Holy's gone, put Reflect on the Holy Dragon can kill it.
- ~~ Blue Dragon: Woo - Tortoise Shield fun! Let the Water attacks heal you well and use the time for MP healing with Osmose. Once done, evaporate 'im!
- ~~ Red Dragon: Just keep your defenses up throughout the fight. Still timed as well, so look out for that end Ultima. Put up Reraise and just stay healed.
- ~~ Kaiser Dragon: ... Just the same as before, really. It seems to work pretty well. Just hope Cloudy Heaven doesn't come your way or you are \*\*\*\*ed.

Phew! Get enough levels after that?

For winning, you lucky person, you'll receive the Master Crown, a rare item commemorating your beating of the Soul Shrine.

Do it again. We wanna be well prepped for this final boss.

=====  
 ~~~~~ Dragon's Den: Omega Weapon ~~~~~ \*\*FF6A\_410\_OMEGA\*\*  
 =====

~~~~~  
 "The roiling skies let loose a vile beast without a soul;  
 Omega was its name."  
 ~~~~~

It may be text from Final Fantasy V Advance, but it still fits. :)

Anywho...

So, we beat the eight elemental dragons.

Then we beat the eight souped-up elemental dragons and their god, Kaiser.

Then we beat the nine all consecutively without a break in-between.

Then we thought about our life and how lame we have to be to do this.

Then we contemplated getting a life.

Then we tried to go out with someone and got beat up by their spouse.

Then we -- hold on, I'm getting kinda off-topic here, huh? :)

So, really, I must congratulate you on beating the Dragon's Den Dragons in consecutive order. Been nice to level up some and take out senseless rage from a few dozen Game Overs on the weak Imperial Soldiers from so long ago, eh?

Well, then, as they say: "To every Alpha, there is an Omega; to any beginning, there is an end." Our journey had a beginning and it will end by fighting the ultimate boss of Final Fantasy VI Advance -- or, this walkthrough will. You're more than welcome to kill Kefka again afterwards. :)

Let's go. Your Soul Shrine team is DEFINITELY the best one you have now. Put them in Party #1, your second-bests in Party #2, and a Molulu's Charm team with your worst in Party #3. Back to the Dragon's Den we go!

=====  
Dragon's Den  
=====

| Regional Monster Bestiary \ |        |        |     |     |       |       |  |
|-----------------------------|--------|--------|-----|-----|-------|-------|--|
| Monster Name                | HP     | MP     | ATK | DEF | Gil   | EXP.  |  |
| Chimera                     | 2,237  | 100    | 25  | 100 | 760   | 1,144 |  |
| Vector Lythos               | 2,800  | 180    | 13  | 110 | 350   | 1,400 |  |
| Great Malboro               | 7,050  | 500    | 13  | 115 | 1,320 | 2,800 |  |
| Great Behemoth              | 11,000 | 700    | 7   | 90  | 2,900 | 4,100 |  |
| Vector Chimera              | 7,500  | 880    | 22  | 110 | 900   | 2,900 |  |
| Ahriman                     | 10,000 | 300    | 11  | 110 | 0     | 2,820 |  |
| Zurvan                      | 24,000 | 300    | 33  | 80  | 5,200 | 5,000 |  |
| Vilia                       | 23,000 | 1,800  | 22  | 100 | 3,333 | 5,000 |  |
| Great Dragon                | 28,000 | 2,200  | 53  | 155 | 0     | 5,000 |  |
| Abaddon                     | 25,000 | 8,000  | 30  | 160 | 0     | 5,000 |  |
| Dragon Aevis                | 23,000 | 500    | 25  | 80  | 1,200 | 5,000 |  |
| Dinozombie                  | 25,000 | 600    | 25  | 150 | 3,700 | 5,000 |  |
| Death Rider                 | 30,000 | 1,200  | 48  | 150 | 6,600 | 5,000 |  |
| Shield Dragon               | 40,000 | 20,000 | 22  | 200 | 6,300 | 5,000 |  |
| Maximera                    | 32,000 | 2,000  | 31  | 110 | 0     | 5,000 |  |
| Hexadragon                  | 26,000 | 750    | 55  | 95  | 1,500 | 5,000 |  |
| Magic Dragon                | 18,000 | 10,000 | 14  | 180 | 950   | 5,000 |  |
| Armodullahan                | 35,000 | 2,500  | 60  | 140 | 0     | 5,000 |  |
| Crystal Dragon              | 32,000 | 30,000 | 35  | 155 | 7,700 | 5,000 |  |

<== Party #1 ==>

Go through the right entrance and go along the path. Go up the stairs into the Dragon Temple. Cross the turtle pond to the dark tile near the gravestone that once had "THE KING OF DRAGONS" in it. Stand on that dark switch and switch.

<== Party #2 ==>

Follow Party #1 to where they are. Then go through the door they've opened back to Kaiser's Breath. (Guy's dead twice or more and it STILL smells. :) )

<== Party #3 ==>

Follow Party #1/#2 to the turtle pond. Put the turtle in the middle of it, then ride the turtle from the east side to the west so you can head to the Grand Cavern.

Past the bridges, go into the area with the Save Point. Save, Tent, etc. Exit and head into the Inner Eye Labyrinth to the west.

Head to the east and around the big rock to find the four-ton weight. Push it off and return to the entrance and walk past the Holy Palace, then find the rock you can jump over. Get on the switch and swap to Party #2.

<== Party #2 ==>

Get off of the switch and go over to Party #3 in the Inner Eye Labyrinth; use the same path.

Now, walk to the right and around the wall. Go across the bridge and then west and north to find the rock held up by Party #3. Jump across to the lowest level. Go north to find a Save Point and the entrance to Kaiser's Breath. Save, Tent, etc. Then stand on the switch.

<== Party #3 ==>

Go out of the Inner Eye Labyrinth. Save, Text, etc. in the Shrine nearby. Backtrack your way to the entrance of the Dragon Temple, then go up the stairs that led to the Skull Dragon. Go along the bridge to the right and flip the green dudes the bird as you bypass them the easy way.

Go along the path to entrance that was earlier blocked by the Seal of Lightning. Take it.

---

As with the doubly-late Kaiser Dragon, the last party to stand on a switch will be the one to fight the Omega Weapon, who is far beyond any Ultima Weapon your mortal eyes will ever see.

Prepare with party-wide Ribbons for your best party, and Float. Now, fight.

| BOSS: Omega Weapon \ |          |              |                     |
|----------------------|----------|--------------|---------------------|
| Level                | - 97     | Weaknesses:  | Treasures Awarded:  |
| Maximum HP           | - 65,000 | - None       | - Megalixir (Steal) |
| Maximum MP           | - 65,000 |              | - Murakumo (Drop)   |
| Attack               | - 111    | Immunities:  |                     |
| Magic                | - 30     | - None       |                     |
| Defense              | - 222    |              |                     |
| Magic Defense        | - 222    | Absorptions: |                     |
| Evasion              | - 55     | - None       | Gil Earned : 0      |



Pre-battle preparation: Ribbons and pre-fight Float are practically a necessity. If you can't avoid Lv. 5 Death, go elsewhere and level up. Locke can prove to be key in this fight if he knows Quick, has the Valiant Knife, and a Master's Scroll.

Like Kaiser Dragon, this boss will go through three lives. However, they will not change upon using Barrier Change. You'll have to trudge through them and the whole 195,000 HP normally. In each life, he'll have a set moveset:

~~ First Life: Aero, Tsunami, Lv. 3 Confuse, Lv. 4 Flare, Lv. 5 Death, Quake, Meteor, Tornado, Grand Delta, Freezing Dust (counter only), Dischord (counter only), Vengeance (upon death; it removes all good statuses, including Reraise).

~~ Second Life: Atomic Ray, Blaster, Gravity Bomb, Launcher, Metal Cutter, Wave Cannon, Absolute Zero, Missile (counter only), basic physical (counter). Blaster can also be a counter. Note that two counterattacks will occur. Upon its death, there will be usage of Heartless Angel.

~~ Third Life: All attacks from the others. Counters become Freezing Dust or Omega Drive (eight times the power of basic attack), followed by Blaster or Omega Drive. Forsaken is also used at times.

There is one very simplistic strategy here that the game developers probably should've thought of. Like I used with the Kaiser Dragon, Quick's first move will bypass all counterattacks. That's the key to this fight. If you can manage to get enough people in Quick, you're golden.

Specifically, low-HP Locke with the Valiant Knife and a Master's Scroll. If he has 9,999 max HP like with me, and is just revived and around 200 HP, that first attack during Quick will end up causing a little over 39,000 damage!! Six of those and the game is won!! Remember, it has to be the first one to circumvent counters; devote the second one to healing. ALWAYS devote the second one to healing, no matter who does it.

So, this strategy is more easily summed up than Kaiser's. Begin the fight with Hastega, Mighty Guard, Fenrir, Golem, and Zona Seeker. (Bring along Phoenix as a fourth, just in case.) Once everyone's nicely-healed (unless it's Locke with the Valiant Knife), begin offense! Locke does the previous paragraph.

Everyone else? Their first move should be Gravija, Tempest, Ultima, Flare, Meteor, or something super-powerful. Osmose is a nice idea when you start to run low on MP, which you might. It'll take 20 times of this if you're done just the one 9,999-damage hit after all. That second turn still needs to be some form of healing or SOMETHING that isn't an attack. Granted, a 1/9,999 HP Locke with the Valiant Knife and Master's Scroll, thereby doing 39,992 damage with each of his turns is kind of an exception -- he takes out whole LIVES that way, though I'd seriously only risk this with the third and final life.

Good luck!!

Immortality? No.

An Omega Weapon pet? As cool as that would be, no.

One bajillion Gil? No.

Rather, you earn a Murakumo. Granted, it is kind of rare, but to get to this point, you already won the many-times-better Zanmato.

Oh well. You still comprehensively beat the game, if you followed this FAQ.

Thanks for reading and stuff!

```
/|\ _____ /|\
|~|~| _____ |~|~|
| | |          Section Five: Enemy Bestiary      | | |
| | |              **FF6A_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?

No? Well, too bad. Lufia\_Maxim has a nice Bestiary FAQ on GameFAQs; it provides more info than I ever could!

So, anyhow...

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. Guard
#002. Silver Lobo
#003. Megalodoth
#004. Wererat
#005. Spritzer
#006. Bandit
#007. Leaf Bunny
#008. Darkwind
#009. Sand Ray
#010. Alacran
#011. Foper
#012. Hornet
#013. Urok
#014. Belmodar
#015. Unseele
#016. Mu
#017. Zaghrem
#018. Trillium
#019. Gorgias
```

#020. Cirpius  
#021. Lesser Lopros  
#022. Nautiloid  
#023. Exocite  
#024. Heavy Armor  
#025. Commander  
#026. Vector Hound  
#027. Cartagra  
#028. Acrophies  
#029. Gold Bear  
#030. Valeor  
#031. Wild Rat  
#032. Stray Cat  
#033. Aepyornis  
#034. Nettlehopper  
#035. Chippirabbit  
#036. Captain  
#037. Imperial Soldier  
#038. Templar  
#039. Satellite  
#040. Ghost  
#041. Poplium  
#042. Cloud  
#043. Angel Whisper  
#044. Oversoul  
#045. Bomb  
#046. Living Dead  
#047. Apparition  
#048. Siegfried  
#049. Opinicus Fish  
#050. Anguiform  
#051. Aspiran  
#052. Actinian  
#053. Fidor  
#054. Corporal  
#055. Hunting Hound  
#056. Fossil Dragon  
#057. Vulture  
#058. Iron Fist  
#059. Bloodfang  
#060. Rock Wasp  
#061. Paraladia  
#062. Harvester  
#063. Hill Gigas  
#064. Gobbledygook  
#065. Veil Dancer  
#066. Stunner  
#067. Goetia  
#068. Litwor Chicken  
#069. Joker  
#070. Don  
#071. Wyvern  
#072. Grasswurm  
#073. Grenade  
#074. Bug  
#075. Onion Knight  
#076. Sergeant  
#077. Belzecue  
#078. Proto Armor  
#079. Trapper

#080. Flan  
#081. General  
#082. Destroyer  
#083. Lenergia  
#084. Magna Roader  
#085. Magna Roader  
#086. Chaser  
#087. Outcast  
#088. Provoker  
#089. Zombie Dragon  
#090. Antares  
#091. Lich  
#092. Imperial Elite  
#093. Mega Armor  
#094. Briareus  
#095. Devourer  
#096. Chimera  
#097. Intangir  
#098. Balloon  
#099. Bonnacon  
#100. Land Grillon  
#101. Adamankary  
#102. Mandrake  
#103. Venobennu  
#104. Sky Armor  
#105. Spitfire  
#106. Brainpan  
#107. Misfit  
#108. Apocrypha  
#109. Dragon  
#110. Platinum Dragon  
#111. Behemoth  
#112. Ninja  
#113. Naude  
#114. Fafnir  
#115. Killer Mantis  
#116. Peeper  
#117. Murussu  
#118. Gigantoad  
#119. Land Ray  
#120. Luna Wolf  
#121. Black Dragon  
#122. Rukh  
#123. Zokka  
#124. Nightwalker  
#125. Scorpion  
#126. Delta Beetle  
#127. Vampire Thorn  
#128. Lizard  
#129. Devoahan  
#130. Sandhorse  
#131. Cancer  
#132. Oceanus  
#133. Desert Hare  
#134. Humpty  
#135. Cruller  
#136. Dropper  
#137. Neck Hunter  
#138. Dante  
#139. Bogy

#140. Marchosias  
#141. Deepeye  
#142. Mousse  
#143. Borghese  
#144. Marlboro  
#145. Cloudwraith  
#146. Exoray  
#147. Skeletal Horror  
#148. Mugbear  
#149. Devil Fist  
#150. Luridan  
#151. Punisher  
#152. Glasya Labolas  
#153. Gorgimera  
#154. Twinscythe  
#155. Death Warden  
#156. Misty  
#157. Rafflesia  
#158. Still Life  
#159. Coeurl Cat  
#160. Crusher  
#161. Blade Dancer  
#162. Caladrius  
#163. Ouroboros  
#164. Face  
#165. Zeveak  
#166. Seaflower  
#167. Galypdes  
#168. Necromancer  
#169. Clymenus  
#170. Chaos Dragon  
#171. Brachiosaur  
#172. Tyrannosaur  
#173. Tumbleweed  
#174. Leap Frog  
#175. Slagworm  
#176. Cactuar  
#177. Crawler  
#178. Sprinter  
#179. Basilisk  
#180. Lycaon  
#181. Greater Mantis  
#182. Test Rider  
#183. Wizard  
#184. Lukhavi  
#185. Magna Roader  
#186. Magna Roader  
#187. Psychos  
#188. Garm  
#189. Tonberry  
#190. Onion Dasher  
#191. Anemone  
#192. Illuyankas  
#193. Knotty  
#194. Tzakmaquel  
#195. Zone Eater  
#196. Vasegiatta  
#197. Gloomwind  
#198. Purusa  
#199. Covert

#200. Kamui  
#201. Wartpuck  
#202. Shambling Corpse  
#203. Amduscias  
#204. Baalzephon  
#205. Samurai  
#206. Al Jabr  
#207. Suriander  
#208. Weredragon  
#209. Schmidt  
#210. Pluto Armor  
#211. Alluring Rider  
#212. Pandora  
#213. Parasite  
#214. Coco  
#215. Io  
#216. Armored Weapon  
#217. Lunatys  
#218. Figaro Lizard  
#219. Devil  
#220. Enuo  
#221. Magic Urn  
#222. Level 10 Magic  
#223. Level 20 Magic  
#224. Level 30 Magic  
#225. Level 40 Magic  
#226. Level 50 Magic  
#227. Level 60 Magic  
#228. Level 70 Magic  
#229. Level 80 Magic  
#230. Level 90 Magic  
#231. Warlock  
#232. Mahadeva  
#233. Sorath  
#234. Medusa Chicken  
#235. Creature  
#236. Moonform  
#237. Aspidochelon  
#238. Siegfried  
#239. Yojimbo  
#240. Dark Force  
#241. Muud Suud  
#242. Fiend Dragon  
#243. Mover  
#244. Cherry  
#245. Vector Lythos  
#246. Primeval Dragon  
#247. Landworm  
#248. Gamma  
#249. Great Marlboro  
#250. Outsider  
#251. Demon Knight  
#252. Duel Armor  
#253. Great Behemoth  
#254. Vector Chimera  
#255. Fortis  
#256. Junk  
#257. InnoSent  
#258. Daedalus  
#259. Ahriman

#260. Death Machine  
#261. Metal Hitman  
#262. Prometheus  
#263. Zurvan  
#264. Vilia  
#265. Great Dragon  
#266. Abaddon  
#267. Dragon Aevis  
#268. Dinozombie  
#269. Death Rider  
#270. Shield Dragon  
#271. Maximera  
#272. Hexadragon  
#273. Magic Dragon  
#274. Armodullahan  
#275. Crystal Dragon  
#276. Ymir  
#277. Ymir  
#278. Guard Leader  
#279. Magitek Armor  
#280. Vargas  
#281. Ipoo  
#282. Ultros  
#283. Tunnel Armor  
#284. Phantom Train  
#285. Rhizopas  
#286. Hell's Rider  
#287. Kefka  
#288. Dadaluma  
#289. Ultros  
#290. Ifrit  
#291. Shiva  
#292. Number 024  
#293. Number 128  
#294. Right Blade  
#295. Left Blade  
#296. Crane  
#297. Crane  
#298. Flame Eater  
#299. Ultros  
#300. Typhon  
#301. Ultros  
#302. Air Force  
#303. Laser Gun  
#304. Missile Bay  
#305. Bit  
#306. Gigantos  
#307. Ultima Weapon  
#308. Nelapa  
#309. Humbaba  
#310. Tentacle  
#311. Tentacle  
#312. Tentacle  
#313. Tentacle  
#314. Angler Whelk  
#315. Angler Whelk  
#316. Dullahan  
#317. Behemoth King  
#318. Behemoth King  
#319. Chadarnook

#320. Valigarmanda  
#321. Tonberries  
#322. Yeti  
#323. Curlax  
#324. Laragorn  
#325. Moebius  
#326. Wrexsoul  
#327. Soul Saver  
#328. Master Tonberry  
#329. Samurai Soul  
#330. Magic Master  
#331. Deathgaze  
#332. Hidon  
#333. Erebus  
#334. Erebus  
#335. Erebus  
#336. Erebus  
#337. Red Dragon  
#338. Blue Dragon  
#339. Gold Dragon  
#340. Ice Dragon  
#341. Storm Dragon  
#342. Earth Dragon  
#343. Skull Dragon  
#344. Holy Dragon  
#345. Gigantuar  
#346. Leviathan  
#347. Gilgamesh  
#348. Inferno  
#349. Rahu  
#350. Ketu  
#351. Ultima Buster  
#352. Guardian  
#353. Fiend  
#354. Goddess  
#355. Demon  
#356. Short Arm  
#357. Long Arm  
#358. Visage  
#359. Tiger  
#360. Machine  
#361. Magic  
#362. Power  
#363. Lady  
#364. Rest  
#365. Kefka  
#366. Plague  
#367. Flan Princess  
#368. Neslug  
#369. Neslug  
#370. Earth Eater  
#371. Gargantua  
#372. Marlboro Menace  
#373. Abyss Worm  
#374. Dark Behemoth  
#375. Red Dragon  
#376. Blue Dragon  
#377. Gold Dragon  
#378. Ice Dragon  
#379. Storm Dragon



#380. Earth Dragon  
#381. Skull Dragon  
#382. Holy Dragon  
#383. Kaiser Dragon  
#384. Omega Weapon

=====  
#000. [section format]

Basic Stats:

~~ Level : The monster's level.  
~~ Maximum HP : The numerical measure of the monster's health.  
~~ Maximum MP : The numerical measure of the monster's magic points.  
~~ Attack : 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.  
~~ Magic Evasion: The numerical measure of the monster's ability to dodge  
magical attacks.

~~ 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. Guard

Basic Stats:

~~ Level : 5  
~~ Maximum HP : 40  
~~ Maximum MP : 15  
~~ Attack : 16  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 6  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 48  
~~ EXP. Earned: 48

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None.

=====

#002. Silver Lobo

Basic Stats:

~~ Level : 5  
~~ Maximum HP : 27  
~~ Maximum MP : 5  
~~ Attack : 20  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 3  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 30  
~~ EXP. Earned: 37

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: None.

=====

#003. Megalodoth

Basic Stats:

~~ Level : 1  
~~ Maximum HP : 115  
~~ Maximum MP : 30  
~~ Attack : 110  
~~ Defense : 75  
~~ Evasion : 0  
~~ Magic : 0  
~~ Magic Defense: 160  
~~ Magic Evasion: 0

~~ Gil Earned : 90  
~~ EXP. Earned: 50

Potential Item Steals:  
-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Sleep

=====

#004. Wererat

Basic Stats:

~~ Level : 4

~~ Maximum HP : 24

~~ Maximum MP : 0

~~ Attack : 13

~~ Defense : 100

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 22

~~ EXP. Earned: 21

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Sleep

=====

#005. Spritzer

Basic Stats:

~~ Level : 5

~~ Maximum HP : 15

~~ Maximum MP : 0

~~ Attack : 13

~~ Defense : 95

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 29  
~~ EXP. Earned: 23

Potential Item Steals:  
-- Potion

Potential Item Drops:  
-- Potion

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Lightning/Thunder  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Darkness  
- Imp  
- Sleep  
- Silence  
- Poison  
- Petrify  
- Berserk

=====

#006. Bandit

Basic Stats:  
~~ Level : 5  
~~ Maximum HP : 35  
~~ Maximum MP : 0  
~~ Attack : 19  
~~ Defense : 90  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 25  
~~ EXP. Earned: 25

Potential Item Steals:  
-- Potion

Potential Item Drops:  
-- Potion

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None.

=====

#007. Leaf Bunny

Basic Stats:

~~ Level : 5  
~~ Maximum HP : 33  
~~ Maximum MP : 0  
~~ Attack : 13  
~~ Defense : 60  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 45  
~~ EXP. Earned: 24

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Water  
~~ Elemental Absorptions:  
- Ice/Blizzard  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

=====

#008. Darkwind

Basic Stats:

~~ Level : 5  
~~ Maximum HP : 34  
~~ Maximum MP : 0  
~~ Attack : 13  
~~ Defense : 55  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 41  
~~ EXP. Earned: 28

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:  
- Imp

-----  
#009. Sand Ray

Basic Stats:

~~ Level : 6  
~~ Maximum HP : 67  
~~ Maximum MP : 10  
~~ Attack : 20  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 54  
~~ EXP. Earned: 41

Potential Item Steals:

-- Antidote

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

-----  
#010. Alacran

Basic Stats:

~~ Level : 6  
~~ Maximum HP : 87  
~~ Maximum MP : 15  
~~ Attack : 20  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 135  
~~ Magic Evasion: 0

~~ Gil Earned : 94  
~~ EXP. Earned: 37

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

=====

#011. Foper

Basic Stats:

~~ Level : 7  
~~ Maximum HP : 119  
~~ Maximum MP : 10  
~~ Attack : 13  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 80  
~~ EXP. Earned: 53

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: None.

=====

#012. Hornet

Basic Stats:

~~ Level : 6  
~~ Maximum HP : 92  
~~ Maximum MP : 0  
~~ Attack : 16  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 64  
~~ EXP. Earned: 48

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:  
- Imp

=====

#013. Urok

Basic Stats:

~~ Level : 7  
~~ Maximum HP : 122  
~~ Maximum MP : 0  
~~ Attack : 13  
~~ Defense : 45  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 120  
~~ EXP. Earned: 71

Potential Item Steals:

-- Remedy  
-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

=====

#014. Belmodar

Basic Stats:

~~ Level : 8  
~~ Maximum HP : 232  
~~ Maximum MP : 100  
~~ Attack : 25  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 186  
~~ EXP. Earned: 246

Potential Item Steals:

-- Mythril Claws  
-- Potion



Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions:

- Lightning/Thunder

~~ Monster Type(s): None.

~~ Status Immunities:

- Petrify

- Slow

- Stop

-----  
#015. Unseelie

Basic Stats:

~~ Level : 8

~~ Maximum HP : 132

~~ Maximum MP : 100

~~ Attack : 15

~~ Defense : 100

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 256

~~ EXP. Earned: 53

Potential Item Steals:

-- Buckler

-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Poison

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities: None.

-----  
#016. Mu

Basic Stats:

~~ Level : 7

~~ Maximum HP : 119

~~ Maximum MP : 100

~~ Attack : 11

~~ Defense : 100

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 155

~~ Magic Evasion: 0

~~ Gil Earned : 80  
~~ EXP. Earned: 59

Potential Item Steals:

- Potion
- Antidote

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses: None.
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Darkness
  - Silence
  - Berserk

=====

#017. Zaghrem

Basic Stats:

- ~~ Level : 9
- ~~ Maximum HP : 137
- ~~ Maximum MP : 100
- ~~ Attack : 14
- ~~ Defense : 100
- ~~ Evasion : 0
- ~~ Magic : 10
- ~~ Magic Defense: 70
- ~~ Magic Evasion: 0

~~ Gil Earned : 84  
~~ EXP. Earned: 79

Potential Item Steals:

- Bandana

Potential Item Drops:

- Potion

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Ice/Blizzard
- ~~ Elemental Absorptions:
  - Poison
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Poison

=====

#018. Trillium

Basic Stats:

- ~~ Level : 9
- ~~ Maximum HP : 147

~~ Maximum MP : 100  
~~ Attack : 13  
~~ Defense : 102  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 170  
~~ Magic Evasion: 0

~~ Gil Earned : 134  
~~ EXP. Earned: 97

Potential Item Steals:

-- Remedy  
-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp

=====

#019. Gorgias

Basic Stats:

~~ Level : 10  
~~ Maximum HP : 270  
~~ Maximum MP : 100  
~~ Attack : 28  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 135  
~~ Magic Evasion: 0

~~ Gil Earned : 102  
~~ EXP. Earned: 163

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Gold Needle

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

=====

#020. Cirpius

Basic Stats:

~~ Level : 10  
~~ Maximum HP : 134  
~~ Maximum MP : 100  
~~ Attack : 13  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 110  
~~ Magic Evasion: 0

~~ Gil Earned : 102  
~~ EXP. Earned: 82

Potential Item Steals:

-- Potion  
-- Antidote

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp

=====

#021. Lesser Lopros

Basic Stats:

~~ Level : 12  
~~ Maximum HP : 380  
~~ Maximum MP : 70  
~~ Attack : 25  
~~ Defense : 65  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 180  
~~ Magic Evasion: 0

~~ Gil Earned : 325  
~~ EXP. Earned: 464

Potential Item Steals:

-- Main Gauche  
-- Mythril Knife

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.

~~ Status Immunities:  
- Imp

-----  
#022. Nautiloid

Basic Stats:

~~ Level : 11  
~~ Maximum HP : 236  
~~ Maximum MP : 100  
~~ Attack : 18  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 173  
~~ EXP. Earned: 216

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Eye Drops

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Thunder/Lightning  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp

-----  
#023. Exocite

Basic Stats:

~~ Level : 11  
~~ Maximum HP : 196  
~~ Maximum MP : 100  
~~ Attack : 19  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 153  
~~ EXP. Earned: 162

Potential Item Steals:

-- Mythril Claws  
-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Lightning/Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp

=====

#024. Heavy Armor

Basic Stats:

~~ Level : 13  
~~ Maximum HP : 495  
~~ Maximum MP : 150  
~~ Attack : 53  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 11  
~~ Magic Defense: 110  
~~ Magic Evasion: 0  
  
~~ Gil Earned : 195  
~~ EXP. Earned: 80

Potential Item Steals:

-- Iron Helm  
-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Petrify  
- Imp

=====

#025. Commander

Basic Stats:

~~ Level : 10  
~~ Maximum HP : 102  
~~ Maximum MP : 50  
~~ Attack : 13  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10

~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 153  
~~ EXP. Earned: 85

Potential Item Steals:  
-- Potion

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None.

=====

#026. Vector Hound

Basic Stats:  
~~ Level : 11  
~~ Maximum HP : 166  
~~ Maximum MP : 10  
~~ Attack : 14  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 83  
~~ EXP. Earned: 128

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: None.

=====

#027. Cartagra

Basic Stats:  
~~ Level : 12  
~~ Maximum HP : 150  
~~ Maximum MP : 20  
~~ Attack : 11  
~~ Defense : 90  
~~ Evasion : 0

~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 135  
~~ EXP. Earned: 105

Potential Item Steals:

-- Potion  
-- Antidote

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp

=====  
#028. Acrophies

Basic Stats:

~~ Level : 11  
~~ Maximum HP : 145  
~~ Maximum MP : 10  
~~ Attack : 13  
~~ Defense : 50  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 115  
~~ EXP. Earned: 90

Potential Item Steals:

-- Potion  
-- Eye Drops

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Lightning/Thunder  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp

=====  
#029. Gold Bear

Basic Stats:

~~ Level : 13  
~~ Maximum HP : 275  
~~ Maximum MP : 0



~~ Attack : 13  
~~ Defense : 40  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 185  
~~ EXP. Earned: 160

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): None.  
~~ Status Immunities: None.

=====

#030. Valeor

Basic Stats:

~~ Level : 11  
~~ Maximum HP : 180  
~~ Maximum MP : 25  
~~ Attack : 13  
~~ Defense : 55  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 135  
~~ Magic Evasion: 0

~~ Gil Earned : 112  
~~ EXP. Earned: 117

Potential Item Steals:

-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None.

=====

#031. Wild Rat

Basic Stats:

~~ Level : 12

~~ Maximum HP : 160  
~~ Maximum MP : 10  
~~ Attack : 10  
~~ Defense : 85  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 100  
~~ Magic Evasion: 0

~~ Gil Earned : 135  
~~ EXP. Earned: 135

Potential Item Steals:  
-- Potion

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

=====

#032. Stray Cat

Basic Stats:  
~~ Level : 10  
~~ Maximum HP : 156  
~~ Maximum MP : 30  
~~ Attack : 9  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 135  
~~ Magic Evasion: 0

~~ Gil Earned : 90  
~~ EXP. Earned: 42

Potential Item Steals:  
-- Hi-Potion

Potential Item Drops:  
-- Potion

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

=====

#033. Aepyornis

Basic Stats:

~~ Level : 11  
~~ Maximum HP : 290  
~~ Maximum MP : 30  
~~ Attack : 12  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 135  
~~ EXP. Earned: 108

Potential Item Steals:

-- Hi-Potion  
-- Eye Drops

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp

=====

#034. Nettlehopper

Basic Stats:

~~ Level : 11  
~~ Maximum HP : 243  
~~ Maximum MP : 80  
~~ Attack : 10  
~~ Defense : 50  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 145  
~~ EXP. Earned: 89

Potential Item Steals:

-- Antidote

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Wind/Aero  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:

- Imp
- Sleep

-----  
#035. Chippirabbit

Basic Stats:

~~ Level : 10  
~~ Maximum HP : 135  
~~ Maximum MP : 40  
~~ Attack : 9  
~~ Defense : 70  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 110  
~~ EXP. Earned: 53

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

-----  
#036. Captain

Basic Stats:

~~ Level : 12  
~~ Maximum HP : 456  
~~ Maximum MP : 20  
~~ Attack : 18  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 110  
~~ Magic Evasion: 0

~~ Gil Earned : 50  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Phoenix Down  
-- Black Belt

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.

~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None.

=====

#037. Imperial Soldier

Basic Stats:

~~ Level : 11  
~~ Maximum HP : 100  
~~ Maximum MP : 15  
~~ Attack : 12  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 48  
~~ EXP. Earned: 0

Potential Item Steals:

-- Potion  
-- Hi-Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Sleep

=====

#038. Templar

Basic Stats:

~~ Level : 11  
~~ Maximum HP : 205  
~~ Maximum MP : 50  
~~ Attack : 16  
~~ Defense : 50  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 96  
~~ EXP. Earned: 0

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Poison

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities: None.

=====

#039. Satellite

Basic Stats:

~~ Level : 14

~~ Maximum HP : 1,800

~~ Maximum MP : 250

~~ Attack : 20

~~ Defense : 120

~~ Evasion : 0

~~ Magic : 13

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- X-Potion

Potential Item Drops:

-- Green Beret

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder

- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Imp

- Death

- Berserk

- Sleep

- Poison

- Petrify

- Silence

- Confusion

=====

#040. Ghost

Basic Stats:

~~ Level : 10

~~ Maximum HP : 226

~~ Maximum MP : 70

~~ Attack : 1  
~~ Defense : 104  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 75  
~~ EXP. Earned: 48

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness
- Imp
- Berserk
- Sleep
- Poison
- Petrify
- Silence

=====  
#041. Poplium

Basic Stats:

~~ Level : 11  
~~ Maximum HP : 145  
~~ Maximum MP : 25  
~~ Attack : 13  
~~ Defense : 55  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 55  
~~ EXP. Earned: 55

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy
- ~~ Elemental Absorptions:
  - Poison
- ~~ Monster Type(s):
  - Undead
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Berserk
  - Sleep
  - Poison
  - Petrify
  - Silence

-----  
#042. Cloud

Basic Stats:

- ~~ Level : 12
- ~~ Maximum HP : 120
- ~~ Maximum MP : 100
- ~~ Attack : 5
- ~~ Defense : 110
- ~~ Evasion : 0
- ~~ Magic : 7
- ~~ Magic Defense: 150
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 101
- ~~ EXP. Earned: 35

Potential Item Steals:

- Hi-Potion

Potential Item Drops:

- Potion

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Holy
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Imp
  - Death

-----  
#043. Angel Whisper

Basic Stats:

- ~~ Level : 12
- ~~ Maximum HP : 230
- ~~ Maximum MP : 90
- ~~ Attack : 12
- ~~ Defense : 85
- ~~ Evasion : 0
- ~~ Magic : 10



~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 125  
~~ EXP. Earned: 42

Potential Item Steals:  
-- Hi-Potion

Potential Item Drops:  
-- Gold Needle

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Darkness  
- Imp  
- Berserk  
- Sleep  
- Poison  
- Petrify  
- Silence

=====

#044. Oversoul

Basic Stats:  
~~ Level : 13  
~~ Maximum HP : 390  
~~ Maximum MP : 190  
~~ Attack : 12  
~~ Defense : 55  
~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 228  
~~ EXP. Earned: 65

Potential Item Steals:  
-- Hi-Potion

Potential Item Drops:  
-- Holy Water  
-- Green Cherry

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:

- Poison
- ~~ Monster Type(s):
  - Undead
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Berserk
  - Sleep
  - Poison
  - Petrify
  - Silence

=====

#045. Bomb

Basic Stats:

~~ Level : 8  
~~ Maximum HP : 160  
~~ Maximum MP : 50  
~~ Attack : 10  
~~ Defense : 90  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 80  
~~ EXP. Earned: 35

Potential Item Steals:

- Hi-Potion
- Potion

Potential Item Drops:

- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:

- Ice/Blizzard
- Water

~~ Elemental Absorptions:

- Fire

~~ Monster Type(s): None.  
~~ Status Immunities:

- Darkness
- Poison
- Imp
- Petrify

=====

#046. Living Dead

Basic Stats:

~~ Level : 12  
~~ Maximum HP : 200  
~~ Maximum MP : 84  
~~ Attack : 10  
~~ Defense : 100  
~~ Evasion : 0

~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 135  
~~ EXP. Earned: 54

Potential Item Steals: None.

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead
- Humanoid

~~ Status Immunities:

- Darkness
- Poison
- Imp
- Silence
- Berserk
- Petrify

=====  
#047. Apparition

Basic Stats:

~~ Level : 19  
~~ Maximum HP : 1,500  
~~ Maximum MP : 10,000  
~~ Attack : 15  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 8  
~~ Magic Defense: 180  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Hyper Wrist

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Sleep
  - Berserk
  - Confusion
  - Slow
  - Stop

=====

#048. Siegfried

Basic Stats:

~~ Level : 7  
~~ Maximum HP : 100  
~~ Maximum MP : 5  
~~ Attack : 1  
~~ Defense : 50  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 1  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Green Cherry

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:

- Darkness
- Imp
- Death
- Sleep
- Berserk
- Poison
- Petrify
- Confusion
- Silence

=====

#049. Opinicus Fish

Basic Stats:

~~ Level : 9  
~~ Maximum HP : 10  
~~ Maximum MP : 60  
~~ Attack : 13  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Potion

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Thunder/Lightning

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Imp

- Petrify

=====

#050. Anguiform

Basic Stats:

~~ Level : 13

~~ Maximum HP : 315

~~ Maximum MP : 150

~~ Attack : 14

~~ Defense : 80

~~ Evasion : 0

~~ Magic : 6

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 358

~~ EXP. Earned: 96

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder

~~ Elemental Absorptions:

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp

=====

#051. Aspiran

Basic Stats:

~~ Level : 12

~~ Maximum HP : 220  
~~ Maximum MP : 330  
~~ Attack : 2  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 2  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 115  
~~ EXP. Earned: 48

Potential Item Steals:

-- Potion

Potential Item Drops:

-- X-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Confusion  
- Silence  
- Sleep

=====

#052. Actinian

Basic Stats:

~~ Level : 12  
~~ Maximum HP : 230  
~~ Maximum MP : 98  
~~ Attack : 13  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 125  
~~ EXP. Earned: 57

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Lightning/Thunder  
~~ Elemental Absorptions: Water

~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Berserk  
- Confusion  
- Silence  
- Sleep

=====

#053. Fidor

Basic Stats:

~~ Level : 13  
~~ Maximum HP : 355  
~~ Maximum MP : 80  
~~ Attack : 25  
~~ Defense : 55  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 170  
~~ Magic Evasion: 0

~~ Gil Earned : 180  
~~ EXP. Earned: 160

Potential Item Steals:

-- Hi-Potion  
-- Phoenix Down

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Petrify  
- Sleep

=====

#054. Corporal

Basic Stats:

~~ Level : 13  
~~ Maximum HP : 255  
~~ Maximum MP : 60  
~~ Attack : 15  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 125  
~~ Magic Evasion: 0

~~ Gil Earned : 96  
~~ EXP. Earned: 90

Potential Item Steals:

-- Mythril Sword

-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Poison

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities: None.

=====  
#055. Hunting Hound

Basic Stats:

~~ Level : 13

~~ Maximum HP : 285

~~ Maximum MP : 50

~~ Attack : 16

~~ Defense : 75

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 140

~~ Magic Evasion: 0

~~ Gil Earned : 55

~~ EXP. Earned: 115

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities: None.

=====  
#056. Fossil Dragon

Basic Stats:

~~ Level : 20

~~ Maximum HP : 1,399

~~ Maximum MP : 219

~~ Attack : 25

~~ Defense : 100

~~ Evasion : 0

~~ Magic : 3

~~ Magic Defense: 165

~~ Magic Evasion: 0

~~ Gil Earned : 1,870

~~ EXP. Earned: 380



Potential Item Steals:

- Remedy
- Holy Water

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Fire
  - Ice/Blizzard
  - Holy
  - Water
- ~~ Elemental Absorptions:
  - Poison
- ~~ Monster Type(s):
  - Undead
- ~~ Status Immunities:
  - Darkness
  - Poison
  - Imp
  - Silence
  - Sleep
  - Petrify
  - Berserk

=====

#057. Vulture

Basic Stats:

- ~~ Level : 15
- ~~ Maximum HP : 412
- ~~ Maximum MP : 60
- ~~ Attack : 13
- ~~ Defense : 100
- ~~ Evasion : 0
- ~~ Magic : 10
- ~~ Magic Defense: 155
- ~~ Magic Evasion: 0
  
- ~~ Gil Earned : 485
- ~~ EXP. Earned: 160

Potential Item Steals:

- Phoenix Down
- Hi-Potion

Potential Item Drops:

- Phoenix Down

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Wind/Aero
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Imp

=====

#058. Iron Fist

Basic Stats:

~~ Level : 15  
~~ Maximum HP : 333  
~~ Maximum MP : 65  
~~ Attack : 13  
~~ Defense : 75  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 249  
~~ EXP. Earned: 144

Potential Item Steals:

-- Twist Headband  
-- Potion

Potential Item Drops:

-- Mythril Knife

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None.

=====

#059. Bloodfang

Basic Stats:

~~ Level : 14  
~~ Maximum HP : 325  
~~ Maximum MP : 20  
~~ Attack : 13  
~~ Defense : 95  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 185  
~~ EXP. Earned: 135

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Dried Meat

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.

~~ Status Immunities: None.

=====

#060. Rock Wasp

Basic Stats:

~~ Level : 15  
~~ Maximum HP : 290  
~~ Maximum MP : 100  
~~ Attack : 14  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 165  
~~ Magic Evasion: 0

~~ Gil Earned : 168  
~~ EXP. Earned: 128

Potential Item Steals:

-- Potion  
-- Gold Needle

Potential Item Drops:

-- Gold Needle

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Wind  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Sleep

=====

#061. Paraladia

Basic Stats:

~~ Level : 15  
~~ Maximum HP : 492  
~~ Maximum MP : 100  
~~ Attack : 13  
~~ Defense : 125  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 125  
~~ Magic Evasion: 0

~~ Gil Earned : 365  
~~ EXP. Earned: 219

Potential Item Steals:

-- Remedy  
-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Berserk  
- Sleep  
- Confusion

=====

#062. Harvester

Basic Stats:

~~ Level : 16  
~~ Maximum HP : 428  
~~ Maximum MP : 85  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 314  
~~ EXP. Earned: 291

Potential Item Steals:

-- Dragoon Boots  
-- Silver Spectacles

Potential Item Drops:

-- Barrier Ring

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Stop  
- Slow

=====

#063. Hill Gigas

Basic Stats:

~~ Level : 16  
~~ Maximum HP : 1,200  
~~ Maximum MP : 60  
~~ Attack : 18  
~~ Defense : 125  
~~ Evasion : 0  
~~ Magic : 5

~~ Magic Defense: 115  
~~ Magic Evasion: 0

~~ Gil Earned : 600  
~~ EXP. Earned: 550

Potential Item Steals:  
-- Gigas Glove

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions:  
- Earth  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None.

=====  
#064. Gobbledygook

Basic Stats:  
~~ Level : 15  
~~ Maximum HP : 350  
~~ Maximum MP : 20  
~~ Attack : 13  
~~ Defense : 85  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 126  
~~ EXP. Earned: 104

Potential Item Steals:  
-- Phoenix Down  
-- Eye Drops

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None.

=====  
#065. Veil Dancer

Basic Stats:  
~~ Level : 15  
~~ Maximum HP : 392  
~~ Maximum MP : 120

~~ Attack : 13  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 296  
~~ EXP. Earned: 224

Potential Item Steals:

-- Thief's Knife  
-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Imp  
- Berserk  
- Confusion

=====

#066. Stunner

Basic Stats:

~~ Level : 16  
~~ Maximum HP : 299  
~~ Maximum MP : 20  
~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 160  
~~ Magic Evasion: 0

~~ Gil Earned : 156  
~~ EXP. Earned: 108

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

=====

#067. Goetia

Basic Stats:

~~ Level : 16  
~~ Maximum HP : 499  
~~ Maximum MP : 40  
~~ Attack : 20  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 190  
~~ Magic Evasion: 0

~~ Gil Earned : 235  
~~ EXP. Earned: 145

Potential Item Steals:

-- Antidote  
-- Hi-Potion

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

=====

#068. Litwor Chicken

Basic Stats:

~~ Level : 18  
~~ Maximum HP : 545  
~~ Maximum MP : 155  
~~ Attack : 11  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 3  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 279  
~~ EXP. Earned: 190

Potential Item Steals:

-- Sleeping Bag  
-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard

~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Death  
- Silence  
- Sleep  
- Petrify

=====

#069. Joker

Basic Stats:

~~ Level : 17  
~~ Maximum HP : 467  
~~ Maximum MP : 90  
~~ Attack : 13  
~~ Defense : 125  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 320

~~ EXP. Earned: 194

Potential Item Steals:

-- Green Beret  
-- Potion

Potential Item Drops:

-- Mythril Rod

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp

=====

#070. Don

Basic Stats:

~~ Level : 17  
~~ Maximum HP : 320  
~~ Maximum MP : 10  
~~ Attack : 14  
~~ Defense : 135  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 345



~~ EXP. Earned: 255

Potential Item Steals:

- Tiger Mask
- Potion

Potential Item Drops:

- Hi-Potion

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses: None.
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Petrify

=====

#071. Wyvern

Basic Stats:

- ~~ Level : 18
- ~~ Maximum HP : 892
- ~~ Maximum MP : 95
- ~~ Attack : 15
- ~~ Defense : 140
- ~~ Evasion : 0
- ~~ Magic : 10
- ~~ Magic Defense: 155
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 434
- ~~ EXP. Earned: 484

Potential Item Steals:

- Dragoon Boots
- Potion

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Ice/Blizzard
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Imp

=====

#072. Grasswyrn

Basic Stats:

- ~~ Level : 17
- ~~ Maximum HP : 480
- ~~ Maximum MP : 20
- ~~ Attack : 13
- ~~ Defense : 115
- ~~ Evasion : 0
- ~~ Magic : 10

~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 234  
~~ EXP. Earned: 278

Potential Item Steals:  
-- Antidote

Potential Item Drops:  
-- Echo Screen

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Wind/Aero  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Silence  
- Sleep

=====

#073. Grenade

Basic Stats:  
~~ Level : 17  
~~ Maximum HP : 3,000  
~~ Maximum MP : 500  
~~ Attack : 13  
~~ Defense : 0  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 500  
~~ EXP. Earned: 190

Potential Item Steals:  
-- Flame Scroll

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Petrify

=====

#074. Bug

Basic Stats:

~~ Level : 16  
~~ Maximum HP : 310  
~~ Maximum MP : 20  
~~ Attack : 13  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 210  
~~ EXP. Earned: 165

Potential Item Steals:

-- Hi-Potion  
-- Gold Needle

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Sleep  
- Silence

-----  
#075. Onion Knight

Basic Stats:

~~ Level : 18  
~~ Maximum HP : 250  
~~ Maximum MP : 50  
~~ Attack : 13  
~~ Defense : 200  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 100  
~~ EXP. Earned: 115

Potential Item Steals:

-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:

- Lightning/Thunder
- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Poison
- Imp
- Petrify

=====

#076. Sergeant

Basic Stats:

~~ Level : 18

~~ Maximum HP : 580

~~ Maximum MP : 35

~~ Attack : 13

~~ Defense : 210

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 145

~~ Magic Evasion: 0

~~ Gil Earned : 273

~~ EXP. Earned: 252

Potential Item Steals:

- Mythril Vest
- Tent

Potential Item Drops:

- Tent

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder
- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Poison
- Imp
- Petrify

=====

#077. Belzecue

Basic Stats:

~~ Level : 19

~~ Maximum HP : 615

~~ Maximum MP : 45

~~ Attack : 13

~~ Defense : 220

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 140

~~ Magic Evasion: 0

~~ Gil Earned : 343  
~~ EXP. Earned: 228

Potential Item Steals:

- Phoenix Down
- Potion

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Lightning/Thunder
  - Water
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Poison
  - Imp
  - Petrify

=====

#078. Proto Armor

Basic Stats:

- ~~ Level : 19
- ~~ Maximum HP : 670
- ~~ Maximum MP : 125
- ~~ Attack : 12
- ~~ Defense : 230
- ~~ Evasion : 0
- ~~ Magic : 7
- ~~ Magic Defense: 110
- ~~ Magic Evasion: 0

~~ Gil Earned : 296  
~~ EXP. Earned: 499

Potential Item Steals:

- Mythril Mail
- Hi-Potion

Potential Item Drops:

- Bioblaster

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Lightning/Thunder
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Poison
  - Imp
  - Petrify

=====

#079. Trapper

Basic Stats:

~~ Level : 19  
~~ Maximum HP : 555  
~~ Maximum MP : 80  
~~ Attack : 13  
~~ Defense : 180  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 135  
~~ Magic Evasion: 0

~~ Gil Earned : 200  
~~ EXP. Earned: 235

Potential Item Steals:

-- Auto Crossbow

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Petrify  
- Imp

=====

#080. Flan

Basic Stats:

~~ Level : 19  
~~ Maximum HP : 255  
~~ Maximum MP : 110  
~~ Attack : 13  
~~ Defense : 13  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 135  
~~ Magic Evasion: 0

~~ Gil Earned : 120  
~~ EXP. Earned: 160

Potential Item Steals:

-- Magicite Shard  
-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
- Earth  
- Holy  
- Water

- Wind/Aero  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Petrify  
- Poison  
- Imp

-----  
#081. General

Basic Stats:

~~ Level : 19  
~~ Maximum HP : 650  
~~ Maximum MP : 30  
~~ Attack : 13  
~~ Defense : 155  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 105  
~~ Magic Evasion: 0

~~ Gil Earned : 308  
~~ EXP. Earned: 232

Potential Item Steals:

-- Mythril Shield  
-- Potion

Potential Item Drops:

-- Green Cherry

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None.

-----  
#082. Destroyer

Basic Stats:

~~ Level : 19  
~~ Maximum HP : 800  
~~ Maximum MP : 35  
~~ Attack : 13  
~~ Defense : 200  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 100  
~~ Magic Evasion: 0

~~ Gil Earned : 400  
~~ EXP. Earned: 592

Potential Item Steals:

-- Flash

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions:

- Lightning/Thunder

~~ Monster Type(s): None.

~~ Status Immunities:

- Petrify

- Death

=====

#083. Lenergia

Basic Stats:

~~ Level : 19

~~ Maximum HP : 470

~~ Maximum MP : 63

~~ Attack : 13

~~ Defense : 170

~~ Evasion : 0

~~ Magic : 8

~~ Magic Defense: 120

~~ Magic Evasion: 0

~~ Gil Earned : 250

~~ EXP. Earned: 438

Potential Item Steals:

-- Hi-Potion

-- Green Cherry

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp

=====

#084. Magna Roader

Basic Stats:

~~ Level : 19

~~ Maximum HP : 420

~~ Maximum MP : 100

~~ Attack : 12

~~ Defense : 25

~~ Evasion : 0

~~ Magic : 1

~~ Magic Defense: 140

~~ Magic Evasion: 0



~~ Gil Earned : 277

~~ EXP. Earned: 232

Potential Item Steals:

-- Shuriken

-- Lightning Scroll

Potential Item Drops:

-- Water Scroll

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Ice/Blizzard

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp

- Petrify

- Death

- Sleep

- Confusion

- Silence

=====

#085. Magna Roader

Basic Stats:

~~ Level : 18

~~ Maximum HP : 250

~~ Maximum MP : 100

~~ Attack : 10

~~ Defense : 20

~~ Evasion : 0

~~ Magic : 1

~~ Magic Defense: 140

~~ Magic Evasion: 0

~~ Gil Earned : 300

~~ EXP. Earned: 198

Potential Item Steals:

-- Shuriken

-- Lightning Scroll

Potential Item Drops:

-- Flame Scroll

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp

- Silence

- Petrify

- Death
- Sleep

-----  
#086. Chaser

Basic Stats:

~~ Level : 19  
~~ Maximum HP : 1,202  
~~ Maximum MP : 140  
~~ Attack : 13  
~~ Defense : 200  
~~ Evasion : 0  
~~ Magic : 8  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 380  
~~ EXP. Earned: 691

Potential Item Steals:

-- Bioblaster

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify

-----  
#087. Outcast

Basic Stats:

~~ Level : 21  
~~ Maximum HP : 1,100  
~~ Maximum MP : 50  
~~ Attack : 18  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 12  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 442  
~~ EXP. Earned: 740

Potential Item Steals:

-- Amulet

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Holy
  - Water
- ~~ Elemental Absorptions:
  - Fire
  - Poison
- ~~ Monster Type(s):
  - Undead
- ~~ Status Immunities:
  - Darkness
  - Poison
  - Imp
  - Petrify
  - Silence
  - Sleep
  - Berserk

-----

#088. Provoker

Basic Stats:

- ~~ Level : 20
- ~~ Maximum HP : 781
- ~~ Maximum MP : 60
- ~~ Attack : 17
- ~~ Defense : 110
- ~~ Evasion : 0
- ~~ Magic : 10
- ~~ Magic Defense: 150
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 300
- ~~ EXP. Earned: 415

Potential Item Steals:

- Hi-Potion
- Holy Water

Potential Item Drops:

- Holy Water

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Ice/Blizzard
  - Holy
- ~~ Elemental Absorptions:
  - Fire
  - Poison
- ~~ Monster Type(s):
  - Undead
- ~~ Status Immunities:
  - Darkness
  - Poison
  - Imp
  - Petrify
  - Silence
  - Sleep

- Slow
- Berserk
- Stop

=====

#089. Zombie Dragon

Basic Stats:

~~ Level : 21  
~~ Maximum HP : 1,991  
~~ Maximum MP : 160  
~~ Attack : 29  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 100  
~~ Magic Evasion: 0

~~ Gil Earned : 309  
~~ EXP. Earned: 1,072

Potential Item Steals:

- Hi-Potion
- Phoenix Down

Potential Item Drops:

- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Darkness  
- Poison  
- Imp  
- Petrify  
- Silence  
- Sleep  
- Berserk

=====

#090. Antares

Basic Stats:

~~ Level : 20  
~~ Maximum HP : 480  
~~ Maximum MP : 15  
~~ Attack : 20  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ Gil Earned : 270

~~ EXP. Earned: 290

Potential Item Steals:

- Hi-Potion
- Antidote

Potential Item Drops:

- Antidote

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard

~~ Elemental Absorptions:

- Fire

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Silence
- Berserk
- Confusion
- Sleep

=====

#091. Lich

Basic Stats:

~~ Level : 20

~~ Maximum HP : 590

~~ Maximum MP : 90

~~ Attack : 1

~~ Defense : 50

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 190

~~ Magic Evasion: 0

~~ Gil Earned : 350

~~ EXP. Earned: 374

Potential Item Steals:

- Poison Rod
- Green Cherry

Potential Item Drops:

- Green Cherry

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Holy

~~ Elemental Absorptions:

- Fire
- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness

- Poison
- Silence
- Sleep
- Slow
- Stop
- Berserk
- Petrify
- Imp

=====

#092. Imperial Elite

Basic Stats:

~~ Level : 21  
~~ Maximum HP : 700  
~~ Maximum MP : 20  
~~ Attack : 13  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 200

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Magicite Shard

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Poison  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confusion  
- Sleep  
- Slow  
- Stop

=====

#093. Mega Armor

Basic Stats:

~~ Level : 21  
~~ Maximum HP : 1,000  
~~ Maximum MP : 50  
~~ Attack : 19  
~~ Defense : 120

~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 100  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 350

Potential Item Steals:  
-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify

=====

#094. Briareus

Basic Stats:  
~~ Level : 22  
~~ Maximum HP : 750  
~~ Maximum MP : 100  
~~ Attack : 17  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 458  
~~ EXP. Earned: 465

Potential Item Steals:  
-- Gaia Gear

Potential Item Drops:  
-- Hi-Potion

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Death

=====

#095. Devourer

Basic Stats:

~~ Level : 21  
~~ Maximum HP : 420  
~~ Maximum MP : 100  
~~ Attack : 10  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 280  
~~ EXP. Earned: 214

Potential Item Steals:

-- Remedy  
-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Death  
- Confusion

=====

#096. Chimera

Basic Stats:

~~ Level : 22  
~~ Maximum HP : 2,237  
~~ Maximum MP : 100  
~~ Attack : 25  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 110  
~~ Magic Evasion: 0

~~ Gil Earned : 760  
~~ EXP. Earned: 1,144

Potential Item Steals:

-- Hyper Wrist

Potential Item Drops:

-- Golden Armor

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:



- Darkness
- Imp
- Death
- Confusion
- Slow
- Poison
- Petrify
- Silence
- Sleep
- Stop

-----  
#097. Intangir

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 32,000  
~~ Maximum MP : 16,000  
~~ Attack : 25  
~~ Defense : 150  
~~ Evasion : 50  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Magicite Shard

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:

- Fire
- Ice/Blizzard
- Lightning/Thunder
- Wind/Aero
- Holy
- Earth
- Poison
- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Death
- Sleep
- Berserk
- Poison
- Petrify
- Silence
- Confusion

-----  
#098. Balloon

Basic Stats:

~~ Level : 22  
~~ Maximum HP : 555  
~~ Maximum MP : 80  
~~ Attack : 11  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ Gil Earned : 300  
~~ EXP. Earned: 369

Potential Item Steals:

-- Phoenix Down

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Sleep

=====

#099. Bonnacon

Basic Stats:

~~ Level : 23  
~~ Maximum HP : 505  
~~ Maximum MP : 20  
~~ Attack : 12  
~~ Defense : 50  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 50  
~~ Magic Evasion: 0

~~ Gil Earned : 270  
~~ EXP. Earned: 232

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.

~~ Status Immunities:  
- Darkness  
- Imp  
- Silence  
- Berserk  
- Confusion  
- Sleep  
- Stop  
- Slow

=====

#100. Land Grillon

Basic Stats:

~~ Level : 23  
~~ Maximum HP : 977  
~~ Maximum MP : 80  
~~ Attack : 15  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 410

~~ EXP. Earned: 292

Potential Item Steals:

-- Echo Screen

Potential Item Drops:

-- Smoke Bomb

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Wind/Aero

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Silence
- Confusion
- Sleep

=====

#101. Adamankary

Basic Stats:

~~ Level : 24  
~~ Maximum HP : 1,305  
~~ Maximum MP : 50  
~~ Attack : 22  
~~ Defense : 225  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 45  
~~ Magic Evasion: 0

~~ Gil Earned : 189  
~~ EXP. Earned: 1,450

Potential Item Steals:

-- Golden Shield

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Petrify  
- Death  
- Confusion

=====

#102. Mandrake

Basic Stats:

~~ Level : 23  
~~ Maximum HP : 1,150  
~~ Maximum MP : 104  
~~ Attack : 16  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 125  
~~ Magic Evasion: 0

~~ Gil Earned : 450

~~ EXP. Earned: 378

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Remedy

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Poison  
- Imp  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confusion  
- Sleep

=====

#103. Venobennu

Basic Stats:

~~ Level : 24  
~~ Maximum HP : 860  
~~ Maximum MP : 82  
~~ Attack : 16  
~~ Defense : 125  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 525  
~~ EXP. Earned: 485

Potential Item Steals:

-- Antidote

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Petrify  
- Silence  
- Sleep

=====

#104. Sky Armor

Basic Stats:

~~ Level : 24  
~~ Maximum HP : 900  
~~ Maximum MP : 170  
~~ Attack : 16  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 400  
~~ EXP. Earned: 350

Potential Item Steals:

-- Ether

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:

- Lightning/Thunder
- Wind/Aero

~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:

- Poison
- Imp
- Petrify

=====

#105. Spitfire

Basic Stats:

~~ Level : 25  
~~ Maximum HP : 1,400  
~~ Maximum MP : 180  
~~ Attack : 17  
~~ Defense : 155  
~~ Evasion : 0  
~~ Magic : 4  
~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ Gil Earned : 300  
~~ EXP. Earned: 550

Potential Item Steals:

-- Elixir  
-- Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:

- Lightning/Thunder
- Wind/Aero

~~ Elemental Absorptions: None.  
~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Poison
- Petrify
- Slow
- Imp
- Stop

=====

#106. Brainpan

Basic Stats:

~~ Level : 25  
~~ Maximum HP : 1,300  
~~ Maximum MP : 1,000  
~~ Attack : 24  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 110

~~ Magic Evasion: 0

~~ Gil Earned : 660

~~ EXP. Earned: 550

Potential Item Steals:

-- Earring

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy
- Lightning/Thunder

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness
- Imp
- Berserk
- Sleep
- Silence
- Poison

=====

#107. Misfit

Basic Stats:

~~ Level : 26

~~ Maximum HP : 1,750

~~ Maximum MP : 140

~~ Attack : 26

~~ Defense : 105

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 155

~~ Magic Evasion: 0

~~ Gil Earned : 786

~~ EXP. Earned: 750

Potential Item Steals:

-- Alarm Earring

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness
- Poison
- Imp
- Silence
- Berserk
- Sleep

=====

#108. Apocrypha

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 1,900  
~~ Maximum MP : 195  
~~ Attack : 18  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 525  
~~ EXP. Earned: 1,200

Potential Item Steals:

-- Angel Ring

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Holy  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Death  
- Confusion  
- Imp  
- Berserk

=====

#109. Dragon

Basic Stats:

~~ Level : 29  
~~ Maximum HP : 7,000  
~~ Maximum MP : 850  
~~ Attack : 45  
~~ Defense : 130  
~~ Evasion : 40  
~~ Magic : 10  
~~ Magic Defense: 110  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 2,931



Potential Item Steals:

- Genji Glove
- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Lightning/Thunder
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Imp
  - Petrify
  - Death
  - Silence
  - Berserk
  - Confusion

=====  
#110. Platinum Dragon

Basic Stats:

- ~~ Level : 26
- ~~ Maximum HP : 2,802
- ~~ Maximum MP : 200
- ~~ Attack : 35
- ~~ Defense : 150
- ~~ Evasion : 0
- ~~ Magic : 10
- ~~ Magic Defense: 115
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 1,300
- ~~ EXP. Earned: 895

Potential Item Steals:

- Dragoon Boots

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses: None.
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Imp

=====  
#111. Behemoth

Basic Stats:

- ~~ Level : 28
- ~~ Maximum HP : 5,800
- ~~ Maximum MP : 180
- ~~ Attack : 25
- ~~ Defense : 100

~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 135  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 2,055

Potential Item Steals:  
-- Hermes Sandals

Potential Item Drops:  
-- X-Potion

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Silence  
- Sleep  
- Stop  
- Poison  
- Death  
- Confusion  
- Slow

-----  
#112. Ninja

Basic Stats:  
~~ Level : 27  
~~ Maximum HP : 1,650  
~~ Maximum MP : 130  
~~ Attack : 22  
~~ Defense : 135  
~~ Evasion : 50  
~~ Magic : 5  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 520  
~~ EXP. Earned: 694

Potential Item Steals:  
-- Angel Wings

Potential Item Drops:  
-- Fuma Shuriken

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions:

- Poison
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Darkness
  - Petrify
  - Confusion
  - Sleep
  - Slow
  - Stop

-----  
#113. Naude

Basic Stats:

~~ Level : 24  
~~ Maximum HP : 3,000  
~~ Maximum MP : 195  
~~ Attack : 11  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:

- Poison
- Earth
- Water
- Wind/Aero

~~ Elemental Weaknesses:

- Fire
- Holy
- Lightning/Thunder

~~ Elemental Absorptions:

- Ice/Blizzard

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Death
- Berserk
- Confusion
- Slow
- Stop

-----  
#114. Fafnir

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 1,112  
~~ Maximum MP : 130

~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 456  
~~ EXP. Earned: 459

Potential Item Steals:

-- Antidote

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities: None.

=====

#115. Killer Mantis

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 1,412  
~~ Maximum MP : 110  
~~ Attack : 16  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 756  
~~ EXP. Earned: 559

Potential Item Steals:

-- Venom Claws

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Death  
- Confusion  
- Sleep

=====

#116. Peeper

Basic Stats:

~~ Level : 23  
~~ Maximum HP : 1  
~~ Maximum MP : 19  
~~ Attack : 7  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 5  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 2

Potential Item Steals:

-- Elixir

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison

=====

#117. Murussu

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 1,111  
~~ Maximum MP : 60  
~~ Attack : 13  
~~ Defense : 140  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 80  
~~ Magic Evasion: 0

~~ Gil Earned : 356  
~~ EXP. Earned: 321

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Remedy

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Petrify

- Silence

=====

#118. Gigantoad

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 458  
~~ Maximum MP : 20  
~~ Attack : 11  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ Gil Earned : 340  
~~ EXP. Earned: 235

Potential Item Steals: None.

Potential Item Drops:

-- Sleeping Bag

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Death

=====

#119. Land Ray

Basic Stats:

~~ Level : 23  
~~ Maximum HP : 1  
~~ Maximum MP : 18  
~~ Attack : 6  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 5  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 1

Potential Item Steals:

-- Megalixir

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Water

~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Petrify  
- Death  
- Sleep

=====

#120. Luna Wolf

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 582  
~~ Maximum MP : 25  
~~ Attack : 13  
~~ Defense : 155  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 247  
~~ EXP. Earned: 308

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Death  
- Silence  
- Sleep

=====

#121. Black Dragon

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 4,000  
~~ Maximum MP : 600  
~~ Attack : 14  
~~ Defense : 102  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 20  
~~ Magic Evasion: 0

~~ Gil Earned : 502  
~~ EXP. Earned: 780

Potential Item Steals:

-- Holy Water

Potential Item Drops:

-- Tent

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness

- Imp

- Silence

- Sleep

- Poison

- Petrify

- Berserk

=====

#122. Rukh

Basic Stats:

~~ Level : 26

~~ Maximum HP : 850

~~ Maximum MP : 100

~~ Attack : 12

~~ Defense : 105

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 120

~~ Magic Evasion: 0

~~ Gil Earned : 596

~~ EXP. Earned: 249

Potential Item Steals: None.

Potential Item Drops:

-- Echo Screen

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp

- Death

- Sleep

- Silence

- Petrify

=====

#123. Zokka



Basic Stats:

~~ Level : 26  
~~ Maximum HP : 305  
~~ Maximum MP : 35  
~~ Attack : 5  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 5  
~~ Magic Defense: 80  
~~ Magic Evasion: 0

~~ Gil Earned : 400  
~~ EXP. Earned: 267

Potential Item Steals:

-- Hi-Potion

Potential Item Drops:

-- Teleport Stone

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Silence  
- Petrify  
- Sleep

=====  
#124. Nightwalker

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 265  
~~ Maximum MP : 190  
~~ Attack : 9  
~~ Defense : 140  
~~ Evasion : 0  
~~ Magic : 6  
~~ Magic Defense: 115  
~~ Magic Evasion: 0

~~ Gil Earned : 491  
~~ EXP. Earned: 256

Potential Item Steals:

-- X-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy

- ~~ Elemental Absorptions:
  - Poison
- ~~ Monster Type(s):
  - Undead
- ~~ Status Immunities:
  - Darkness
  - Poison
  - Imp
  - Petrify
  - Silence
  - Berserk
  - Sleep

=====

#125. Scorpion

Basic Stats:

- ~~ Level : 26
- ~~ Maximum HP : 290
- ~~ Maximum MP : 19
- ~~ Attack : 10
- ~~ Defense : 5
- ~~ Evasion : 0
- ~~ Magic : 9
- ~~ Magic Defense: 215
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 336
- ~~ EXP. Earned: 199

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:
  - Darkness
  - Imp
  - Petrify
  - Silence
  - Sleep
  - Confusion
  - Berserk

=====

#126. Delta Beetle

Basic Stats:

- ~~ Level : 26
- ~~ Maximum HP : 612
- ~~ Maximum MP : 80
- ~~ Attack : 11
- ~~ Defense : 220
- ~~ Evasion : 0

~~ Magic : 10  
~~ Magic Defense: 5  
~~ Magic Evasion: 0

~~ Gil Earned : 211  
~~ EXP. Earned: 288

Potential Item Steals:

-- Potion

Potential Item Drops:

-- Sleeping Bag

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Poison  
- Berserk  
- Confusion

=====

#127. Vampire Thorn

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 12  
~~ Maximum MP : 400  
~~ Attack : 13  
~~ Defense : 254  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 254  
~~ Magic Evasion: 0

~~ Gil Earned : 896  
~~ EXP. Earned: 510

Potential Item Steals:

-- Echo Screen

Potential Item Drops:

-- Smoke Bomb

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Darkness  
- Imp

- Silence
- Sleep
- Poison
- Petrify
- Berserk

=====

#128. Lizard

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 1,280  
~~ Maximum MP : 70  
~~ Attack : 14  
~~ Defense : 102  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 153  
~~ Magic Evasion: 0

~~ Gil Earned : 356  
~~ EXP. Earned: 297

Potential Item Steals:

-- Blood Sword

Potential Item Drops:

-- Gold Needle

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Petrify  
- Silence

=====

#129. Devoahan

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 2,512  
~~ Maximum MP : 218  
~~ Attack : 15  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 458  
~~ EXP. Earned: 562

Potential Item Steals:

-- Diamond Vest  
-- Ether

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Petrify
- Sleep

=====  
#130. Sandhorse

Basic Stats:

~~ Level : 27  
~~ Maximum HP : 1,025  
~~ Maximum MP : 100  
~~ Attack : 15  
~~ Defense : 135  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 726

~~ EXP. Earned: 475

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard
- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Petrify
- Death
- Silence
- Berserk
- Confusion
- Sleep

=====  
#131. Cancer

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 952  
~~ Maximum MP : 100

~~ Attack : 15  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 576  
~~ EXP. Earned: 360

Potential Item Steals:

-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard
- Lightning/Thunder
- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Petrify
- Silence
- Confusion
- Imp
- Death
- Berserk
- Sleep

=====  
#132. Oceanus

Basic Stats:

~~ Level : 27  
~~ Maximum HP : 1,700  
~~ Maximum MP : 100  
~~ Attack : 15  
~~ Defense : 125  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 971  
~~ EXP. Earned: 612

Potential Item Steals:

-- Gaia Gear

Potential Item Drops:

-- Antidote

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder

~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Poison  
- Imp  
- Sleep  
- Berserk

=====

#133. Desert Hare

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 75  
~~ Maximum MP : 200  
~~ Attack : 7  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 30  
~~ Magic Defense: 100  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Remedy

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Death  
- Silence  
- Berserk

=====

#134. Humpty

Basic Stats:

~~ Level : 27  
~~ Maximum HP : 800  
~~ Maximum MP : 100  
~~ Attack : 8  
~~ Defense : 145  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 135  
~~ Magic Evasion: 0

~~ Gil Earned : 326  
~~ EXP. Earned: 421

Potential Item Steals:

-- Green Cherry

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness
- Poison
- Imp
- Petrify
- Berserk
- Silence
- Sleep

-----  
#135. Cruller

Basic Stats:

~~ Level : 28  
~~ Maximum HP : 1,334  
~~ Maximum MP : 100  
~~ Attack : 11  
~~ Defense : 110  
~~ Evasion : 100  
~~ Magic : 4  
~~ Magic Defense: 70  
~~ Magic Evasion: 0

~~ Gil Earned : 797

~~ EXP. Earned: 419

Potential Item Steals:

-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness
- Poison
- Petrify
- Slow
- Berserk



- Imp
- Silence
- Stop
- Sleep

=====

#136. Dropper

Basic Stats:

~~ Level : 27  
~~ Maximum HP : 1,000  
~~ Maximum MP : 80  
~~ Attack : 6  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 427

~~ EXP. Earned: 398

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder
- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Poison
- Death
- Berserk
- Sleep
- Petrify
- Silence
- Confusion

=====

#137. Neck Hunter

Basic Stats:

~~ Level : 28  
~~ Maximum HP : 1,334  
~~ Maximum MP : 150  
~~ Attack : 5  
~~ Defense : 102  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 153  
~~ Magic Evasion: 0

~~ Gil Earned : 1,330  
~~ EXP. Earned: 588

Potential Item Steals:

-- Black Cowl

Potential Item Drops:

-- Peace Ring

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp

-----  
#138. Dante

Basic Stats:

~~ Level : 28  
~~ Maximum HP : 1,945  
~~ Maximum MP : 200  
~~ Attack : 17  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 712  
~~ EXP. Earned: 1,150

Potential Item Steals:

-- Diamond Helm

Potential Item Drops:

-- Golden Shield

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Undead  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Poison  
- Imp  
- Petrify  
- Silence  
- Berserk  
- Sleep

-----

#139. Bogy

Basic Stats:

~~ Level : 29  
~~ Maximum HP : 1.318  
~~ Maximum MP : 100  
~~ Attack : 15  
~~ Defense : 102  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 153  
~~ Magic Evasion: 0

~~ Gil Earned : 1,200  
~~ EXP. Earned: 532

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Petrify

=====

#140. Marchosias

Basic Stats:

~~ Level : 29  
~~ Maximum HP : 1,418  
~~ Maximum MP : 100  
~~ Attack : 19  
~~ Defense : 102  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 153  
~~ Magic Evasion: 0

~~ Gil Earned : 909  
~~ EXP. Earned: 449

Potential Item Steals:

-- Phoenix Down

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Wind/Aero  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Petrify

- Death
- Sleep
- Slow
- Stop
- Confusion

=====

#141. Deepeye

Basic Stats:

~~ Level : 28  
~~ Maximum HP : 1,334  
~~ Maximum MP : 100  
~~ Attack : 14  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 485  
~~ EXP. Earned: 385

Potential Item Steals:

-- Eye Drops

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Sleep

=====

#142. Mousse

Basic Stats:

~~ Level : 28  
~~ Maximum HP : 900  
~~ Maximum MP : 100  
~~ Attack : 11  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 105  
~~ Magic Evasion: 0

~~ Gil Earned : 287  
~~ EXP. Earned: 189

Potential Item Steals:

-- Magicite Shard

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:

- Poison
- Holy
- Water
- Earth
- Wind/Aero

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Death
- Confusion
- Sleep
- Berserk
- Petrify
- Poison

=====

#143. Borghese

Basic Stats:

~~ Level : 30  
~~ Maximum HP : 1,584  
~~ Maximum MP : 250  
~~ Attack : 45  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 716

~~ EXP. Earned: 512

Potential Item Steals:

-- Amulet

Potential Item Drops:

-- Amulet  
-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead
- Humanoid

~~ Status Immunities:

- Darkness
- Imp
- Silence
- Sleep
- Poison

- Petrify
- Berserk

-----  
#144. Marlboro

Basic Stats:

~~ Level : 30  
~~ Maximum HP : 2,900  
~~ Maximum MP : 980  
~~ Attack : 20  
~~ Defense : 95  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 2,292  
~~ EXP. Earned: 780

Potential Item Steals:

-- X-Potion

Potential Item Drops:

-- Remedy

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Poison  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Death  
- Silence  
- Sleep

-----  
#145. Cloudwraith

Basic Stats:

~~ Level : 29  
~~ Maximum HP : 2,058  
~~ Maximum MP : 360  
~~ Attack : 13  
~~ Defense : 145  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 385  
~~ EXP. Earned: 485

Potential Item Steals:

-- Diamond Vest  
-- Hi-Potion

Potential Item Drops:

- Amulet
- Holy Water

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Fire
  - Holy
- ~~ Elemental Absorptions:
  - Poison
- ~~ Monster Type(s):
  - Undead
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Silence
  - Sleep
  - Stop
  - Poison
  - Petrify
  - Berserk
  - Slow

=====

#146. Exoray

Basic Stats:

- ~~ Level : 29
- ~~ Maximum HP : 1,200
- ~~ Maximum MP : 112
- ~~ Attack : 13
- ~~ Defense : 105
- ~~ Evasion : 0
- ~~ Magic : 10
- ~~ Magic Defense: 105
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 370
- ~~ EXP. Earned: 449

Potential Item Steals: None.

Potential Item Drops:

- Holy Water

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Fire
  - Holy
- ~~ Elemental Absorptions:
  - Poison
- ~~ Monster Type(s):
  - Undead
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Silence

- Confusion
- Petrify
- Berserk
- Sleep

=====

#147. Skeletal Horror

Basic Stats:

~~ Level : 30  
~~ Maximum HP : 1,584  
~~ Maximum MP : 143  
~~ Attack : 45  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 542  
~~ EXP. Earned: 770

Potential Item Steals:

-- Remedy

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Poison  
- Petrify  
- Berserk  
- Sleep  
- Silence  
- Imp  
- Darkness

=====

#148. Mugbear

Basic Stats:

~~ Level : 34  
~~ Maximum HP : 1,409  
~~ Maximum MP : 74  
~~ Attack : 14  
~~ Defense : 165  
~~ Evasion : 110  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0



~~ Gil Earned : 2,000  
~~ EXP. Earned: 882

Potential Item Steals:  
-- Thief's Bracer

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Silence  
- Confusion

-----  
#149. Devil Fist

Basic Stats:  
~~ Level : 34  
~~ Maximum HP : 1.759  
~~ Maximum MP : 68  
~~ Attack : 10  
~~ Defense : 125  
~~ Evasion : 120  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 2,000  
~~ EXP. Earned: 797

Potential Item Steals:  
-- Brigand's Glove

Potential Item Drops:  
-- Air Knife

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Petrify  
- Death  
- Berserk  
- Confusion

-----  
#150. Luridan

Basic Stats:  
~~ Level : 34

~~ Maximum HP : 1,079  
~~ Maximum MP : 122  
~~ Attack : 12  
~~ Defense : 210  
~~ Evasion : 25  
~~ Magic : 10  
~~ Magic Defense: 125  
~~ Magic Evasion: 0

~~ Gil Earned : 1,000  
~~ EXP. Earned: 707

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Wind/Aero

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Berserk
- Sleep
- Confusion

-----  
#151. Punisher

Basic Stats:

~~ Level : 35  
~~ Maximum HP : 2,191  
~~ Maximum MP : 136  
~~ Attack : 28  
~~ Defense : 100  
~~ Evasion : 115  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 3,000  
~~ EXP. Earned: 1,242

Potential Item Steals:

-- Bone Club  
-- Rising Sun

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Poison

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid
- ~~ Status Immunities:
- Imp
  - Sleep
  - Slow
  - Stop

=====

#152. Glasya Labolas

Basic Stats:

~~ Level : 35  
~~ Maximum HP : 4,771  
~~ Maximum MP : 590  
~~ Attack : 23  
~~ Defense : 150  
~~ Evasion : 105  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 10

~~ Gil Earned : 2,500  
~~ EXP. Earned: 2,953

Potential Item Steals:

- Muscle Belt
- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Death  
- Silence

=====

#153. Gorgimera

Basic Stats:

~~ Level : 36  
~~ Maximum HP : 7,191  
~~ Maximum MP : 354  
~~ Attack : 40  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 15  
~~ Magic Defense: 160  
~~ Magic Evasion: 0

~~ Gil Earned : 1,889  
~~ EXP. Earned: 4,928

Potential Item Steals:

- Golden Spear

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses: None.
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Death
  - Petrify
  - Silence
  - Berserk
  - Confusion

=====

#154. Twinscythe

Basic Stats:

- ~~ Level : 36
- ~~ Maximum HP : 2,500
- ~~ Maximum MP : 187
- ~~ Attack : 21
- ~~ Defense : 125
- ~~ Evasion : 20
- ~~ Magic : 12
- ~~ Magic Defense: 140
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 726
- ~~ EXP. Earned: 1.753

Potential Item Steals:

- Poison Rod

Potential Item Drops:

- Poison Rod

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Fire
  - Aero/Wind
- ~~ Elemental Absorptions:
  - Ice/Blizzard
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Silence
  - Confusion
  - Sleep
  - Berserk
  - Poison
  - Petrify

=====

#155. Death Warden

Basic Stats:

~~ Level : 19  
~~ Maximum HP : 8,000  
~~ Maximum MP : 8,000  
~~ Attack : 13  
~~ Defense : 140  
~~ Evasion : 0  
~~ Magic : 55  
~~ Magic Defense: 160  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Potion  
-- Potion

Potential Item Drops:

-- Tigerfang

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Imp  
- Silence  
- Berserk  
- Sleep  
- Stop

=====  
#156. Misty

Basic Stats:

~~ Level : 37  
~~ Maximum HP : 3,850  
~~ Maximum MP : 500  
~~ Attack : 1  
~~ Defense : 110  
~~ Evasion : 20  
~~ Magic : 8  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 1,260  
~~ EXP. Earned: 1,151

Potential Item Steals:

-- Moogle Suit

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Sleep  
- Confusion  
- Silence  
- Petrify

-----  
#157. Rafflesia

Basic Stats:

~~ Level : 37  
~~ Maximum HP : 2,200  
~~ Maximum MP : 305  
~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 767  
~~ EXP. Earned: 872

Potential Item Steals:

-- Nutkin Suit

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Stop  
- Slow  
- Sleep  
- Confusion  
- Silence  
- Poison  
- Petrify

=====

#158. Still Life

Basic Stats:

~~ Level : 37  
~~ Maximum HP : 4,889  
~~ Maximum MP : 390  
~~ Attack : 13  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 1,574  
~~ EXP. Earned: 2,334

Potential Item Steals:

-- Fake Mustache

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Sleep  
- Slow  
- Stop  
- Confusion  
- Silence  
- Petrify  
- Poison

=====

#159. Coeurl Cat

Basic Stats:

~~ Level : 36  
~~ Maximum HP : 1,115  
~~ Maximum MP : 78  
~~ Attack : 17  
~~ Defense : 100  
~~ Evasion : 10  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 416  
~~ EXP. Earned: 701

Potential Item Steals:

-- Tabby Suit

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Silence

=====

#160. Crusher

Basic Stats:

~~ Level : 36  
~~ Maximum HP : 2,095  
~~ Maximum MP : 340  
~~ Attack : 13  
~~ Defense : 145  
~~ Evasion : 0  
~~ Magic : 5  
~~ Magic Defense: 85  
~~ Magic Evasion: 0

~~ Gil Earned : 577

~~ EXP. Earned: 788

Potential Item Steals:

-- Super Ball

Potential Item Drops:

-- Super Ball

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp
- Death
- Confusion
- Sleep
- Darkness
- Petrify
- Berserk

=====

#161. Blade Dancer

Basic Stats:

~~ Level : 22  
~~ Maximum HP : 2,539  
~~ Maximum MP : 100  
~~ Attack : 1



~~ Defense : 60  
~~ Evasion : 0  
~~ Magic : 30  
~~ Magic Defense: 170  
~~ Magic Evasion: 0

~~ Gil Earned : 769  
~~ EXP. Earned: 1,531

Potential Item Steals:  
-- Mooglesuit

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Petrify  
- Death

=====

#162. Caladrius

Basic Stats:  
~~ Level : 36  
~~ Maximum HP : 885  
~~ Maximum MP : 87  
~~ Attack : 14  
~~ Defense : 100  
~~ Evasion : 90  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 497  
~~ EXP. Earned: 653

Potential Item Steals:  
-- Chocobo Suit

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Sleep

=====

#163. Ouroboros

Basic Stats:

~~ Level : 48  
~~ Maximum HP : 50  
~~ Maximum MP : 760  
~~ Attack : 13  
~~ Defense : 252  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 252  
~~ Magic Evasion: 10

~~ Gil Earned : 390  
~~ EXP. Earned: 1,780

Potential Item Steals:

-- Phoenix Down

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Petrify  
- Imp  
- Silence  
- Sleep

-----  
#164. Face

Basic Stats:

~~ Level : 47  
~~ Maximum HP : 4,550  
~~ Maximum MP : 1,700  
~~ Attack : 11  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 890  
~~ EXP. Earned: 2,600

Potential Item Steals:

-- Phoenix Down

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Sleep  
- Silence  
- Death  
- Imp  
- Petrify

=====

#165. Zeveak

Basic Stats:

~~ Level : 47  
~~ Maximum HP : 2,077  
~~ Maximum MP : 500  
~~ Attack : 13  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 674  
~~ EXP. Earned: 1,620

Potential Item Steals:

-- Phoenix Down

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Silence  
- Stop  
- Slow  
- Petrify

=====

#166. Seaflower

Basic Stats:

~~ Level : 47  
~~ Maximum HP : 4,200  
~~ Maximum MP : 13  
~~ Attack : 135  
~~ Defense : 0  
~~ Evasion : 10

~~ Magic : 100  
~~ Magic Defense: 0  
~~ Magic Evasion:

~~ Gil Earned : 670  
~~ EXP. Earned: 1,315

Potential Item Steals:  
-- Phoenix Down

Potential Item Drops:  
-- Phoenix Down

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Lightning/Thunder  
~~ Elemental Absorptions:  
- Fire  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Poison  
- Confusion  
- Silence  
- Imp  
- Berserk  
- Sleep

=====  
#167. Galypdes

Basic Stats:  
~~ Level : 49  
~~ Maximum HP : 6,013  
~~ Maximum MP : 820  
~~ Attack : 13  
~~ Defense : 120  
~~ Evasion : 30  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 906  
~~ EXP. Earned: 2,781

Potential Item Steals:  
-- Celestriad  
-- Phoenix Down

Potential Item Drops:  
-- Phoenix Down

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:

- Fire

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp
- Petrify
- Sleep
- Death

=====

#168. Necromancer

Basic Stats:

~~ Level : 48

~~ Maximum HP : 3,525

~~ Maximum MP : 900

~~ Attack : 13

~~ Defense : 100

~~ Evasion : 0

~~ Magic : 7

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 791

~~ EXP. Earned: 1,510

Potential Item Steals:

-- Phoenix Down

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead
- Humanoid

~~ Status Immunities:

- Poison
- Petrify
- Berserk
- Darkness
- Imp
- Silence
- Sleep

=====

#169. Clymenus

Basic Stats:

~~ Level : 49

~~ Maximum HP : 3,815

~~ Maximum MP : 9,900

~~ Attack : 13

~~ Defense : 120

~~ Evasion : 0

~~ Magic : 7  
~~ Magic Defense: 165  
~~ Magic Evasion: 0

~~ Gil Earned : 826  
~~ EXP. Earned: 1,698

Potential Item Steals:  
-- Phoenix Down

Potential Item Drops:  
-- Phoenix Down

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Silence  
- Confusion  
- Sleep  
- Stop

=====  
#170. Chaos Dragon

Basic Stats:  
~~ Level : 44  
~~ Maximum HP : 9,013  
~~ Maximum MP : 1,300  
~~ Attack : 13  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 85  
~~ Magic Evasion: 0

~~ Gil Earned : 1,000  
~~ EXP. Earned: 4,881

Potential Item Steals:  
-- Phoenix Down

Potential Item Drops:  
-- Phoenix Down

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:

- Petrify
- Death
- Sleep
- Confusion

=====

#171. Brachiosaur

Basic Stats:

~~ Level : 77  
~~ Maximum HP : 46,050  
~~ Maximum MP : 51,420  
~~ Attack : 55  
~~ Defense : 190  
~~ Evasion : 70  
~~ Magic : 25  
~~ Magic Defense: 145  
~~ Magic Evasion: 50

~~ Gil Earned : 0  
~~ EXP. Earned: 14,396

Potential Item Steals:

-- Ribbon

Potential Item Drops:

-- Celestriad

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Petrify  
- Silence  
- Confusion  
- Stop  
- Imp  
- Death  
- Sleep  
- Berserk

=====

#172. Tyrannosaur

Basic Stats:

~~ Level : 57  
~~ Maximum HP : 12,770  
~~ Maximum MP : 420  
~~ Attack : 33  
~~ Defense : 125  
~~ Evasion : 0  
~~ Magic : 16  
~~ Magic Defense: 160  
~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 8,800

Potential Item Steals:

-- Reed Cloak

Potential Item Drops:

-- Impartisan

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Imp

- Death

- Berserk

- Stop

- Poison

- Petrify

- Silence

- Confusion

=====

#173. Tumbleweed

Basic Stats:

~~ Level : 55

~~ Maximum HP : 6,200

~~ Maximum MP : 600

~~ Attack : 10

~~ Defense : 120

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 90

~~ Magic Evasion: 0

~~ Gil Earned : 1,333

~~ EXP. Earned: 2,554

Potential Item Steals:

-- Saucer

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Imp

- Berserk

- Sleep

- Poison



- Silence
- Confusion

=====  
#174. Leap Frog

Basic Stats:

~~ Level : 52  
~~ Maximum HP : 3,511  
~~ Maximum MP : 220  
~~ Attack : 13  
~~ Defense : 130  
~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 2,600  
~~ EXP. Earned: 1,550

Potential Item Steals:

- Pinwheel
- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Berserk  
- Sleep  
- Confusion

=====  
#175. Slagworm

Basic Stats:

~~ Level : 49  
~~ Maximum HP : 12,018  
~~ Maximum MP : 10,500  
~~ Attack : 54  
~~ Defense : 130  
~~ Evasion : 30  
~~ Magic : 22  
~~ Magic Defense: 60  
~~ Magic Evasion: 0

~~ Gil Earned : 10,000  
~~ EXP. Earned: 7,524

Potential Item Steals:

- Remedy

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Sleep

-----  
#176. Cactuar

Basic Stats:

~~ Level : 27  
~~ Maximum HP : 3  
~~ Maximum MP : 60,000  
~~ Attack : 1  
~~ Defense : 255  
~~ Evasion : 250  
~~ Magic : 50  
~~ Magic Defense: 255  
~~ Magic Evasion: 250

~~ Gil Earned : 10,000  
~~ EXP. Earned: 0

Potential Item Steals:

-- Gold Needle

Potential Item Drops:

-- Gold Needle

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Sleep  
- Berserk  
- Poison  
- Petrify  
- Silence  
- Confusion

-----  
#177. Crawler

Basic Stats:

~~ Level : 51  
~~ Maximum HP : 3,200  
~~ Maximum MP : 620  
~~ Attack : 13

~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 8  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 1,224  
~~ EXP. Earned: 1,456

Potential Item Steals:

-- Remedy

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison

-----  
#178. Sprinter

Basic Stats:

~~ Level : 53  
~~ Maximum HP : 4,500  
~~ Maximum MP : 350  
~~ Attack : 13  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 1,420  
~~ EXP. Earned: 2,293

Potential Item Steals: None.

Potential Item Drops:

-- Reed Cloak

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Slow  
- Stop  
- Petrify  
- Poison

-----

#179. Basilisk

Basic Stats:

~~ Level : 54  
~~ Maximum HP : 5,000  
~~ Maximum MP : 1,020  
~~ Attack : 13  
~~ Defense : 135  
~~ Evasion : 10  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 10

~~ Gil Earned : 1,120  
~~ EXP. Earned: 2,400

Potential Item Steals:

-- Tortoise Shield

Potential Item Drops:

-- Tortoise Shield

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Petrify

=====

#180. Lycaon

Basic Stats:

~~ Level : 50  
~~ Maximum HP : 250  
~~ Maximum MP : 20  
~~ Attack : 30  
~~ Defense : 100  
~~ Evasion : 50  
~~ Magic : 10  
~~ Magic Defense: 200  
~~ Magic Evasion: 0

~~ Gil Earned : 1,524  
~~ EXP. Earned: 1,356

Potential Item Steals:

-- X-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:

- Death
- Silence

=====

#181. Greater Mantis

Basic Stats:

~~ Level : 54  
~~ Maximum HP : 4,500  
~~ Maximum MP : 420  
~~ Attack : 180  
~~ Defense : 145  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 100  
~~ Magic Evasion: 0

~~ Gil Earned : 501  
~~ EXP. Earned: 4,612

Potential Item Steals:

-- Impartisan

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Petrify  
- Sleep

=====

#182. Test Rider

Basic Stats:

~~ Level : 32  
~~ Maximum HP : 3,100  
~~ Maximum MP : 220  
~~ Attack : 27  
~~ Defense : 135  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 520  
~~ EXP. Earned: 1,947

Potential Item Steals:

-- Partisan

Potential Item Drops:

-- Heavy Lance

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Death  
- Silence  
- Confusion  
- Petrify

-----  
#183. Wizard

Basic Stats:

~~ Level : 32  
~~ Maximum HP : 1,677  
~~ Maximum MP : 200  
~~ Attack : 13  
~~ Defense : 50  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 160  
~~ Magic Evasion: 0

~~ Gil Earned : 388  
~~ EXP. Earned: 587

Potential Item Steals:

-- Ice Rod  
-- Thunder Rod

Potential Item Drops:

-- Flame Rod

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Imp  
- Petrify  
- Death  
- Confusion  
- Berserk

-----  
#184. Lukhavi

Basic Stats:

~~ Level : 32

~~ Maximum HP : 1,877  
~~ Maximum MP : 100  
~~ Attack : 13  
~~ Defense : 145  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 105  
~~ Magic Evasion: 0

~~ Gil Earned : 298  
~~ EXP. Earned: 697

Potential Item Steals:

-- Hi-Potion  
-- 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

=====  
#185. Magna Roader

Basic Stats:

~~ Level : 32  
~~ Maximum HP : 1,777  
~~ Maximum MP : 100  
~~ Attack : 13  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 352  
~~ EXP. Earned: 621

Potential Item Steals:

-- Shuriken  
-- Lightning Scroll

Potential Item Drops:

-- Water Scroll

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp

- Silence
- Petrify

=====

#186. Magna Roder

Basic Stats:

~~ Level : 32  
~~ Maximum HP : 1,380  
~~ Maximum MP : 70  
~~ Attack : 14  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 284  
~~ EXP. Earned: 647

Potential Item Steals:

- Shuriken
- Lightning Scroll

Potential Item Drops:

- Flame Scroll

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:

- Darkness
- Imp
- Poison
- Silence

=====

#187. Psychos

Basic Stats:

~~ Level : 32  
~~ Maximum HP : 900  
~~ Maximum MP : 55  
~~ Attack : 14  
~~ Defense : 165  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 125  
~~ Magic Evasion: 0

~~ Gil Earned : 275  
~~ EXP. Earned: 347

Potential Item Steals:

- Potion

Potential Item Drops:

- Potion



Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Petrify  
- Sleep  
- Poison

=====

#188. Garm

Basic Stats:

~~ Level : 32  
~~ Maximum HP : 1,510  
~~ Maximum MP : 110  
~~ Attack : 10  
~~ Defense : 155  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 412  
~~ EXP. Earned: 687

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:  
- Darkness  
- Petrify  
- Silence  
- Slow  
- Stop  
- Confusion  
- Sleep  
- Berserk  
- Death  
- Poison

=====

#189. Tonberry

Basic Stats:

~~ Level : 27  
~~ Maximum HP : 8,000  
~~ Maximum MP : 15,500  
~~ Attack : 13  
~~ Defense : 150  
~~ Evasion : 50  
~~ Magic : 10  
~~ Magic Defense: 180  
~~ Magic Evasion: 50

~~ Gil Earned : 3,333  
~~ EXP. Earned: 1,200

Potential Item Steals: None.

Potential Item Drops:  
-- Tintinnabulum

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Lightning/Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Silence  
- Confusion  
- Slow  
- Stop  
- Berserk  
- Death  
- Berserk

-----  
#190. Onion Dasher

Basic Stats:  
~~ Level : 33  
~~ Maximum HP : 2,000  
~~ Maximum MP : 100  
~~ Attack : 10  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 150  
~~ EXP. Earned: 500

Potential Item Steals: None.

Potential Item Drops:  
-- Green Cherry

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:

- Lightning/Thunder
- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Petrify
- Imp
- Poison

=====

#191. Anemone

Basic Stats:

~~ Level : 33

~~ Maximum HP : 2,000

~~ Maximum MP : 100

~~ Attack : 10

~~ Defense : 115

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 145

~~ Magic Evasion: 0

~~ Gil Earned : 550

~~ EXP. Earned: 1,000

Potential Item Steals: None.

Potential Item Drops:

-- Green Cherry

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Lightning/Thunder
- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Berserk
- Confusion
- Sleep

=====

#192. Illuyankas

Basic Stats:

~~ Level : 33

~~ Maximum HP : 2,000

~~ Maximum MP : 100

~~ Attack : 10

~~ Defense : 130

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 850  
~~ EXP. Earned: 1,000

Potential Item Steals: None.

Potential Item Drops:  
-- White Cape

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Lightning/Thunder  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Poison  
- Petrify  
- Death  
- Confusion

-----  
#193. Knotty

Basic Stats:  
~~ Level : 33  
~~ Maximum HP : 1,000  
~~ Maximum MP : 100  
~~ Attack : 5  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 350  
~~ EXP. Earned: 800

Potential Item Steals: None.

Potential Item Drops:  
-- Green Cherry

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp

-----  
#194. Tzakmaqiel

Basic Stats:  
~~ Level : 33  
~~ Maximum HP : 2,000

~~ Maximum MP : 100  
~~ Attack : 10  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 750  
~~ EXP. Earned: 1,000

Potential Item Steals: None.

Potential Item Drops:  
-- White Cape

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Petrify  
- Silence

-----  
#195. Zone Eater

Basic Stats:

~~ Level : 61  
~~ Maximum HP : 7,700  
~~ Maximum MP : 57,000  
~~ Attack : 23  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 2,000  
~~ EXP. Earned: 2,000

Potential Item Steals:  
-- Teleport Stone

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:  
- Fire  
- Poison  
- Water  
- Earth  
- Wind/Aero  
- Lightning/Thunder  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions:

- Ice/Blizzard

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Death
- Berserk
- Sleep
- Slow
- Stop
- Poison
- Silence
- Petrify
- Confusion

-----

#196. Vasegiatta

Basic Stats:

~~ Level : 42  
~~ Maximum HP : 3,615  
~~ Maximum MP : 233  
~~ Attack : 13  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 1,221  
~~ EXP. Earned: 1,994

Potential Item Steals:

-- Phoenix Down

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:

- Imp
- Petrify
- Death
- Sleep

-----

#197. Gloomwind

Basic Stats:

~~ Level : 41  
~~ Maximum HP : 2,905  
~~ Maximum MP : 175  
~~ Attack : 13  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 421

~~ EXP. Earned: 1,096

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Petrify

- Confusion

- Sleep

- Imp

- Darkness

- Berserk

=====

#198. Purusa

Basic Stats:

~~ Level : 41

~~ Maximum HP : 3,300

~~ Maximum MP : 188

~~ Attack : 13

~~ Defense : 115

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 155

~~ Magic Evasion: 0

~~ Gil Earned : 773

~~ EXP. Earned: 1,396

Potential Item Steals:

-- Moonring Blade

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Petrify

- Confusion

=====

#199. Covert

Basic Stats:

~~ Level : 44  
~~ Maximum HP : 4,530  
~~ Maximum MP : 240  
~~ Attack : 25  
~~ Defense : 100  
~~ Evasion : 50  
~~ Magic : 11  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 1,768  
~~ EXP. Earned: 1,757

Potential Item Steals:

-- Shuriken  
-- Pinwheel

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Petrify  
- Death  
- Confusion  
- Silence

=====  
#200. Kamui

Basic Stats:

~~ Level : 44  
~~ Maximum HP : 4,211  
~~ Maximum MP : 219  
~~ Attack : 19  
~~ Defense : 100  
~~ Evasion : 30  
~~ Magic : 11  
~~ Magic Defense: 150  
~~ Magic Evasion: 30

~~ Gil Earned : 869  
~~ EXP. Earned: 1,583

Potential Item Steals:

-- Murasame  
-- Ashura

Potential Item Drops:

-- Holy Water

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:



- Lightning/Thunder
- Poison

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Petrify
- Death
- Silence
- Sleep

-----

#201. Wartpuck

Basic Stats:

~~ Level : 44

~~ Maximum HP : 3,559

~~ Maximum MP : 330

~~ Attack : 15

~~ Defense : 120

~~ Evasion : 0

~~ Magic : 11

~~ Magic Defense: 160

~~ Magic Evasion: 0

~~ Gil Earned : 1,169

~~ EXP. Earned: 1,595

Potential Item Steals:

- Dried Meat
- Chain Flail

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Imp
- Berserk
- Slow
- Poison
- Death
- Confusion
- Stop

-----

#202. Shambling Corpse

Basic Stats:

~~ Level : 43

~~ Maximum HP : 3,850

~~ Maximum MP : 185

~~ Attack : 13

~~ Defense : 105

~~ Evasion : 0

~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 826  
~~ EXP. Earned: 1,399

Potential Item Steals:

-- Soul Sabre  
-- Mythril Sword

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire  
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Death  
- Darkness  
- Imp  
- Berserk  
- Confusion  
- Sleep

=====  
#203. Amduscias

Basic Stats:

~~ Level : 43  
~~ Maximum HP : 4,452  
~~ Maximum MP : 270  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 11  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 526  
~~ EXP. Earned: 1,727

Potential Item Steals:

-- Swordbreaker  
-- Dagger

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Poison

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Poison
- Petrify
- Confusion
- Darkness
- Imp
- Berserk
- Sleep

=====

#204. Baalzephon

Basic Stats:

- ~~ Level : 43
- ~~ Maximum HP : 3,609
- ~~ Maximum MP : 300
- ~~ Attack : 17
- ~~ Defense : 105
- ~~ Evasion : 20
- ~~ Magic : 11
- ~~ Magic Defense: 150
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 829
- ~~ EXP. Earned: 1,385

Potential Item Steals:

- Sasuke
- Kunai

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Fire
- ~~ Elemental Absorptions:
  - Earth
  - Poison
  - Water
  - Ice/Blizzard
  - Lightning/Thunder
  - Wind/Aero
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Berserk
  - Slow
  - Stop
  - Confusion
  - Poison
  - Petrify

=====

#205. Samurai

Basic Stats:

- ~~ Level : 40

~~ Maximum HP : 3,000  
~~ Maximum MP : 500  
~~ Attack : 13  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 20  
~~ Magic Evasion: 0

~~ Gil Earned : 791  
~~ EXP. Earned: 1,545

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Death  
- Berserk  
- Petrify  
- Confusion  
- Silence

=====

#206. Al Jabr

Basic Stats:

~~ Level : 39  
~~ Maximum HP : 2,722  
~~ Maximum MP : 180  
~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 30

~~ Gil Earned : 485  
~~ EXP. Earned: 890

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
- Water  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):

- Humanoid
- ~~ Status Immunities:
- Imp
  - Petrify
  - Silence
  - Berserk
  - Sleep

=====

#207. Suriander

Basic Stats:

~~ Level : 40  
~~ Maximum HP : 2,912  
~~ Maximum MP : 228  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 453  
~~ EXP. Earned: 1,150

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Death  
- Berserk  
- Stop  
- Slow  
- Confusion

=====

#208. Weredragon

Basic Stats:

~~ Level : 38  
~~ Maximum HP : 3,000  
~~ Maximum MP : 300  
~~ Attack : 10  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 3  
~~ Magic Defense: 50  
~~ Magic Evasion: 0

~~ Gil Earned : 731  
~~ EXP. Earned: 953

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

- Holy

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Petrify

- Berserk

- Darkness

- Imp

- Silence

- Sleep

=====  
#209. Schmidt

Basic Stats:

~~ Level : 40

~~ Maximum HP : 3,262

~~ Maximum MP : 200

~~ Attack : 13

~~ Defense : 105

~~ Evasion : 0

~~ Magic : 8

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 441

~~ EXP. Earned: 1,253

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder

- Wind/Aero

- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Petrify

- Imp

=====  
#210. Pluto Armor

Basic Stats:

~~ Level : 39

~~ Maximum HP : 2,850

~~ Maximum MP : 220  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 629  
~~ EXP. Earned: 853

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify

=====

#211. Alluring Rider

Basic Stats:

~~ Level : 40  
~~ Maximum HP : 1,200  
~~ Maximum MP : 330  
~~ Attack : 13  
~~ Defense : 125  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 531  
~~ EXP. Earned: 1,323

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Petrify  
- Berserk  
- Slow  
- Stop

- Sleep
- Imp
- Sleep
- Darkness

=====

#212. Pandora

Basic Stats:

~~ Level : 39  
~~ Maximum HP : 1,522  
~~ Maximum MP : 350  
~~ Attack : 13  
~~ Defense : 140  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 80  
~~ Magic Evasion: 0

~~ Gil Earned : 461  
~~ EXP. Earned: 622

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Poison  
- Petrify  
- Berserk  
- Sleep  
- Imp  
- Darkness  
- Silence

=====

#213. Parasite

Basic Stats:

~~ Level : 39  
~~ Maximum HP : 1,000  
~~ Maximum MP : 230  
~~ Attack : 1  
~~ Defense : 140  
~~ Evasion : 0  
~~ Magic : 1  
~~ Magic Defense: 5  
~~ Magic Evasion: 0

~~ Gil Earned : 461  
~~ EXP. Earned: 455



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:  
- Poison  
- Petrify  
- Berserk  
- Darkness  
- Imp  
- Silence  
- Sleep

=====  
#214. Coco

Basic Stats:

~~ Level : 39  
~~ Maximum HP : 3,062  
~~ Maximum MP : 198  
~~ Attack : 13  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 160  
~~ Magic Evasion: 0

~~ Gil Earned : 631  
~~ EXP. Earned: 1,410

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Sleep  
- Poison  
- Petrify  
- Silence  
- Confusion

=====

#215. Io

Basic Stats:

~~ Level : 39  
~~ Maximum HP : 7,862  
~~ Maximum MP : 1,550  
~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 1,995  
~~ EXP. Earned: 3,253

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
- Earth  
- Wind/Aero  
~~ Elemental Weaknesses:  
- Holy  
- Water  
- Lightning/Thunder  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Silence  
- Confusion  
- Stop  
- Sleep  
- Imp  
- Berserk  
- Darkness

=====

#216. Armored Weapon

Basic Stats:

~~ Level : 47  
~~ Maximum HP : 9,200  
~~ Maximum MP : 1,956  
~~ Attack : 18  
~~ Defense : 190  
~~ Evasion : 10  
~~ Magic : 15  
~~ Magic Defense: 125  
~~ Magic Evasion: 10

~~ Gil Earned : 1,189  
~~ EXP. Earned: 5,848

Potential Item Steals:  
-- Debilitator

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Berserk  
- Confusion  
- Sleep  
- Silence  
- Petrify  
- Darkness

=====  
#217. Lunatys

Basic Stats:

~~ Level : 45  
~~ Maximum HP : 4,020  
~~ Maximum MP : 105  
~~ Attack : 13  
~~ Defense : 90  
~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 250  
~~ Magic Evasion: 0

~~ Gil Earned : 465  
~~ EXP. Earned: 1,504

Potential Item Steals:

-- Antidote

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp

=====  
#218. Figaro Lizard

Basic Stats:

~~ Level : 45  
~~ Maximum HP : 4,220  
~~ Maximum MP : 140  
~~ Attack : 29

~~ Defense : 90  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 250  
~~ Magic Evasion: 0

~~ Gil Earned : 554  
~~ EXP. Earned: 1,219

Potential Item Steals:

-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Sleep

=====

#219. Devil

Basic Stats:

~~ Level : 45  
~~ Maximum HP : 5,555  
~~ Maximum MP : 1,150  
~~ Attack : 18  
~~ Defense : 70  
~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 250  
~~ Magic Evasion: 0

~~ Gil Earned : 960  
~~ EXP. Earned: 2,189

Potential Item Steals:

-- Mythril Glove

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Berserk  
- Sleep  
- Silence  
- Death

=====

#220. Enuo

Basic Stats:

~~ Level : 46  
~~ Maximum HP : 4,635  
~~ Maximum MP : 280  
~~ Attack : 13  
~~ Defense : 50  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 250  
~~ Magic Evasion: 0

~~ Gil Earned : 968  
~~ EXP. Earned: 1,429

Potential Item Steals:

-- X-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Berserk  
- Stop  
- Sleep  
- Slow  
- Confusion  
- Imp  
- Darkness

=====  
#221. Magic Urn

Basic Stats:

~~ Level : 31  
~~ Maximum HP : 100  
~~ Maximum MP : 10,000  
~~ Attack : 5  
~~ Defense : 220  
~~ Evasion : 100  
~~ Magic : 35  
~~ Magic Defense: 190  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir  
-- Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions:

- Fire
- Ice/Blizzard
- Lightning/Thunder
- Wind/Aero
- Holy
- Earth
- Water
- Poison

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Death
- Berserk
- Sleep
- Stop
- Poison
- Slow
- Petrify
- Silence
- Confusion

=====

#222. Level 10 Magic

Basic Stats:

~~ Level : 48  
~~ Maximum HP : 1,000  
~~ Maximum MP : 300  
~~ Attack : 10  
~~ Defense : 200  
~~ Evasion : 100  
~~ Magic : 22  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead
- Humanoid

~~ Status Immunities:

- Imp
- Death
- Sleep
- Slow
- Stop

=====

#223. Level 20 Magic

Basic Stats:

~~ Level : 51  
~~ Maximum HP : 2,000  
~~ Maximum MP : 500  
~~ Attack : 10  
~~ Defense : 200  
~~ Evasion : 100  
~~ Magic : 21  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Berserk  
- Petrify  
- Silence  
- Sleep  
- Stop

=====

#224. Level 30 Magic

Basic Stats:

~~ Level : 54  
~~ Maximum HP : 3,000  
~~ Maximum MP : 700  
~~ Attack : 10  
~~ Defense : 200  
~~ Evasion : 100  
~~ Magic : 20  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Poison

~~ Elemental Absorptions:

- Holy

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Silence

- Stop

- Confusion

- Imp

=====  
#225. Level 40 Magic

Basic Stats:

~~ Level : 55

~~ Maximum HP : 4,000

~~ Maximum MP : 1,000

~~ Attack : 10

~~ Defense : 200

~~ Evasion : 100

~~ Magic : 19

~~ Magic Defense: 135

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Darkness

- Imp

- Death

- Berserk

- Sleep

- Slow

- Stop



- Confusion

=====

#226. Level 50 Magic

Basic Stats:

~~ Level : 57  
~~ Maximum HP : 5,000  
~~ Maximum MP : 2,000  
~~ Attack : 10  
~~ Defense : 200  
~~ Evasion : 100  
~~ Magic : 18  
~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Darkness  
- Imp  
- Berserk  
- Sleep  
- Poison  
- Petrify

=====

#227. Level 60 Magic

Basic Stats:

~~ Level : 58  
~~ Maximum HP : 6,000  
~~ Maximum MP : 5,000  
~~ Attack : 10  
~~ Defense : 200  
~~ Evasion : 100  
~~ Magic : 17  
~~ Magic Defense: 125  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Ice/Blizzard

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Poison

- Death

- Confusion

- Stop

- Berserk

- Imp

- Darkness

=====  
#228. Level 70 Magic

Basic Stats:

~~ Level : 56

~~ Maximum HP : 7,000

~~ Maximum MP : 3,000

~~ Attack : 10

~~ Defense : 200

~~ Evasion : 100

~~ Magic : 16

~~ Magic Defense: 120

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard

- Water

~~ Elemental Absorptions:

- Fire

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Poison

- Imp

- Berserk

- Confusion

- Sleep

=====

#229. Level 80 Magic

Basic Stats:

~~ Level : 53  
~~ Maximum HP : 8,000  
~~ Maximum MP : 2,800  
~~ Attack : 10  
~~ Defense : 200  
~~ Evasion : 100  
~~ Magic : 15  
~~ Magic Defense: 115  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Stop  
- Slow  
- Silence  
- Berserk  
- Confusion

=====

#230. Level 90 Magic

Basic Stats:

~~ Level : 55  
~~ Maximum HP : 9,000  
~~ Maximum MP : 9,000  
~~ Attack : 10  
~~ Defense : 200  
~~ Evasion : 100  
~~ Magic : 14  
~~ Magic Defense: 110  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Hi-Ether

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities:

- Holy
- Earth
- Water

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions:

- Wind/Aero

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Imp
- Petrify
- Death
- Silence
- Sleep

-----  
#231. Warlock

Basic Stats:

~~ Level : 38  
~~ Maximum HP : 1,300  
~~ Maximum MP : 1,250  
~~ Attack : 10  
~~ Defense : 180  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 225  
~~ Magic Evasion: 0

~~ Gil Earned : 333

~~ EXP. Earned: 970

Potential Item Steals:

-- Teleport Stone

Potential Item Drops:

-- Teleport Stone

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder
- Poison

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Imp
- Death
- Petrify
- Silence
- Berserk
- Confusion

-----  
#232. Mahadeva

Basic Stats:

~~ Level : 38  
~~ Maximum HP : 3,826  
~~ Maximum MP : 1,327  
~~ Attack : 13  
~~ Defense : 150  
~~ Evasion : 30  
~~ Magic : 10  
~~ Magic Defense: 135  
~~ Magic Evasion: 0

~~ Gil Earned : 393  
~~ EXP. Earned: 1,510

Potential Item Steals:

-- Teleport Stone

Potential Item Drops:

-- Teleport Stone

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Poison  
- Petrify  
- Berserk  
- Darkness  
- Imp  
- Silence  
- Sleep

=====  
#233. Sorath

Basic Stats:

~~ Level : 37  
~~ Maximum HP : 2,600  
~~ Maximum MP : 97  
~~ Attack : 13  
~~ Defense : 125  
~~ Evasion : 20  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 10

~~ Gil Earned : 415  
~~ EXP. Earned: 930

Potential Item Steals:

-- Teleport Stone

Potential Item Drops:

-- Teleport Stone

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Petrify  
- Death  
- Silence

=====  
#234. Medusa Chicken

Basic Stats:

~~ Level : 38  
~~ Maximum HP : 2,366  
~~ Maximum MP : 185  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0  
  
~~ Gil Earned : 422  
~~ EXP. Earned: 770

Potential Item Steals:

-- Teleport Stone

Potential Item Drops:

-- Teleport Stone

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Petrify  
- Berserk  
- Sleep  
- Darkness  
- Imp  
- Silence  
- Confuse

=====  
#235. Creature

Basic Stats:

~~ Level : 37  
~~ Maximum HP : 2,470  
~~ Maximum MP : 145

~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 10  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 550  
~~ EXP. Earned: 775

Potential Item Steals:

-- Teleport Stone

Potential Item Drops:

-- Teleport Stone

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Sleep

=====

#236. Moonform

Basic Stats:

~~ Level : 37  
~~ Maximum HP : 2,444  
~~ Maximum MP : 82  
~~ Attack : 15  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 160  
~~ Magic Evasion: 0

~~ Gil Earned : 669  
~~ EXP. Earned: 981

Potential Item Steals:

-- Teleport Stone

Potential Item Drops:

-- Teleport Stone

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Darkness

- Imp
- Stop
- Sleep
- Silence
- Poison
- Petrify
- Berserk
- Slow

=====

#237. Aspidochelon

Basic Stats:

~~ Level : 38  
~~ Maximum HP : 3,210  
~~ Maximum MP : 214  
~~ Attack : 22  
~~ Defense : 135  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 20

~~ Gil Earned : 519  
~~ EXP. Earned: 1,270

Potential Item Steals:

-- Teleport Stone

Potential Item Drops:

-- Teleport Stone

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Poison
- Petrify
- Berserk
- Darkness
- Imp
- Silence
- Sleep

=====

#238. Siegfried

Basic Stats:

~~ Level : 53  
~~ Maximum HP : 32,760  
~~ Maximum MP : 6,000  
~~ Attack : 53  
~~ Defense : 160  
~~ Evasion : 25



~~ Magic : 25  
~~ Magic Defense: 150  
~~ Magic Evasion: 25

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Ice/Blizzard
- Lightning/Thunder
- Wind/Aero
- Holy
- Poison
- Earth
- Earth

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Petrify
- Death

=====

#239. Yojimbo

Basic Stats:

~~ Level : 59  
~~ Maximum HP : 7,050  
~~ Maximum MP : 2,600  
~~ Attack : 13  
~~ Defense : 100  
~~ Evasion : 40  
~~ Magic : 5  
~~ Magic Defense: 180  
~~ Magic Evasion: 0

~~ Gil Earned : 2,000  
~~ EXP. Earned: 2,300

Potential Item Steals:

-- Masamune

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Poison

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Darkness

- Death
- Sleep
- Petrify
- Confusion

=====

#240. Dark Force

Basic Stats:

~~ Level : 55  
~~ Maximum HP : 8,940  
~~ Maximum MP : 700  
~~ Attack : 12  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 600  
~~ EXP. Earned: 2,950

Potential Item Steals:

-- Crystal Sword

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Berserk  
- Silence  
- Sleep  
- Stop  
- Confusion

=====

#241. Muud Suud

Basic Stats:

~~ Level : 54  
~~ Maximum HP : 25,000  
~~ Maximum MP : 350  
~~ Attack : 13  
~~ Defense : 5  
~~ Evasion : 0  
~~ Magic : 15  
~~ Magic Defense: 70  
~~ Magic Evasion: 0

~~ Gil Earned : 100  
~~ EXP. Earned: 4,200

Potential Item Steals:

-- Thunder Shield

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Holy

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Petrify

- Silence

- Sleep

- Death

- Imp

- Darkness

-----  
#242. Fiend Dragon

Basic Stats:

~~ Level : 54

~~ Maximum HP : 18,008

~~ Maximum MP : 10,000

~~ Attack : 13

~~ Defense : 110

~~ Evasion : 0

~~ Magic : 13

~~ Magic Defense: 90

~~ Magic Evasion: 0

~~ Gil Earned : 2,700

~~ EXP. Earned: 8,500

Potential Item Steals:

-- Guard Bracelet

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp

- Death

- Berserk

- Sleep

- Slow

- Stop

- Confusion

- Silence

- Petrify

-----  
#243. Mover

Basic Stats:

~~ Level : 51  
~~ Maximum HP : 120  
~~ Maximum MP : 10,500  
~~ Attack : 20  
~~ Defense : 115  
~~ Evasion : 225  
~~ Magic : 10  
~~ Magic Defense: 254  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 1,500

Potential Item Steals:

-- Super Ball

Potential Item Drops:

-- Magicite Shard

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Petrify  
- Silence  
- Confusion  
- Berserk  
- Sleep  
- Death  
- Imp

-----  
#244. Cherry

Basic Stats:

~~ Level : 53  
~~ Maximum HP : 8,150  
~~ Maximum MP : 900  
~~ Attack : 8  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 12  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 700  
~~ EXP. Earned: 2,200

Potential Item Steals:

-- Silver Spectacles

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:

- Poison

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Darkness
- Death
- Petrify
- Silence

=====

#245. Vector Lythos

Basic Stats:

~~ Level : 59

~~ Maximum HP : 2,800

~~ Maximum MP : 180

~~ Attack : 13

~~ Defense : 110

~~ Evasion : 0

~~ Magic : 7

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 350

~~ EXP. Earned: 1,400

Potential Item Steals:

-- Fuma Shuriken

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard
- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison
- Berserk
- Sleep
- Stop
- Slow
- Confusion
- Death
- Darkness

=====

#246. Primeval Dragon

Basic Stats:

~~ Level : 50

~~ Maximum HP : 10,050

~~ Maximum MP : 12,850

~~ Attack : 15

~~ Defense : 130

~~ Evasion : 0

~~ Magic : 12

~~ Magic Defense: 110  
~~ Magic Evasion: 0

~~ Gil Earned : 1,200  
~~ EXP. Earned: 3,000

Potential Item Steals:  
-- Dried Meat

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Death  
- Confusion  
- Berserk

=====

#247. Landworm

Basic Stats:  
~~ Level : 59  
~~ Maximum HP : 12,000  
~~ Maximum MP : 1,300  
~~ Attack : 13  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 8  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 4,600

Potential Item Steals:  
-- X-Potion

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Earth  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp

=====

#248. Gamma

Basic Stats:  
~~ Level : 57  
~~ Maximum HP : 27,000

~~ Maximum MP : 9,000  
~~ Attack : 13  
~~ Defense : 175  
~~ Evasion : 0  
~~ Magic : 15  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 9,000

Potential Item Steals:  
-- Air Anchor

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Sleep  
- Poison  
- Petrify  
- Silence  
- Confusion

=====  
#249. Great Marlboro

Basic Stats:

~~ Level : 56  
~~ Maximum HP : 7,000  
~~ Maximum MP : 500  
~~ Attack : 13  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 6  
~~ Magic Defense: 105  
~~ Magic Evasion: 0

~~ Gil Earned : 1,320  
~~ EXP. Earned: 2,800

Potential Item Steals:  
-- Teleport Stone

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire

~~ Elemental Absorptions:  
- Ice/Blizzard  
- Lightning/Thunder  
- Wind/Aero  
- Holy  
- Earth  
- Water  
- Poison  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Silence

=====

#250. Outsider

Basic Stats:

~~ Level : 18  
~~ Maximum HP : 8,050  
~~ Maximum MP : 400  
~~ Attack : 15  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 4  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 2,800  
~~ EXP. Earned: 2,600

Potential Item Steals:  
-- Stoneblade

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Imp  
- Confusion  
- Berserk  
- Sleep  
- Poison

=====

#251. Demon Knight

Basic Stats:

~~ Level : 56  
~~ Maximum HP : 6,800  
~~ Maximum MP : 1,600  
~~ Attack : 12  
~~ Defense : 110



~~ Evasion : 0  
~~ Magic : 14  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 200  
~~ EXP. Earned: 3,090

Potential Item Steals:  
-- Pinwheel

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Petrify  
- Death

=====

#252. Duel Armor

Basic Stats:  
~~ Level : 53  
~~ Maximum HP : 7,200  
~~ Maximum MP : 1,600  
~~ Attack : 13  
~~ Defense : 185  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 800  
~~ EXP. Earned: 2,500

Potential Item Steals:  
-- Chainsaw

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify

=====

#253. Great Behemoth

Basic Stats:

~~ Level : 58  
~~ Maximum HP : 11,000  
~~ Maximum MP : 700  
~~ Attack : 7  
~~ Defense : 90  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 105  
~~ Magic Evasion: 0

~~ Gil Earned : 2,900  
~~ EXP. Earned: 4,100

Potential Item Steals:

-- Tigerfang

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Petrify  
- Death  
- Silence  
- Confusion

=====  
#254. Vector Chimera

Basic Stats:

~~ Level : 57  
~~ Maximum HP : 7,500  
~~ Maximum MP : 880  
~~ Attack : 22  
~~ Defense : 110  
~~ Evasion : 30  
~~ Magic : 9  
~~ Magic Defense: 150  
~~ Magic Evasion: 30

~~ Gil Earned : 900  
~~ EXP. Earned: 2,900

Potential Item Steals:

-- Swordbreaker

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.

~~ Status Immunities:  
- Death  
- Darkness  
- Imp  
- Petrify  
- Silence  
- Berserk  
- Slow  
- Stop  
- Sleep  
- Confusion

=====

#255. Fortis

Basic Stats:

~~ Level : 54  
~~ Maximum HP : 9,800  
~~ Maximum MP : 700  
~~ Attack : 5  
~~ Defense : 160  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 250  
~~ EXP. Earned: 3,500

Potential Item Steals:

-- Drill

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify

=====

#256. Junk

Basic Stats:

~~ Level : 53  
~~ Maximum HP : 2,000  
~~ Maximum MP : 200  
~~ Attack : 2  
~~ Defense : 190  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 170  
~~ Magic Evasion: 0

~~ Gil Earned : 1,100  
~~ EXP. Earned: 2,200

Potential Item Steals:  
-- Noiseblaster

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify

=====  
#257. InnoSent

Basic Stats:  
~~ Level : 52  
~~ Maximum HP : 6,600  
~~ Maximum MP : 390  
~~ Attack : 13  
~~ Defense : 155  
~~ Evasion : 0  
~~ Magic : 12  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 1,950  
~~ EXP. Earned: 2,400

Potential Item Steals:  
-- Bioblaster

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify  
- Stop

=====  
#258. Daedalus

Basic Stats:  
~~ Level : 59

~~ Maximum HP : 12,280  
~~ Maximum MP : 100  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 12  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 3,500

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Darkness  
- Petrify  
- Berserk  
- Stop  
- Poison  
- Imp  
- Silence  
- Sleep

-----  
#259. Ahriman

Basic Stats:

~~ Level : 51  
~~ Maximum HP : 10,000  
~~ Maximum MP : 300  
~~ Attack : 11  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 17  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 2,820

Potential Item Steals:

-- Earring

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.

~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Petrify  
- Death

=====

#260. Death Machine

Basic Stats:

~~ Level : 52  
~~ Maximum HP : 6,000  
~~ Maximum MP : 550  
~~ Attack : 10  
~~ Defense : 140  
~~ Evasion : 0  
~~ Magic : 5  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 670  
~~ EXP. Earned: 2,300

Potential Item Steals:

-- Flash

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify

=====

#261. Metal Hitman

Basic Stats:

~~ Level : 52  
~~ Maximum HP : 2,000  
~~ Maximum MP : 800  
~~ Attack : 13  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 25  
~~ Magic Defense: 165  
~~ Magic Evasion: 0

~~ Gil Earned : 700  
~~ EXP. Earned: 2,000

Potential Item Steals:

-- Auto Crossbow

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify

-----  
#262. Prometheus

Basic Stats:

~~ Level : 56  
~~ Maximum HP : 14,500  
~~ Maximum MP : 2,050  
~~ Attack : 13  
~~ Defense : 170  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0  
  
~~ Gil Earned : 1,300  
~~ EXP. Earned: 5,200

Potential Item Steals:

-- Debilitator

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Sleep  
- Berserk  
- Death  
- Stop  
- Poison  
- Petrify  
- Confusion  
- Silence

-----  
#263. Zurvan

Basic Stats:

~~ Level : 72  
~~ Maximum HP : 24,000  
~~ Maximum MP : 300  
~~ Attack : 33  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 8  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 5,200  
~~ EXP. Earned: 5,000

Potential Item Steals:  
-- X-Potion

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Death  
- Confusion  
- Poison  
- Stop  
- Petrify  
- Berserk

=====

#264. Vilia

Basic Stats:  
~~ Level : 81  
~~ Maximum HP : 23,000  
~~ Maximum MP : 1,800  
~~ Attack : 22  
~~ Defense : 100  
~~ Evasion : 10  
~~ Magic : 14  
~~ Magic Defense: 160  
~~ Magic Evasion: 0

~~ Gil Earned : 3,333  
~~ EXP. Earned: 5,000

Potential Item Steals:  
-- X-Ether

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison



~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Poison  
- Sleep  
- Berserk  
- Stop  
- Silence  
- Petrify  
- Confusion

-----  
#265. Great Dragon

Basic Stats:

~~ Level : 77  
~~ Maximum HP : 28,000  
~~ Maximum MP : 2,200  
~~ Attack : 53  
~~ Defense : 155  
~~ Evasion : 0  
~~ Magic : 11  
~~ Magic Defense: 100  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Elixir  
-- Phoenix Down

Potential Item Drops:

-- Dragon Horn

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Petrify  
- Death  
- Confusion  
- Silence  
- Berserk

-----  
#266. Abaddon

Basic Stats:

~~ Level : 71  
~~ Maximum HP : 25,000  
~~ Maximum MP : 8,000

~~ Attack : 30  
~~ Defense : 160  
~~ Evasion : 0  
~~ Magic : 30  
~~ Magic Defense: 180  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Hi-Ether

Potential Item Drops:

-- Lich Ring

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

- Humanoid

~~ Status Immunities:

- Poison

- Petrify

- Silence

- Sleep

- Slow

- Stop

- Confusion

- Imp

- Death

=====

#267. Dragon Aevis

Basic Stats:

~~ Level : 77  
~~ Maximum HP : 23,000  
~~ Maximum MP : 500  
~~ Attack : 25  
~~ Defense : 80  
~~ Evasion : 50  
~~ Magic : 15  
~~ Magic Defense: 180  
~~ Magic Evasion: 20

~~ Gil Earned : 1,200  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Dragon Horn

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Petrify  
- Death

=====

#268. Dinozombie

Basic Stats:

~~ Level : 60  
~~ Maximum HP : 25,000  
~~ Maximum MP : 600  
~~ Attack : 25  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 3  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 3,700  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Hi-Ether  
-- Holy Water

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Water  
- Holy  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Imp

=====

#269. Death Rider

Basic Stats:

~~ Level : 76  
~~ Maximum HP : 30,000  
~~ Maximum MP : 1,200  
~~ Attack : 48  
~~ Defense : 150  
~~ Evasion : 20  
~~ Magic : 19  
~~ Magic Defense: 150  
~~ Magic Evasion: 20

~~ Gil Earned : 6,600  
~~ EXP. Earned: 5,000

Potential Item Steals: None.

Potential Item Drops:  
-- Red Jacket

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Undead  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Death  
- Stop  
- Petrify  
- Confusion

=====

#270. Shield Dragon

Basic Stats:  
~~ Level : 71  
~~ Maximum HP : 40,000  
~~ Maximum MP : 20,000  
~~ Attack : 22  
~~ Defense : 200  
~~ Evasion : 0  
~~ Magic : 22  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 6,300  
~~ EXP. Earned: 5,000

Potential Item Steals: None.

Potential Item Drops:  
-- Force Armor

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Petrify  
- Death  
- Berserk  
- Confusion

=====

#271. Maximera

Basic Stats:

~~ Level : 89  
~~ Maximum HP : 32,000  
~~ Maximum MP : 2,000  
~~ Attack : 31  
~~ Defense : 110  
~~ Evasion : 30  
~~ Magic : 9  
~~ Magic Defense: 150  
~~ Magic Evasion: 30

~~ Gil Earned : 0  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Hi-Ether

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Petrify  
- Slow  
- Confusion  
- Silence  
- Stop  
- Death  
- Berserk  
- Sleep

=====  
#272. Hexadragon

Basic Stats:

~~ Level : 73  
~~ Maximum HP : 26,000  
~~ Maximum MP : 750  
~~ Attack : 55  
~~ Defense : 95  
~~ Evasion : 0  
~~ Magic : 16  
~~ Magic Defense: 50  
~~ Magic Evasion: 0

~~ Gil Earned : 1,500  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- X-Potion  
-- Remedy

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Silence  
- Sleep  
- Stop  
- Slow  
- Berserk  
- Poison  
- Petrify

-----  
#273. Magic Dragon

Basic Stats:

~~ Level : 72  
~~ Maximum HP : 18,000  
~~ Maximum MP : 10,000  
~~ Attack : 14  
~~ Defense : 180  
~~ Evasion : 0  
~~ Magic : 18  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 950  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- X-Ether

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Stop  
- Slow  
- Sleep  
- Confusion  
- Death  
- Darkness

-----  
#274. Armodullahan

Basic Stats:

~~ Level : 83  
~~ Maximum HP : 35,000  
~~ Maximum MP : 2,500  
~~ Attack : 60  
~~ Defense : 140  
~~ Evasion : 20  
~~ Magic : 22  
~~ Magic Defense: 200  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Genji Glove

Potential Item Drops:

-- X-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Ice/Blizzard  
~~ Monster Type(s):  
- Undead  
~~ Status Immunities:  
- Poison  
- Petrify  
- Silence  
- Confusion  
- Slow  
- Stop  
- Sleep  
- Imp  
- Berserk  
- Death

=====

#275. Crystal Dragon

Basic Stats:

~~ Level : 89  
~~ Maximum HP : 32,000  
~~ Maximum MP : 30,000  
~~ Attack : 35  
~~ Defense : 155  
~~ Evasion : 30  
~~ Magic : 26  
~~ Magic Defense: 80  
~~ Magic Evasion: 10

~~ Gil Earned : 7,700  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Elixir

Potential Item Drops:

-- X-Ether

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Death  
- Berserk  
- Sleep  
- Slow  
- Stop  
- Petrify  
- Confusion  
- Silence

-----  
#276. Ymir

Basic Stats:

~~ Level : 4  
~~ Maximum HP : 50,000  
~~ Maximum MP : 120  
~~ Attack : 13  
~~ Defense : 102  
~~ Evasion : 0  
~~ Magic : 5  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Ether

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Lightning/Thunder  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Death  
- Berserk  
- Sleep  
- Darkness  
- Poison  
- Petrify  
- Confusion  
- Silence

-----  
#277. Ymir



Basic Stats:

~~ Level : 6  
~~ Maximum HP : 1,600  
~~ Maximum MP : 1,000  
~~ Attack : 22  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Death  
- Berserk  
- Sleep  
- Darkness  
- Poison  
- Petrify  
- Confusion  
- Silence

=====  
#278. Guard Leader

Basic Stats:

~~ Level : 8  
~~ Maximum HP : 420  
~~ Maximum MP : 150  
~~ Attack : 60  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 350  
~~ EXP. Earned: 0

Potential Item Steals:

-- Mythril Knife

Potential Item Drops:

-- Hi-Potion

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison

=====

#279. Magitek Armor

Basic Stats:

~~ Level : 8  
~~ Maximum HP : 210  
~~ Maximum MP : 250  
~~ Attack : 18  
~~ Defense : 30  
~~ Evasion : 0  
~~ Magic : 3  
~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ 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:  
- Lightning/Thunder  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify  
- Death

=====

#280. Vargas

Basic Stats:

~~ Level : 12  
~~ Maximum HP : 11,600  
~~ Maximum MP : 220  
~~ Attack : 13  
~~ Defense : 85  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

- Mythril Claws
- Potion

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Poison
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Poison
  - Petrify
  - Confusion
  - Silence
  - Imp
  - Death
  - Berserk
  - Sleep

=====

#281. Ipooh

Basic Stats:

- ~~ Level : 11
- ~~ Maximum HP : 360
- ~~ Maximum MP : 60
- ~~ Attack : 18
- ~~ Defense : 105
- ~~ Evasion : 0
- ~~ Magic : 10
- ~~ Magic Defense: 150
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 0
- ~~ EXP. Earned: 0

Potential Item Steals:

- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Fire
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Poison
  - Death
  - Sleep
  - Berserk
  - Petrify
  - Confusion

=====

#282. Ultros

Basic Stats:

~~ Level : 13  
~~ Maximum HP : 3,000  
~~ Maximum MP : 640  
~~ Attack : 15  
~~ Defense : 40  
~~ Evasion : 0  
~~ Magic : 3  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Lightning/Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Petrify  
- Silence  
- Death  
- Sleep  
- Berserk  
- Confusion

=====

#283. Tunnel Armor

Basic Stats:

~~ Level : 16  
~~ Maximum HP : 1,300  
~~ Maximum MP : 900  
~~ Attack : 10  
~~ Defense : 29  
~~ Evasion : 0  
~~ Magic : 14  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 250  
~~ EXP. Earned: 0

Potential Item Steals:

-- Bioblaster  
-- Air Knife

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder

- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Imp

- Death

- Berserk

- Sleep

- Slow

- Stop

- Silence

- Confusion

- Poison

- Petrify

=====

#284. Phantom Train

Basic Stats:

~~ Level : 14

~~ Maximum HP : 1,900

~~ Maximum MP : 350

~~ Attack : 10

~~ Defense : 30

~~ Evasion : 0

~~ Magic : 5

~~ Magic Defense: 210

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Tent

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

- Holy

- Lightning/Thunder

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Imp

- Poison

- Petrify

- Slow
- Stop
- Sleep
- Silence
- Confusion
- Berserk

=====

#285. Rhizopas

Basic Stats:

~~ Level : 13  
~~ Maximum HP : 775  
~~ Maximum MP : 39  
~~ Attack : 14  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 3  
~~ Magic Defense: 175  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Remedy

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Death  
- Silence  
- Petrify

=====

#286. Hell's Rider

Basic Stats:

~~ Level : 14  
~~ Maximum HP : 1,300  
~~ Maximum MP : 170  
~~ Attack : 48  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 1,290  
~~ EXP. Earned: 400

Potential Item Steals:

- Elixir
- Mythril Vest

Potential Item Drops:

- Remedy

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Fire
  - Poison
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Imp
  - Confusion

-----

#287. Kefka

Basic Stats:

- ~~ Level : 18
- ~~ Maximum HP : 3,000
- ~~ Maximum MP : 3,000
- ~~ Attack : 25
- ~~ Defense : 55
- ~~ Evasion : 30
- ~~ Magic : 9
- ~~ Magic Defense: 160
- ~~ Magic Evasion: 30

- ~~ Gil Earned : 0
- ~~ EXP. Earned: 0

Potential Item Steals:

- Elixir
- Hi-Ether

Potential Item Drops:

- Peace Ring

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses: None.
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Sleep
  - Death
  - Berserk
  - Poison
  - Silence
  - Petrify
  - Confusion

=====

#288. Dadaluma

Basic Stats:

~~ Level : 22  
~~ Maximum HP : 3,270  
~~ Maximum MP : 1,005  
~~ Attack : 12  
~~ Defense : 85  
~~ Evasion : 0  
~~ Magic : 3  
~~ Magic Defense: 143  
~~ Magic Evasion: 10

~~ Gil Earned : 1,210  
~~ EXP. Earned: 0

Potential Item Steals:

-- Thief's Bracer  
-- Jeweled Ring

Potential Item Drops:

-- Thief's Knife  
-- Twist Headband

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Berserk  
- Confusion

=====

#289. Ultros

Basic Stats:

~~ Level : 19  
~~ Maximum HP : 2,550  
~~ Maximum MP : 500  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 4  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 2  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:



- Fire
- Lightning/Thunder
- ~~ Elemental Absorptions:
  - Water
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Poison
  - Silence
  - Petrify
  - Confusion
  - Imp
  - Sleep
  - Death
  - Berserk

-----  
#290. Ifrit

Basic Stats:

- ~~ Level : 21
- ~~ Maximum HP : 3,300
- ~~ Maximum MP : 600
- ~~ Attack : 25
- ~~ Defense : 215
- ~~ Evasion : 20
- ~~ Magic : 7
- ~~ Magic Defense: 115
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 0
- ~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities:
  - Holy
  - Earth
  - Poison
  - Water
  - Lightning/Thunder
  - Wind/Aero
- ~~ Elemental Weaknesses:
  - Ice/Blizzard
- ~~ Elemental Absorptions:
  - Fire
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Poison
  - Petrify
  - Silence
  - Confusion
  - Stop
  - Sleep
  - Imp
  - Death
  - Berserk

=====

#291. Shiva

Basic Stats:

~~ Level : 21  
~~ Maximum HP : 3,000  
~~ Maximum MP : 500  
~~ Attack : 15  
~~ Defense : 200  
~~ Evasion : 20  
~~ Magic : 7  
~~ Magic Defense: 110  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:

- Holy
- Earth
- Poison
- Water
- Lightning/Thunder
- Wind/Aero

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Ice/Blizzard

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison
- Petrify
- Silence
- Confusion
- Stop
- Sleep
- Imp
- Death
- Berserk

=====

#292. Number 024

Basic Stats:

~~ Level : 24  
~~ Maximum HP : 4,777  
~~ Maximum MP : 777  
~~ Attack : 20  
~~ Defense : 170  
~~ Evasion : 0  
~~ Magic : 3  
~~ Magic Defense: 100  
~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

- Blood Sword
- Rune Blade

Potential Item Drops:

- Flametongue
- Icebrand

Elemental/Status Data:

- ~~ Elemental Immunities: ???
- ~~ Elemental Weaknesses: ???
- ~~ Elemental Absorptions: ???
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Darkness
  - Petrify
  - Silence
  - Confusion
  - Stop
  - Sleep
  - Death
  - Poison
  - Berserk

=====

#293. Number 128

Basic Stats:

- ~~ Level : 23
- ~~ Maximum HP : 3,276
- ~~ Maximum MP : 810
- ~~ Attack : 13
- ~~ Defense : 120
- ~~ Evasion : 0
- ~~ Magic : 3
- ~~ Magic Defense: 125
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 0
- ~~ EXP. Earned: 0

Potential Item Steals:

- Kazekiri

Potential Item Drops:

- Tent

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses: None.
- ~~ Elemental Absorptions:
  - Ice/Blizzard
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Poison
  - Imp
  - Death

- Petrify
- Silence
- Confusion
- Sleep
- Stop

=====

#294. Right Blade

Basic Stats:

~~ Level : 21  
~~ Maximum HP : 400  
~~ Maximum MP : 150  
~~ Attack : 20  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 5  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Silence  
- Confusion  
- Darkness  
- Imp  
- Berserk  
- Sleep

=====

#295. Left Blade

Basic Stats:

~~ Level : 22  
~~ Maximum HP : 700  
~~ Maximum MP : 470  
~~ Attack : 13  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 5  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Silence  
- Confusion  
- Imp  
- Berserk  
- Darkness  
- Sleep

=====

#296. Crane

Basic Stats:

~~ Level : 23  
~~ Maximum HP : 1,800  
~~ Maximum MP : 447  
~~ Attack : 14  
~~ Defense : 145  
~~ Evasion : 0  
~~ Magic : 4  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Noiseblaster

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions:  
- Lightning/Thunder  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Sleep  
- Poison  
- Petrify  
- Silence  
- Stop  
- Confusion

=====

#297. Crane

Basic Stats:

~~ Level : 24  
~~ Maximum HP : 2,300  
~~ Maximum MP : 447  
~~ Attack : 14  
~~ Defense : 125  
~~ Evasion : 0  
~~ Magic : 4  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Debilitator  
-- Hi-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Sleep  
- Death  
- Berserk  
- Stop  
- Confusion  
- Silence  
- Poison  
- Silence

=====

#298. Flame Eater

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 8,400  
~~ Maximum MP : 480  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 20  
~~ Magic : 7  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Flametongue

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:

- Earth
- Poison
- Holy
- Lightning/Thunder

~~ Elemental Weaknesses:

- Ice/Blizzard

~~ Elemental Absorptions:

- Fire

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Poison
- Petrify
- Death
- Silence
- Stop
- Sleep
- Berserk
- Confusion

=====

#299. Ultros

Basic Stats:

~~ Level : 25  
~~ Maximum HP : 22,000  
~~ Maximum MP : 750  
~~ Attack : 22  
~~ Defense : 95  
~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 3

~~ EXP. Earned: 0

Potential Item Steals:

-- White Cape

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Lightning/Thunder

~~ Elemental Absorptions:

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison
- Petrify

- Silence
- Confusion
- Imp
- Death
- Berserk
- Sleep

=====

#300. Typhon

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 10,000  
~~ Maximum MP : 40,000  
~~ Attack : 13  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 55  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Dagger

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Death  
- Confusion  
- Petrify

=====

#301. Ultros

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 17,000  
~~ Maximum MP : 8,000  
~~ Attack : 10  
~~ Defense : 20  
~~ Evasion : 0  
~~ Magic : 3  
~~ Magic Defense: 10  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0



Potential Item Steals:

-- Dried Meat

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Poison

~~ Elemental Absorptions:

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison
- Petrify
- Silence
- Stop
- Confusion
- Imp
- Sleep
- Death
- Berserk

=====

#302. Air Force

Basic Stats:

~~ Level : 25  
~~ Maximum HP : 8,000  
~~ Maximum MP : 750  
~~ Attack : 10  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 12  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir

Potential Item Drops:

-- Princess Ring

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder
- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Death
- Imp
- Sleep

- Stop
- Slow
- Poison
- Silence
- Petrify

=====

#303. Laser Gun

Basic Stats:

~~ Level : 24  
~~ Maximum HP : 3,300  
~~ Maximum MP : 335  
~~ Attack : 12  
~~ Defense : 130  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- X-Ether

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Petrify  
- Silence  
- Darkness  
- Imp  
- Death  
- Sleep

=====

#304. Missile Bay

Basic Stats:

~~ Level : 25  
~~ Maximum HP : 3,000  
~~ Maximum MP : 7,000  
~~ Attack : 12  
~~ Defense : 135  
~~ Evasion : 0  
~~ Magic : 8  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Debilitator

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder

- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Silence

- Petrify

- Imp

- Death

- Sleep

- Darkness

=====

#305. Bit

Basic Stats:

~~ Level : 25

~~ Maximum HP : 420

~~ Maximum MP : 285

~~ Attack : 12

~~ Defense : 230

~~ Evasion : 0

~~ Magic : 8

~~ Magic Defense: 160

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Amulet

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder

- Water

~~ Elemental Absorptions: None.

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Silence

- Poison

- Darkness

- Imp

- Death

- Sleep

=====

#306. Gigantos

Basic Stats:

~~ Level : 25  
~~ Maximum HP : 6,000  
~~ Maximum MP : 1,120  
~~ Attack : 20  
~~ Defense : 1  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 1  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 7,550

Potential Item Steals:

-- Elixir  
-- X-Potion

Potential Item Drops:

-- Sasuke

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities: None.

=====

#307. Ultima Weapon

Basic Stats:

~~ Level : 37  
~~ Maximum HP : 24,000  
~~ Maximum MP : 5,000  
~~ Attack : 45  
~~ Defense : 142  
~~ Evasion : 20  
~~ Magic : 5  
~~ Magic Defense: 97  
~~ Magic Evasion: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Ribbon  
-- Elixir

Potential Item Drops:

-- Elixir

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.

~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Stop  
- Silence  
- Confusion  
- Petrify  
- Sleep  
- Death  
- Imp  
- Berserk

=====  
#308. Nelapa

Basic Stats:

~~ Level : 26  
~~ Maximum HP : 2,800  
~~ Maximum MP : 280  
~~ Attack : 11  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison  
- Earth  
- Water  
- Wind/Aero  
~~ Elemental Weaknesses:  
- Holy  
- Ice/Blizzard  
- Lightning/Thunder  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Sleep  
- Imp  
- Poison  
- Slow  
- Petrify  
- Silence

=====  
#309. Humbaba

Basic Stats:

~~ Level : 31  
~~ Maximum HP : 26,000  
~~ Maximum MP : 10,000  
~~ Attack : 15  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 6  
~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions:  
- Lightning/Thunder  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Stop  
- Confusion  
- Petrify  
- Silence  
- Imp  
- Death  
- Berserk  
- Slow

=====

#310. Tentacle

Basic Stats:

~~ Level : 31  
~~ Maximum HP : 7,000  
~~ Maximum MP : 800  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 8  
~~ Magic Defense: 153  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:

- Ice/Blizzard
- Water

~~ Elemental Absorptions:

- Fire

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp
- Death
- Berserk
- Stop
- Confusion

=====

#311. Tentacle

Basic Stats:

~~ Level : 33

~~ Maximum HP : 5,000

~~ Maximum MP : 600

~~ Attack : 13

~~ Defense : 102

~~ Evasion : 0

~~ Magic : 8

~~ Magic Defense: 153

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions:

- Lightning/Thunder
- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp
- Death
- Stop
- Confusion
- Berserk

=====

#312. Tentacle

Basic Stats:

~~ Level : 31

~~ Maximum HP : 6,000

~~ Maximum MP : 700

~~ Attack : 13

~~ Defense : 102

~~ Evasion : 0

~~ Magic : 8

~~ Magic Defense: 153

~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Ice/Blizzard

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Petrify

- Sleep

- Berserk

- Confusion

- Stop

- Silence

- Imp

=====

#313. Tentacle

Basic Stats:

~~ Level : 34

~~ Maximum HP : 4,000

~~ Maximum MP : 500

~~ Attack : 13

~~ Defense : 102

~~ Evasion : 0

~~ Magic : 8

~~ Magic Defense: 153

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions:

- Earth

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Imp

- Silence

- Confusion

- Poison

- Sleep



- Berserk
- Death

=====

#314. Angler Whelk

Basic Stats:

~~ Level : 19  
~~ Maximum HP : 9,230  
~~ Maximum MP : 1,600  
~~ Attack : 53  
~~ Defense : 160  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 195  
~~ Magic Evasion: 0

~~ Gil Earned : 1,000  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Dragon Claws

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Water

- Lightning/Thunder

- Ice/Blizzard

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Imp

- Sleep

- Stop

- Berserk

- Poison

- Silence

- Confusion

- Slow

=====

#315. Angler Whelk

Basic Stats:

~~ Level : 31  
~~ Maximum HP : 9,485  
~~ Maximum MP : 1,600  
~~ Attack : 75  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 1,000

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Dragon Claws

Elemental/Status Data:

~~ Elemental Immunities:

- Poison

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Ice/Blizzard

- Lightning/Thunder

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Imp

- Berserk

- Confusion

-----  
#316. Dullahan

Basic Stats:

~~ Level : 37

~~ Maximum HP : 23,450

~~ Maximum MP : 1,721

~~ Attack : 55

~~ Defense : 130

~~ Evasion : 10

~~ Magic : 7

~~ Magic Defense: 160

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Genji Glove

-- X-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Ice/Blizzard

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Petrify

- Silence

- Confusion

- Stop

- Sleep

- Berserk
- Death
- Imp

=====

#317. Behemoth King

Basic Stats:

~~ Level : 43  
~~ Maximum HP : 19,000  
~~ Maximum MP : 1,600  
~~ Attack : 11  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Murasame

Potential Item Drops:

-- Behemoth Suit

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Poison  
~~ Elemental Absorptions:  
- Ice/Blizzard  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Silence  
- Confusion  
- Petrify  
- Berserk  
- Sleep

=====

#318. Behemoth King

Basic Stats:

~~ Level : 49  
~~ Maximum HP : 19,000  
~~ Maximum MP : 9,999  
~~ Attack : 27  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Behemoth Suit

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Poison

- Petrify

- Berserk

- Sleep

- Slow

- Stop

- Imp

- Silence

- Confusion

=====  
#319. Chadarnook

~~~ Lakshmi Form ~~~

Basic Stats:

~~ Level : 37

~~ Maximum HP : 56,000

~~ Maximum MP : 9,400

~~ Attack : 13

~~ Defense : 140

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Holy

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Petrify

- Silence

- Confusion
- Stop
- Imp
- Sleep
- Berserk
- Death

~~~ Chadarnook Form ~~~

Basic Stats:

~~ Level : 41  
~~ Maximum HP : 30,000  
~~ Maximum MP : 7,600  
~~ Attack : 18  
~~ Defense : 135  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Lightning/Thunder  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Petrify  
- Silence  
- Confusion  
- Stop  
- Imp  
- Sleep  
- Berserk  
- Death

=====  
#320. Valigarmanda

Basic Stats:

~~ Level : 74  
~~ Maximum HP : 30,000  
~~ Maximum MP : 50,000  
~~ Attack : 19  
~~ Defense : 254  
~~ Evasion : 0  
~~ Magic : 4  
~~ Magic Defense: 70  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:

- Lightning/Thunder
- Wind/Aero
- Earth
- Water
- Poison
- Holy

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Ice/Blizzard

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison
- Petrify
- Silence
- Confusion
- Slow
- Stop
- Imp
- Death
- Berserk
- Sleep

=====

#321. Tonberries

Basic Stats:

~~ Level : 99  
~~ Maximum HP : 14,001  
~~ Maximum MP : 11,000  
~~ Attack : 5  
~~ Defense : 100  
~~ Evasion : 150  
~~ Magic : 1  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Minerva Bustier

Potential Item Drops:

-- Minerva Bustier

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

~~ Elemental Absorptions:

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Petrify
- Stop
- Death
- Sleep
- Berserk
- Confusion

=====

#322. Yeti

Basic Stats:

~~ Level : 33

~~ Maximum HP : 17,000

~~ Maximum MP : 6,990

~~ Attack : 25

~~ Defense : 100

~~ Evasion : 0

~~ Magic : 11

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 10

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Poison

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Imp
- Sleep
- Petrify
- Confusion
- Death
- Silence

=====

#323. Curlax

Basic Stats:

~~ Level : 47

~~ Maximum HP : 15,000

~~ Maximum MP : 2,000

~~ Attack : 1

~~ Defense : 100

~~ Evasion : 0

~~ Magic : 4

~~ Magic Defense: 110

~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Stop  
- Slow  
- Silence  
- Confusion  
- Petrify  
- Imp  
- Death  
- Berserk

=====

#324. Laragorn

Basic Stats:

~~ Level : 47  
~~ Maximum HP : 10,000  
~~ Maximum MP : 2,000  
~~ Attack : 2  
~~ Defense : 90  
~~ Evasion : 0  
~~ Magic : 5  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Ice/Blizzard  
- Wind/Aero  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison



- Imp
- Berserk
- Sleep
- Stop
- Petrify

=====

#325. Moebius

Basic Stats:

~~ Level : 47  
~~ Maximum HP : 12,500  
~~ Maximum MP : 2,000  
~~ Attack : 4  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 6  
~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Lightning/Thunder  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Petrify  
- Sleep  
- Silence  
- Imp  
- Death  
- Confusion  
- Slow

=====

#326. Wrexsoul

Basic Stats:

~~ Level : 53  
~~ Maximum HP : 23,066  
~~ Maximum MP : 5,066  
~~ Attack : 27  
~~ Defense : 70  
~~ Evasion : 0  
~~ Magic : 5  
~~ Magic Defense: 220  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Memento Ring

Potential Item Drops:

-- Guard Bracelet

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard

~~ Elemental Absorptions:

- Fire

- Holy

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Petrify

- Silence

- Slow

- Confusion

- Stop

- Imp

- Sleep

- Death

- Berserk

-----  
#327. Soul Saver

Basic Stats:

~~ Level : 41

~~ Maximum HP : 3,066

~~ Maximum MP : 566

~~ Attack : 50

~~ Defense : 150

~~ Evasion : 0

~~ Magic : 3

~~ Magic Defense: 175

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard

~~ Elemental Absorptions:

- Fire

- Holy

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Poison

- Imp

- Silence
- Stop
- Sleep

=====

#328. Master Tonberry

Basic Stats:

~~ Level : 73  
~~ Maximum HP : 22,000  
~~ Maximum MP : 1,200  
~~ Attack : 13  
~~ Defense : 100  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 165  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

- Megalixir
- Elixir

Potential Item Drops:

- Gladius

Elemental/Status Data:

~~ Elemental Immunities: ???  
~~ Elemental Weaknesses: ???  
~~ Elemental Absorptions: ???  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Petrify  
- Confusion  
- Silence  
- Imp  
- Stop  
- Death  
- Berserk

=====

#329. Samurai Soul

Basic Stats:

~~ Level : 61  
~~ Maximum HP : 37,620  
~~ Maximum MP : 7,400  
~~ Attack : 25  
~~ Defense : 115  
~~ Evasion : 20  
~~ Magic : 11  
~~ Magic Defense: 175  
~~ Magic Evasion: 0

~~ Gil Earned : 30,000  
~~ EXP. Earned: 0

Potential Item Steals:

-- Murakumo  
-- Murasame

Potential Item Drops:

-- Master's Scroll

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Petrify  
- Death  
- Silence  
- Berserk  
- Sleep  
- Slow  
- Stop

-----  
#330. Magic Master

Basic Stats:

~~ Level : 68  
~~ Maximum HP : 50,000  
~~ Maximum MP : 50,000  
~~ Attack : 1  
~~ Defense : 250  
~~ Evasion : 100  
~~ Magic : 25  
~~ Magic Defense: 100  
~~ Magic Evasion: 0  
  
~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Crystal Orb  
-- Elixir

Potential Item Drops:

-- Megalixir

Elemental/Status Data:

~~ Elemental Immunities: ???  
~~ Elemental Weaknesses: ???  
~~ Elemental Absorptions: ???  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Poison  
- Petrify  
- Imp  
- Death  
- Silence

- Sleep
- Confusion
- Slow
- Stop

=====

#331. Deathgaze

Basic Stats:

~~ Level : 31  
~~ Maximum HP : 55,555  
~~ Maximum MP : 38,000  
~~ Attack : 35  
~~ Defense : 150  
~~ Evasion : 30  
~~ Magic : 8  
~~ Magic Defense: 170  
~~ Magic Evasion: 30

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison
- Ice/Blizzard

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Death
- Sleep
- Berserk
- Slow
- Stop
- Poison
- Petrify
- Silence
- Confusion

=====

#332. Hidon

Basic Stats:

~~ Level : 43  
~~ Maximum HP : 25,000  
~~ Maximum MP : 12,500  
~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 160

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Thornlet

-- Teleport Stone

Potential Item Drops:

-- Teleport Stone

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

- Holy

- Earth

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Darkness

- Imp

- Death

- Berserk

- Sleep

- Stop

- Poison

- Petrify

- Silence

- Confusion

=====

#333. Erebus

Basic Stats:

~~ Level : 43

~~ Maximum HP : 3,500

~~ Maximum MP : 1,000

~~ Attack : 13

~~ Defense : 85

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Earth

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Berserk  
- Sleep  
- Confusion

=====

#334. Erebus

Basic Stats:

~~ Level : 43  
~~ Maximum HP : 3,500  
~~ Maximum MP : 1,000  
~~ Attack : 13  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Fire  
- Ice/Blizzard  
- Lightning/Thunder  
- Wind/Aero  
- Water  
- Holy

~~ Monster Type(s): None.  
~~ Status Immunities:  
- Death  
- Confusion  
- Slow  
- Imp  
- Silence  
- Sleep  
- Stop

=====

#335. Erebus

Basic Stats:

~~ Level : 43  
~~ Maximum HP : 3,500  
~~ Maximum MP : 1,000  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10

~~ Magic Defense: 130  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s):

- Undead

~~ Status Immunities:

- Poison
- Petrify
- Berserk
- Darkness
- Imp
- Silence
- Sleep

=====  
#336. Erebus

Basic Stats:

~~ Level : 43  
~~ Maximum HP : 3,500  
~~ Maximum MP : 1,000  
~~ Attack : 13  
~~ Defense : 95  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire
- Ice/Blizzard
- Lightning/Thunder
- Wind/Aero
- Poison
- Earth
- Water
- Holy



~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Petrify

=====

#337. Red Dragon

Basic Stats:

~~ Level : 67  
~~ Maximum HP : 30,000  
~~ Maximum MP : 1,780  
~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Murakumo

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
- Water  
~~ Elemental Absorptions:  
- Fire  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Petrify  
- Silence  
- Sleep  
- Stop  
- Death  
- Berserk  
- Imp

=====

#338. Blue Dragon

Basic Stats:

~~ Level : 65  
~~ Maximum HP : 26,900  
~~ Maximum MP : 3,800  
~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Zantetsuken

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder

~~ Elemental Absorptions:

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp

- Petrify

- Silence

- Confusion

- Death

- Berserk

- Sleep

- Stop

=====

#339. Gold Dragon

Basic Stats:

~~ Level : 62

~~ Maximum HP : 32,400

~~ Maximum MP : 4,000

~~ Attack : 13

~~ Defense : 110

~~ Evasion : 0

~~ Magic : 10

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Crystal Orb

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Water

~~ Elemental Absorptions:

- Lightning/Thunder

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp

- Petrify

- Silence

- Death

- Confusion

- Sleep

- Stop
- Slow

=====

#340. Ice Dragon

Basic Stats:

~~ Level : 74  
~~ Maximum HP : 24,400  
~~ Maximum MP : 9,000  
~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Force Shield

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Ice/Blizzard  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Petrify  
- Sleep  
- Stop

=====

#341. Storm Dragon

Basic Stats:

~~ Level : 74  
~~ Maximum HP : 42,000  
~~ Maximum MP : 1,250  
~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Force Armor

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Lightning/Thunder
- ~~ Elemental Absorptions:
  - Wind/Aero
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Poison
  - Imp
  - Petrify
  - Death
  - Silence
  - Berserk
  - Confusion
  - Sleep
  - Slow
  - Stop

=====

#342. Earth Dragon

Basic Stats:

- ~~ Level : 53
- ~~ Maximum HP : 25,800
- ~~ Maximum MP : 16,500
- ~~ Attack : 23
- ~~ Defense : 110
- ~~ Evasion : 0
- ~~ Magic : 12
- ~~ Magic Defense: 150
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 0
- ~~ EXP. Earned: 0

Potential Item Steals:

- X-Potion

Potential Item Drops:

- Magus Rod

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Wind/Aero
  - Water
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Petrify
  - Silence
  - Confusion
  - Imp
  - Stop
  - Berserk
  - Death

=====

#343. Skull Dragon

Basic Stats:

~~ Level : 62  
~~ Maximum HP : 32,800  
~~ Maximum MP : 1,999  
~~ Attack : 15  
~~ Defense : 140  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 120  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:

-- Muscle Belt

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Poison  
- Imp  
- Petrify  
- Berserk  
- Sleep  
- Slow  
- Stop  
- Silence  
- Confusion

=====  
#344. Holy Dragon

Basic Stats:

~~ Level : 71  
~~ Maximum HP : 18,500  
~~ Maximum MP : 12,000  
~~ Attack : 13  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Holy Lance  
-- X-Potion

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Holy  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Death  
- Confusion  
- Poison  
- Petrify  
- Berserk  
- Sleep

=====  
#345. Gigantuar

Basic Stats:

~~ Level : 91  
~~ Maximum HP : 30,000  
~~ Maximum MP : 4,500  
~~ Attack : 15  
~~ Defense : 200  
~~ Evasion : 200  
~~ Magic : 18  
~~ Magic Defense: 200  
~~ Magic Evasion: 200

~~ Gil Earned : 1,111

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:  
- Fire  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Death  
- Imp  
- Stop  
- Sleep  
- Berserk  
- Poison  
- Petrify  
- Silence  
- Confusion  
- Slow

=====

#346. Leviathan

Basic Stats:

~~ Level : 91  
~~ Maximum HP : 32,000  
~~ Maximum MP : 7,000  
~~ Attack : 22  
~~ Defense : 140  
~~ Evasion : 20  
~~ Magic : 14  
~~ Magic Defense: 120  
~~ Magic Evasion: 20

~~ Gil Earned : 10,000  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Sleep  
- Stop  
- Slow  
- Confusion  
- Silence  
- Petrify  
- Poison

=====

#347. Gilgamesh

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 38,000  
~~ Maximum MP : 3,200  
~~ Attack : 52  
~~ Defense : 173  
~~ Evasion : 45  
~~ Magic : 8  
~~ Magic Defense: 212  
~~ Magic Evasion: 30

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Genji Shield  
-- Genji Glove

Potential Item Drops:

- Genji Armor
- Genji Helm

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses: None.
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Death
  - Berserk
  - Sleep
  - Stop
  - Slow
  - Confusion
  - Silence
  - Petrify
  - Poison

-----  
#348. Inferno

Basic Stats:

- ~~ Level : 67
- ~~ Maximum HP : 30,800
- ~~ Maximum MP : 9,700
- ~~ Attack : 13
- ~~ Defense : 130
- ~~ Evasion : 0
- ~~ Magic : 10
- ~~ Magic Defense: 145
- ~~ Magic Evasion: 0
  
- ~~ Gil Earned : 0
- ~~ EXP. Earned: 0

Potential Item Steals:

- Ice Shield

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Lightning/Thunder
- ~~ Elemental Absorptions:
  - Fire
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Imp
  - Death
  - Berserk
  - Sleep
  - Poison
  - Petrify
  - Silence



- Confusion
- Stop

=====

#349. Rahu

Basic Stats:

~~ Level : 67  
~~ Maximum HP : 8,000  
~~ Maximum MP : 770  
~~ Attack : 13  
~~ Defense : 80  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 190  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Flame Shield

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Lightning/Thunder  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Silence  
- Confusion  
- Darkness  
- Imp  
- Berserk  
- Sleep

=====

#350. Ketu

Basic Stats:

~~ Level : 67  
~~ Maximum HP : 11,000  
~~ Maximum MP : 2,600  
~~ Attack : 13  
~~ Defense : 75  
~~ Evasion : 0  
~~ Magic : 7  
~~ Magic Defense: 185  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Ice Shield

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Ice/Blizzard  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Silence  
- Confusion  
- Darkness  
- Imp  
- Berserk  
- Sleep

-----  
#351. Ultima Buster

Basic Stats:

~~ Level : 67  
~~ Maximum HP : 55,000  
~~ Maximum MP : 19,000  
~~ Attack : 20  
~~ Defense : 75  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 70  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Blood Sword  
-- Crystal Orb

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Wind/Aero  
- Poison  
- Holy  
- Earth  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Imp  
- Death  
- Petrify  
- Stop  
- Silence  
- Sleep

- Berserk
- Confusion

=====

#352. Guardian

Basic Stats:

~~ Level : 67  
~~ Maximum HP : 60,000  
~~ Maximum MP : 5,200  
~~ Attack : 13  
~~ Defense : 150  
~~ Evasion : 0  
~~ Magic : 25  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

- Ribbon
- Force Armor

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Poison  
- Petrify  
- Sleep  
- Stop  
- Death  
- Berserk  
- Silence  
- Confusion

=====

#353. Fiend

Basic Stats:

~~ Level : 73  
~~ Maximum HP : 63,000  
~~ Maximum MP : 4,800  
~~ Attack : 60  
~~ Defense : 110  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 160  
~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Safety Bit

Potential Item Drops:

-- Mutsunokami

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Holy

~~ Elemental Absorptions:

- Ice/Blizzard

- Poison

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison

- Petrify

- Stop

- Confusion

- Silence

- Imp

- Death

- Sleep

- Berserk

-----  
#354. Goddess

Basic Stats:

~~ Level : 63

~~ Maximum HP : 44,000

~~ Maximum MP : 19,000

~~ Attack : 13

~~ Defense : 85

~~ Evasion : 0

~~ Magic : 14

~~ Magic Defense: 150

~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Minerva Bustier

Potential Item Drops:

-- Excalibur

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses: None.

~~ Elemental Absorptions:

- Lightning/Thunder

- Holy

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Imp

- Death
- Berserk
- Sleep
- Slow
- Stop
- Confusion
- Silence
- Poison
- Petrify

=====

#355. Demon

Basic Stats:

~~ Level : 67  
~~ Maximum HP : 58,000  
~~ Maximum MP : 18,900  
~~ Attack : 15  
~~ Defense : 180  
~~ Evasion : 0  
~~ Magic : 13  
~~ Magic Defense: 145  
~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Red Jacket

Potential Item Drops:

-- Radiant Lance

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Poison

~~ Elemental Absorptions:

- Fire
- Wind/Aero

~~ Monster Type(s): None.

~~ Status Immunities:

- Poison
- Petrify
- Silence
- Confusion
- Imp
- Death
- Berserk
- Sleep

=====

#356. Short Arm

Basic Stats:

~~ Level : 73  
~~ Maximum HP : 27,000  
~~ Maximum MP : 10,000  
~~ Attack : 50  
~~ Defense : 115

~~ Evasion : 10  
~~ Magic : 10  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Elixir

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Poison  
- Imp  
- Petrify  
- Death  
- Confusion  
- Sleep  
- Stop

=====  
#357. Long Arm

Basic Stats:  
~~ Level : 73  
~~ Maximum HP : 33,000  
~~ Maximum MP : 10,000  
~~ Attack : 35  
~~ Defense : 110  
~~ Evasion : 5  
~~ Magic : 30  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Elixir

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Wind/Aero  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp

- Silence
- Sleep
- Slow
- Stop
- Confusion
- Death
- Poison

=====

#358. Visage

Basic Stats:

~~ Level : 74  
~~ Maximum HP : 30,000  
~~ Maximum MP : 10,000  
~~ Attack : 63  
~~ Defense : 140  
~~ Evasion : 10  
~~ Magic : 12  
~~ Magic Defense: 140  
~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities:  
- Earth  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Poison  
- Petrify  
- Berserk  
- Sleep  
- Slow  
- Stop  
- Imp  
- Confusion  
- Silence

=====

#359. Tiger

Basic Stats:

~~ Level : 70  
~~ Maximum HP : 30,000  
~~ Maximum MP : 10,000  
~~ Attack : 13  
~~ Defense : 120  
~~ Evasion : 0  
~~ Magic : 7

~~ Magic Defense: 153  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Elixir

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Ice/Blizzard  
~~ Elemental Absorptions:  
- Earth  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Petrify  
- Death  
- Silence  
- Berserk  
- Confusion  
- Slow  
- Stop  
- Sleep

=====

#360. Machine

Basic Stats:  
~~ Level : 73  
~~ Maximum HP : 24,000  
~~ Maximum MP : 10,000  
~~ Attack : 13  
~~ Defense : 105  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 153  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Elixir

Potential Item Drops: None.

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness



- Imp
- Petrify
- Poison
- Silence
- Sleep
- Confusion
- Berserk

=====

#361. Magic

Basic Stats:

~~ Level : 72  
~~ Maximum HP : 41,000  
~~ Maximum MP : 10,000  
~~ Attack : 1  
~~ Defense : 145  
~~ Evasion : 0  
~~ Magic : 8  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Earth

~~ Elemental Absorptions: None.

~~ Monster Type(s):

- Humanoid

~~ Status Immunities:

- Darkness
- Poison
- Petrify
- Berserk
- Imp
- Death
- Slow
- Stop
- Sleep
- Confusion

=====

#362. Power

Basic Stats:

~~ Level : 73  
~~ Maximum HP : 28,000  
~~ Maximum MP : 10,000  
~~ Attack : 6  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 9

~~ Magic Defense: 153  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Elixir

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Darkness  
- Imp  
- Confusion  
- Death  
- Poison  
- Petrify  
- Silence  
- Sleep

=====

#363. Lady

Basic Stats:

~~ Level : 48  
~~ Maximum HP : 9,999  
~~ Maximum MP : 10,000  
~~ Attack : 73  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 155  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Ragnarok

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions:  
- Fire  
- Ice/Blizzard  
- Lightning/Thunder  
- Wind/Aero  
- Holy  
- Earth

- Water
- Poison
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Death
  - Berserk
  - Sleep
  - Slow
  - Stop
  - Silence
  - Confusion
  - Poison
  - Petrify

=====

#364. Rest

Basic Stats:

- ~~ Level : 71
- ~~ Maximum HP : 40,000
- ~~ Maximum MP : 10,000
- ~~ Attack : 63
- ~~ Defense : 140
- ~~ Evasion : 0
- ~~ Magic : 9
- ~~ Magic Defense: 120
- ~~ Magic Evasion: 0

- ~~ Gil Earned : 0
- ~~ EXP. Earned: 0

Potential Item Steals:

- Ultima Weapon

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses: None.
- ~~ Elemental Absorptions: None.
- ~~ Monster Type(s):
  - Humanoid
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Death
  - Berserk
  - Sleep
  - Slow
  - Stop
  - Silence
  - Confusion
  - Poison
  - Petrify

=====

#365. Kefka

Basic Stats:

~~ Level : ???  
~~ Maximum HP : ???  
~~ Maximum MP : ???  
~~ Attack : ???  
~~ Defense : ???  
~~ Evasion : ???  
~~ Magic : ???  
~~ Magic Defense: ???  
~~ Magic Evasion: ???  
  
~~ Gil Earned : 0 (manually tested)  
~~ EXP. Earned: 0 (manually tested)

Potential Item Steals:

-- Megalixir (manually tested)

Potential Item Drops: None (manually tested).

Elemental/Status Data:

~~ Elemental Immunities:  
- Poison (manually tested)  
~~ Elemental Weaknesses: ???  
~~ Elemental Absorptions: None (manually tested).  
~~ Monster Type(s): ???  
~~ Status Immunities: ???

-----  
#366. Plague

Basic Stats:

~~ Level : 79  
~~ Maximum HP : 22,000  
~~ Maximum MP : 12,000  
~~ Attack : 31  
~~ Defense : 130  
~~ Evasion : 250  
~~ Magic : 20  
~~ Magic Defense: 160  
~~ Magic Evasion: 180  
  
~~ Gil Earned : 0  
~~ EXP. Earned: 5,000

Potential Item Steals: None.

Potential Item Drops:

-- Angel Brush

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Petrify  
- Death  
- Confusion

=====

#367. Flan Princess

Basic Stats:

~~ Level : 91  
~~ Maximum HP : 12,345  
~~ Maximum MP : 1,000  
~~ Attack : 13  
~~ Defense : 250  
~~ Evasion : 0  
~~ Magic : 15  
~~ Magic Defense: 100  
~~ Magic Evasion: 0

~~ Gil Earned : 11,111  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Megalixir  
-- Super Ball

Potential Item Drops:

-- Oborozuki

Elemental/Status Data:

~~ Elemental Immunities:  
- Wind/Aero  
- Holy  
- Water  
- Earth  
- Poison  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Poison  
- Petrify  
- Stop

=====

#368. Neslug

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 62,000  
~~ Maximum MP : 62,000  
~~ Attack : 60  
~~ Defense : 255  
~~ Evasion : 0  
~~ Magic : 20  
~~ Magic Defense: 255  
~~ Magic Evasion: 0

~~ Gil Earned : 50,000  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Fire
- ~~ Elemental Absorptions:
  - Water
  - Ice/Blizzard
  - Lightning/Thunder
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Death
  - Berserk
  - Sleep
  - Slow
  - Stop
  - Silence
  - Confusion
  - Poison
  - Petrify

=====

#369. Neslug

Basic Stats:

- ~~ Level : 97
- ~~ Maximum HP : 62,000
- ~~ Maximum MP : 62,000
- ~~ Attack : 50
- ~~ Defense : 180
- ~~ Evasion : 50
- ~~ Magic : 20
- ~~ Magic Defense: 195
- ~~ Magic Evasion: 50

~~ Gil Earned : 50,000

~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops: None.

Elemental/Status Data:

- ~~ Elemental Immunities: None.
- ~~ Elemental Weaknesses:
  - Fire
- ~~ Elemental Absorptions:
  - Water
  - Ice/Blizzard
  - Lightning/Thunder
- ~~ Monster Type(s): None.
- ~~ Status Immunities:
  - Darkness
  - Imp
  - Death

- Berserk
- Sleep
- Slow
- Stop
- Silence
- Confusion
- Poison
- Petrify

=====

#370. Earth Eater

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 36,000  
~~ Maximum MP : 1,400  
~~ Attack : 70  
~~ Defense : 10  
~~ Evasion : 0  
~~ Magic : 30  
~~ Magic Defense: 80  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Teleport Stone

Potential Item Drops: None.

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Holy  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Poison  
- Petrify  
- Silence  
- Darkness  
- Death  
- Imp  
- Sleep

=====

#371. Gargantua

Basic Stats:

~~ Level : 85  
~~ Maximum HP : 30,000  
~~ Maximum MP : 1,500  
~~ Attack : 67  
~~ Defense : 100  
~~ Evasion : 55  
~~ Magic : 0  
~~ Magic Defense: 100  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 5,000

Potential Item Steals: None.

Potential Item Drops:  
-- Growth Egg

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Poison  
~~ Elemental Absorptions: None.  
~~ Monster Type(s):  
- Humanoid  
~~ Status Immunities:  
- Imp  
- Petrify  
- Death  
- Stop  
- Silence

=====  
#372. Marlboro Menace

Basic Stats:  
~~ Level : 92  
~~ Maximum HP : 15,000  
~~ Maximum MP : 2,000  
~~ Attack : 13  
~~ Defense : 144  
~~ Evasion : 0  
~~ Magic : 9  
~~ Magic Defense: 109  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 5,000

Potential Item Steals:  
-- Hi-Potion  
-- Potion

Potential Item Drops:  
-- Potion

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Ice/Blizzard  
- Lightning/Thunder  
- Wind/Aero  
- Poison  
- Earth  
- Holy  
- Water  
~~ Monster Type(s): None.  
~~ Status Immunities:



- Imp
- Silence
- Confusion
- Darkness
- Petrify
- Stop
- Berserk

=====

#373. Abyss Worm

Basic Stats:

~~ Level : 91  
~~ Maximum HP : 34,000  
~~ Maximum MP : 60,000  
~~ Attack : 23  
~~ Defense : 180  
~~ Evasion : 0  
~~ Magic : 10  
~~ Magic Defense: 150  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Elixir

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities:

- Fire
- Lightning/Thunder
- Wind/Aero
- Poison
- Water
- Earth

~~ Elemental Weaknesses:

- Holy

~~ Elemental Absorptions:

- Ice/Blizzard

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Death
- Berserk
- Sleep
- Slow
- Stop
- Silence
- Confusion
- Poison
- Petrify

=====

#374. Dark Behemoth

Basic Stats:

~~ Level : 91  
~~ Maximum HP : 38,000  
~~ Maximum MP : 9,999  
~~ Attack : 27  
~~ Defense : 115  
~~ Evasion : 0  
~~ Magic : 15  
~~ Magic Defense: 151  
~~ Magic Evasion: 0

~~ Gil Earned : 0  
~~ EXP. Earned: 5,000

Potential Item Steals:

-- Behemoth Suit  
-- Phoenix Down

Potential Item Drops:

-- Phoenix Down

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
- Holy  
~~ Elemental Absorptions:  
- Poison  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Imp  
- Berserk  
- Sleep  
- Slow  
- Stop  
- Silence  
- Confusion  
- Poison  
- Petrify

=====  
#375. Red Dragon

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 59,000  
~~ Maximum MP : 12,000  
~~ Attack : 40  
~~ Defense : 150  
~~ Evasion : 20  
~~ Magic : 15  
~~ Magic Defense: 150  
~~ Magic Evasion: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- X-Ether

Potential Item Drops:

-- Apocalypse

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard
- Water

~~ Elemental Absorptions:

- Fire

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Death
- Berserk
- Sleep
- Slow
- Stop
- Silence
- Confusion
- Poison
- Petrify

=====

#376. Blue Dragon

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 57,000  
~~ Maximum MP : 16,000  
~~ Attack : 40  
~~ Defense : 150  
~~ Evasion : 20  
~~ Magic : 15  
~~ Magic Defense: 150  
~~ Magic Evasion: 10

~~ Gil Earned : 0

~~ EXP. Earned: 0

Potential Item Steals:

-- X-Potion

Potential Item Drops:

-- Save the Queen

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Lightning/Thunder

~~ Elemental Absorptions:

- Water

~~ Monster Type(s): None.

~~ Status Immunities:

- Imp
- Death
- Berserk
- Sleep
- Stop

- Silence
- Confusion
- Petrify

=====

#377. Gold Dragon

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 60,000  
~~ Maximum MP : 18,000  
~~ Attack : 40  
~~ Defense : 150  
~~ Evasion : 20  
~~ Magic : 15  
~~ Magic Defense: 150  
~~ Magic Evasion: 10

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- X-Ether

Potential Item Drops:

-- Zwill Crossblade

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Water  
~~ Elemental Absorptions:  
- Lightning/Thunder  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Sleep  
- Slow  
- Stop  
- Silence  
- Confusion  
- Poison  
- Petrify

=====

#378. Ice Dragon

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 32,000  
~~ Maximum MP : 20,000  
~~ Attack : 40  
~~ Defense : 150  
~~ Evasion : 20  
~~ Magic : 15  
~~ Magic Defense: 150  
~~ Magic Evasion: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals: None.

Potential Item Drops:  
-- Final Trump

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Fire  
~~ Elemental Absorptions:  
- Ice/Blizzard  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Sleep  
- Slow  
- Stop  
- Silence  
- Confusion  
- Poison  
- Petrify

=====  
#379. Storm Dragon

Basic Stats:  
~~ Level : 97  
~~ Maximum HP : 62,000  
~~ Maximum MP : 10,000  
~~ Attack : 40  
~~ Defense : 150  
~~ Evasion : 200  
~~ Magic : 12  
~~ Magic Defense: 150  
~~ Magic Evasion: 80

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Hi-Ether

Potential Item Drops:  
-- Longinus

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Lightning/Thunder  
~~ Elemental Absorptions:  
- Wind/Aero  
~~ Monster Type(s): None.  
~~ Status Immunities:

- Darkness
- Imp
- Death
- Berserk
- Sleep
- Slow
- Stop
- Silence
- Confusion
- Poison
- Petrify

=====

#380. Earth Dragon

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 58,000  
~~ Maximum MP : 24,000  
~~ Attack : 100  
~~ Defense : 220  
~~ Evasion : 10  
~~ Magic : 18  
~~ Magic Defense: 150  
~~ Magic Evasion: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- X-Potion

Potential Item Drops:

-- Godhand

Elemental/Status Data:

~~ Elemental Immunities: None.  
~~ Elemental Weaknesses:  
- Wind/Aero  
- Water  
~~ Elemental Absorptions:  
- Earth  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Sleep  
- Slow  
- Stop  
- Silence  
- Confusion  
- Poison  
- Petrify

=====

#381. Skull Dragon

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 61,000  
~~ Maximum MP : 14,000  
~~ Attack : 40  
~~ Defense : 200  
~~ Evasion : 0  
~~ Magic : 15  
~~ Magic Defense: 120  
~~ Magic Evasion: 20

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Holy Water

Potential Item Drops:

-- Scorpion Tail

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Fire

- Holy

~~ Elemental Absorptions:

- Poison

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness

- Imp

- Death

- Berserk

- Sleep

- Slow

- Stop

- Silence

- Confusion

- Poison

- Petrify

=====

#382. Holy Dragon

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 55,000  
~~ Maximum MP : 22,000  
~~ Attack : 30  
~~ Defense : 150  
~~ Evasion : 10  
~~ Magic : 22  
~~ Magic Defense: 200  
~~ Magic Evasion: 40

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:

-- Elixir

Potential Item Drops:

-- Zanmato

Elemental/Status Data:

~~ Elemental Immunities: None.

~~ Elemental Weaknesses:

- Ice/Blizzard
- Water

~~ Elemental Absorptions:

- Fire

~~ Monster Type(s): None.

~~ Status Immunities:

- Darkness
- Imp
- Death
- Berserk
- Sleep
- Slow
- Stop
- Silence
- Confusion
- Poison
- Petrify

=====

#383. Kaiser Dragon

Basic Stats:

~~ Level : ???  
~~ Maximum HP : ~65,000 in each of five lives, or ~325,000 (manually tested)  
~~ Maximum MP : ~65,000 (manually tested)  
~~ Attack : ???  
~~ Defense : ???  
~~ Evasion : ???  
~~ Magic : ???  
~~ Magic Defense: ???  
~~ Magic Evasion: ???

~~ Gil Earned : 0 (manually tested)

~~ EXP. Earned: 0 (manually tested)

Potential Item Steals:

-- Celestriad (manually tested)

Potential Item Drops: None (manually tested).

Elemental/Status Data:

~~ Elemental Immunities: ???  
~~ Elemental Weaknesses: ???  
~~ Elemental Absorptions: ???  
~~ Monster Type(s): ???  
~~ Status Immunities: ???

=====

#384. Omega Weapon

Basic Stats:

~~ Level : 97  
~~ Maximum HP : 65,000 (in each of three lives, though, equalling 195,000)  
~~ Maximum MP : 65,000



~~ Attack : 111  
~~ Defense : 222  
~~ Evasion : 55  
~~ Magic : 30  
~~ Magic Defense: 222  
~~ Magic Evasion: 55

~~ Gil Earned : 0  
~~ EXP. Earned: 0

Potential Item Steals:  
-- Megalixir

Potential Item Drops:  
-- Murakumo

Elemental/Status Data:  
~~ Elemental Immunities: None.  
~~ Elemental Weaknesses: None.  
~~ Elemental Absorptions: None.  
~~ Monster Type(s): None.  
~~ Status Immunities:  
- Darkness  
- Imp  
- Death  
- Berserk  
- Sleep  
- Slow  
- Stop  
- Silence  
- Confusion  
- Poison  
- Petrify

=====

```
 /|\ _____ /|\  
|  |  | _____ |  |  |  
|  |  |          Section Six: Boss FAQ/Walkthrough  |  |  |  
|  |  |          **FF6A_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. Please note that more detailed stats, including status data, will not generally be found here unless it is pertinent to a strategy; you'll need to look in the Bestiary above for that.

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. I will note that each one fits the format `**FF6A_6##**`, where `##` is replaced with the boss's ordinal number from this list. Hence, the list has been divided into eight sets; the first seven with ten bosses and the last one having five.

As a trivial note, the first twenty bosses are in the World of Balance; the other fifty-five are in the World of Ruin.

-- Ymir ..... (Narshe Mine)  
-- Guard Leader, Silver Lobo (x2) ..... (Narshe Mine)  
-- Magitek Armor (x2) ..... (Figaro Castle)  
-- Vargas, Ipooh (x2) ..... (Mt. Koltz)  
-- Ultros ..... (Lethe River)  
-- Phantom Train ..... (Phantom Train)  
-- Tunnel Armor ..... (South Figaro Cave)  
-- Kefka ..... (Narshe)  
-- Dadaluma ..... (Zozo)  
-- Ultros ..... (Opera House)

-- Ifrit, Shiva ..... (Magitek Research Facility)  
-- Number 024 ..... (Magitek Research Facility)  
-- Number 128, Left Blade, Right Blade ..... (Magitek Research Facility)  
-- Crane (x2) ..... (Blackjack, in mid-air)  
-- Flame Eater, Balloons, Grenades ..... (Burning Mansion in Thamasa)  
-- Ultros ..... (Esper Caves)  
-- Ultros, Typhon ..... (Blackjack, in mid-air)  
-- Air Force, Laser Gun, Missile Bay, Bit ..... (In mid-air)  
-- Ultima Weapon ..... (Floating Continent)  
-- Nelepa ..... (Floating Continent)

-- Tentacle (x4) ..... (Figaro Castle)  
-- Dullahan ..... (Darill's Tomb)  
-- Storm Dragon ..... (Mt. Zozo)  
-- Humbaba ..... (Mobliz)  
-- Humbaba ..... (Mobliz)  
-- Chadarnook ..... (Owzer's Mansion in Jidoor)  
-- Ice Dragon ..... (Narshe)  
-- Valigarmanda ..... (Narshe)  
-- Yeti ..... (Yeti's Cave in Narshe)  
-- Behemoth Kings ..... (Cave on the Veldt)

-- Red Dragon ..... (Phoenix Cave)  
-- Curlax, Laragorn, Moebius ..... (Cyan's Dream Sequence)  
-- Wrexsoul, Soul Savers ..... (Cyan's Dream Sequence)  
-- Master Tonberry ..... (Cave to the Ancient Castle)  
-- Samurai Soul ..... (The Ancient Castle)  
-- Blue Dragon ..... (The Ancient Castle)  
-- Deathgaze ..... (Falcon, in mid-air)  
-- Leviathan ..... (At sea)  
-- Gigantuar ..... (Maranda Desert)  
-- Gilgamesh ..... (Dragon's Neck Coliseum)

-- Hidon ..... (Ebot's Rock)  
-- Holy Dragon ..... (Cultists' Tower)  
-- Magic Master ..... (Cultists' Tower)  
-- Earth Dragon ..... (Opera House)  
-- Brachiosaur ..... (Dinosaur Forest)  
-- Ultima Buster ..... (Kefka's Tower)  
-- Gold Dragon ..... (Kefka's Tower)  
-- Inferno, Ketu, Rahu ..... (Kefka's Tower)  
-- Skull Dragon ..... (Kefka's Tower)  
-- Guardian ..... (Kefka's Tower)

-- Demon ..... (Kefka's Tower)  
-- Fiend ..... (Kefka's Tower)  
-- Goddess ..... (Kefka's Tower)  
-- Visage, Long Arm, Short Arm ..... (Kefka's Tower)  
-- Tiger, Machine, Magic, Power ..... (Kefka's Tower)

- Lady, Rest ..... (Kefka's Tower)
- Kefka ..... (Kefka's Tower)
- Ice Dragon ..... (Dragon's Den)
- Storm Dragon ..... (Dragon's Den)
- Earth Dragon ..... (Dragon's Den)
  
- Blue Dragon ..... (Dragon's Den)
- Red Dragon ..... (Dragon's Den)
- Earth Eater ..... (Dragon's Den)
- Malboro Menace ..... (Dragon's Den)
- Gargantua ..... (Dragon's Den)
- Dark Behemoth ..... (Dragon's Den)
- Abyss Worm ..... (Dragon's Den)
- Skull Dragon ..... (Dragon's Den)
- Holy Dragon ..... (Dragon's Den)
- Gold Dragon ..... (Dragon's Den)
  
- Plague ..... (Dragon's Den)
- Neslug ..... (Dragon's Den)
- Flan Princess (x5) ..... (Dragon's Den)
- Kaiser Dragon ..... (Dragon's Den)
- Omega Weapon ..... (Dragon's Den)

```
| BOSS: Ymir \ **FF6A_61** \
```

```
| Ymir's Head's Bestiary
```

```
>-----+-----+-----<
| Level      - 6      | Weaknesses:      | Treasures Awarded: |
| Maximum HP - 1,600 | - None           | - Hi-Potion (Drop) |
| Maximum MP - 1,000 |                  |                     |
| Attack     - 22    | Immunities:     |                     |
| Magic      - 10    | - None          |                     |
| Defense    - 100   |                  |                     |
| Magic Defense - 155 | Absorptions:    |                     |
| Evasion    - 0     | - None          | Gil Earned : 0     |
| Magic Evasion - 0  |                  | EXP. Earned: 0    |
<-----+-----+----->
```

```
| Ymir's Shell's Bestiary
```

```
>-----+-----+-----<
| Level      - 4      | Weaknesses:      | Treasures Awarded: |
| Maximum HP - 50,000 | - None           | - Ether (Drop)     |
| Maximum MP - 120    |                  |                     |
| Attack     - 13    | Immunities:     |                     |
| Magic      - 5     | - None          |                     |
| Defense    - 102   |                  |                     |
| Magic Defense - 155 | Absorptions:    |                     |
| Evasion    - 0     | - Thunder       | Gil Earned : 0     |
| Magic Evasion - 0  |                  | EXP. Earned: 0    |
<-----+-----+----->
```

```
| =====|
| Ymir can use a basic and weak physical attack, as well as Slime, which can |
| damage and induce Slow. Its shell is a separate entity; in other words, it |
| has its own attacks and stats, as above. However, all it does is use |
| Megavolt, which can easily take out about 30% of your party's HP (rough |
| estimate; no definite percentages are dealt with). |
| |
```

```
| I will also note that you can kill the shell. Megavolt can only be used |
| six times on 120 MP, so it costs 17 ~ 20 MP. After that, you'll be safe in |
| attacking the shell. If you want an Ether that bad (it takes more time |
| than you'd think), go right ahead you crazy person, you. |
```

If you opt for that strategy, go ahead, but don't use a Thunder-based attack unless you want to undo some work.

There is another way to go about this. Simply attack the head, instead. It will take much less time. All you need to worry about is when, every now and then, the head retreats into the shell. Just let everyone's ATB gauge fill up until the head comes back out. Then continue attacking. By the by, consider using Magitek Missile when it is ??????'s turn.

---

BOSS: Guard Leader, Silver Lobo (x2) \ \*\*FF6A\_62\*\* \

---

Guard Leader's Bestiary

|                     |       |              |                         |
|---------------------|-------|--------------|-------------------------|
| >-----+-----+-----< |       |              |                         |
| Level               | - 8   | Weaknesses:  | Treasures Awarded:      |
| Maximum HP          | - 420 | - Poison     | - Hi-Potion (Drop)      |
| Maximum MP          | - 150 |              | - Mythril Knife (Steal) |
| Attack              | - 60  | Immunities:  |                         |
| Magic               | - 9   | - None       |                         |
| Defense             | - 110 |              |                         |
| Magic Defense       | - 140 | Absorptions: |                         |
| Evasion             | - 0   | - None       | Gil Earned : 350        |
| Magic Evasion       | - 0   |              | EXP. Earned: 0          |
| >-----+-----+-----< |       |              |                         |

Silver Lobos' Bestiary

|                     |       |              |                    |
|---------------------|-------|--------------|--------------------|
| >-----+-----+-----< |       |              |                    |
| Level               | - 5   | Weaknesses:  | Treasures Awarded: |
| Maximum HP          | - 27  | - Fire       | - Potion (Drop)    |
| Maximum MP          | - 5   |              | - Potion (Steal)   |
| Attack              | - 20  | Immunities:  |                    |
| Magic               | - 3   | - None       |                    |
| Defense             | - 80  |              |                    |
| Magic Defense       | - 120 | Absorptions: |                    |
| Evasion             | - 0   | - None       | Gil Earned : 30    |
| Magic Evasion       | - 0   |              | EXP. Earned: 37    |
| >-----+-----+-----< |       |              |                    |

=====

The Guard Leader can use a basic physical attack (which has 200+% more power than most of the other enemies here), Charge (which deals about double the damage of the basic physical), and Net (which can Stop party members).

The basic idea was this. Before starting this battle, have Mog participate in one battle to learn the Twilight Requiem Dance, which is able to deal severe damage in this battle (and any other). For example, one attack is an instant-KO (which WILL affect the Guard Leader), another takes away 75% of the target's current HP. Hint hint.

Since there ARE three other members of Mog's party, just have them remove the Silver Lobos at first, then help with the Guard Leader.

---

BOSS: Magitek Armor (x2) \ \*\*FF6A\_63\*\* \

---

|                     |       |             |                     |
|---------------------|-------|-------------|---------------------|
| >-----+-----+-----< |       |             |                     |
| Level               | - 8   | Weaknesses: | Treasures Awarded:  |
| Maximum HP          | - 210 | - Thunder   | - Hi-Potion (Drop)  |
| Maximum MP          | - 250 |             | - Hi-Potion (Steal) |
| Attack              | - 18  | Immunities: | - Potion (Steal)    |
| >-----+-----+-----< |       |             |                     |

|               |       |              |                |
|---------------|-------|--------------|----------------|
| Magic         | - 3   | - None       |                |
| Defense       | - 30  |              |                |
| Magic Defense | - 130 | Absorptions: |                |
| Evasion       | - 0   | - None       | Gil Earned : 0 |
| Magic Evasion | - 0   |              | EXP. Earned: 0 |

These Magitek Armors are far worse off than you were earlier on in the game. Their attacks consist of a basic weak physical, a Magitek Laser, and Metal Kick (basically 50% more damage than a basic attack).

There is a simple strategy to this battle. Have Edgar use the Noiseblaster to confuse both of your opponents, leading them to attack each other. Be sure to maintain that Confusion status as well, due to physical attacks removing the status. Other than that, you can have Locke Steal items and Terra hit both Magitek Armors with Fire for a quaint cutscene.

And if you did not buy a Noiseblaster as I requested? Well, first, shame upon you. Secondly, have Edgar use the Auto Crossbow you should still have and Terra use Fire on both enemies. Locke can do whatever you want, I guess.

BOSS: Vargas, Ipooh (x2) \ \*\*FF6A\_64\*\* \

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Vargas's Bestiary

|               |          |              |                         |
|---------------|----------|--------------|-------------------------|
| Level         | - 12     | Weaknesses:  | Treasures Awarded:      |
| Maximum HP    | - 11,600 | - Poison     | - Mythril Claws (Steal) |
| Maximum MP    | - 220    |              | - Potion (Steal)        |
| Attack        | - 13     | Immunities:  |                         |
| Magic         | - 10     | - None       |                         |
| Defense       | - 85     |              |                         |
| Magic Defense | - 150    | Absorptions: |                         |
| Evasion       | - 0      | - None       | Gil Earned : 0          |
| Magic Evasion | - 0      |              | EXP. Earned: 0          |

Ipoohs' Bestiary

|               |       |              |                     |
|---------------|-------|--------------|---------------------|
| Level         | - 11  | Weaknesses:  | Treasures Awarded:  |
| Maximum HP    | - 360 | - Fire       | - Hi-Potion (Steal) |
| Maximum MP    | - 60  |              |                     |
| Attack        | - 18  | Immunities:  |                     |
| Magic         | - 10  | - None       |                     |
| Defense       | - 105 |              |                     |
| Magic Defense | - 150 | Absorptions: |                     |
| Evasion       | - 0   | - None       | Gil Earned : 0      |
| Magic Evasion | - 0   |              | EXP. Earned: 0      |

Vargas will stick to using a basic attack weaker than most normal enemies here (and his Ipoohs), as well as Gale Cut, which attacks the whole party for about 50 damage; 100+ when on one target. The Ipoohs only can use a basic attack and Claw (50% more power than a basic attack).

You'll have to begin by removing the Ipoohs. So have Terra focus on using enemy party-wide Fire attacks, Edgar using his Auto Crossbow, and Locke simply attacking.

Afterwards, you'll be able to fight Vargas. Here, I continued with the old strategy, except I used a party-wide Cure beforehand, just in case. After

a little over 700 damage, Sabin (Edgar's twin brother) will appear. Vargas will admit to his patricide over the fact that he thought Sabin was meant to be Duncan's successor.

Vargas soon uses Blizzard Fist to get rid of everyone but Sabin, then uses Doom Fist to damage Sabin and inflict Doom. He'll die in about sixty seconds.

Since you'll need to know how to use a Blitz to win, I'll just teach you now. Select "Blitz" from the command menu. When the hand cursor appears on Sabin, press a button combination -- in this case, it must be Left, Right, and Left on the D-Pad -- then press the A Button to execute the Blitz. If you did it right, you'll use the Blitz. With the aforementioned combination (Left, Right, Left), you'll use Raging Fist and end the battle.

---

BOSS: Ultros \ \*\*FF6A\_65\*\* \

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|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| Level         | - 13    | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 3,000 | - Thunder    | - None             |
| Maximum MP    | - 640   | - Fire       |                    |
| Attack        | - 15    | Immunities:  |                    |
| Magic         | - 3     | - None       |                    |
| Defense       | - 40    |              |                    |
| Magic Defense | - 140   | Absorptions: |                    |
| Evasion       | - 0     | - Water      | Gil Earned : 0     |
| Magic Evasion | - 0     |              | EXP. Earned: 0     |

---

Ultros can use a basic attack, Tentacle (a powerful attack that can hit one person or everyone), and Ink (50% more damage than an attack and may inflict darkness).

Specifically with Tentacle, Ultros will only attack one person (and often KO them) after a speech specific to that person. Who is attacked is obvious. However, Edgar doesn't get hit with single-target Tentacles. =/ Why couldn't it have been Baron?

Onto the strategy. Baron really needs to move into the Back Row and use Pray each and every turn. Have Edgar use one of his Tools or resort to healing or reviving when needed. Let Sabin use his Aura Cannon Blitz if you have it (or, better yet, Rising Phoenix), and let Terra use Fire on Ultros. Just note that these latter two Fire-based attacks induce Ink counterattacks.

---

BOSS: Phantom Train \ \*\*FF6A\_66\*\* \

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|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| Level         | - 14    | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 1,900 | - Thunder    | - Tent (Drop)      |
| Maximum MP    | - 350   | - Fire       |                    |
| Attack        | - 10    | - Holy       |                    |
| Magic         | - 5     |              |                    |
| Defense       | - 30    | Immunities:  |                    |
| Magic Defense | - 210   | - None       |                    |
| Evasion       | - 0     |              |                    |
| Magic Evasion | - 0     | Absorptions: | Gil Earned : 0     |
|               |         | - Water      | EXP. Earned: 0     |

The Phantom Train can use a basic attack, Wheel (basically a double-power basic attack), Diabolic Whistle (random status), Sainly Beam (ironically deals Holy-based damage to your party), and Acid Rain (damage and inflicts Sap status).

The cheap way to win is to use a Phoenix Down until it hits.

Otherwise, have Cyan focus on using his #3 Bushido skill to continually halve the Phantom Train's HP. Let Sabin use Rising Phoenix or Aura Cannon for some extra damage, and Shadow ... eh, let him do his own thing.

---

BOSS: Tunnel Armor \ \*\*FF6A\_67\*\* \

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|               |         |              |                      |
|---------------|---------|--------------|----------------------|
| Level         | - 16    | Weaknesses:  | Treasures Awarded:   |
| Maximum HP    | - 1,300 | - Thunder    | - Elixir (Drop)      |
| Maximum MP    | - 900   | - Water      | - Air Knife (Steal)  |
| Attack        | - 10    | Immunities:  | - Bioblaster (Steal) |
| Magic         | - 15    | - None       |                      |
| Defense       | - 29    |              |                      |
| Magic Defense | - 145   | Absorptions: |                      |
| Evasion       | - 0     | - None       | Gil Earned : 250     |
| Magic Evasion | - 0     |              | EXP. Earned: 0       |

---

The Tunnel Armor can use a basic attack (weaker than that of any enemy you've seen in a while), Drill (a double-powered attack), a Magitek Laser, Fire, Thunder, and Poison. You should understand the latter three.

As Celes suggests, have her use her Runic ability (and hope that her weapon works with it) to absorb the magic attacks of the boss. Have Locke begin by Stealing away the Air Knife (and the Bioblaster, if you lack one) before focusing him on the offensive. Keep Celes constantly using Runic (because its effects only apply to one spell at a time), unless a Cure is needed.

---

BOSS: Kefka \ \*\*FF6A\_68\*\* \

---

|               |         |              |                     |
|---------------|---------|--------------|---------------------|
| Level         | - 18    | Weaknesses:  | Treasures Awarded:  |
| Maximum HP    | - 3,000 | - None       | - Peace Ring (Drop) |
| Maximum MP    | - 3,000 |              | - Elixir (Steal)    |
| Attack        | - 25    | Immunities:  | - Hi-Ether (Steal)  |
| Magic         | - 9     | - None       |                     |
| Defense       | - 55    |              |                     |
| Magic Defense | - 160   | Absorptions: |                     |
| Evasion       | - 30    | - None       | Gil Earned : 0      |
| Magic Evasion | - 30    |              | EXP. Earned: 0      |

---

Kefka can use a basic attack, Thunder, Blizzard, Blizzara, Drain, Poison, and Confuse.

Remember, I suggested a team of Terra, Sabin, Cyan, and Locke.

Have Terra focus either on using Cure or Fire; Sabin, using a Blitz of your choice (I used Aura Cannon); Cyan, using his #1/#4 Bushido; and have Locke Stealing, healing, or Attacking. It's a fairly simple, yet very effective, strategy. You should see Kefka Fleeing in about three turns, if

| not less.

| BOSS: Dadaluma \ \*\*FF6A\_69\*\* \

|               |         |              |                          |
|---------------|---------|--------------|--------------------------|
| Level         | - 22    | Weaknesses:  | Treasures Awarded:       |
| Maximum HP    | - 3,270 | - Poison     | - Thief's Knife (Drop)   |
| Maximum MP    | - 1,005 |              | - Twist Headband (Drop)  |
| Attack        | - 12    | Immunities:  | - Thief's Bracer (Steal) |
| Magic         | - 3     | - None       | - Jeweled Ring (Steal)   |
| Defense       | - 85    |              |                          |
| Magic Defense | - 143   | Absorptions: |                          |
| Evasion       | - 0     | - None       | Gil Earned : 1,210       |
| Magic Evasion | - 10    |              | EXP. Earned: 0           |

=====  
| Dadaluma can use a basic attack, Sweep (damage and inflicts Sap), Jump  
| (invincible, then deals damage), Shockwave, Throw (once or twice), Item  
| (Potion or Hi-Potion), Protect, and Steal. Steal is only used to counter  
| a Steal.

| Have Celes use either Attack or party-wide Cures; Sabin uses a Blitz;  
| Edgar uses the Chainsaw tool; Cyan uses his #1/#4 Bushido; and Locke uses  
| Steal or Attack.

| BOSS: Ultros \ \*\*FF6A\_610\*\* \

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 19     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 2,550+ | - Thunder    | - None             |
| Maximum MP    | - 500    | - Fire       |                    |
| Attack        | - 13     | Immunities:  |                    |
| Magic         | - 4      | - None       |                    |
| Defense       | - 105    |              |                    |
| Magic Defense | - 150    | Absorptions: |                    |
| Evasion       | - 0      | - Water      | Gil Earned : 2     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

=====  
| Ultros can use a basic attack, Tentacle (a powerful attack that can hit  
| one person or everyone), Acid Rain (damage with Sap), Ink (damage with  
| Darkness), Lv. 3 Confuse (confusion on characters whose levels are  
| multiples of three), Imp Song (causes Imp), Fire, Drain, and Megavolt.

| Acid Rain is used as a counter for Blitzes and Bushidos, just so you know.

| This battle is one of those cool occasional cases where you start with a  
| pincer attack. As such, physical attacks dealt to the boss's backside will  
| do double damage. If Cyan is ever facing the back, give him a chance to  
| use his #4 Bushido, the four-hit Flurry, on him. Then again, with Edgar's  
| Chainsaw and Sabin's Blitzes on your side, you'll probably be more  
| concerned with just getting damage down.

| So, for the majority of the battle, you'll want to use Cyan's #1 or #4  
| Bushidos (Fang and Flurry), Sabin's Blitzes (such as Rising Phoenix),  
| Edgar's Chainsaw, and Locke's Attack. Whenever needed, be ready to cure a  
| status(es) or heal someone with a Hi-Potion or Cure, if you're using Kirin  
| as your Esper.

| Note that these will override any of these except the curing/healing:



using Ramuh, Thundara, Slow (only once, though), and Thunder (with Locke).  
 Also note that, every two or so turns for him, Ultros will move to another spot on the battlefield (much like the Sandworm boss of Final Fantasy V). However, each of these four spots are separate Ultros monsters, each with 2,550 HP. So, the faster you kill him, the better. This is also the reason for the 2,550+ HP above, for you can deal AT LEAST 2,550 damage.

BOSS: Ifrit, Shiva \ \*\*FF6A\_611\*\* \

Ifrif's Bestiary

|               |         |                |                    |
|---------------|---------|----------------|--------------------|
| Level         | - 21    | Weaknesses:    | Treasures Awarded: |
| Maximum HP    | - 3,300 | - Ice/Blizzard | - None             |
| Maximum MP    | - 600   |                |                    |
| Attack        | - 25    | Immunities:    |                    |
| Magic         | - 7     | - All else     |                    |
| Defense       | - 215   |                |                    |
| Magic Defense | - 115   | Absorptions:   |                    |
| Evasion       | - 20    | - Fire         | Gil Earned : 0     |
| Magic Evasion | - 0     |                | EXP. Earned: 0     |

Shiva's Bestiary

|               |         |                |                    |
|---------------|---------|----------------|--------------------|
| Level         | - 21    | Weaknesses:    | Treasures Awarded: |
| Maximum HP    | - 3,000 | - Fire         | - None             |
| Maximum MP    | - 500   |                |                    |
| Attack        | - 15    | Immunities:    |                    |
| Magic         | - 7     | - All else     |                    |
| Defense       | - 200   |                |                    |
| Magic Defense | - 110   | Absorptions:   |                    |
| Evasion       | - 20    | - Ice/Blizzard | Gil Earned : 0     |
| Magic Evasion | - 0     |                | EXP. Earned: 0     |

Ifrif can use a basic attack, Hit (50% more powerful than basic attack), Blaze (Fire-based damage to all), Fire, Fira, and Firaga.

Shiva will only appear once Ifrif is somewhat damaged; he'll then switch and the same can happen again in reverse. She can use a basic attack, Hit, Snowstorm (Ice/Blizzard-based damage to all), Blizzard, Blizzara, and Reflect.

You'll begin by fighting Ifrif alone. Have Celes abuse the living crap out of Runic; Edgar use the Chainsaw or Drill; Sabin use Raging Fist for a Blitz; and have Locke focus on healing or Attacking. Repeat this process when Shiva appears to battle, and back-and-forth, back-and-forth...

BOSS: Number 024 \ \*\*FF6A\_612\*\* \

|               |         |              |                       |
|---------------|---------|--------------|-----------------------|
| Level         | - 24    | Weaknesses:  | Treasures Awarded:    |
| Maximum HP    | - 4,777 | - ???        | - Flametongue (Drop)  |
| Maximum MP    | - 777   |              | - Icebrand (Drop)     |
| Attack        | - 20    | Immunities:  | - Blood Sword (Steal) |
| Magic         | - 3     | - ???        | - Rune Blade (Steal)  |
| Defense       | - 0     |              |                       |
| Magic Defense | - 100   | Absorptions: |                       |

```

| Evasion      - 0          | - ???          | Gil Earned : 0
| Magic Evasion - 0          |                 | EXP. Earned: 0

```

```

=====
| Number 024 has a wide variety of attacks, most of which you'll never see:
| a basic attack, Overflow (sets Confusion, too), Fire, Fira, Blizzard,
| Blizzara, Thunder, Thundara, Aqua Breath, Cave-In, Arctic Hare, Gale Cut,
| Fireball, Magnitude 8, Sunbath, Acid Rain, Reverse Polarity, Sonic Boom,
| Cure, Cura, Libra,, and, its usual move, Barrier Change, which changes its
| elemental weakness/resistance data.

```

```

| There is a way to know what his weakness is, too, based on his moves used:

```

```

| ~ Weak to Fire           : Blizzard, Blizzara
| ~ Weak to Ice/Blizzard   : Fire, Fira, Fireball
| ~ Weak to Lightning/Thunder: Aqua Breath, Acid Rain
| ~ Weak to Poison         : Cure, Cura
| ~ Weak to Wind/Aero      : Magnitude 8, Cave-In
| ~ Weak to Holy           : Basic attack, Reverse Polarity
| ~ Weak to Earth          : Sonic Boom, Gale Cut
| ~ Weak to Water          : Thunder, Thundara

```

```

| So, yes, abuse these if possible. Use Espers for Fire (Ifrit),
| Ice/Blizzard (Shiva), and Lightning/Thunder (Ramuh), as well as any
| corresponding spells. Let everyone else focus on physical attacks: Edgar
| with the Chainsaw or Drill, Sabin with Raging Fist, Locke Attacking, and
| Celes actually has Blizzard automatically, so... Just heal when needed.

```

```

| BOSS: Number 128, Left Blade, Right Blade \ **FF6A_613** \
|

```

```

|                                     Number 128's Bestiary

```

```

|-----+-----+-----<
| Level      - 23          | Weaknesses:         | Treasures Awarded:
| Maximum HP  - 3,276      | - None              | - Tent (Drop)
| Maximum MP  - 810        |                     | - Kazekiri (Steal)
| Attack      - 13         | Immunities:         |
| Magic       - 3          | - None              |
| Defense     - 120        |                     |
| Magic Defense - 125      | Absorptions:        |
| Evasion     - 0          | - Ice/Blizzard     | Gil Earned : 0
| Magic Evasion - 0        |                     | EXP. Earned: 0
|-----+-----+-----<

```

```

|                                     Left Blade's Bestiary

```

```

|-----+-----+-----<
| Level      - 22          | Weaknesses:         | Treasures Awarded:
| Maximum HP  - 700        | - None              | - Phoenix Down (Drop)
| Maximum MP  - 470        |                     | - Ether (Steal)
| Attack      - 13         | Immunities:         |
| Magic       - 5          | - None              |
| Defense     - 120        |                     |
| Magic Defense - 150      | Absorptions:        |
| Evasion     - 0          | - Ice/Blizzard     | Gil Earned : 0
| Magic Evasion - 0        |                     | EXP. Earned: 0
|-----+-----+-----<

```

```

|                                     Right Blade's Bestiary

```

```

|-----+-----+-----<
| Level      - 21          | Weaknesses:         | Treasures Awarded:
| Maximum HP  - 400        | - None              | - Phoenix Down (Drop)
| Maximum MP  - 150        |                     | - Ether (Steal)

```

|               |       |                |                |
|---------------|-------|----------------|----------------|
| Attack        | - 20  | Immunities:    |                |
| Magic         | - 5   | - None         |                |
| Defense       | - 120 |                |                |
| Magic Defense | - 150 | Absorptions:   |                |
| Evasion       | - 0   | - Ice/Blizzard | Gil Earned : 0 |
| Magic Evasion | - 0   |                | EXP. Earned: 0 |

Number 128 has some attacks: a basic one, Blood Feast (50% more power than basic attack; Drain effect), Blizzard, Blaster, Atomic Rays, Gale Cut, Net, Shockwave, and Haste.

The Left Blade can use a basic attack, Shamshir, and Slash (double the basic attack power); the Right Blade can use a basic attack or Rapier, which has 50% more power.

There is no real point to defeating the Blades, as they'll come back very soon. So begin by summoning Kirin to maintain a Regen and have its user dedicated to Cure/Cura on the party. Otherwise, use Edgar's Drill, Sabin's Blitzes, and Locke's Attack. Try summoning Phantom to maintain a status of Invisibility, and remember to try and use Slow to counteract Haste.

BOSS: Crane (x2) \ \*\*FF6A\_614\*\* \

Left Crane's Bestiary

|               |         |              |                        |
|---------------|---------|--------------|------------------------|
| Level         | - 23    | Weaknesses:  | Treasures Awarded:     |
| Maximum HP    | - 1,800 | - Water      | - Noiseblaster (Steal) |
| Maximum MP    | - 447   |              |                        |
| Attack        | - 14    | Immunities:  |                        |
| Magic         | - 4     | - None       |                        |
| Defense       | - 145   |              |                        |
| Magic Defense | - 120   | Absorptions: |                        |
| Evasion       | - 0     | - Thunder    | Gil Earned : 0         |
| Magic Evasion | - 0     |              | EXP. Earned: 0         |

Right Crane's Bestiary

|               |         |              |                       |
|---------------|---------|--------------|-----------------------|
| Level         | - 24    | Weaknesses:  | Treasures Awarded:    |
| Maximum HP    | - 2,300 | - Thunder    | - Debilitator (Steal) |
| Maximum MP    | - 447   | - Water      | - Hi-Potion (Steal)   |
| Attack        | - 14    | Immunities:  |                       |
| Magic         | - 4     | - None       |                       |
| Defense       | - 125   |              |                       |
| Magic Defense | - 120   | Absorptions: |                       |
| Evasion       | - 0     | - Fire       | Gil Earned : 0        |
| Magic Evasion | - 0     |              | EXP. Earned: 0        |

Both Cranes are able to use a basic attack, Wrecking Ball (basic attack with 1.5x or 2.0x damage), Thundara, Fira, Magnitude 8, and Magitek Barrier (Protect and Reflect). The left one can also use Thunder and Gigavolt, whereas the one on the right changes that for Fire and Firaga.

Firaga and Gigavolt are special, in that you must hit the Crane with the element it absorbs (Fire and Lightning/Thunder, respectively) before you will be able to be hit with either of these attacks. They can and will hit hard; as such, I would not recommend using such elemental attacks except for Espers (only the one hit) unless you have a Reflect status party-wide.

It is also worth noting that, with each three times you damage a Crane, it will use Fira or Thundara on the other Crane to charge up the Firaga or Gigavolt.

Begin by using your Espers, which should be Kirin, Shiva, and another one. This will put a single charge on one or both Cranes, so watch it if you use Ifrit or Ramuh. Have the Kirin user start using Cure or Cura as it is needed. Otherwise, Locke needs to Steal the Debilitator from the Right Crane, then Attack; Edgar needs to use his Chainsaw or Drill; Sabin needs to use the Aura Cannon Blitz; Cyan use his #1/#4 Bushido; Setzer, Attack.

The only things that should take priority over the above is using the weakness magic for a Crane, Espers, and healing via items.

BOSS: Flame Eater, Balloons, Grenades \ \*\*FF6A\_615\*\* \

Flame Eater's Bestiary

|                     |         |                |                       |
|---------------------|---------|----------------|-----------------------|
| >-----+-----+-----< |         |                |                       |
| Level               | - 24    | Weaknesses:    | Treasures Awarded:    |
| Maximum HP          | - 8,400 | - Ice/Blizzard | - Flametongue (Steal) |
| Maximum MP          | - 480   |                |                       |
| Attack              | - 13    | Immunities:    |                       |
| Magic               | - 7     | - Thunder      |                       |
| Defense             | - 105   | - Holy         |                       |
| Magic Defense       | - 150   | - Poison       |                       |
| Evasion             | - 20    | - Earth        |                       |
| Magic Evasion       | - 0     |                |                       |
|                     |         | Absorptions:   |                       |
|                     |         | - Fire         | Gil Earned : 0        |
|                     |         |                | EXP. Earned: 0        |
| >-----+-----+-----< |         |                |                       |

Balloons' Bestiary

|                     |       |                |                        |
|---------------------|-------|----------------|------------------------|
| >-----+-----+-----< |       |                |                        |
| Level               | - 22  | Weaknesses:    | Treasures Awarded:     |
| Maximum HP          | - 555 | - Ice/Blizzard | - Phoenix Down (Steal) |
| Maximum MP          | - 80  | - Water        |                        |
| Attack              | - 11  | Immunities:    |                        |
| Magic               | - 10  | - None         |                        |
| Defense             | - 20  |                |                        |
| Magic Defense       | - 130 | Absorptions:   |                        |
| Evasion             | - 0   | - Fire         | Gil Earned : 300       |
| Magic Evasion       | - 0   |                | EXP. Earned: 369       |
| >-----+-----+-----< |       |                |                        |

Grenades' Bestiary

|                     |         |                |                        |
|---------------------|---------|----------------|------------------------|
| >-----+-----+-----< |         |                |                        |
| Level               | - 17    | Weaknesses:    | Treasures Awarded:     |
| Maximum HP          | - 3,000 | - Ice/Blizzard | - Flame Scroll (Steal) |
| Maximum MP          | - 500   | - Water        |                        |
| Attack              | - 13    | Immunities:    |                        |
| Magic               | - 10    | - None         |                        |
| Defense             | - 0     |                |                        |
| Magic Defense       | - 150   | Absorptions:   |                        |
| Evasion             | - 0     | - Fire         | Gil Earned : 500       |
| Magic Evasion       | - 0     |                | EXP. Earned: 190       |
| =====               |         |                |                        |

The Flame Eater is able to use a basic attack, Hit (basic attack power +50%), Fire, Fira, Firaga, Fireball, Reflect, Protect, and Bomblet. This last one is unfamiliar to you; it signals the future coming of Balloons

and/or Grenades. These monsters are unaltered from their usual selves.

Simple strategy here. Have Strago spam Aqua Breath. While this happens, summon Kirin with someone. If possible, also summon Shiva and another Esper (not Ifrit). Let Terra enter a Trance to be powered-up, and let Locke pretty much just Attack.

---

BOSS: Ultros \ \*\*FF6A\_616\*\* \

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|               |          |              |                      |
|---------------|----------|--------------|----------------------|
| Level         | - 25     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP    | - 22,000 | - Fire       | - White Cape (Steal) |
| Maximum MP    | - 750    | - Thunder    |                      |
| Attack        | - 22     | Immunities:  |                      |
| Magic         | - 7      | - None       |                      |
| Defense       | - 95     |              |                      |
| Magic Defense | - 155    | Absorptions: |                      |
| Evasion       | - 0      | - Water      | Gil Earned : 3       |
| Magic Evasion | - 0      |              | EXP. Earned: 0       |

---

=====  
Ultros can use some expected attacks: a basic one, Tentacle, Ink, Protect, and Haste. To add to this, you get Firaga, Blizzaga, Thundaga, Aqua Breath, Stone (7.5x more damage on Lv. 25 characters, here), Magnitude 8, and Hailstone. Hailstone is used every minute or so and takes away ~75% of the target's current HP.

After hitting him five times with magic, Ultros will screw around and turn red -- using a Fire spell now will make him counter with Firaga, an Ice/Blizzard spell with Blizzaga, and a Lightning/Thunder spell with Thundaga.

I will note that Magnitude 8 and Aqua Breath are only used every sixteen turns. See, at the end of every other turn, he'll come closer to you. After eight movements, he'll use one of the above attacks. You can back him up by hitting him thrice with magic.

So, onto the strategy. Start off with Kirin, Ramuh, and Ifrit Espers being used. Have Locke focus afterwards on Attacks, if he brought the Hawkeye. If Strago is Lv. 25, have him use Stone; if not, do some healing with him. Terra should pretty much Attack as well. If someone has Fira, Firaga, Thundara, or Thundaga, have them use that until Ultros turns red, then revert to the above strategy.

After taking away about 10,000 HP, Relm will come in and a cutscene will be watched; basically, Relm joined the party. Use Sketch with her to end this fight.

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BOSS: Ultros, Typhon \ \*\*FF6A\_617\*\* \

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Ultros's Bestiary

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|            |          |             |                      |
|------------|----------|-------------|----------------------|
| Level      | - 26     | Weaknesses: | Treasures Awarded:   |
| Maximum HP | - 17,000 | - Fire      | - Dried Meat (Steal) |
| Maximum MP | - 8,000  | - Poison    |                      |
| Attack     | - 10     | Immunities: |                      |
| Magic      | - 3      | - None      |                      |
| Defense    | - 20     |             |                      |

|               |      |              |                |
|---------------|------|--------------|----------------|
| Magic Defense | - 10 | Absorptions: |                |
| Evasion       | - 0  | - Water      | Gil Earned : 0 |
| Magic Evasion | - 0  |              | EXP. Earned: 0 |

-----<

Typhon's Bestiary

----->

|               |          |                |                    |
|---------------|----------|----------------|--------------------|
| Level         | - 26     | Weaknesses:    | Treasures Awarded: |
| Maximum HP    | - 10,000 | - Ice/Blizzard | - Dagger (Steal)   |
| Maximum MP    | - 40,000 | - Water        |                    |
| Attack        | - 13     | Immunities:    |                    |
| Magic         | - 10     | - None         |                    |
| Defense       | - 100    |                |                    |
| Magic Defense | - 55     | Absorptions:   |                    |
| Evasion       | - 0      | - Fire         | Gil Earned : 0     |
| Magic Evasion | - 0      |                | EXP. Earned: 0     |

=====  
 Ultros can has a crappy move repertoire: Attack, Octopus Ink (same as the usual Ink: attack +50%, may blind you), and Tentacle. =/  
 |

Once Ultros takes around 4,500 damage, his buddy, Typhon, arrives. His moveset is worse! He only uses a basic attack or Fireball, ending with a party-wide Snort at battle's end -- it's a plot device, so don't worry.  
 |

Okay, let's end this quickly. Summon Phantom at the start and, until Typhon comes around, you'll be okay -- better than that, INVULERNABLE. You can do what you want from there; personally, I just used basic Attacks as there was no point in wasting MP. (Of course, Cyan stuck to Bushido #1 or #4 and Sabin should use the Rising Phoenix Blitz, but you get my point.)  
 |

Once Typhon arrives, things are more complicated, for his Fireball should get rid of your invulnerability from the Phantom's summoning. You can stop such via Silencing or Berserking Typhon; using Siren is an option, too. Stick to basic attacks if your invulnerability is successfully persisted; otherwise, eliminate Ultros with single-target Fira/Bio spells, then go for Typhon once Ultros is gone. Use Bismarck, Shiva, and/or Blizzara him to death. If none of those can happen, focus on basic attacks, Cyan's #1/#4 Bushidos, or Sabin's Raging Fist Blitz.  
 |

The battle ends with you being Snorted away. Ew.  
 |

-----  
 BOSS: Air Force, Laser Gun, Missile Bay, Bit \ \*\*FF6A\_618\*\* \  
 -----

-----<

Air Force's Bestiary

----->

|               |         |              |                        |
|---------------|---------|--------------|------------------------|
| Level         | - 25    | Weaknesses:  | Treasures Awarded:     |
| Maximum HP    | - 8,000 | - Thunder    | - Princess Ring (Drop) |
| Maximum MP    | - 750   | - Water      | - Elixir (Steal)       |
| Attack        | - 10    | Immunities:  |                        |
| Magic         | - 12    | - None       |                        |
| Defense       | - 150   |              |                        |
| Magic Defense | - 120   | Absorptions: |                        |
| Evasion       | - 0     | - None       | Gil Earned : 0         |
| Magic Evasion | - 0     |              | EXP. Earned: 0         |

-----<

Laser Gun's Bestiary

----->

|       |      |             |                    |
|-------|------|-------------|--------------------|
| Level | - 24 | Weaknesses: | Treasures Awarded: |
|-------|------|-------------|--------------------|

|               |         |              |                   |
|---------------|---------|--------------|-------------------|
| Maximum HP    | - 3,300 | - Thunder    | - X-Ether (Steal) |
| Maximum MP    | - 335   | - Water      |                   |
| Attack        | - 12    | Immunities:  |                   |
| Magic         | - 9     | - None       |                   |
| Defense       | - 130   |              |                   |
| Magic Defense | - 140   | Absorptions: |                   |
| Evasion       | - 0     | - None       | Gil Earned : 0    |
| Magic Evasion | - 0     |              | EXP. Earned: 0    |

>-----+-----+-----<  
 | Missile Bay's Bestiary |

|               |         |              |                       |
|---------------|---------|--------------|-----------------------|
| Level         | - 25    | Weaknesses:  | Treasures Awarded:    |
| Maximum HP    | - 3,000 | - Thunder    | - Debilitator (Steal) |
| Maximum MP    | - 7,000 | - Water      |                       |
| Attack        | - 12    | Immunities:  |                       |
| Magic         | - 8     | - None       |                       |
| Defense       | - 135   |              |                       |
| Magic Defense | - 150   | Absorptions: |                       |
| Evasion       | - 0     | - None       | Gil Earned : 0        |
| Magic Evasion | - 0     |              | EXP. Earned: 0        |

>-----+-----+-----<  
 | Bit's Bestiary |

|               |       |              |                    |
|---------------|-------|--------------|--------------------|
| Level         | - 25  | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 420 | - Thunder    | - Amulet (Steal)   |
| Maximum MP    | - 285 | - Water      |                    |
| Attack        | - 12  | Immunities:  |                    |
| Magic         | - 8   | - None       |                    |
| Defense       | - 230 |              |                    |
| Magic Defense | - 160 | Absorptions: |                    |
| Evasion       | - 0   | - None       | Gil Earned : 0     |
| Magic Evasion | - 0   |              | EXP. Earned: 0     |

=====  
 | Air Force can hit with a basic attack, Hit (basic attack +50% power), a  
 | Diffractive Laser (party-wide damage), and Hyperwave Cannon (major damage,  
 | once the countdown reaches zero).  
 |

| The Laser Gun uses a basic attack, Hit, Magitek Laser, and Atomic Rays.  
 | After taking a little over 1,500 damage, it swaps Atomic Rays for the  
 | Diffractive Laser. They're the same thing, but the latter is weaker.  
 |

| The Missile Bay can use Missile, which damages and may inflict Sap (which  
 | is a LOT better than its FFV counterpart, eh?), and Launcher is available  
 | after taking around 1,500 damage.  
 |

| The Bit is special in that it is only summoned when the Laser Gun dies. It  
 | will do nothing except be on eternal Runic duty -- during this time, none  
 | of your magic is effective. Then the Air Force will count down to its  
 | Hyperwave Cannon.  
 |

| First things first. Remember not to use Kirin for now. Instead, begin the  
 | battle by summoning Ramuh and Bismarck to abuse weaknesses. Characters  
 | should have a prioritization of using Thundara on the enemy party over a  
 | basic Attack (or, with Cyan, Bushido #1; with Sabin, Raging Fist or Rising  
 | Phoenix). If brought down to basic attacks, focus firstly on the Missile  
 | Bay, our worst enemy insofar.  
 |

| Once it's down, use Kirin to override any Sappings that are going on and  
 | effectively reverse them. From here on out, continue using party-wide  
 | Thundaras, party-wide (for you, this time) Curas, or Attacks as mentioned  
 |

in the above paragraph. I will also note the usefulness of Strago's Aqua Breath throughout the whole battle.

If the Bit comes out, you'll have to attack it physically. Stick with the usual: Cyan's Bushido #1/#4 (bit risky here, though), Sabin's Raging Fist Blitz (still risky), and have everyone else just Attack.

Alternatively, if you don't want to risk the Bit coming out, do not use multi-targeted attacks WHATSOEVER. Use single-target attacks (minus Espers as they shouldn't be killing these in one hit) throughout the battle, first going for the Missile Bay, then the Air Force itself. Using Slow and Stop on the Laser Gun to REALLY make this more effective.

---

BOSS: Ultima Weapon \ \*\*FF6A\_619\*\* \

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 37     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 24,000 | - None       | - Elixir (Drop)    |
| Maximum MP    | - 5,000  |              | - Elixir (Steal)   |
| Attack        | - 45     | Immunities:  | - Ribbon (Steal)   |
| Magic         | - 5      | - None       |                    |
| Defense       | - 142    |              |                    |
| Magic Defense | - 97     | Absorptions: |                    |
| Evasion       | - 20     | - None       | Gil Earned : 0     |
| Magic Evasion | - 10     |              | EXP. Earned: 0     |

=====

The Ultima Weapon... This second variety (you encountered the first as a sword in the Cave to the Sealed Gate) is beast created during the War of the Magi a millennium ago, created for the sole purpose of carnage and destruction. Expect a hard fight.

Its attacks include a basic one, Full Power (basic attack power doubled), Fira, Flare, Bio, Quake (Earth damage to all), Tornado (Wind/Aero damage to all), Graviga (percentage damage), Rasp (MP damage), Blaze, Meteor, Mind Blast (random statuses), and Flare Star (Fire-based damage).

What he can use is fairly specific at a given time:

~~ Until ~50% HP: Attack, Blaze, and Flare.

~~ After that, he'll use Bio/Quake/Meteor; then Attack/Full Power; then Fira on everyone; then Mind Blast; then self-Protect, Haste, and Shell; then a while before Flare Star; then a loop from there.

~~ Below ~25% HP: Attack, Blaze, Graviga, Rasp, and Tornado. Flare also becomes a counterattack on occasion.

What I did was this (I used Terra, Locke, Cyan, and Shadow) -- Terra was constantly on party-wide Cura duty after she has used Kirin. Locke was abusing the two Hawkeyes he had on, occasionally going for the party-wide Cura or a Phoenix Down when needed. Cyan was using his #1/#4 Bushido, and Shadow was tossing a few Scrolls I had built up over time. Dispel was used once after the Haste/Protect/Shell thing, and Shadow had summoned Unicorn when the Mind Blast came around.

---

BOSS: Nelapa \ \*\*FF6A\_620\*\* \

|            |         |                |                    |
|------------|---------|----------------|--------------------|
| Level      | - 26    | Weaknesses:    | Treasures Awarded: |
| Maximum HP | - 2,800 | - Ice/Blizzard | - None             |



|               |       |  |              |                |
|---------------|-------|--|--------------|----------------|
| Maximum MP    | - 280 |  | - Thunder    |                |
| Attack        | - 11  |  | - Holy       |                |
| Defense       | - 105 |  |              |                |
| Magic         | - 10  |  | Immunities:  |                |
| Defense       | - 105 |  | - Poison     |                |
| Magic Defense | - 150 |  | - Wind/Aero  |                |
| Evasion       | - 0   |  | - Earth      |                |
| Magic Evasion | - 0   |  | - Water      |                |
|               |       |  |              |                |
|               |       |  | Absorptions: |                |
|               |       |  | - Fire       | Gil Earned : 0 |
|               |       |  |              | EXP. Earned: 0 |

=====

Nepala can use a basic attack, Hit (attack power +50%), Fira, Firaga, Fireball, and Roulette. It'll hit your party with Doom at the battle's start.

Now, this guy has Reflect on him as well as Float (hence the Earth immunity). If you want to abuse his weaknesses, you'll pretty much be stuck with the Ramuh and Shiva Espers. Beyond that, stick with basic Attacks or Bushido #1/#4 (with Cyan) or the Raging Fist Blitz (with Sabin).

Of course, if you feel threatened in sticking to physicals, it is worth noting that you can put Reflect on yourself, then bounce the spells off of you. If that is a possibility, begin abusing Thundara and Blizzara.

BOSS: Tentacle (x4) \ \*\*FF6A\_621\*\* \

Top-Left Tentacle's Bestiary

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| Level         | - 34    | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 4,000 | - None       | - None             |
| Maximum MP    | - 500   |              |                    |
| Attack        | - 13    | Immunities:  |                    |
| Magic         | - 8     | - None       |                    |
| Defense       | - 102   |              |                    |
| Magic Defense | - 153   | Absorptions: |                    |
| Evasion       | - 0     | - Earth      | Gil Earned : 0     |
| Magic Evasion | - 0     | - Water      | EXP. Earned: 0     |

Top-Right Tentacle's Bestiary

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| Level         | - 33    | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 5,000 | - None       | - None             |
| Maximum MP    | - 600   |              |                    |
| Attack        | - 13    | Immunities:  |                    |
| Magic         | - 8     | - None       |                    |
| Defense       | - 102   |              |                    |
| Magic Defense | - 153   | Absorptions: |                    |
| Evasion       | - 0     | - Thunder    | Gil Earned : 0     |
| Magic Evasion | - 0     | - Water      | EXP. Earned: 0     |

Bottom-Left Tentacle's Bestiary

|            |         |             |                    |
|------------|---------|-------------|--------------------|
| Level      | - 32    | Weaknesses: | Treasures Awarded: |
| Maximum HP | - 6,000 | - Fire      | - None             |
| Maximum MP | - 700   |             |                    |

|               |       |                |                |
|---------------|-------|----------------|----------------|
| Attack        | - 13  | Immunities:    |                |
| Magic         | - 8   | - None         |                |
| Defense       | - 102 |                |                |
| Magic Defense | - 153 | Absorptions:   |                |
| Evasion       | - 0   | - Ice/Blizzard | Gil Earned : 0 |
| Magic Evasion | - 0   | - Water        | EXP. Earned: 0 |

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

Bottom-Right Tentacle's Bestiary

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

|               |         |                |                    |
|---------------|---------|----------------|--------------------|
| Level         | - 31    | Weaknesses:    | Treasures Awarded: |
| Maximum HP    | - 7,000 | - Ice/Blizzard | - None             |
| Maximum MP    | - 800   | - Water        |                    |
| Attack        | - 13    | Immunities:    |                    |
| Magic         | - 8     | - None         |                    |
| Defense       | - 102   |                |                    |
| Magic Defense | - 153   | Absorptions:   |                    |
| Evasion       | - 0     | - Fire         | Gil Earned : 0     |
| Magic Evasion | - 0     |                | EXP. Earned: 0     |

=====

Each Tentacle has the same moveset. They can use a basic attack, Stun (which can set Slow), Bio, Poison, Entwine (basically a party-wide Stun), and Grab. Grab will temporarily drain some of the character's HP for a while until the character is Released.

It's a good idea to start this battle by using Kirin, Fenrir, and Siren. Kirin is for the Regen; Fenrir for dodging attacks for a bit, and Siren is to stop most of the magic spells.

Afterwards, set Edgar on using his Bioblaster for the rest of the fight, except once you're down to one Tentacle, at which point you'll want to use the Drill. The other two need to try and focus on one Tentacle at a time. Let Celes use a "-ra" on the chosen Tentacle, opting to multi-target if it is possible (all other Tentacles have max HP or won't absorb). Sabin can do what you want; use a strategy like Celes's or go to using Blitzes. I never really thought his strategy through. If needed, have Celes use Cura.

BOSS: Dullahan \ \*\*FF6A\_622\*\* \

|               |          |                |                       |
|---------------|----------|----------------|-----------------------|
| Level         | - 37     | Weaknesses:    | Treasures Awarded:    |
| Maximum HP    | - 23,450 | - Fire         | - Genji Glove (Steal) |
| Maximum MP    | - 1,721  |                | - X-Potion (Steal)    |
| Attack        | - 55     | Immunities:    |                       |
| Magic         | - 7      | - None         |                       |
| Defense       | - 130    |                |                       |
| Magic Defense | - 160    | Absorptions:   |                       |
| Evasion       | - 0      | - Ice/Blizzard | Gil Earned : 0        |
| Magic Evasion | - 0      |                | EXP. Earned: 0        |

=====

Dullahan can use a basic attack, Morning Star (which is twice as strong), Blizzara, Blizzaga, Absolute Zero (ice damage to all), Northern Cross (which can induce Freeze), Lv. ? Holy (the ? equals the one's digit of your Gil; those with levels divisible by it get hit hard), and Cura. Cura only starts at around 10,000 HP.

It's a good idea to start this battle by using Kirin, Fenrir, Ifrit, and someone else you want -- probably Zona Seeker.

It's easy beyond that, very much so. Have Celes on constant Cura/Esuna

duty, using Fira when nothing needs to be done. Let Sabin use Rising Phoenix; Edgar, the Drill; and Setzer ... well, I had already gotten Fira on him, and his attack sucked for some reason. So I let him use Fira, resorting to reviving characters with Phoenix Downs.

---

|                                     |          |              |                      |
|-------------------------------------|----------|--------------|----------------------|
| BOSS: Storm Dragon \ **FF6A_623** \ |          |              |                      |
| <hr/>                               |          |              |                      |
| Level                               | - 74     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP                          | - 42,000 | - Thunder    | - Force Armor (Drop) |
| Maximum MP                          | - 1,250  |              |                      |
| Attack                              | - 13     | Immunities:  |                      |
| Magic                               | - 9      | - None       |                      |
| Defense                             | - 130    |              |                      |
| Magic Defense                       | - 150    | Absorptions: |                      |
| Evasion                             | - 0      | - Wind/Aero  | Gil Earned : 0       |
| Magic Evasion                       | - 0      |              | EXP. Earned: 0       |

=====  
The Storm Dragon can use a basic attack, Wing Sabre (three times as powerful), Wind Slash, Leaf Swirl, Aero, and Cyclonic (takes away almost all of your HP).

It's a good idea to start this battle by using Golem, Zona Seeker, and Fenrir for self-protection. If you have a fourth character, use Ramuh.

Focus your party, for the first bits of the battle, on having someone(s) heal with party-wide Cura, while someone focuses on using Osmose or Rasp to lower the Storm Dragon's 1,250 MP. A fourth character can provide some party boosters -- Protect and Haste, namely.

After his MP is gone, focus someone (probably your Osmose person) on using party-wide Cura and other help, while everyone else focuses on using Thundara. If you have Edgar, using his Flash Tool to inflict Darkness will help greatly.

---

|                                |          |              |                    |
|--------------------------------|----------|--------------|--------------------|
| BOSS: Humbaba \ **FF6A_624** \ |          |              |                    |
| <hr/>                          |          |              |                    |
| Level                          | - 31     | Weaknesses:  | Treasures Awarded: |
| Maximum HP                     | - 26,000 | - Poison     | - None             |
| Maximum MP                     | - 10,000 |              |                    |
| Attack                         | - 15     | Immunities:  |                    |
| Magic                          | - 6      | - None       |                    |
| Defense                        | - 100    |              |                    |
| Magic Defense                  | - 130    | Absorptions: |                    |
| Evasion                        | - 0      | - Thunder    | Gil Earned : 0     |
| Magic Evasion                  | - 0      |              | EXP. Earned: 0     |

=====  
Humbaba can use a basic attack, Solar Plexus (which is three times as powerful), 1,000 Needles (1,000 damage on target), Thundara, and Thundaga.

Begin the fight by using the Kirin and Zona Seeker Espers to provide Regen and upped Magic Defense, respectively. Have Celes use Bio or a "-ra" spell (except Thundara) until some healing is needed, which should be dealt with via a party-wide Cura. Sabin should focus on using whatever Blitz you tend to prefer, or, when using Venom Claws as a weapon, a basic Attack. Of course, if he has Bio, try that and see if its damage exceeds his physical damage.

| BOSS: Humbaba \ **FF6A_625** \ |          |              |                    |
|--------------------------------|----------|--------------|--------------------|
| Level                          | - 31     | Weaknesses:  | Treasures Awarded: |
| Maximum HP                     | - 26,000 | - Poison     | - None             |
| Maximum MP                     | - 10,000 |              |                    |
| Attack                         | - 15     | Immunities:  |                    |
| Magic                          | - 6      | - None       |                    |
| Defense                        | - 100    |              |                    |
| Magic Defense                  | - 130    | Absorptions: |                    |
| Evasion                        | - 0      | - Thunder    | Gil Earned : 0     |
| Magic Evasion                  | - 0      |              | EXP. Earned: 0     |

Humbaba can use a basic attack, Solar Plexus (which is three times as powerful), 1,000 Needles (1,000 damage on target), Thundara, and Thundaga.

Begin the fight by using the Kirin and Zona Seeker Espers to provide some defenses. Then simply batter the beast with some Poison/Bio spells until it eventually dies. It is a rather simple concept.

Eventually, most of your party will be blown away and Terra will join the battle. Keep up the above strategy with the Trance Terra and you'll win fairly easily; her Attack alone deals over 1,000 damage easily.

| BOSS: Chadarnook \ **FF6A_626** \ |          |              |                    |
|-----------------------------------|----------|--------------|--------------------|
| Lakshmi Form                      |          |              |                    |
| Level                             | - 37     | Weaknesses:  | Treasures Awarded: |
| Maximum HP                        | - 56,000 | - Fire       | - None             |
| Maximum MP                        | - 9,400  |              |                    |
| Attack                            | - 13     | Immunities:  |                    |
| Magic                             | - 10     | - None       |                    |
| Defense                           | - 140    |              |                    |
| Magic Defense                     | - 150    | Absorptions: |                    |
| Evasion                           | - 0      | - Holy       | Gil Earned : 0     |
| Magic Evasion                     | - 0      | - Water      | EXP. Earned: 0     |

| Chadarnook Form |          |              |                    |
|-----------------|----------|--------------|--------------------|
| Level           | - 41     | Weaknesses:  | Treasures Awarded: |
| Maximum HP      | - 30,000 | - Fire       | - None             |
| Maximum MP      | - 7,600  | - Holy       |                    |
| Attack          | - 18     | Immunities:  |                    |
| Magic           | - 10     | - None       |                    |
| Defense         | - 135    |              |                    |
| Magic Defense   | - 130    | Absorptions: |                    |
| Evasion         | - 0      | - Thunder    | Gil Earned : 0     |
| Magic Evasion   | - 0      |              | EXP. Earned: 0     |

When Chadarnook is in his Lakshmi form, he can use a basic attack, Last Kiss (sets Doom), Lullaby (party-wide Sleep), Entice, and Poltergeist (which seems to set a Super-Sap kind of thing, because you can't remove it for some reason).

The Chadarnook's other form simply uses a basic attack, Hit (damage and

Doom), Thundara, Thundaga, and Flash Rain (Water- and Ice/Blizzard-based damage to all ... and it's heavy).

It's a good idea to start this battle by using Kirin, Fenrir, and Siren. Kirin is for the Regen; Fenrir for dodging attacks for a bit, and Siren is to stop most of the magic spells.

First things first. You really should ignore attacking the lighter Lakshmi form - the HP regenerates, so your MP will be wasted very, very easily. Whenever this form comes up, for the next minute or so, focus on putting Protect, Shell, and Haste on everyone. Also focus on healing; Regen may be a bit too far, because of the Poltergeist.

Once the uglier form comes about, let the bullets fly. Send Ifrit out; Bahamut and Phoenix are good ideas, too, though you therefore haven't been playing along with my FAQ. Have your spellcasters, namely Celes and Terra, focus on using Fira/Firaga; Sabin can use Rising Phoenix; and just let everyone else do their own thing. Don't be afraid to heal with some Cura or Curaga, either.

One thing NOT to do, though, is use Thunder-based stuff. I seriously had not paid attention to the bestiary I hacked in prior to the fight and ended up fighting for about an hour because I was using Thundaga -- the Lakshmi would just regenerate, and the Chadarnook would absorb and my DS didn't have that good of a screen to notice a slight green tint. >\_<

---

BOSS: Ice Dragon \ \*\*FF6A\_627\*\* \

|               |          |                |                       |
|---------------|----------|----------------|-----------------------|
| Level         | - 74     | Weaknesses:    | Treasures Awarded:    |
| Maximum HP    | - 24,400 | - Fire         | - Force Shield (Drop) |
| Maximum MP    | - 9,000  |                |                       |
| Attack        | - 13     | Immunities:    |                       |
| Magic         | - 10     | - None         |                       |
| Defense       | - 110    |                |                       |
| Magic Defense | - 150    | Absorptions:   |                       |
| Evasion       | - 0      | - Ice/Blizzard | Gil Earned : 0        |
| Magic Evasion | - 0      |                | EXP. Earned: 0        |

=====

The Ice Dragon has the expected move repertoire, also rather short: a basic attack, Hit (twice as powerful), Absolute Zero, Avalanche, and Northern Cross.

There is a VERY, VERY cheap strategy to end this very quickly, sort of. Inflict Berserk on the Ice Dragon -- a spell you should've had a long time ago -- then summon the Phantom Esper to obtain invulnerability. Then just attack, attack, attack, attack, and loop from the first word on this line.

Another way - use Confuse on it and sit back.

Yet another - hit it with Darkness, Silence, Haste, and Poison. This will effectively make all but the rarest of Attacks/Hits hit, in which case a Hi-Potion may be in order. The Haste increases that risk, but also ups the speed at which the Ice Dragon dies.

---

BOSS: Valigarmanda \ \*\*FF6A\_628\*\* \

|               |          |                |                    |
|---------------|----------|----------------|--------------------|
| Level         | - 74     | Weaknesses:    | Treasures Awarded: |
| Maximum HP    | - 30,000 | - Fire         | - None             |
| Maximum MP    | - 50,000 |                |                    |
| Attack        | - 19     | Immunities:    |                    |
| Magic         | - 4      | - All others   |                    |
| Defense       | - 254    |                |                    |
| Magic Defense | - 70     | Absorptions:   |                    |
| Evasion       | - 0      | - Ice/Blizzard | Gil Earned : 0     |
| Magic Evasion | - 0      |                | EXP. Earned: 0     |

=====  
Valigarmanda can use a basic attack, Hit, Blizzaga, Freezing Dust, and Rasp -- all fairly basic attacks.

There is not a lot to say here. Begin by using Zona Seeker to raise your Magic Defense (like it needs it all too much), and Kirin for some Regen. Go to having Ifrit summoned for some Fire-elemental damage, and then proceed to cast Fire/Fira/Firaga, depending on what you have, for more. In the case of Sabin, the Rising Phoenix Blitz is preferred unless he DOES have a decent-powered Fira/Firaga.

|                             |          |                |                    |
|-----------------------------|----------|----------------|--------------------|
| BOSS: Yeti \ **FF6A_629** \ |          |                |                    |
| Level                       | - 33     | Weaknesses:    | Treasures Awarded: |
| Maximum HP                  | - 17,000 | - Fire         | - None             |
| Maximum MP                  | - 6,990  | - Poison       |                    |
| Attack                      | - 25     | Immunities:    |                    |
| Magic                       | - 11     | - None         |                    |
| Defense                     | - 100    |                |                    |
| Magic Defense               | - 150    | Absorptions:   |                    |
| Evasion                     | - 0      | - Ice/Blizzard | Gil Earned : 10    |
| Magic Evasion               | - 0      |                | EXP. Earned: 0     |

=====  
The Yeti -- a.k.a. the Himalayan Abominable Snowman -- can use a basic attack, Tackle (triple-power attack), Jump, Hailstone, Snowstorm, Snowball, and Avalanche. At one point, he'll use a Green Cherry to put Haste, Protect, and Shell on itself.

Cheap strategy time! Like with the Ice Dragon, inflicting Berserk on the Yeti, summoning the Phantom, and attack works just fine.

Otherwise... Meh. Use Fire-based stuff (Fire, Fira, Firaga, Ifrit, the usual) to deal some heavy damage. Use Dispel once the Yeti uses its Green Cherry, and just be sure to have someone healing when needed.

|                                       |          |                |                        |
|---------------------------------------|----------|----------------|------------------------|
| BOSS: Behemoth Kings \ **FF6A_630** \ |          |                |                        |
| First Enemy                           |          |                |                        |
| -----+-----+-----<                    |          |                |                        |
| Level                                 | - 33     | Weaknesses:    | Treasures Awarded:     |
| Maximum HP                            | - 19,000 | - Fire         | - Behemoth Suit (Drop) |
| Maximum MP                            | - 1,600  | - Poison       | - Murasame (Steal)     |
| Attack                                | - 11     | Immunities:    |                        |
| Magic                                 | - 9      | - None         |                        |
| Defense                               | - 120    |                |                        |
| Magic Defense                         | - 120    | Absorptions:   |                        |
| Evasion                               | - 0      | - Ice/Blizzard | Gil Earned : 0         |

|               |          |              |                        |   |
|---------------|----------|--------------|------------------------|---|
| Magic Evasion | - 0      |              | EXP. Earned:           | 0 |
| -----<        |          |              |                        |   |
| Second Enemy  |          |              |                        |   |
| -----<        |          |              |                        |   |
| Level         | - 33     | Weaknesses:  | Treasures Awarded:     |   |
| Maximum HP    | - 19,000 | - Fire       | - Behemoth Suit (Drop) |   |
| Maximum MP    | - 9,999  | - Holy       |                        |   |
| Attack        | - 27     | Immunities:  |                        |   |
| Magic         | - 10     | - None       |                        |   |
| Defense       | - 105    |              |                        |   |
| Magic Defense | - 150    | Absorptions: |                        |   |
| Evasion       | - 0      | - Poison     | Gil Earned : 0         |   |
| Magic Evasion | - 0      |              | EXP. Earned: 0         |   |

```

=====
Your first Behemoth King can use a basic attack, Blizzara, Blizzaga,
Imp, Meteor, Holy, and Devil Claw (damage and remove Reflect).

The second one sticks to a basic attack, Death, Hypno Gas (Sleep), and
Meteor.

There is not a lot to say about the first fight. Put in Kirin, Ifrit, and
Fenrir for damage and defense, then have someone on Cura/Curaga duty while
everyone else uses Fira/Firaga/etc. on the monster.

For the second Behemoth King, a simple Phoenix Down settles it. :)

```

|                                   |          |                |                    |  |
|-----------------------------------|----------|----------------|--------------------|--|
| BOSS: Red Dragon \ **FF6A_631** \ |          |                |                    |  |
| -----<                            |          |                |                    |  |
| Level                             | - 67     | Weaknesses:    | Treasures Awarded: |  |
| Maximum HP                        | - 30,000 | - Ice/Blizzard | - Murakumo (Drop)  |  |
| Maximum MP                        | - 1,780  | - Water        |                    |  |
| Attack                            | - 13     | Immunities:    |                    |  |
| Magic                             | - 10     | - None         |                    |  |
| Defense                           | - 110    |                |                    |  |
| Magic Defense                     | - 150    | Absorptions:   |                    |  |
| Evasion                           | - 0      | - Fire         | Gil Earned : 0     |  |
| Magic Evasion                     | - 0      |                | EXP. Earned: 0     |  |

```

=====
The Red Dragon will be a fun one to fight ... if you're idea of fun is
getting hurt a lot, in which case, you might need some help. :P Especially
given the super-strategies I manage to hand you every now and then.

Anyhow, it can use a basic attack, Fira, Firaga, Flare (a basic one),
Lv. 4 Flare, Fireball, Eraser (damage and removes Reflect), Flare Star,
and Southern Cross (Fire damage to all).

So, yeah, cheap strategy -- put Confuse on it and watch it beat the
stuffings out of itself. You can also Poison it, in theory, while it is
Confused -- I never tried that though, and all it'll do is speed up the
process. You'll have to keep up the Confusion, though, so you'll want to
have Edgar constantly using Noiseblaster, with a Bioblaster fit in at some
point to induce Poisoning, hopefully.

Otherwise, you might be in trouble. Start the fight by using Kirin and
Zona Seeker; Shiva and Bismarck are good ideas for some quickie-damage.
Next, use Osmose or Rasp to get rid of the boss's MP and force him down to
a shameful repertoire of attacks. Inflict Darkness on him and kick him
while he's down and you'll have no problem. While the MP-draining goes on,

```

I suggest casting Cura/Curaga every turn to maintain good health, and refresh every few turns after the Darkness is inflicted.

BOSS: Curlax, Laragorn, Moebius \ \*\*FF6A\_632\*\* \

Curlax's Bestiary

|               |          |                |                    |
|---------------|----------|----------------|--------------------|
| Level         | - 47     | Weaknesses:    | Treasures Awarded: |
| Maximum HP    | - 15,000 | - Ice/Blizzard | - None             |
| Maximum MP    | - 2,000  | - Water        |                    |
| Attack        | - 1      | Immunities:    |                    |
| Magic         | - 4      | - None         |                    |
| Defense       | - 110    |                |                    |
| Magic Defense | - 110    | Absorptions:   |                    |
| Evasion       | - 0      | - Fire         | Gil Earned : 0     |
| Magic Evasion | - 0      |                | EXP. Earned: 0     |

Laragorn's Bestiary

|               |          |                |                    |
|---------------|----------|----------------|--------------------|
| Level         | - 47     | Weaknesses:    | Treasures Awarded: |
| Maximum HP    | - 10,000 | - Fire         | - None             |
| Maximum MP    | - 2,000  |                |                    |
| Attack        | - 2      | Immunities:    |                    |
| Magic         | - 5      | - None         |                    |
| Defense       | - 90     |                |                    |
| Magic Defense | - 120    | Absorptions:   |                    |
| Evasion       | - 0      | - Ice/Blizzard | Gil Earned : 0     |
| Magic Evasion | - 0      | - Wind/Aero    | EXP. Earned: 0     |

Moebius's Bestiary

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 47     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 12,500 | - None       | - None             |
| Maximum MP    | - 2,000  |              |                    |
| Attack        | - 4      | Immunities:  |                    |
| Magic         | - 6      | - None       |                    |
| Defense       | - 80     |              |                    |
| Magic Defense | - 130    | Absorptions: |                    |
| Evasion       | - 0      | - Thunder    | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

Curlax is able to use a basic attack, Hit (twice as powerful), Fira, Firaga, Delta Attack, Arise, Silence, Reflect, Stop, Slow, and White Wind.

Laragorn is able to use a basic attack, Hit (twice as powerful), Blizzara, Blizzaga, Delta Attack, and Reflect.

Moebius is able to use a basic attack, Hit (twice as powerful), Thundara, Thundaga, Delta Attack, Cura, Haste, Protect, Shell, and Reflect.

Just as a note - Delta Attack will Petrify whoever it hits, so long as they're vulnerable to Petrification.

It's a good idea to start this battle by using Kirin, Fenrir, and Siren. Kirin is for the Regen; Fenrir for dodging attacks for a bit, and Siren is to stop most of the magic spells from Laragorn.

Afterwards, start by trying to kill Curlax. Continually hit him with some



Blizzara/Blizzaga spells and he'll go down quick enough; hit him with the Sleep status if you have trouble.

Next up is Laragorn, who should already be Silenced. His low Attack stat means that, after Silencing, you're in the clear for him - hit him with some Fira/Firaga spells.

Finally, focus your remaining power on Moebius. He can be Berserked to be brought into a situation much like that of Laragorn when Silenced, and is how he should be treated; Berserk him at the start of the fight if it is possible. Beyond that, simply use your best attacks, for he lacks any weaknesses, to finish him off.

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BOSS: Wrex soul, Soul Savers \ \*\*FF6A\_633\*\* \

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Wrex soul's Bestiary

|                     |          |                |                         |
|---------------------|----------|----------------|-------------------------|
| >-----+-----+-----< |          |                |                         |
| Level               | - 53     | Weaknesses:    | Treasures Awarded:      |
| Maximum HP          | - 23,066 | - Ice/Blizzard | - Guard Bracelet (Drop) |
| Maximum MP          | - 5,066  |                | - Memento Ring (Steal)  |
| Attack              | - 27     | Immunities:    |                         |
| Magic               | - 5      | - None         |                         |
| Defense             | - 70     |                |                         |
| Magic Defense       | - 220    | Absorptions:   |                         |
| Evasion             | - 0      | - Fire         | Gil Earned : 0          |
| Magic Evasion       | - 0      | - Holy         | EXP. Earned: 0          |
| >-----+-----+-----< |          |                |                         |

Soul Savers' Bestiary

|                     |         |                |                    |
|---------------------|---------|----------------|--------------------|
| >-----+-----+-----< |         |                |                    |
| Level               | - 41    | Weaknesses:    | Treasures Awarded: |
| Maximum HP          | - 3,066 | - Ice/Blizzard | - None             |
| Maximum MP          | - 566   |                |                    |
| Attack              | - 50    | Immunities:    |                    |
| Magic               | - 3     | - None         |                    |
| Defense             | - 150   |                |                    |
| Magic Defense       | - 175   | Absorptions:   |                    |
| Evasion             | - 0     | - Fire         | Gil Earned : 0     |
| Magic Evasion       | - 0     | - Holy         | EXP. Earned: 0     |
| =====               |         |                |                    |

The Wrex soul can use a basic attack, Doom Strike (which can induce Doom), Thundaga, and Fury. Fury is his very first move, which will put him in one of your characters until that character is KO'ed, Petrified, or Zombified. We'll discuss this further momentarily.

The Soul Savers can use a basic attack, Magic Drain (like Osmose, but based seemingly on physical Attack), Firaga, Blizzaga, Thundaga, Reflect, and Cure. Additionally, these cannot be truly killed, for they'll come back almost right afterwards. So don't expect to be able to abuse their vulnerabilities to Petrify, Doom, or Death all too well.

There is one way to abuse that weakness, though. Immediately use the spell Banish to get rid of both of them simultaneously. You never truly beat Wrex soul despite winning, so you won't gain the Guard Bracelet, which is useful as it puts Protect and Shell on the wearer.

Otherwise...

It's a good idea to start this battle by using Kirin, Zona Seeker, and

Shiva. Maybe Kirin and the Zona Seeker's effects will soon wear off on one character, but still, better to help two than none. If you have Hastega, throw that up, too. Note that Shiva is only mentioned as one for you to actually equip; don't use her yet...

The battle begins with the Wrex soul taking over an character via Fury. As you may recall, Petrifying a character via Break works to get rid of it. I prefer that method and then using a Gold Needle to revive them with more HP than otherwise. However, you'll have to do each character one by one to figure out which one had Wrex soul in him/her.

Throughout this period of time, you'll be subject to the Soul Savers' attacks. Feel lucky that they often stick to the "-ga" spells for now, which are weak due to their low Magic stat. You'll only need to worry from them about physical attacks and Magic Drain, which is used to take your MP when they're low on their own MP. Personally, I'd just ignore them.

After the Wrex soul is found, quickly begin to hammer him down. Use Shiva, Blizzara, Blizzaga, Throwing Ice/Blizzard-based weaponry (i.e. Icebrand), and anything else Ice/Blizzard-based you can think of; doing the magic with Terra in a Trance makes a large boost to the damage.

Eventually, Wrex soul will use Fury again to take over another character, so just repeat from the top.

---

|                       |          |              |                     |
|-----------------------|----------|--------------|---------------------|
| BOSS: Master Tonberry | \        | **FF6A_634** | \                   |
| Level                 | - 73     | Weaknesses:  | Treasures Awarded:  |
| Maximum HP            | - 22,000 | - ???        | - Gladius (Drop)    |
| Maximum MP            | - 1,200  |              | - Elixir (Steal)    |
| Attack                | - 13     | Immunities:  | - Megalixir (Steal) |
| Magic                 | - 6      | - ???        |                     |
| Defense               | - 100    |              |                     |
| Magic Defense         | - 165    | Absorptions: |                     |
| Evasion               | - 0      | - ???        | Gil Earned : 0      |
| Magic Evasion         | - 0      |              | EXP. Earned: 0      |

---

Master Tonberry is a dangerous beast. It can use a basic attack, Knife (which effectively has an Attack stat of 104!), Firaga, Thundaga, Blizzaga, Tornado, Quake, Holy, Bio, Traveler, Tsunami, and Barrier Change, which changes it's elemental weaknesses and such.

Okay, I REALLY think you need to begin first by casting Sleep and then Slow on the enemy. Use Libra to find out its weakness and begin to abuse this weakness. If you cannot, which is likely in the cases of Earth, Wind, and Water, try using non-elemental magic (Flare, Ultima).

If you still can't abuse the weakness, go ahead and first put Vanish on your party via Phantom to avoid the soon-to-come physicals. Attack the Master Tonberry ONCE to wake it up, then wait for Barrier Change, which seems to occur every 10 to 20 seconds.

After that, retry the second paragraph's strategy. Repeat as needed until you DO get an abusable weakness. Then abuse it with Espers and magic; remember, magic won't wake up a Sleeping target (though I think being burned alive might wake ME up) and continue until he's dead. If he awakens, put Sleep on him.

Of course, you're probably wondering why we'd go to all this trouble to fight a monster found in a chest that is empty. Well, the Master Tonberry can drop a Gladius, the fourth most-powerful Knife in the game.

---

BOSS: Samurai Soul \ \*\*FF6A\_635\*\* \

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|               |          |              |                          |
|---------------|----------|--------------|--------------------------|
| Level         | - 61     | Weaknesses:  | Treasures Awarded:       |
| Maximum HP    | - 37,260 | - Poison     | - Master's Scroll (Drop) |
| Maximum MP    | - 7,400  |              | - Murakumo (Steal)       |
| Attack        | - 25     | Immunities:  | - Murasame (Steal)       |
| Magic         | - 11     | - None       |                          |
| Defense       | - 115    |              |                          |
| Magic Defense | - 175    | Absorptions: |                          |
| Evasion       | - 20     | - None       | Gil Earned : 30,000      |
| Magic Evasion | - 0      |              | EXP. Earned: 0           |

---

The Samurai Soul is a dangerous beast. It can use a basic attack, Assassin Blade (which is Death), Throw (which easily hits for 6,000+ damage), Gil Toss (hits for about 1,000 damage), Item (elemental scroll), Gale Cut (Wind/Aero damage to all), Shockwave, and 1,000 Needles.

There is a cheap way to win this. Use Confuse at the start of the fight and, hopefully, this boss will commit suicide (as per ancient Japanese peoples when shamed, so I guess Confusion = shame?) by using Assassin Blade on itself. (Which in itself seems weird - it's a soul and already dead.)

If he accidentally uses a basic Attack or something, just put Confuse on him again. The spell, Edgar's Noiseblaster, and Cait Sith are all methods of doing this. Since you're pretty much FORCED to have Cait Sith by this point in the game, that's why I'm not offering an alternate strategy.

---

BOSS: Blue Dragon \ \*\*FF6A\_636\*\* \

---

|               |          |              |                      |
|---------------|----------|--------------|----------------------|
| Level         | - 65     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP    | - 26,900 | - Thunder    | - Zantetsuken (Drop) |
| Maximum MP    | - 3,800  |              |                      |
| Attack        | - 13     | Immunities:  |                      |
| Magic         | - 10     | - None       |                      |
| Defense       | - 110    |              |                      |
| Magic Defense | - 150    | Absorptions: |                      |
| Evasion       | - 0      | - Water      | Gil Earned : 0       |
| Magic Evasion | - 0      |              | EXP. Earned: 0       |

---

The Blue Dragon is probably the first dangerous dragon thus far, I think. It can use a basic attack, Hit (which Drains some MP), Aqua Breath, Acid Rain (can cause Sap), Flash Rain, Rippler (status-swap), Tsunami, and Slow.

Start this fight by using Kirin, Ramuh, Zona Seeker, and Valigarmanda. Do NOT at all put Haste/Hastega on anyone; the Blue Dragon will try to use Rippler after putting Slow on itself, thereby putting Slow on you and Haste on it. Go ahead and put Shell and Protect, though.

Due to wide array of party-wide attacks, someone needs to on constant Cura or Curaga duty; personally, I put Locke on that, because Celes and Terra

were bound to be my biggest damage dealers. Let them be such; have Terra enter a Trance and let them both blast the Blue Dragon with some Thundaga spells. Both having two Earrings and being around Lv. 35 by now, it only took me four or five spells to win (which is about two-and-a-half turns).

---

|                 |          |                |                    |
|-----------------|----------|----------------|--------------------|
| BOSS: Deathgaze | \        | **FF6A_637**   | \                  |
| Level           | - 31     | Weaknesses:    | Treasures Awarded: |
| Maximum HP      | - 55,555 | - Fire         | - None             |
| Maximum MP      | - 38,000 | - Holy         |                    |
| Attack          | - 35     | Immunities:    |                    |
| Magic           | - 8      | - None         |                    |
| Defense         | - 150    |                |                    |
| Magic Defense   | - 170    | Absorptions:   |                    |
| Evasion         | - 0      | - Ice/Blizzard | Gil Earned : 0     |
| Magic Evasion   | - 0      | - Poison       | EXP. Earned: 0     |

=====  
Deathgaze can use a basic attack, Venom Claw (which can cause Poisoning), Aero, Death, and Lv. 5 Death. Each battle begins with Lv. 5 Death.

Okay, for the majority of this battle, you'll just want to focus on having Terra, Celes, and other major spellcasters use Firaga and/or Holy. Your others have certain other ways to go if they aren't good with magic: Sabin can use his Phantom Rush (if you have it), Cyan can use his Tempest (if you have it), Edgar can use his Drill, and Gau can use his Io Rage.

There are very high odds of the Deathgaze Fleeing battle, so there is very little point in doing anything but attacking, unless you get very low on HP. With each second turn, there is a one in three chance that the enemy will stick around. Progressively, your\_chance\_to get an X-turn (where X is another even number) are: 100%, 33.3%, 11.1%, ~3.7%, ~1.2%, ~0.4%...

So, no more Deathgaze? No; he'll just occupy another place on the overworld map. He'll remain with the same stuff as he did at the end of the previous fight - much like the roaming Latios, Latias, Raikou, Entei, Suicune, Tornadus, Thundurus, Mesprit, Uxie, and Azelf of the various Pokemon games.

Find him as before: you'll want to land the airship so that it is perpendicular with the northern border of the map. Restart flying and tap the D-Pad left so it turns a few degrees and speed ahead.

Eventually, you'll find him and battle him. Keep on battling him until he is defeated; shouldn't take but about three battles.

---

|                 |          |              |                     |
|-----------------|----------|--------------|---------------------|
| BOSS: Leviathan | \        | **FF6A_638** | \                   |
| Level           | - 65     | Weaknesses:  | Treasures Awarded:  |
| Maximum HP      | - 32,000 | - None       | - None              |
| Maximum MP      | - 7,000  |              |                     |
| Attack          | - 22     | Immunities:  |                     |
| Magic           | - 14     | - None       |                     |
| Defense         | - 140    |              |                     |
| Magic Defense   | - 120    | Absorptions: |                     |
| Evasion         | - 20     | - Water      | Gil Earned : 10,000 |
| Magic Evasion   | - 20     |              | EXP. Earned: 0      |

Remember, I did suggest that you bring Reed Cloaks or Tortoise Shields for everyone to prevent their being effectively drowned. I'd also bring along Fenrir and Golem (if possible).

Leviathan normally will use a basic attack, Aqua Breath, or El Nino (super Aqua Breath). When hit with non-magic, he'll use Entangle (sets Slow). With hit with Magic/Lore, he'll hit with El Nino. Tsunami is also used every now and then, sometimes twice.

Since you have the Water-absorbing equipment, 60% of this boss's attack repertoire is good for you. Given that his Magic Defense is weaker, I'd opt to just cast whatever you want; that El Nino is very good for you in this state. To counteract the odd physical, cast Fenrir and Golem.

That's pretty much it. I suggest having Terra or Celes along for the help in healing from physicals -- once they eventually hit, they will hurt.

---

BOSS: Gigantuar \ \*\*FF6A\_639\*\* \

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 91     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 30,000 | - None       | - None             |
| Maximum MP    | - 4,500  |              |                    |
| Attack        | - 15     | Immunities:  |                    |
| Magic         | - 18     | - Fire       |                    |
| Defense       | - 200    |              |                    |
| Magic Defense | - 200    | Absorptions: |                    |
| Evasion       | - 200    | - Water      | Gil Earned : 1,111 |
| Magic Evasion | - 200    |              | EXP. Earned: 0     |

---

The Gigantuar has a simple move repertoire. His own turns are filled with two uses of 1,000 Needles (except on the third, seventh, eleventh... turns where he uses it four times). He'll counter attacks with Knockdown (which is powerful beyond sense) almost all of the time, and will use 10,000 Needles (ten 1,000-Needles attacks) upon dying. More on that later.

There are two strategies to this fight I'm providing. One needs Curaga, Reraise, and preferably Quick. The other: Ultima. With each, you will want at least 2,000 HP for all (the first only \*requires\* 1,001+, but that will not be very good).

With the first strategy, you'll simply want to put Reraise on everyone and keep the fully healed while attacking. Ultima is nice idea, but not at all needed. Usage of Fenrir, Golem, and Hastega are good ideas as well for some defensive help; Ultima and Bahamut are the best offense. And, to deal with 10,000 Needles, having party-wide Reraise on characters having 1,001+ HP is sufficient.

The other strategy is trickier. All you need is Ultima and 2,001+ HP per character. Continually use Ultima and the boss will be down shortly. If you did it fast enough (using Quick or having multiple Ultima users), you shouldn't be able to take damage. If you do, BEFORE THAT FOURTH ULTIMA, heal and then use it. Reraise is also a good idea.

---

BOSS: Gilgamesh \ \*\*FF6A\_640\*\* \

|               |          |              |                        |
|---------------|----------|--------------|------------------------|
| Level         | - 97     | Weaknesses:  | Treasures Awarded:     |
| Maximum HP    | - 38,000 | - None       | - Genji Shield (Steal) |
| Maximum MP    | - 3,200  |              | - Genji Glove (Steal)  |
| Attack        | - 51     | Immunities:  | - Genji Armor (Drop)   |
| Magic         | - 8      | - None       | - Genji Helm (Drop)    |
| Defense       | - 173    |              |                        |
| Magic Defense | - 212    | Absorptions: |                        |
| Evasion       | - 45     | - None       | Gil Earned : 0         |
| Magic Evasion | - 30     |              | EXP. Earned: 0         |

=====  
Gilgamesh also has more impressive attacks than in previous FF's. He can use a basic attack, Blade Dance (basic attack with 50% more power), Aqua Breathe, 1,000 Needles, Quasar, Revenge Blast, Throw, Jump, Aero, Dischord, and Stone. Haste, Protect, and Shell are used at one point.

Locke needs to do nothing but Steal the two Genji items first. Plain 'n' simple.

Now, for a while, begin to boost your defenses: use Fenrir and Zona Seeker to start with; Phantom will lie in reserve for a second. Then just attack Gilgamesh for a bit with some physical attacks, preferably. Flare and Bahamut are still good for this, too.

After Gilgamesh stops playing around, he'll cast Protect, Shell, and Haste and proceed to use a Jump, some quick Attacks, two turns of 9,999-damage Throws, and loop from there. To avoid this, once his protective spells are cast, use Phantom and simply Attack from there on out ... or use more potent \*cough\* Ultima \*cough\* forms of violence; doesn't matter, as you can't be hit. :)

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|               |                |              |                          |
|---------------|----------------|--------------|--------------------------|
| BOSS: Hidon   | \ **FF6A_641** | \            |                          |
| Level         | - 68           | Weaknesses:  | Treasures Awarded:       |
| Maximum HP    | - 25,000       | - Earth      | - Thornlet (Steal)       |
| Maximum MP    | - 12,500       | - Fire       | - Teleport Stone (Steal) |
| Attack        | - 13           | - Holy       | - Teleport Stone (Drop)  |
| Magic         | - 10           | Immunities:  |                          |
| Defense       | - 110          | - None       |                          |
| Magic Defense | - 160          |              |                          |
| Evasion       | - 0            | Absorptions: | Gil Earned : 0           |
| Magic Evasion | - 0            | - Poison     | EXP. Earned: 0           |

=====  
I will note that four Erebus enemies accompany Hidon. A quick Ultima will extinguish their flame for a bit -- not long though... about one minute.

Hidon typically will only use a basic Attack and Bio. However, when alone, he'll quickly prepare for Grand Delta (close to 1,000 damage to all), then open up the rest of his repertoire -- Leech (Drain, basically), Venomist (party-wide Poison attack), and also his ability to restore Erebus back to his side. He will also use Crypt Dust on KO'ed party members to turn them into Zombies and alive again (sort of).

Begin your fight with the usual stuff: Haste, Kirin, Fenrir, and Mighty Guard primarily. Using Slow on Hidon is effective. Use Ultima or Bahamut to then get rid of the Erebus enemies. Since I'm guessing you have a fourth person with Esper along, why not Valigarmanda?

Beyond the nice opening, your offense goes to being pretty dull. Focus on

using Fira, Firaga, Quake, Holy, and stuff like that. Flame Scrolls are nice to throw, as are Holy Rods and Flametongues; Mog's/Edgar's Holy Lance is awesomeness... so long as you have some Fire-elemental to use for a fair while, you should be okay. Be ready to heal when needed, and get rid of Zombification!

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|                                    |          |              |                      |
|------------------------------------|----------|--------------|----------------------|
| BOSS: Holy Dragon \ **FF6A_642** \ |          |              |                      |
| <hr/>                              |          |              |                      |
| Level                              | - 97     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP                         | - 18,500 | - None       | - Holy Lance (Steal) |
| Maximum MP                         | - 12,000 |              | - X-Potion (Steal)   |
| Attack                             | - 13     | Immunities:  |                      |
| Magic                              | - 9      | - None       |                      |
| Defense                            | - 110    |              |                      |
| Magic Defense                      | - 150    | Absorptions: |                      |
| Evasion                            | - 0      | - Holy       | Gil Earned : 0       |
| Magic Evasion                      | - 0      |              | EXP. Earned: 0       |

=====

The Holy Dragon can use Holy and Dispel. And ... that's about it.

There are two strategies to this fight I'm providing. One is the one with you having four Reflect Rings, as you should. Basically, just continue to use spells and there you go. Holy is a mild heal for it, and Dispel won't get rid of inherent effects.

The other simply has you Silence the beast. No spells ... there ya go. Use Silence or Siren are sufficient.

And, even worse, it is possible to use Ragnarok's Metamorphose on this Dragon and have a 1 in 8 chance of getting a Crystal item.

Worst. Dragon. Ever.

---

|                                     |          |              |                       |
|-------------------------------------|----------|--------------|-----------------------|
| BOSS: Magic Master \ **FF6A_643** \ |          |              |                       |
| <hr/>                               |          |              |                       |
| Level                               | - 68     | Weaknesses:  | Treasures Awarded:    |
| Maximum HP                          | - 50,000 | - ???        | - Crystal Orb (Steal) |
| Maximum MP                          | - 50,000 |              | - Elixir (Steal)      |
| Attack                              | - 1      | Immunities:  | - Megalixir (Drop)    |
| Magic                               | - 25     | - ???        |                       |
| Defense                             | - 250    |              |                       |
| Magic Defense                       | - 100    | Absorptions: |                       |
| Evasion                             | - 100    | - ???        | Gil Earned : 0        |
| Magic Evasion                       | - 0      |              | EXP. Earned: 0        |

=====

The Magic Master can use Fira, Firaga, Blizzara, Blizaaga, Thundara, Thundaga, Bio, Death, Silence, and Barrier Change. Ultima is his final attack, happening upon his loss.

There are two strategies to this fight I'm providing. One is the one with you having four Reflect Rings, as you should. Watch the idiot kill himself and eat popcorn. Hell, put Haste on him for fun!

Another allows you to Berserk him and watch him smack you for a few points of damage each turn. Again, popcorn and Haste... Well, actually, you'll need to do a bit of work here, so... Flare and Ultima?

Of course, your main problem is the Ultima at the end. With either of the two strategies, simply put Reraise on at least one person and you'll have effectively won.

---

BOSS: Earth Dragon \ \*\*FF6A\_644\*\* \

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|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 53     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 28,500 | - Wind/Aero  | - X-Potion (Steal) |
| Maximum MP    | - 16,500 | - Water      | - Magus Rod (Drop) |
| Attack        | - 23     | Immunities:  |                    |
| Magic         | - 12     | - None       |                    |
| Defense       | - 110    |              |                    |
| Magic Defense | - 150    | Absorptions: |                    |
| Evasion       | - 0      | - None       | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

---

The Dirt Dragon -- erm, EARTH Dragon can use a basic attack, Honed Tusk (which is about five times as powerful), Quake, Landslide, Magnitude 8, and 50 Gs (which will cancel Float). Honed Tusk will often appear as a counterattack.

Begin the fight with the usual -- Kirin, Fenrir, and Hastega will settle defense. Bismarck and Leviathan are good fill-in Espers for offense. Your offense probably can't consist of Wind/Aero or Water spells unless you bring along Strago, which I myself didn't. Flood is a possible spell, though probably not taught yet. Then again, it all depends.

Not like it matters all that much. Casting Sleep and Slow on the beast will circumvent damage for a fair while. Beyond that, spells are the best for this, to prevent reawakening. Pretty much any will work -- Ultima, Flare, and Flood are my preferences; if you have Strago, think of Aero; Shadow, Water Scrolls; Mog, Water Rondo or Wind Rhapsody.

---

BOSS: Brachiosaur \ \*\*FF6A\_645\*\* \

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|               |          |                |                     |
|---------------|----------|----------------|---------------------|
| Level         | - 68     | Weaknesses:    | Treasures Awarded:  |
| Maximum HP    | - 46,050 | - Ice/Blizzard | - Ribbon (Steal)    |
| Maximum MP    | - 51,420 |                | - Celestriad (Drop) |
| Attack        | - 55     | Immunities:    |                     |
| Magic         | - 25     | - None         |                     |
| Defense       | - 190    |                |                     |
| Magic Defense | - 145    | Absorptions:   |                     |
| Evasion       | - 70     | - None         | Gil Earned : 0      |
| Magic Evasion | - 50     |                | EXP. Earned: 14,396 |

---

The Brachiosaur will easily shatter you. For quickies, it can use Meteor and Ultima as NORMAL spells; as in, it'll use them repeatedly if it wants to. Oh, and it wants to. Given that the Ultima is at the level of the Magic Masters -- 6,000+ damage to all -- you'll want to be careful.

There was only one suitable method to this I could figure out that did not involve intense grinding without Diabolos -- I doubt you have higher than 3,500 unboosted HP on anyone. Anywho, I'd save before trying to fight and, during the battle, I'd use Ragnarok's Metamorph ASAP. Given that this thing has a hit rate easily around 50%... Come on. Just do it.



| BOSS: Ultima Buster \ **FF6A_646** \ |          |              |                       |
|--------------------------------------|----------|--------------|-----------------------|
| Level                                | - 67     | Weaknesses:  | Treasures Awarded:    |
| Maximum HP                           | - 55,000 | - None       | - Crystal Orb (Steal) |
| Maximum MP                           | - 19,000 |              | - Blood Sword (Steal) |
| Attack                               | - 20     | Immunities:  |                       |
| Magic                                | - 10     | - None       |                       |
| Defense                              | - 75     |              |                       |
| Magic Defense                        | - 70     | Absorptions: |                       |
| Evasion                              | - 0      | - Poison     |                       |
| Magic Evasion                        | - 0      | - Holy       |                       |
|                                      |          | - Aero/Wind  |                       |
|                                      |          | - Water      | Gil Earned : 0        |
|                                      |          | - Earth      | EXP. Earned: 0        |

=====  
 Most of its attacks are nothing new to you. There is a basic attack, Hit (50% more powerful), Firaga, Blizzaga, Thundaga, Quake, Tsunami, Northern Cross, Southern Cross, Flare Star, Meteor, and Ultima.

Lucky (or unlucky?) you, Ultima is not some random attack Ultima Buster can use a whim like Brachiosaur. Rather, it is only used every twelve times you hurt him. Two turns later, he'll attack you with Ultima, easily able to deal 2,500 damage. Unless Celes/Gogo uses Runic.

Strategies? The good one you should be able to access by now is a very lazy but effective one. Put Reflect on everyone and, for the most part, Ultima Buster will destroy himself with Reflected attacks. Granted, you will need to heal somehow from Meteor, etc., but eventually Ultima will come up. To survive it, you'll need Reraise on yourself prior to that, have someone use Runic, or use Quetzalli at the second yellow flash.

And if you don't like being lazy, or just can't heal like this? Have someone dedicated to casting Reraise on your party, then Hastega and hopefully Mighty Guard. Put Reflect on the party members most prone to magical damage, then simply use combos of Quick and Ultima/Meteor/Flare, or something. You know, high damage stuff. You should know what works. Be sure to replace Reraise after Ultima, though!

| BOSS: Gold Dragon \ **FF6A_647** \ |          |              |                      |
|------------------------------------|----------|--------------|----------------------|
| Level                              | - 62     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP                         | - 32,400 | - Water      | - Crystal Orb (Drop) |
| Maximum MP                         | - 4,000  |              |                      |
| Attack                             | - 13     | Immunities:  |                      |
| Magic                              | - 10     | - None       |                      |
| Defense                            | - 110    |              |                      |
| Magic Defense                      | - 190    | Absorptions: |                      |
| Evasion                            | - 0      | - Thunder    | Gil Earned : 0       |
| Magic Evasion                      | - 0      |              | EXP. Earned: 0       |

=====  
 Attack-wise, the Gold Dragon does little more than meet expectations. It can use a basic attack, Hit (quadruple-powered Attack), Thunder, Thundara, Thundaga, and Gigavolt. Additionally, if you put Reflect on your party, he'll put Reflect on himself to bypass its effects. So don't waste your time.

There are a few easy ways to go about this. One is using Ragnarok's Metamorphose - there's a fair chance, about 1 in 10 or so, that it'll work. Though that's more of a last-ditch effort, in my opinion.

The other is highly more obvious and has been spammed more often. Berserk. This boss can be hit with Berserk and forced into just Attack. Then use Phantom and you're golden, pardon the pun.

And, of course, there is another strategy that simply requires a little more effort and Celes/Gogo. Try putting Shell on the party (Mighty Guard is efficient) to reduce damage from any screw-ups. Then simply have Runic be used every turn -- with Celes and Gogo, you're practically invincible. Put Vanish on and you ARE invincible, for the most part.

With either of the latter two methods, you'll need to manually deal damage somehow. With the former, given what's to come, I'd REALLY just stick to basic Attacks. Flood, Leviathan, Aqua Breath, and similar Lores make some nice damage. Valor will really help physicals, too.

BOSS: Inferno, Ketu, Rahu \ \*\*FF6A\_648\*\* \

Inferno's Bestiary

|               |          |              |                      |
|---------------|----------|--------------|----------------------|
| Level         | - 67     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP    | - 30,800 | - Thunder    | - Ice Shield (Steal) |
| Maximum MP    | - 9,700  |              |                      |
| Attack        | - 13     | Immunities:  |                      |
| Magic         | - 10     | - None       |                      |
| Defense       | - 130    |              |                      |
| Magic Defense | - 145    | Absorptions: |                      |
| Evasion       | - 0      | - Fire       | Gil Earned : 0       |
| Magic Evasion | - 0      |              | EXP. Earned: 0       |

Ketu's Bestiary

|               |          |                |                      |
|---------------|----------|----------------|----------------------|
| Level         | - 67     | Weaknesses:    | Treasures Awarded:   |
| Maximum HP    | - 11,000 | - Fire         | - Ice Shield (Steal) |
| Maximum MP    | - 2,600  |                |                      |
| Attack        | - 13     | Immunities:    |                      |
| Magic         | - 7      | - None         |                      |
| Defense       | - 75     |                |                      |
| Magic Defense | - 185    | Absorptions:   |                      |
| Evasion       | - 0      | - Ice/Blizzard | Gil Earned : 0       |
| Magic Evasion | - 0      |                | EXP. Earned: 0       |

Rahu's Bestiary

|               |         |                |                        |
|---------------|---------|----------------|------------------------|
| Level         | - 67    | Weaknesses:    | Treasures Awarded:     |
| Maximum HP    | - 8,000 | - Ice/Blizzard | - Flame Shield (Steal) |
| Maximum MP    | - 770   |                |                        |
| Attack        | - 13    | Immunities:    |                        |
| Magic         | - 10    | - None         |                        |
| Defense       | - 80    |                |                        |
| Magic Defense | - 190   | Absorptions:   |                        |
| Evasion       | - 0     | - Thunder      | Gil Earned : 0         |
| Magic Evasion | - 0     |                | EXP. Earned: 0         |

Inferno can use a basic attack, Sobat (triple-powered Attack), Thundara, Thundaga, Gigavolt, Shockwave, Magitek Barrier, Atomic Rays, Delta Attack, and Meteor.

Ketu can use a basic attack, Slash (double-powered Attack), and Metal Cutter.

Rahu can use a basic attack and Rapier, which is a basic attack with 50% more power.

Begin your battle with Hastega and Slowga (on the enemy, of course!). Using Mighty Guard may help as well. Given that Inferno has a weird idea of using attacks its weak to, put on Reflect as well.

You have no business in worrying about Rahu and Ketu; they'll regenerate anyways. So focus on using Thundaga, Ramuh, Lightning Scrolls, etc. Have no worries about the blades' weaknesses and such. Eventually, with a few decent Thundagas, you'll win. Just focus them on the main body and don't target all enemies.

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BOSS: Skull Dragon \ \*\*FF6A\_649\*\* \

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|               |          |              |                      |
|---------------|----------|--------------|----------------------|
| Level         | - 62     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP    | - 32,800 | - Fire       | - Muscle Belt (Drop) |
| Maximum MP    | - 1,999  | - Holy       |                      |
| Attack        | - 15     | Immunities:  |                      |
| Magic         | - 10     | - None       |                      |
| Defense       | - 140    |              |                      |
| Magic Defense | - 120    | Absorptions: |                      |
| Evasion       | - 0      | - Poison     | Gil Earned : 0       |
| Magic Evasion | - 0      |              | EXP. Earned: 0       |

---

Attack-wise, the Skull Dragon is ... meh. It can use a basic attack, Hit (which can remove Reflect), Doom, Disaster, Will o' the Wisp, and Apparition.

There are a few easy ways to go about this. One is using Ragnarok's Metamorphose - there's a fair chance, about 1 in 10 or so, that it'll work. Though that's more of a last-ditch effort, in my opinion.

The other is not so easy, but more effective-ish. Put on Hastega, then spam Firaga, Holy, Ifrit, Valigarmanda, Alexander, and so on. The boss is not all THAT hard, really. Putting on Reflect might help, though it can get removed with Hit.

---

BOSS: Guardian \ \*\*FF6A\_650\*\* \

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|               |          |              |                       |
|---------------|----------|--------------|-----------------------|
| Level         | - 62     | Weaknesses:  | Treasures Awarded:    |
| Maximum HP    | - 60,000 | - Thunder    | - Ribbon (Steal)      |
| Maximum MP    | - 5,200  | - Water      | - Force Armor (Steal) |
| Attack        | - 13     | Immunities:  |                       |
| Magic         | - 25     | - None       |                       |
| Defense       | - 150    |              |                       |
| Magic Defense | - 150    | Absorptions: |                       |
| Evasion       | - 0      | - None       | Gil Earned : 0        |
| Magic Evasion | - 0      |              | EXP. Earned: 0        |

=====|  
| The Guardian runs out several battle programs to determine its attacks: |

| ~~ Air Force Battle Program: Diffractive Laser, Launcher, Magitek Laser, |  
| Wave Cannon (including a countdown) |

| ~~ Dadaluma Battle Program: Ashura, Hi-Potion, Magitek Barrier, Mythril |  
| Knife, Potion, Shockwave |

| ~~ Default Battle Program: Atomic Rays, Magitek Laser, Missile |

| ~~ Ultima Battle Program: Flare, Flare Star, Meteor, Ultima |

| ~~ Ultros Battle Program: Ink, Entwine, Stone, Tentacle |

| Begin with a self-Hastega and an enemy Slowga. Toss up Mighty Guard if you |  
| can, and Reraise is always a cool idea. |

| On offense, focus on Thundaga, Ramuh, Lightning Scrolls, Throwing other |  
| Thunder/Lightning crap, Valigarmanda, Bahamut, Flood, Leviathan, etc. Not |  
| too much to say except the faster you go, the better. (And not like that, |  
| you perverts.) |

-----|  
| BOSS: Demon \ \*\*FF6A\_651\*\* \ |

|               |          |              |                        |
|---------------|----------|--------------|------------------------|
| Level         | - 67     | Weaknesses:  | Treasures Awarded:     |
| Maximum HP    | - 58,000 | - Poison     | - Red Jacket (Steal)   |
| Maximum MP    | - 18,900 |              | - Radiant Lance (Drop) |
| Attack        | - 15     | Immunities:  |                        |
| Magic         | - 13     | - None       |                        |
| Defense       | - 180    |              |                        |
| Magic Defense | - 145    | Absorptions: |                        |
| Evasion       | - 0      | - Fire       | Gil Earned : 0         |
| Magic Evasion | - 0      | - Wind/Aero  | EXP. Earned: 0         |

=====|  
| The Demon doesn't have much new in terms of attacks. It can use a basic |  
| attack, Tyrfing (double-powered attack), Firaga, Aero, Southern Cross, |  
| Flare Star, Meteor, Metal Cutter, and Stop. People afflicted with Stop |  
| soon with get killed by Blaster. |

| Begin with Stop on the enemy, then toss up Hastega and Mighty Guard (or |  
| somehow put Shell on all). Then continue to batter the Demon with various |  
| things -- Blizzaga, Thundaga, Flare, Meteor, Ultima -- while keeping it in |  
| check with Stop. |

-----|  
| BOSS: Fiend \ \*\*FF6A\_652\*\* \ |

|               |          |                |                      |
|---------------|----------|----------------|----------------------|
| Level         | - 73     | Weaknesses:    | Treasures Awarded:   |
| Maximum HP    | - 63,000 | - Holy         | - Safety Bit (Steal) |
| Maximum MP    | - 4,800  |                | - Mutsunokami (Drop) |
| Attack        | - 60     | Immunities:    |                      |
| Magic         | - 9      | - None         |                      |
| Defense       | - 110    |                |                      |
| Magic Defense | - 160    | Absorptions:   |                      |
| Evasion       | - 0      | - Ice/Blizzard | Gil Earned : 0       |
| Magic Evasion | - 0      | - Poison       | EXP. Earned: 0       |

=====

This one of the Warring Triad can use a basic attack, Fiendish Rage (which is four times as powerful), Blizzaga, Northern Cross, Absolute Zero, Force Field, Reverse Polarity, and Targeting. Force Field you are not familiar with - it randomly nullifies an element, and is a Lore Strago should get. Targeting simply tells you who will be hit by Fiendish Rage.

Begin with Slow on the enemy, then self-Hastega and Mighty Guard are quite helpful. Offense should consist of Lv. ? Holy, Holy itself, Flare, Meteor, or Ultima. Golem may be helpful, as could Alexander and Bahamut. Also try to note that you will want to cast Dispel when the message about Fiend's aura shaking appears.

---

| BOSS: Goddess \ **FF6A_653** \ |          |              |                           |
|--------------------------------|----------|--------------|---------------------------|
| Level                          | - 68     | Weaknesses:  | Treasures Awarded:        |
| Maximum HP                     | - 44,000 | - None       | - Minerva Bustier (Steal) |
| Maximum MP                     | - 19,000 |              | - Excalibur (Drop)        |
| Attack                         | - 13     | Immunities:  |                           |
| Magic                          | - 14     | - None       |                           |
| Defense                        | - 85     |              |                           |
| Magic Defense                  | - 150    | Absorptions: |                           |
| Evasion                        | - 0      | - Thunder    | Gil Earned : 0            |
| Magic Evasion                  | - 0      | - Holy       | EXP. Earned: 0            |

---

The final member, and perhaps the most difficult, Goddess can use a basic attack, Hit (basic attack +50%), Thundara, Thundaga, Flash Rain, Quasar, Lullaby, Entice, Overture (an occasional counter; makes your other allies' hit the targeted character), and Cloudy Heaven (only used are being hurt eight times late in the fight; gives Doom to all, and forces them into a Zombie upon dying, which Reraise DOES NOT HELP AGAINST).

Begin ready for hell. Start off with Hastega and Mighty Guard. You'll want to probably focus on physical attacks, preferably NOT a basic Attack, as that may induce Overture. Everything else is cool. Those focusing on the physical attacks will relish Valor; I'd prefer to keep everyone else on a healing duty.

Of course, probably your biggest question is how the \*\*\*\* to deal with Cloudy Heaven. There are but two solutions. One: have Zombie-immunizing equipment on and use Reraise (or also have Death-immunizing equipment). Two: if you lack that stuff, quickly kill someone (won't induce Zombie; only Doom-death will) and use Arise (preferably).

Your offense will tend to remain the same throughout the fight, though.

---

| BOSS: Visage, Long Arm, Short Arm \ **FF6A_654** \ |          |             |                    |
|--|----------|-------------|--------------------|
| Visage's Bestiary                                  |          |             |                    |
| -----+-----+-----<                                 |          |             |                    |
| Level  | - 74     | Weaknesses: | Treasures Awarded: |
| Maximum HP   | - 30,000 | - Fire      | - Elixir (Steal)   |
| Maximum MP   | - 10,000 |             |                    |
| Attack   | - 63     | Immunities: |                    |
| Magic  | - 12     | - Earth     |                    |
| Defense  | - 140    |             |                    |

|               |       |              |                |
|---------------|-------|--------------|----------------|
| Magic Defense | - 140 | Absorptions: |                |
| Evasion       | - 10  | - None       | Gil Earned : 0 |
| Magic Evasion | - 0   |              | EXP. Earned: 0 |

-----<  
 Long Arm's Bestiary  
 ----->

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 73     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 33,000 | - Wind/Aero  | - Elixir (Steal)   |
| Maximum MP    | - 10,000 |              |                    |
| Attack        | - 35     | Immunities:  |                    |
| Magic         | - 30     | - None       |                    |
| Defense       | - 110    |              |                    |
| Magic Defense | - 150    | Absorptions: |                    |
| Evasion       | - 0      | - None       | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

-----<  
 Short Arm's Bestiary  
 ----->

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 68     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 27,000 | - Water      | - Elixir (Steal)   |
| Maximum MP    | - 10,000 |              |                    |
| Attack        | - 50     | Immunities:  |                    |
| Magic         | - 10     | - None       |                    |
| Defense       | - 115    |              |                    |
| Magic Defense | - 155    | Absorptions: |                    |
| Evasion       | - 10     | - None       | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

=====

Visage can use Sapping Strike, Magnitude 8, Quake, Dread Gaze (Petrify), Reverse Polarity, Protect, and Haste.

The Long Arm only uses a basic attack, Blood Claw (Drains HP), and Shockwave.

The Short Arm will only use a basic attack and Razor Gale, which hits for 50% more damage than the basic attack.

Begin the fight by first ridding yourself of that annoying Long Arm -- the use Break or the Air Anchor work well enough. Putting Slow on the Short Arm will kinda-sorta put it out of commission.

Now, toss up Hastega, Mighty Guard, Reraise, and Regen -- you've got a fair amount of time after Hastega. Since these carry to the next battle, why not save time? Single-target Firaga a few times on the Visage and it will pretty much die right there. If you want, I suggest casting Float on everyone as well, to avoid the potential Earth-based attack upon Visage's death.

-----

BOSS: Tiger, Machine, Magic, Power \ \*\*FF6A\_655\*\* \

-----<  
 Tiger's Bestiary  
 ----->

|            |          |                |                    |
|------------|----------|----------------|--------------------|
| Level      | - 74     | Weaknesses:    | Treasures Awarded: |
| Maximum HP | - 30,000 | - Ice/Blizzard | - Elixir (Steal)   |
| Maximum MP | - 10,000 |                |                    |
| Attack     | - 13     | Immunities:    |                    |
| Magic      | - 14     | - Earth        |                    |
| Defense    | - 85     |                |                    |

|               |       |              |                |
|---------------|-------|--------------|----------------|
| Magic Defense | - 150 | Absorptions: |                |
| Evasion       | - 0   | - None       | Gil Earned : 0 |
| Magic Evasion | - 0   |              | EXP. Earned: 0 |

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

Machine's Bestiary

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

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 73     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 24,000 | - Earth      | - Elixir (Steal)   |
| Maximum MP    | - 10,000 |              |                    |
| Attack        | - 13     | Immunities:  |                    |
| Magic         | - 10     | - None       |                    |
| Defense       | - 105    |              |                    |
| Magic Defense | - 153    | Absorptions: |                    |
| Evasion       | - 0      | - None       | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

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

Magic's Bestiary

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

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 72     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 41,000 | - Earth      | - Elixir (Steal)   |
| Maximum MP    | - 10,000 |              |                    |
| Attack        | - 1      | Immunities:  |                    |
| Magic         | - 8      | - None       |                    |
| Defense       | - 145    |              |                    |
| Magic Defense | - 155    | Absorptions: |                    |
| Evasion       | - 0      | - None       | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

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

Power's Bestiary

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

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 73     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 28,000 | - Poison     | - Elixir (Steal)   |
| Maximum MP    | - 10,000 |              |                    |
| Attack        | - 6      | Immunities:  |                    |
| Magic         | - 9      | - None       |                    |
| Defense       | - 115    |              |                    |
| Magic Defense | - 153    | Absorptions: |                    |
| Evasion       | - 0      | - None       | Gil Earned : 0     |
| Magic Evasion | - 0      |              | EXP. Earned: 0     |

=====

Tiger can use a basic attack, Zombie Fang, Southern Cross, Northern Cross, and Flare. Familiar stuff - moving on.

The Machine will use Absolute Zero, Missile, Gravity Bomb, Atomic Rays, Magitek Laser, Delta Attack, and Diffractive Laser.

Magic will use a load of magic: Blizzara, Firaga, Blizzaga, Thundaga, Bio, Drain, Rasp, Graviga, Holy, Flare, Dispel, Stop, Reflect, Hastega, Sleep, Confuse, Silence, Imp, and Reraise.

Power simply uses Attack each turn, except when it dies -- it'll use 10-Hit Combo (Attack +50%), then nine Attacks. In effect, it'll do 10.5x the normal damage versus one Attack when it dies, okay?

We definitely want to start our battle by killing the Machine -- Air Anchor or another instant-death attack works. (Though Air Anchor won't miss.) Then cast Silence on Magic. Then use Slow on Power.

BOOM! You've killed one enemy and crippled two severely. Simply focus now on killing Tiger -- Blizzaga, etc. You know the deal by now, right? Then

go to Magic and finish it off. You will finish it pretty easily, though not without pain -- final counters will happen there.

And Power? Oh, we're saving the best for last. Use this time as a healing session. Fill up your HP and MP via items and stuff -- Power's meager Attack won't do much. Reinstate Haste, Protect, Shell, Regen, and Float. Hell, just for the irony of watching Power squirm, use Osmose on it to restore MP and do all your healing via spells, refilling MP from it when needed. Put Vanish on your party when ready to continue, then finish off Power. NEXT TIER!

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BOSS: Lady, Rest \ \*\*FF6A\_656\*\* \

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Lady's Bestiary

|                     |          |                |                    |
|---------------------|----------|----------------|--------------------|
| >-----+-----+-----< |          |                |                    |
| Level               | - 58     | Weaknesses:    | Treasures Awarded: |
| Maximum HP          | - 9,999  | - All Elements | - Ragnarok (Steal) |
| Maximum MP          | - 10,000 |                |                    |
| Attack              | - 73     | Immunities:    |                    |
| Magic               | - 9      | - None         |                    |
| Defense             | - 150    |                |                    |
| Magic Defense       | - 156    | Absorptions:   |                    |
| Evasion             | - 0      | - All Elements | Gil Earned : 0     |
| Magic Evasion       | - 0      |                | EXP. Earned: 0     |
| >-----+-----+-----< |          |                |                    |

Rest's Bestiary

|                     |          |              |                         |
|---------------------|----------|--------------|-------------------------|
| >-----+-----+-----< |          |              |                         |
| Level               | - 71     | Weaknesses:  | Treasures Awarded:      |
| Maximum HP          | - 40,000 | - None       | - Ultima Weapon (Steal) |
| Maximum MP          | - 10,000 |              |                         |
| Attack              | - 63     | Immunities:  |                         |
| Magic               | - 6      | - None       |                         |
| Defense             | - 140    |              |                         |
| Magic Defense       | - 120    | Absorptions: |                         |
| Evasion             | - 0      | - None       | Gil Earned : 0          |
| Magic Evasion       | - 0      |              | EXP. Earned: 0          |
| =====               |          |              |                         |

QUICK NOTE - NOTICE HOW RAGNAROK AND ULTIMA WEAPON ARE STEAL-ABLE? THOSE ARE COMMON STEALS!!

Lady can use Repose (induces Sleep) and White Wind. If you kill Rest before her, she'll use Arise to bring him back with 9,999 HP.

Rest can use a basic attack, his own version of Repose (Death), Doom, Trine (induces Darkness and Silence), Tornado, Meltdown, and Meteor. Meteor only becomes in use after a while... But that's bad. Because then that'll be ALL it uses, and may even counter with it (or Trine)!! o\_o;

Begin the fight by first ridding yourself of that annoying b-- I mean Lady. Non-elemental is the way to go - Flare and Ultima, notably. In the meantime, start up Golem or Fenrir. Personally, if you want to do some side damage and speed this up some, use Ultima and Meteor too also help hurt Rest.

Rest himself isn't exactly hard to deal with; just tedious. You'll need to healing yourself a bunch, especially later in the fight when he goes into an all-Meteor phase. The best way to simply note when he hits that phase and go all out. He'll use some of his Reposes upon dying, which Golem or



Generir should be able to take over.

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|               |   |              |              |                    |                     |
|---------------|---|--------------|--------------|--------------------|---------------------|
| BOSS: Kefka   | \ | **FF6A_657** | \            |                    |                     |
| Level         | - | ???          | Weaknesses:  | Treasures Awarded: |                     |
| Maximum HP    | - | ???          | -            | ???                | - Megalixir (Steal) |
| Maximum MP    | - | ???          |              |                    |                     |
| Attack        | - | ???          | Immunities:  |                    |                     |
| Magic         | - | ???          | -            | Poison (tested)    |                     |
| Defense       | - | ???          |              |                    |                     |
| Magic Defense | - | ???          | Absorptions: |                    |                     |
| Evasion       | - | ???          | -            | None (tested)      | Gil Earned : 0      |
| Magic Evasion | - | ???          |              |                    | EXP. Earned: 0      |

---

Kefka... He can use a basic attack, Havoc Wing (quadruple-power Attack), Firaga, Blizzaga, Thundaga, Meteor, Ultima, Trine, Forsaken (party-wide magic attack), Vengeance (party-wide Dispel for positive statuses), Heartless Angel (infamous move in Kingdom Hearts; reduces HP to 1 for all party members), and Hyperdrive (a super-powered, unblockable, barrier-piercing attack; you'll probably get killed by it).

Begin ready for hell. Kefka begins with Heartless Angel; if you have any Megalixirs, use it RIGHT \*\*\*\*ING THEN. Otherwise, Curaga and move on.

You're lucky on offense; Kefka won't absorb anything or change his elemental data. Not much to be happy about, though. Since you SHOULD have used a damn Megalixir, you'll be okay-ish for a little bit. You'll be able to put Reraise on. That's a priority.

Anyways, offense... Bahamut, Quick -> Ultima, Flare, Meteor, other non-healing Espers... Celes should be the one exception, sticking on Runic duty constantly to fend off the brunt of the attacks.

Granted, I did just generalize the strategy. But it IS kinda hard to do more than that. Maintain your offense, heal when needed, and good luck.

---

|                  |   |              |              |                    |                      |
|------------------|---|--------------|--------------|--------------------|----------------------|
| BOSS: Ice Dragon | \ | **FF6A_658** | \            |                    |                      |
| Level            | - | 97           | Weaknesses:  | Treasures Awarded: |                      |
| Maximum HP       | - | 32,000       | -            | Fire               | - Final Trump (Drop) |
| Maximum MP       | - | 20,000       |              |                    |                      |
| Attack           | - | 40           | Immunities:  |                    |                      |
| Magic            | - | 15           | -            | None               |                      |
| Defense          | - | 150          |              |                    |                      |
| Magic Defense    | - | 150          | Absorptions: |                    |                      |
| Evasion          | - | 0            | -            | Ice/Blizzard       | Gil Earned : 0       |
| Magic Evasion    | - | 0            |              |                    | EXP. Earned: 0       |

---

The Ice Dragon will be able to use a basic Attack, Freeze (which can cause Stop), Blizzaga, Snowstorm, Freezing Dust, Northern Cross, Avalanche, and Absolute Zero.

The fight will begin with the Ice Dragon creating three mirror images of himself. Given that light reflects ice, you probably expected this. (If not from that, the pre-battle statement.) All four Ice Dragons take up the same space on the screen, so you never really notice this. However, you

might notice the rapid attacking they do. As you attack them, you'll slowly get rid of them and cause them to get progressively more aggressive with their attacks. Be careful.

Pre-battle preparation needs to consist of Ice/Blizzard-immunizing or absorbing equipment: Flame Shields, Ice Shields, Snow Scarves, and Minerva Bustiers come to mind. Prayer Beads are a nice addition as well for the physical evasion.

The fight should begin with the summoning of Fenrir for defensive purposes as well as Golem and Zona Seeker if you're that scared. Offensive Espers should be restricted to Bahamut, really, though Phoenix is also a GREAT fourth slot, though only should be reserved for emergencies.

Also starting off, use Hastega and Mighty Guard and Reraise. Given the way these Ice Dragons counterattack, I highly suggest focusing your offense on one Ice Dragon at a time. This will even boost Firaga damage. So, your offense is pretty simplistic: Ifrit, Firaga, and thrown Flametongues.

Keep all party-wide crap in the back-row until the end, except maybe Ifrit (it's moreso your call there if you even brought him). Once you have one Ice Dragon down, you can go ahead and toss out Flame Scrolls, too (though it might be pointless with more Flametongues).

Also given the way these things counter (one attack on one of them will trigger a basic attack, and, with 40 Attack, that'll hurt), you'll want someone casting Curaga a lot.

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BOSS: Storm Dragon \ \*\*FF6A\_659\*\* \

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 97     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 62,000 | - Thunder    | - Hi-Ether (Steal) |
| Maximum MP    | - 10,000 |              | - Longinus (Drop)  |
| Attack        | - 40     | Immunities:  |                    |
| Magic         | - 12     | - None       |                    |
| Defense       | - 150    |              |                    |
| Magic Defense | - 150    | Absorptions: |                    |
| Evasion       | - 200    | - Wind/Aero  | Gil Earned : 0     |
| Magic Evasion | - 80     |              | EXP. Earned: 0     |

=====  
The Storm Dragon can use a basic attack, Icarus Wing (triple-powered basic attack), Aero, Leaf Swirl, Wind Slash, Cyclonic, and Tornado. You'll also love the fact that he'll counter with up to two basic attacks (anything can be countered). Later on, when cloaks himself in wind around 25,000 HP, he'll proceed to get more aggressive with his moves and even use two per turn. \*gulp\*

Pre-battle preparation needs to consist of Thunder Shields all around, or preferably a Paladin Shield. And, as per before, Prayer Beads all around. There's going to be a crapload of physicals coming your way. Primarily-physical fighters will be highly wanting a Master's Scroll. Only those using one of them, a Sniper Eye, Bushido, Blitz, Jump, or Throw will have any actual chance of landing physical hits. Gogo \*may\* want to come in copy one Bushido, Blitz, or, my preference, Throw.

The fight should begin with the summoning of Fenrir for defensive purposes as well as Golem. Offensive Espers should be restricted to Bahamut, though Phoenix or Ramuh are decent additions.

Also starting off, use Hastega and Mighty Guard and Reraise. Have Shadow toss Thunder Blades like there's no tomorrow (then again, how would you notice in this cavern?). Lucky you, it won't miss -- remember, Evasion of 200 is near-perfect or IS perfect. Few things WILL hit: Blitzes, Bushido, those with the Master Scroll, and those using Jump.

Those using those commands should use something good. Bushido, Tempest; Throw, Lightning Scrolls or Thunder Blades; and Blitzes, Phantom Rush. Spellcasters will probably go through hell, so Thundaga (the good spell here) and other spells may not hit too well. Given all the physical countering plus the Storm Dragon's own turns (easily around five per turn with two physical fighters), I'd set spellcasters aside for Curaga and/or Arise, then (re-)applying Reraise.

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|                    |          |              |                    |
|--------------------|----------|--------------|--------------------|
| BOSS: Earth Dragon | \        | **FF6A_660** | \                  |
| Level              | - 97     | Weaknesses:  | Treasures Awarded: |
| Maximum HP         | - 58,000 | - Wind/Aero  | - X-Potion (Steal) |
| Maximum MP         | - 24,000 | - Water      | - Godhand (Drop)   |
| Attack             | - 100    | Immunities:  |                    |
| Magic              | - 18     | - None       |                    |
| Defense            | - 220    |              |                    |
| Magic Defense      | - 150    | Absorptions: |                    |
| Evasion            | - 10     | - Earth      | Gil Earned : 0     |
| Magic Evasion      | - 20     |              | EXP. Earned: 0     |

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The Earth Dragon will use a basic attack, Savage (quadruple-power basic attack, which, at 100 Attack, is probably a OHKO), Magnitude 8, Quake, 50 Gs, and Landslide. Note that Quake, being barrier-piercing and battlefield-wide, will deal easily 1,000's of damage to you and well over 3,000 ~ 5,000 healing to itself. So, in essence, oh crap.

Pre-battle preparation practically MUST consist of party-wide Angel Wings. Why? Whenever you have Float on (removable or otherwise), you'll be hit with a combination of 50 Gs (to remove it, if possible (which cannot occur with the Angel Wings)), then Magnitude 8 and Quake. Also note that, so long as you have just one person with the Angel Wings, this will happen. So, if you're short on them, Gaia Gear for the other 1 ~ 3 will suffice and provide free healing!

After hitting about 25,000 HP, the Earth Dragon will get enraged and go for all-out Rocky-esque physicals, as Earth didn't beat the living \*\*\*\* out of you. He'll start with four Attacks, four more Attacks or three of them and a Savage, then two Savages, then loop. If you're not immune to physicals, YOU WILL VERY LIKELY DIE. You'll PRACTICALLY NEED Phantom for this fight. Or Vanish, as one character needs to stay alive. Though four makes it faster. And not in that way, pervs. >\_>

The fight should begin with you Floating, as per the above, so you're fine for a while. Reraise is nice precaution for the post-25,000 HP phase, so you know. Just go ahead and just launch your stuff at him: Leviathan, Flood, Aero, and so on. Of course, you can also just put Float on the Earth Dragon to stop his Quake-based healings and make your life a whole lot easier. Heh.

Once you see the message about the Earth Dragon becoming enraged, that's your cue. After seeing one or two party members fall from some physicals,

ignore them and cast Phantom on your remaining party. Continue to ignore the KO'ed members -- reviving them and putting on Float probably will waste too much time, and they aren't missing out on too much. From here on out, so long as you don't idiotically hit yourself with magic, you're invincible with Invisible. So I guess you can try conserving MP for the rest of this long dungeon by just using Attacks.

| BOSS: Blue Dragon \ **FF6A_661** \ |          |              |                         |
|------------------------------------|----------|--------------|-------------------------|
| Level                              | - 97     | Weaknesses:  | Treasures Awarded:      |
| Maximum HP                         | - 57,000 | - Thunder    | - X-Potion (Steal)      |
| Maximum MP                         | - 16,000 |              | - Save the Queen (Drop) |
| Attack                             | - 40     | Immunities:  |                         |
| Magic                              | - 15     | - None       |                         |
| Defense                            | - 150    |              |                         |
| Magic Defense                      | - 150    | Absorptions: |                         |
| Evasion                            | - 20     | - Water      | Gil Earned : 0          |
| Magic Evasion                      | - 10     |              | EXP. Earned: 0          |

The Blue Dragon will use a basic attack, Blue Fang (which may induce Stop status), Tsunami, Flash Rain, El Nino, Aqua Breath, and Rippler. He'll attack twice each turn, and may counter damage with a basic attack. Plus, anytime you have Haste/Shell/Protect, he'll put Darkness, Poison, and Slow on itself and use Rippler on that character. Remember the glitches around this status-swapping move ... NOT a good idea.

Pre-battle preparation includes the stuff with Leviathan: Tortoise Shields or Reed Cloaks; whatever absorbs or nullifies Water, so toss in the Paladin Shield with the listings.

Let the fight begin with Golem, Fenrir, and Zona Seeker. Casting Slow on the Blue Dragon should suffice for your own Haste, and the previous summons halfway cover Protect and Shell. Nice, I guess. The Tortoise Shields or other Water-absorbers will take care of your healing for the most part, but don't let that be a reason to be lazy.

Now, seeing that you are absorbing the majority of this boss's attacks, why not put the last ones in submission? Inflict Darkness and, for the whole battle, you're practically as golden as the Gold Dragon. You'll be unlike to leave this battle without full health!

So, anyhow, offense. Simply toss around some Thundara/Thundaga spells and basic attacks after fulfilling the above. Don't waste Thunder Blades here by Throwing; you're just not taking enough damage to make this boss much more difficult than it was the first time. =/

| BOSS: Red Dragon \ **FF6A_662** \ |          |                |                     |
|-----------------------------------|----------|----------------|---------------------|
| Level                             | - 97     | Weaknesses:    | Treasures Awarded:  |
| Maximum HP                        | - 59,000 | - Ice/Blizzard | - X-Ether (Steal)   |
| Maximum MP                        | - 12,000 | - Water        | - Apocalypse (Drop) |
| Attack                            | - 40     | Immunities:    |                     |
| Magic                             | - 15     | - None         |                     |
| Defense                           | - 150    |                |                     |
| Magic Defense                     | - 150    | Absorptions:   |                     |
| Evasion                           | - 20     | - Fire         | Gil Earned : 0      |

The Red Dragon will be able to use a basic attack, Red Fang (Death), Firaga, Blaze, Meltdown, Flare, and Flare Star. Ultima is used upon its "death". Flare is also used then, but also sometimes regularly.

Pre-battle preparation should include Flame Shields. If you lack those, Ice Shields and Red Jackets are acceptable, but lack the absorbing effect from Fire-based attacks. If you're using Gau, using the Bomb, Grenade, or other Fire-absorbing Rages is also acceptable for himself. Prayer Beads are nice to go around the party, and then either go for Safety Bits (they prevent Red Fang's Death effect) as your second Relic. Don't worry about anything offensive unless it boosts Magic.

This fight is fairly unique. Given that the Red Dragon just gave up its life force and is still fighting, it is technically dead. It should then be damage-able, but Square Enix decided to step it up a notch. It's more of a ghost now -- nothing can hurt it at all.

Rather, to win, you just must survive the whole fight. It doesn't seem to last excessively long -- about three to four minutes -- but you must SURVIVE that time.

Start with Golem, Zona Seeker, and Fenrir for summons. Since you can't do any damage, you can have a fourth for help. Phoenix (Raise for all), Lakshmi (HP healing to all), or Kirin (Regen for all) come to mind. Take your pick; just know when to use them.

You'll also want to use Hastega on your party. Your main goal is to make it out of this fight, so just continue to put up some defenses. Reraise is the first priority, so we can make it out of the final Ultima alive. You can also put up Protect and Shell if you want, if you have spare time. Beyond this, you'll want to keep your HP up and Reraise active. You can pretty much just sit around until something needs to happen or, in the case of Celes, abuse Runic. Non-spellcasters pretty much just need to sit there and help with the healing by passing along some Hi-Potions or Phoenix Downs, or probably even Ethers, when the need arises.

BOSS: Earth Eater \ \*\*FF6A\_663\*\* \

|               |          |              |                          |
|---------------|----------|--------------|--------------------------|
| Level         | - 97     | Weaknesses:  | Treasures Awarded:       |
| Maximum HP    | - 36,000 | - Holy       | - Teleport Stone (Steal) |
| Maximum MP    | - 1,400  |              |                          |
| Attack        | - 70     | Immunities:  |                          |
| Magic         | - 30     | - None       |                          |
| Defense       | - 10     |              |                          |
| Magic Defense | - 80     | Absorptions: |                          |
| Evasion       | - 0      | - None       | Gil Earned : 0           |
| Magic Evasion | - 0      |              | EXP. Earned: 5,000       |

The Earth Eater has the same stuff as in Final Fantasy X - a basic attack and Megaton Punch. Both hurt pretty hard, especially with two attacks each turn, and Megaton Punch will inflict Death (or high damage if immunized from it).

But some thought wasn't put into the fight like in Final Fantasy X. Where, there, Vanish was but a myth... Use Phantom HERE and you're invincible, as both attacks are physical. Alternatively, you can use Berserk to stop the

Megaton Punch and Slow and Stop to make it a bit easier. If you brought Reim, her Sketch can kill the Earth Eater with its own Megaton Punch. ^\_^

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|                                       |          |                |                     |
|---------------------------------------|----------|----------------|---------------------|
| BOSS: Malboro Menace \ **FF6A_664** \ |          |                |                     |
| Level                                 | - 92     | Weaknesses:    | Treasures Awarded:  |
| Maximum HP                            | - 15,000 | - Fire         | - Hi-Potion (Steal) |
| Maximum MP                            | - 2,000  |                | - Potion (Steal)    |
| Attack                                | - 13     | Immunities:    | - Potion (Drop)     |
| Magic                                 | - 9      | - None         |                     |
| Defense                               | - 144    |                |                     |
| Magic Defense                         | - 109    | Absorptions:   |                     |
| Evasion                               | - 0      | - All but Fire | Gil Earned : 0      |
| Magic Evasion                         | - 0      | γγγ            | EXP. Earned: 5,000  |

---

The Malboro Menace has the typical: a basic attack, Tentacle (which may cause Poison), Bad Breath (random statuses), Blaster, and Diabolic Whistle (one random status).

Inflict Death and you win. Death, Doom, Air Anchor, Odin, Raiden, Banish, take your pick. Alternatively, you could put it to Sleep and, while reinstating it on occasion, attack with plain ol' Magic.

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|                                  |          |              |                     |
|----------------------------------|----------|--------------|---------------------|
| BOSS: Gargantua \ **FF6A_665** \ |          |              |                     |
| Level                            | - 85     | Weaknesses:  | Treasures Awarded:  |
| Maximum HP                       | - 30,000 | - Poison     | - Growth Egg (Drop) |
| Maximum MP                       | - 1,500  |              |                     |
| Attack                           | - 67     | Immunities:  |                     |
| Magic                            | - 0      | - None       |                     |
| Defense                          | - 100    |              |                     |
| Magic Defense                    | - 100    | Absorptions: |                     |
| Evasion                          | - 55     | - None       | Gil Earned : 0      |
| Magic Evasion                    | - 0      |              | EXP. Earned: 5,000  |

---

Gargantua can use a basic attack, Evil Eye (induces slow), Quake, and Gravity (takes away 1/4 of your current HP).

Not very hard. You can put Berserk on it (to bring about only the basic physical attack), then Phantom on yourself for invulnerability. You can also try Slow, Sleep, and Magic.

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|                                      |          |              |                         |
|--------------------------------------|----------|--------------|-------------------------|
| BOSS: Dark Behemoth \ **FF6A_666** \ |          |              |                         |
| Level                                | - 91     | Weaknesses:  | Treasures Awarded:      |
| Maximum HP                           | - 38,000 | - Fire       | - Behemoth Suit (Steal) |
| Maximum MP                           | - 9,999  | - Holy       | - Phoenix Down (Steal)  |
| Attack                               | - 27     | Immunities:  | - Phoenix Down (Drop)   |
| Magic                                | - 15     | - None       |                         |
| Defense                              | - 115    |              |                         |
| Magic Defense                        | - 151    | Absorptions: |                         |
| Evasion                              | - 0      | - Poison     | Gil Earned : 0          |
| Magic Evasion                        | - 0      |              | EXP. Earned: 5,000      |

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The Dark Behemoth can use a basic attack or Heave (quadruple-powered basic attack). Mighty Guard is used for initial stat boosts. Meteor or Ultima can be used upon death.

You'll probably want to work around this boss by using Banish, Death, Doom, Air Anchor, Odin, Raiden, etc. Just be careful in case you trigger the "final attack" switch; I'd probably have at least one Reraise used in case.

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BOSS: Abyss Worm \ \*\*FF6A\_667\*\* \

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|               |          |                   |                       |
|---------------|----------|-------------------|-----------------------|
| Level         | - 91     | Weaknesses:       | Treasures Awarded:    |
| Maximum HP    | - 34,000 | - Holy            | - Elixir (Steal)      |
| Maximum MP    | - 60,000 |                   | - Phoenix Down (Drop) |
| Attack        | - 23     | Immunities:       |                       |
| Magic         | - 10     | - Everything else |                       |
| Defense       | - 180    |                   |                       |
| Magic Defense | - 150    | Absorptions:      |                       |
| Evasion       | - 0      | - Ice/Blizzard    | Gil Earned : 0        |
| Magic Evasion | - 0      |                   | EXP. Earned: 5,000    |

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The Abyss Worm can use a basic attack, Acid (which causes Sap, too), Gravity Bomb, 50 Gs, Landslide, and Shockwave. A lotta Earth-based moves up there, so you may want to bring along the Angel Wings or Gaia Gear.

Despite the beast's complexities, your strategy remains fairly basic compared to other recent bosses. If you have random Lightbringers or such Holy Throwables lying around, Shadow will be fairly having fun. The use of Lv. ? Holy won't be useful, sadly (91 is a prime number), so you'll need to stick with Holy. You can also use Alexander, Bahamut, Flare, Meteor, and Ultima, all of which are pretty okay. You'll probably want someone to do a nice chunk of healing each turn or turn, even if you brought Gaia Gear - there are physical attacks, and the potential for Sap. If you bring Kirin, that'll stop the Sap, and Phoenix is nice if you end up with some party members down.

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BOSS: Skull Dragon \ \*\*FF6A\_668\*\* \

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|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| Level         | - 97     | Weaknesses:  | Treasures Awarded: |
| Maximum HP    | - 61,000 | - Fire       | - Elixir (Steal)   |
| Maximum MP    | - 14,000 | - Holy       | - Zanmato (Drop)   |
| Attack        | - 40     | Immunities:  |                    |
| Magic         | - 15     | - None       |                    |
| Defense       | - 200    |              |                    |
| Magic Defense | - 120    | Absorptions: |                    |
| Evasion       | - 0      | - Poison     | Gil Earned : 0     |
| Magic Evasion | - 20     |              | EXP. Earned: 0     |

---

The Skull Dragon will be able to use a basic attack, Fear (causes Zombie), Will o' the Wisp, Disaster, Bio, and Lv. 5 Death.

Pre-battle preparation: If you have characters at Lv. #5 or #0, you'll want to level them up pre-battle. Ribbons are a good idea all-around. Given the circumstances of this fight, you'll also want, perhaps, some Earrings to boost your Magic. You'll want it, trust me.

You remember the second fight versus the Red Dragon where we had to wait around for a while for it to die because it had already given up its life force and couldn't be damaged? This is kinda like that. You'll need to get rid of ALL of the boss's MP to kill it. Granted, 14,000 is only about 23% of 61,000; but there are only a few ways to drain it.

Given that the Ribbons protect you from the statuses, for the most part, and you'll receive damage on rare occasions, you'll be kinda-sorta okay. However, just in case, shoot up some Golem, Zona Seeker, Hastega, Fenrir, and Mighty Guard. Whenever you need to, go ahead and heal with some Curaga or something.

However, you want to get rid of that 14,000 MP. So, Osmose is my highest preference, given that it'll give the MP to you. Rasp is a nice idea as well. The Soul Sabre, in theory, could work pretty damn well if you had the Master's Scroll and a Gauntlet/Hyper Wrist/Genji Glove and another one. But that's all I think you get. =/

Be ready to sit there for a while.

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|                                    |          |              |                    |
|------------------------------------|----------|--------------|--------------------|
| BOSS: Holy Dragon \ **FF6A_669** \ |          |              |                    |
| Level                              | - 97     | Weaknesses:  | Treasures Awarded: |
| Maximum HP                         | - 55,000 | - None       | - Elixir (Steal)   |
| Maximum MP                         | - 22,000 |              | - Zanmato (Drop)   |
| Attack                             | - 30     | Immunities:  |                    |
| Magic                              | - 22     | - None       |                    |
| Defense                            | - 150    |              |                    |
| Magic Defense                      | - 200    | Absorptions: |                    |
| Evasion                            | - 10     | - Holy       | Gil Earned : 0     |
| Magic Evasion                      | - 40     |              | EXP. Earned: 0     |

---

The Holy Dragon can use a basic attack, Heavenly Wrath (a triple-powered basic attack), Sainly Beam, and Holy. Notably, it can use Holy a few times each minute (it's on a timer, seemingly) and Sainly Beam two or three times without breaking a sweat. Then it can sometimes counter your attacks with Curaga on itself, or even Heartless Angel. o\_o;

Pre-battle preparation: You want a party that has some Megalixirs on them. Curaga, Reraise, Hastega, and Arise are of the UTMOST priority to have. Phoenix is a must to bring. If you can, try putting Tortoise Shields, Reed Cloaks, Paladin Shields, Force Shields, and/or Minerva Bustiers to up the crap out of your Magic Defense -- you'll need it; Golem, Fenrir, and Zona Seeker will take care of the rest. Prayer Beads are an exceptional idea. Reflect is also a good idea to circumvent the Curaga counter, though you will need to put Reflect on someone else in your party to cast magic off of.

Okay, start the fight with Reraises, Hastega, Golem, Fenrir, and Zona Seeker. Put Reflect on both the Holy Dragon and someone already Reraised that is also very sturdy. If you can slip in a Mighty Guard, that'll help immensely. Or at least Protect on the Reraised guy before Reflect hits.

Offensively, anyone with Quick will be your best ally. Have them go with it and toss Ultima or Meteor directly at the boss (un-Reflectable) or toss Flare/"-gas" off of the Reflected ally. That's all I can really say on magic. Physical needs basic Attacks, Jumps, Phantom Rush (though it is technically magical), Tempest, and Throwing Elemental Swords at the boss



if you feel you won't use them versus Kaiser Dragon.

Other than that, you'll want to use Curaga when needed (the Reflect ally probably will make you want to single-target it or use Megalixirs when in dire emergency), and always reinstate Reraise when someone dies the first time.

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BOSS: Gold Dragon \ \*\*FF6A\_670\*\* \

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|               |          |              |                           |
|---------------|----------|--------------|---------------------------|
| Level         | - 97     | Weaknesses:  | Treasures Awarded:        |
| Maximum HP    | - 60,000 | - Water      | - X-Ether (Steal)         |
| Maximum MP    | - 18,000 |              | - Zwill Crossblade (Drop) |
| Attack        | - 40     | Immunities:  |                           |
| Magic         | - 15     | - None       |                           |
| Defense       | - 150    |              |                           |
| Magic Defense | - 150    | Absorptions: |                           |
| Evasion       | - 20     | - Thunder    | Gil Earned : 0            |
| Magic Evasion | - 10     |              | EXP. Earned: 0            |

---

The Gold Dragon has a rather simplistic move repertoire for our final dragon: a basic attack, Mighty Claw (which can cause Confusion), Wave Cannon, and Plasma.

If you're reading this from the Boss FAQ/Walkthrough, we already noted in the walkthrough how this boss is able to effectively use Runic by itself each turn. In other words, you really should only be using Espers, Quake, Flood, Quick, Meteor, and Meltdown. Use a physical party.

You don't really get much choice here. Summon Golem, Zona Seeker, and Fenrir. Summon Leviathan for a nice blow, and then prepare to be healing by items or another Esper if you swapped one of them on this list. You can Throw Water Scrolls, use Flood, and that'll sum up your offense asides from the obvious basic physical, Phantom Rush, and Tempest.

---

BOSS: Plague \ \*\*FF6A\_671\*\* \

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|               |          |              |                      |
|---------------|----------|--------------|----------------------|
| Level         | - 79     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP    | - 22,000 | - None       | - Angel Brush (Drop) |
| Maximum MP    | - 12,000 |              |                      |
| Attack        | - 31     | Immunities:  |                      |
| Magic         | - 20     | - None       |                      |
| Defense       | - 130    |              |                      |
| Magic Defense | - 160    | Absorptions: |                      |
| Evasion       | - 250    | - None       | Gil Earned : 0       |
| Magic Evasion | - 180    |              | EXP. Earned: 5,000   |

---

Plague can use a basic attack, Gaze (sets Confusion), Roulette, Trine (Darkness and Silence), and party-wide Dooms. It'll even put Haste on you when you physically strike it; note, however, that this speeds up Doom.

Pre-battle preparation: Safety Bits/Memento Rings and Ribbons for all. That will literally take care of everything but the basic attack. You'll want to have unblockable attacks: Sniper Eyes, Master Scrolls, Flood, Meteor, Ultima, anything disregarding Accuracy/Evasion.

Your offense, once you're covered from statuses, is ridiculous. You can

use Curaga on occasion, but start with Hastega. Protect and the like is nothing to worry over given 30 Attack. Use stuff like Throw (Fuma Shuriken, Pinwheels, non-Elemental Blades), Tempest, and Phantom Rush for your secondary skills. Magic: Ultima, Meteor, and Flood are good ideas. Espers: Phoenix (if you screw up), Bahamut, Leviathan, and a fourth could be Crusader if you're willing deal with the bounce-back damage.

BOSS: Neslug \ \*\*FF6A\_672\*\* \

Neslug's Head's Bestiary

|               |          |                |                     |
|---------------|----------|----------------|---------------------|
| Level         | - 97     | Weaknesses:    | Treasures Awarded:  |
| Maximum HP    | - 62,000 | - Fire         | - Gungnir (Drop)    |
| Maximum MP    | - 62,000 |                |                     |
| Attack        | - 50     | Immunities:    |                     |
| Magic         | - 20     | - None         |                     |
| Defense       | - 180    |                |                     |
| Magic Defense | - 195    | Absorptions:   |                     |
| Evasion       | - 50     | - Ice/Blizzard |                     |
| Magic Evasion | - 50     | - Thunder      | Gil Earned : 50,000 |
|               |          | - Water        | EXP. Earned: 0      |

Neslug's Shell's Bestiary

|               |          |                |                     |
|---------------|----------|----------------|---------------------|
| Level         | - 97     | Weaknesses:    | Treasures Awarded:  |
| Maximum HP    | - 62,000 | - Fire         | - None              |
| Maximum MP    | - 62,000 |                |                     |
| Attack        | - 60     | Immunities:    |                     |
| Magic         | - 20     | - None         |                     |
| Defense       | - 255    |                |                     |
| Magic Defense | - 255    | Absorptions:   |                     |
| Evasion       | - 0      | - Ice/Blizzard |                     |
| Magic Evasion | - 0      | - Thunder      | Gil Earned : 50,000 |
|               |          | - Water        | EXP. Earned: 0      |

The head and shell are separate entities, though you only are supposed to kill the head. The head can use a basic attack, Tongue Bath (sets Stop), Sticky Goo (sets Slow), and Slowga.

The shell can use a basic attack, Megaton Smash (same as Death), and White Wind. Note that, given its invulnerability to all attacks, it will always have 62,000 HP. Since White Wind and all attacks are limited to four digits, White Wind will always heals for 9,999 points. Also note that all damage to the shell is countered with Megaton Smash.

Your offense can actually be kinda fun. Start up with Golem and Fenrir, then toss up Reraise, Hastega, and Mighty Guard so the fun will begin. You need to use Valor a lot for winning in a decent time; this can make a lot of attacks more powerful: Throwing Flametongues or Fuma Shurikens or Pinwheels, Cyan's Tempest, Edgar's Drill, and general attacks. I wouldn't recommend using other special skills because of their lack of targeting ability - YOU DO NOT WANT TO HIT THE SHELL.

Those not being boosted by Valor need to either cast it, focus on healing the party, or use Meltdown.

BOSS: Flan Princess (x5) \ \*\*FF6A\_673\*\* \

|               |          |                   |                      |
|---------------|----------|-------------------|----------------------|
| Level         | - 91     | Weaknesses:       | Treasures Awarded:   |
| Maximum HP    | - 12,345 | - Fire            | - Megalixir (Steal)  |
| Maximum MP    | - 1,000  |                   | - Super Ball (Steal) |
| Attack        | - 13     | Immunities:       | - Oborozuki (Drop)   |
| Magic         | - 15     | - All else except |                      |
| Defense       | - 250    | Thunder and Ice   |                      |
| Magic Defense | - 100    | Absorptions:      |                      |
| Evasion       | - 0      | - None            | Gil Earned : 11,111  |
| Magic Evasion | - 0      |                   | EXP. Earned: 5,000   |

=====

This quintet of monsters can use a basic attack, Mystery Waltz (which is like Osmose), Lullaby, Entice, Imp Song, and Mega Berserk.

Your offense pretty much be the Air Anchor and you've won. Or you can use Odin/Raiden, then Death/etc. or repeated Firagas on the remaining ones.

You can also set in Silence with the spell, the Noiseblaster, or Siren to force basic attacks; Berserk will do the same. Then you can summon Phantom to be invulnerable and just cast Firaga/Ultima/etc.

If you lack any of those (shameful!), you'll need Ribbons all around for your party. Then simply use Firaga, Ultima, etc. Seriously, this fight is very simple. And don't tell me you don't have Ribbons when you have more than a few to grab in this dungeon.

BOSS: Kaiser Dragon \ \*\*FF6A\_674\*\* \

|               |           |              |                      |
|---------------|-----------|--------------|----------------------|
| Level         | - ???     | Weaknesses:  | Treasures Awarded:   |
| Maximum HP    | - ~65,000 | - Varies     | - Celestriad (Steal) |
| Maximum MP    | - ~60,000 |              |                      |
| Attack        | - ???     | Immunities:  |                      |
| Magic         | - ???     | - Varies     |                      |
| Defense       | - ???     |              |                      |
| Magic Defense | - ???     | Absorptions: |                      |
| Evasion       | - ???     | - Varies     | Gil Earned : 0       |
| Magic Evasion | - ???     |              | EXP. Earned: 0       |

=====

Pre-battle preparation: Ribbons and Thunder Shields are an absolute must. Bringing Shadow along with a bunch of Elemental Blades to toss in the case of Fire, Ice/Blizzard, or Lightning/Thunder weaknesses is a huge help. The use of Valor, Quick, Reraise, Ultima, Curaga, Hastega, Mighty Guard or Protect and Shell, Arise, the "-ga" spells, Meteor... You can tell what I'm saying. Come in locked and loaded, best equipment, and so on. Prayer Beads might be a nice one to toss on if you don't plan on using any Master's Scrolls or the like.

Of exceptional note, I found that Locke with the Valiant Knife and the Master's Scroll to be extremely effective in the second phase. If you can end up auto-reviving him with Reraise or a Phoenix Down, he'll start with low HP. Say he had around 5,000 like he did with me, then gets up with about 150-ish. That's a round of 19,400 damage, almost one-third of the final phase's HP!! Heartless Angel makes it better by making it 19,996. With Valor on, these theoretically go to 9,999 per hit - 39,996 damage! (I didn't try Valor, though, so I don't know if it works on fixed damage.)

Note that this boss has more like five lives for it to go through. So that

~65,000 HP (had to estimate; Bestiary sucks) is more like ~325,000 HP. o\_o  
He also has two phases. We'll cover his first one first. His first phase covers four of these lives and his elemental data is based on his moves:

~~ Weak to Fire: Firaga, Flare, Meltdown, Meteor, Southern Cross (counter)

~~ Weak to Ice/Blizzard: Absolute Zero, Avalanche, Blizzaga, Freezing Dust (counter)

~~ Weak to Lightning/Thunder: Gigavolt, Plasma, Thundaga, Wave Cannon (counter)

~~ Weak to Wind/Aero: Aero, basic attacks, Cyclonic, Torando, Wind Slash (counter)

~~ Weak to Water: Aqua Breath, El Nino, Flash Rain, Tsunami, Acid Rain (counterattack)

~~ Weak to Earth: Physical combos every turn except the third, which ends up yields two Last Breaths, which are about eight times more powerful than a basic physical. Quake is the potential counterattack.

~~ Weak to Poison: Doom, Scintillation, and Venomist on the first turn; Crypt Dust, Disaster, and Lullaby on the second turn; Cloudy Heaven on the third turn; loop from there, with Bio as a potential counterattack

~~ Weak to Holy: First, he'll use Reflect on a character then use the Lore Reflect ??? for some various statuses. On the second turn, Protect and Shell will take effect or, if this has already occurred, basic physicals, Holy, and Lv. ? Holy. Hyperdrive is a potential counterattack.

Now, the way this fight works is that you can just really wait this whole part of the battle (four lives/first phase) out. After seeing Barrier Change five times, you're ready for the second phase. Until then, ride out the attacks. DO NOT ATTACK UNTIL THE SECOND PHASE AT ALL!

So, first phase needs to have SOME meaning. Toss up Reraise on everyone, Hastega, Mighty Guard or Protect and Shell, Golem, Zona Seeker, and Fenrir should be on. Your fourth Esper will need to be Phoenix in case of a screw-up. Trust me, it'll happen. Afterwards, just kick back for a moment and watch the Barrier Changes. But, seriously, KEEP AWARE OF YOUR HP. It is not a good idea to let HP get excessive low here, so why not cast Regen if as a minor fail-safe?

BUT, AGAIN, NEVER ATTACK UNTIL THE SECOND PHASE!! You will bring about needless counterattacks. The HP damage will not affect him. The life is sort of "shed off" after the Barrier Change. He'll come back with full HP and all. Always keep your positive statuses up-to-date as well.

The second phase is more simplistic with its attacks because it is that final life after Barrier Change number five. He'll have to stick with what weakness he got. However, every now and then, he will use Heartless Angel and/or Mind Blast. Mind Blast after Heartless Angel will quite effectively hand you a Game Over, so you will NEED party-wide Ribbons.

Also, he tends to add Quake, Meltdown, Overdrive, Flash Rain, Absolute Zero, Gale Cut, Hyperdrive, and Last Breath to his repertoire. (Remember that Last Breath is eight-times more powerful than his basic attack.) He can counter anything using Revenge Blast or Last Breath. Revenge Blast will tend to instantly kill you as the second phase wears on.

Here in the second phase, you'll need to prioritize properly: reviving is before healing, and healing before offense. The Kaiser Dragon will be unlikely to heal unless it's unlucky and via Meltdown. At this point, your general positive statuses -- Haste, Shell, Protect, etc. -- don't need to be maintained. That will take too much time; just keep Reraise up, and Valor when you manage to find time.

Once you manage to find time for offense, it'll need to consist of the best you bring out. Valiant Knife + Master's Scroll (+ Valor?) tends to deal well over 10,000 damage, especially right after Heartless Angel. In theory, two of them can win it for you; see earlier on in the strategy.

Quick and just about anything good -- Ultima, Meteor, Valiant Knife -- is great and provides two free turns for it. That can be about 7,500 ~ 10,000 damage per use. And Quick usually bypasses counterattacks, so bonus! Quick and Osmose can be nice for some MP restoration, and some healing.

Quick with Shadow's Throw can also deal about 10,000 damage with some good power and knowledge of the Kaiser Dragon's weakness -- needs to be Fire, Ice/Blizzard, or Lightning/Thunder for it to work.

Healing with Quick also is fun enough. Two quick Curagas is nice. When the others are dead, Phoenix and Curaga or a few Arises is always cool. It's nice to reset Reraise. You starting to get my idea with all of this Quick stuff? Quick will DEFINITELY be your best friend in this fight.

As I said earlier, your main priority is to stay alive and just deal some damage where you can. This fight will be fairly based on luck, though. You remember the move repertoires above, right? Meteor at the wrong time, or Cloudy Heaven (with you in Ribbon, it'll make it irremovable due to some kind of glitch), or Heartless Angel and Mind Blast without Ribbons... This guy truly makes his mark as the god-dragon. Game Overs and smashed GBAs (and probably holes in walls) will result from this fight across the large majority of players, so don't expect a first-time win.

One final note. Kaiser Dragon will have one chance to end your game by using Ultima when it dies - easily dealing upwards of 5,000 damage to all and causing the Game Over. If you're keeping Reraise on everyone as I requested (which, in itself, is whole 'nother boss fight), you'll be able to survive. Just one person needs Reraise on them to survive it... But you want it on ALL four party members ALL of the time.

Good luck!!

---

BOSS: Omega Weapon \ \*\*FF6A\_675\*\* \

|            |          |             |                     |
|------------|----------|-------------|---------------------|
| Level      | - 97     | Weaknesses: | Treasures Awarded:  |
| Maximum HP | - 65,000 | - None      | - Megalixir (Steal) |
| Maximum MP | - 65,000 |             | - Murakumo (Drop)   |
| Attack     | - 111    | Immunities: |                     |
| Magic      | - 30     | - None      |                     |
| Defense    | - 222    |             |                     |

|                     |              |                |
|---------------------|--------------|----------------|
| Magic Defense - 222 | Absorptions: |                |
| Evasion - 55        | - None       | Gil Earned : 0 |
| Magic Evasion - 55  |              | EXP. Earned: 0 |

Pre-battle preparation: Ribbons and pre-fight Float are practically a necessity. If you can't avoid Lv. 5 Death, go elsewhere and level up. Locke can prove to be key in this fight if he knows Quick, has the Valiant Knife, and a Master's Scroll.

Like Kaiser Dragon, this boss will go through three lives. However, they will not change upon using Barrier Change. You'll have to trudge through them and the whole 195,000 HP normally. In each life, he'll have a set moveset:

~~ First Life: Aero, Tsunami, Lv. 3 Confuse, Lv. 4 Flare, Lv. 5 Death, Quake, Meteor, Tornado, Grand Delta, Freezing Dust (counter only), Dischord (counter only), Vengeance (upon death; it removes all good statuses, including Reraise).

~~ Second Life: Atomic Ray, Blaster, Gravity Bomb, Launcher, Metal Cutter, Wave Cannon, Absolute Zero, Missile (counter only), basic physical (counter). Blaster can also be a counter. Note that two counterattacks will occur. Upon its death, there will be usage of Heartless Angel.

~~ Third Life: All attacks from the others. Counters become Freezing Dust or Omega Drive (eight times the power of basic attack), followed by Blaster or Omega Drive. Forsaken is also used at times.

There is one very simplistic strategy here that the game developers probably should've thought of. Like I used with the Kaiser Dragon, Quick's first move will bypass all counterattacks. That's the key to this fight. If you can manage to get enough people in Quick, you're golden.

Specifically, low-HP Locke with the Valiant Knife and a Master's Scroll. If he has 9,999 max HP like with me, and is just revived and around 200 HP, that first attack during Quick will end up causing a little over 39,000 damage!! Six of those and the game is won!! Remember, it has to be the first one to circumvent counters; devote the second one to healing. ALWAYS devote the second one to healing, no matter who does it.

So, this strategy is more easily summed up than Kaiser's. Begin the fight with Hastega, Mighty Guard, Fenrir, Golem, and Zona Seeker. (Bring along Phoenix as a fourth, just in case.) Once everyone's nicely-healed (unless it's Locke with the Valiant Knife), begin offense! Locke does the previous paragraph.

Everyone else? Their first move should be Gravija, Tempest, Ultima, Flare, Meteor, or something super-powerful. Osmose is a nice idea when you start to run low on MP, which you might. It'll take 20 times of this if you're done just the one 9,999-damage hit after all. That second turn still needs to be some form of healing or SOMETHING that isn't an attack. Granted, a 1/9999 HP Locke with the Valiant Knife and Master's Scroll, thereby doing 39,992 damage with each of his turns is kind of an exception -- he takes out whole LIVES that way, though I'd seriously only risk this with the third and final life.

Good luck!!

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[item name]

~~ Effect(s): What the item does.

=====

Antidote

~~ Effect(s): Cures the target's Poisoning.

=====

Dried Meat

~~ Effect(s): Used to initially recruit Gau from the Veldt. Heals 150 HP when used in battle.

=====

Echo Screen

~~ Effect(s): Cures the target's Silencing. Only usable in battle.

=====

Elixir

~~ Effect(s): Fully restores the target's HP and MP; damages the undead.

=====

Ether

~~ Effect(s): Restores 50 MP to the target; damages the undead.

=====

Eye Drops

~~ Effect(s): Cures the target's Darkness status.

=====

Flame Scroll

~~ Effect(s): Deals Fire-based damage to all enemies when Thrown.

=====

Fuma Shuriken

~~ Effect(s): Deals non-elemental damage to one target when Thrown. More powerful than the plain Shuriken.

=====

Gold Needle

~~ Effect(s): Cures the target's Petrification.

=====

Green Cherry

~~ Effect(s): Cures the target's Imp status.

=====

Hi-Ether

~~ Effect(s): Restores 150 MP to the target; damages the undead.

=====

Hi-Potion

~~ Effect(s): Restores 250 HP to the target; damages the undead.

=====

Holy Water

~~ Effect(s): Cures the target's Zombification.

=====

Invisibility Scroll

~ Effect(s): Casts Vanish on a target when Thrown.

=====

Lightning Scroll

~~ Effect(s): Deals Lightning/Thunder-based damage to all enemies when Thrown.

=====

Magicite Shard

~~ Effect(s): Summons a random Esper, regardless of the ones you currently have. Only usable in battle.

=====

Megalixir

~~ Effect(s): Fully restores the allied or enemy party's HP and MP; damages the undead. Only usable in battle.



=====  
Phoenix Down

~~ Effect(s): Cures a target's KO'ed status; kills the undead.

=====  
Pinwheel

~~ Effect(s): Deals non-elemental damage to one target when Thrown. More powerful than either the plain Shuriken or Fuma Shuriken.

=====  
Potion

~~ Effect(s): Restores 50 HP to the target; damages the undead.

=====  
Remedy

~~ Effect(s): Cures all statuses on the target, except for Zombie and KO.

=====  
Rename Card

~~ Effect(s): Allows you to rename your characters.

=====  
Shadow Scroll

~~ Effect(s): Induces a single-target Fenrir, effectively, when Thrown.

=====  
Shuriken

~~ Effect(s): Deals non-elemental damage to one target when Thrown.

=====  
Sleeping Bag

~~ Effect(s): Fully restores one party member's HP and MP. Only usable in the overworld or at Save Points.

=====  
Smoke Bomb

~~ Effect(s): Allows instant escape from a battle, except in certain ones.

=====  
Super Ball

~~ Effect(s): Deals progressively increasing amounts of damage to randomly-targeted enemies as it hits them. Only usable in battle.

-----  
Teleport Stone

~~ Effect(s): Allows the party to leave a dungeon or battle. Note that use in the field is not guaranteed in certain areas.

-----  
Tent

~~ Effect(s): Fully restores the party's HP and MP. Usable only in the overworld or at Save Points.

-----  
Water Scroll

~~ Effect(s): Deals Water-damage to all enemies when Thrown.

-----  
X-Ether

~~ Effect(s): Fully restores the target's MP; damages the undead.

-----  
X-Potion

~~ Effect(s): Full restores the target's HP; damages the undead.

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| | | | \_\_\_\_\_ | | |  
| | | Section Eight: Weapons Listings | | |  
| | | \*\*FF6A\_8\*\* | | |  
|\_ | | \_\_\_\_\_ |\_ | |  
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| \_\_\_\_\_ Daggers/Short Swords \*\*FF6A\_81\*\* |  
-----

[section format]

Stat Changes:

- ~~ Strength +/- : Change in Strength.
- ~~ Speed +/- : Change in Speed.
- ~~ Stamina +/- : Change in Stamina.
- ~~ Magic +/- : Change in Magic.
- ~~ Attack +/- : Change in Attack.
- ~~ Defense +/- : Change in physical Defense.
- ~~ Evasion +/- : Change in physical Evasion.

~~ Magic Defense +/-: Change in Magic Defense.  
~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

~~ Weapon Element : Elemental damage?  
~~ Statuses Inflicted : Statuses that may occur?  
~~ Random Magic Spell Cast: Will it randomly cast a magic spell; if so, what?  
~~ Monster Type Advantages: Particular monster types that take more damage?  
~~ Usable with Gauntlets : Can be wielded two-handed (i.e. with Gauntlets)?  
~~ Usable with Runic : Usable with the Runic ability?  
~~ Usable with Bushido : Usable with the Bushido ability?  
~~ Other Notes : Anything else to note?  
~~ Location(s) : Where you can find it.

=====

Air Knife

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +79  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : Wind/Aero  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Returner Hideout.  
-- Shops in Narshe, Kohlingen, and Tzen (950 Gil).  
-- Drop by Tunnel Armor.  
-- Drop by Devil Fist.

=====

Assassin's Dagger

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +3  
~~ Stamina +/- : +0

~~ Magic +/- : +2  
~~ Attack +/- : +106  
~~ Defense +/- : +0  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Shadow

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : Death  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Cave to the Sealed Gate.

=====

Dagger

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +26  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow  
~~ Edgar  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shop in South Figaro (150 Gil).  
-- Steal from Typhon.

=====  
Gladius

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +204  
~~ Defense +/- : +0  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow  
~~ Edgar  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Drop by Master Tonberry.

=====  
Ichigeki

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +190  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow  
~~ Edgar

~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : Death  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Cave on the Veldt.

=====

Kagenui

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +220  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Shadow

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Stop  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Cultists' Tower.

=====

Kodachi

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +93  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0

~~ Magic Evasion +/-: +0

Equippable By:

~~ Shadow

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Jidoor (1,200 Gil).

=====

Kunai

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +82  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Shadow

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Steal from Baalzephon.

=====

Main Gauche

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +4  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +59  
~~ Defense +/- : +0  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : May block enemy attacks.  
~~ Location(s) : -- Chest in Mt. Koltz.  
-- Steal from Lesser Lopros.

-----  
Man-Eater

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +146  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow  
~~ Edgar  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: Humanoid  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Darill's Tomb.  
-- Shops in Jidoor and Thamasa (11,000 Gil).

-----  
Mythril Knife

Stat Changes:

~~ Strength +/- : +0



~~ Speed +/- : +0  
~~ Stamina +/- : +10  
~~ Magic +/- : +0  
~~ Attack +/- : +30  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow  
~~ Edgar  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Steal from Guard Leader.  
-- Shops in South Figaro and Mobliz (300 Gil).  
-- Steal from Lesser Lopros.  
-- Drop by Iron Fist.

=====

Oborozuki

Stat Changes:

~~ Strength +/- : +7  
~~ Speed +/- : +7  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +225  
~~ Defense +/- : +0  
~~ Evasion +/- : +50  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Shadow

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes

~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by Flan Princess.

=====

Sakura

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +112  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Shadow

Miscellaneous:

~~ Weapon Element : Wind/Aero  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Albrook, Vector, and Narshe  
(3,200 Gil).

=====

Sasuke

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +121  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow  
~~ Edgar  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by Gigantos.  
-- Drop by Baalzephon.

=====

Swordbreaker

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +164  
~~ Defense +/- : +0  
~~ Evasion +/- : +30  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Shadow  
~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : May block enemy attacks.  
~~ Location(s) : -- Shop in Maranda (16,000 Gil).  
-- Steal from Amduscias.  
-- Steal from Vector Chimera.

=====

Thief's Knife

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +3  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +88  
~~ Defense +/- : +0  
~~ Evasion +/- : +10

~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Locke  
~~ Shadow

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : May steal an item when attacking.  
~~ Location(s) : -- Chest in Narshe.  
-- Drop by Dadaluma.  
-- Steal from Veil Dancer.

=====

Valiant Knife

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +145  
~~ Defense +/- : +0  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : Deals damage equal to (max HP - current HP) in  
addition to damage that would be dealt otherwise  
(as if it HAD no abilities).  
~~ Location(s) : -- Received upon Locke's return to the party after  
the Phoenix Cave.

=====

Zwill Crossblade

Stat Changes:

~~ Strength +/- : +3  
~~ Speed +/- : +7  
~~ Stamina +/- : +3

~~ Magic +/- : +0  
~~ Attack +/- : +220  
~~ Defense +/- : +0  
~~ Evasion +/- : +30  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +20

Equippable By:

~~ Locke

Miscellaneous:

~~ Weapon Element : Wind/Aero  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Gold Dragon in the Dragon's Den.

=====

O=====O  
| Swords \*\*FF6A\_82\*\* |  
O=====O

[section format]

Stat Changes:

~~ Strength +/- : Change in Strength.  
~~ Speed +/- : Change in Speed.  
~~ Stamina +/- : Change in Stamina.  
~~ Magic +/- : Change in Magic.  
~~ Attack +/- : Change in Attack.  
~~ Defense +/- : Change in physical Defense.  
~~ Evasion +/- : Change in physical Evasion.  
~~ Magic Defense +/-: Change in Magic Defense.  
~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

~~ Weapon Element : Elemental damage?  
~~ Statuses Inflicted : Statuses that may occur?  
~~ Random Magic Spell Cast: Does it randomly cast a magic spell; if so, what?  
~~ Monster Type Advantages: Particular monster types that take more damage?  
~~ Usable with Gauntlets : Can be wielded two-handed (i.e. with Gauntlets)?  
~~ Usable with Runic : Usable with the Runic ability?  
~~ Usable with Bushido : Usable with the Bushido ability?  
~~ Other Notes : Anything else to note?  
~~ Location(s) : Where you can find it.

=====

Apocalypse

Stat Changes:

~~ Strength +/- : +7  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +7  
~~ Attack +/- : +250  
~~ Defense +/- : +0  
~~ Evasion +/- : +20  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +20

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow  
~~ Edgar  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Red Dragon in the Soul Shrine.

=====

Blood Sword

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +121  
~~ Defense +/- : +0  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes

~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : Drains HP from whoever it hits.  
~~ Location(s) : -- Steal from Number 024.  
-- Chest in the Collapsing House of Tzen.  
-- Steal from Ultima Buster.  
-- Steal from Lizard.

=====

Excalipoor

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +1  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Win from a World of Ruin auction in Jidoor for  
500,000 Gil.

=====

Falchion

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +176  
~~ Defense +/- : +0  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Edgar

~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : May randomly block attacks.  
~~ Location(s) : -- Shop in Maranda (17,000 Gil).

=====

Flametongue

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +2  
~~ Attack +/- : +108  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : Fire  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Fire  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Magitek Research Facility.  
-- Drop by Number 024.  
-- Chest at the Imperial Observation Post.  
-- Steal from Flame Eater.  
-- Shops in Albrook, Tzen, and Nikeah (7,000 Gil).

=====

Great Sword

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +54  
~~ Defense +/- : +0



~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro and Narshe (800 Gil).  
-- Chest in South Figaro.

=====

Icebrand

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +2  
~~ Attack +/- : +108  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : Ice/Blizzard  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Blizzard  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Magitek Research Facility.  
-- Drop by Number 024.  
-- Shops in Albrook, Tzen, and Nikeah (7,000 Gil).

=====

Lightbringer

Stat Changes:

~~ Strength +/- : +7  
~~ Speed +/- : +7  
~~ Stamina +/- : +7  
~~ Magic +/- : +7  
~~ Attack +/- : +255  
~~ Defense +/- : +0  
~~ Evasion +/- : +50  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +50

Equippable By:

~~ Terra  
~~ Locke  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Holy  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Trade the Ragnarok at the Dragon's Neck  
Coliseum.

-----  
Mythril Sword

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +38  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro and Mobliz (450 Gil).  
-- Steal from Corporal.

=====  
Organyx

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +182  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : Uses the wielder's MP to deal critical hits -- uses  
somewhere between 10 and 20 MP, in my experience.  
~~ Location(s) : -- ???

=====  
Ragnarok

Stat Changes:

~~ Strength +/- : +7  
~~ Speed +/- : +3  
~~ Stamina +/- : +7  
~~ Magic +/- : +7  
~~ Attack +/- : +255  
~~ Defense +/- : +0  
~~ Evasion +/- : +30  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +30

Equippable By:

~~ Terra  
~~ Locke  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Flare  
~~ Monster Type Advantages: None

~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Opt to grind down the Magicite in Narshe.  
-- Steal from Lady.

=====

### Rune Blade

#### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +55  
~~ Defense +/- : +0  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

#### Equippable By:

~~ Terra  
~~ Edgar  
~~ Celes

#### Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : The wielder's MP can be used to inflict critical hits - somewhere between 10 and 20, I think.  
~~ Location(s) : -- Chest in the Narshe Mine.  
-- Steal from Number 024.  
-- Shop in Nikeah (7,500 Gil).

=====

### Save the Queen

#### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +4  
~~ Stamina +/- : +3  
~~ Magic +/- : +7  
~~ Attack +/- : +240  
~~ Defense +/- : +0  
~~ Evasion +/- : +40  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +40

#### Equippable By:

~~ Celes

#### Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Blue Dragon of the Dragon's Den.

=====

Soul Sabre

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +125  
~~ Defense +/- : +0  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Death  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : Drains the target's MP.  
~~ Location(s) : -- Found in the engine rooms of Figaro Castle.  
-- Steal from Shambling Corpse.

=====

Thunder Blade

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +2  
~~ Attack +/- : +108  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra

~~ Locke  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : Lightning/Thunder  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Thunder  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Magitek Research Facility.  
-- Shops in Albrook, Tzen, and Nikeah (7,000 Gil).

=====

Ultima Weapon

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +???  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : Attack increases are tied to how much HP you have.  
Note that HP-increasing equipment will not help it.  
~~ Location(s) : -- Chest in the Cave to the Sealed Gate.  
-- Steal from Rest.

=====

Zantetsuken

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +208

~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Cyan  
~~ Edgar  
~~ Celes

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : Death  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Blue Dragon of the Ancient Castle.

=====

O=====O  
| Lances \*\*FF6A\_83\*\* |  
O=====O

[section format]

Stat Changes:

~~ Strength +/- : Change in Strength.  
~~ Speed +/- : Change in Speed.  
~~ Stamina +/- : Change in Stamina.  
~~ Magic +/- : Change in Magic.  
~~ Attack +/- : Change in Attack.  
~~ Defense +/- : Change in physical Defense.  
~~ Evasion +/- : Change in physical Evasion.  
~~ Magic Defense +/-: Change in Magic Defense.  
~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

~~ Weapon Element : Elemental damage?  
~~ Statuses Inflicted : Statuses that may occur?  
~~ Random Magic Spell Cast: Does it randomly cast a magic spell; if so, what?  
~~ Monster Type Advantages: Particular monster types that take more damage?  
~~ Usable with Gauntlets : Can be wielded two-handed (i.e. with Gauntlets)?  
~~ Usable with Runic : Usable with the Runic ability?  
~~ Usable with Bushido : Usable with the Bushido ability?  
~~ Other Notes : Anything else to note?  
~~ Location(s) : Where you can find it.

=====

Golden Spear

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +139  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Edgar  
~~ Mog

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro, Kohlingen, and Thamasa  
(12,000 Gil).  
-- Steal from Gorgimera.

=====  
Gungnir

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +7  
~~ Magic +/- : +7  
~~ Attack +/- : +240  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Edgar  
~~ Mog

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : Legendary lance of the gods, indeed. If my Norse  
mythology memory is correct, this happens to be  
Odin's own lance.  
~~ Location(s) : -- Drop by Neslug's head.



=====

Heavy Lance

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +112  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Edgar  
~~ Mog

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Thamasa and South Figaro (10,000 Gil).  
-- Drop by Test Rider.

=====

Holy Lance

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +3  
~~ Attack +/- : +194  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Edgar  
~~ Mog

Miscellaneous:

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Holy  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Trade the Murakumo at the Dragon's Neck

Coliseum.  
-- Steal from the Holy Dragon at the Cultists'  
Tower.

=====  
Impartisan

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +253  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : It's a piece of Imp equipment.  
~~ Location(s) : -- Drop by Tyrannosaur.  
-- Steal from Greater Mantis.

=====  
Longinus

Stat Changes:

~~ Strength +/- : +7  
~~ Speed +/- : +3  
~~ Stamina +/- : +3  
~~ Magic +/- : +0  
~~ Attack +/- : +235  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Edgar  
~~ Mog

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Storm Dragon of the Dragon's Den.

-----  
Mythril Spear

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +70  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Edgar  
~~ Mog

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Nikeah, Narshe, and Maranda (800 Gil).

-----  
Partisan

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +150  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

- ~~ Edgar
- ~~ Mog

Miscellaneous:

- ~~ Weapon Element : None
- ~~ Statuses Inflicted : None
- ~~ Random Magic Spell Cast: None
- ~~ Monster Type Advantages: None
- ~~ Usable with Gauntlets : Yes
- ~~ Usable with Runic : Yes
- ~~ Usable with Bushido : No
- ~~ Other Notes : None
- ~~ Location(s) : -- Shop in Jidoor (13,000 Gil).  
-- Steal from Test Rider.

=====

Radiant Lance

Stat Changes:

- ~~ Strength +/- : +3
- ~~ Speed +/- : +2
- ~~ Stamina +/- : +1
- ~~ Magic +/- : +3
- ~~ Attack +/- : +227
- ~~ Defense +/- : +0
- ~~ Evasion +/- : +0
- ~~ Magic Defense +/-: +0
- ~~ Magic Evasion +/-: +0

Equippable By:

- ~~ Edgar
- ~~ Mog

Miscellaneous:

- ~~ Weapon Element : None
- ~~ Statuses Inflicted : None
- ~~ Random Magic Spell Cast: None
- ~~ Monster Type Advantages: None
- ~~ Usable with Gauntlets : Yes
- ~~ Usable with Runic : Yes
- ~~ Usable with Bushido : No
- ~~ Other Notes : None
- ~~ Location(s) : -- Drop by Demon.

=====

Trident

Stat Changes:

- ~~ Strength +/- : +0
- ~~ Speed +/- : +0
- ~~ Stamina +/- : +0
- ~~ Magic +/- : +0
- ~~ Attack +/- : +93
- ~~ Defense +/- : +0
- ~~ Evasion +/- : +0
- ~~ Magic Defense +/-: +0
- ~~ Magic Evasion +/-: +0

Equippable By:

- ~~ Edgar
- ~~ Mog

Miscellaneous:

- ~~ Weapon Element : Water
- ~~ Statuses Inflicted : None
- ~~ Random Magic Spell Cast: None
- ~~ Monster Type Advantages: None
- ~~ Usable with Gauntlets : Yes
- ~~ Usable with Runic : Yes
- ~~ Usable with Bushido : No
- ~~ Other Notes : None
- ~~ Location(s) : -- Shops in Maranda, Narshe, and South Figaro (1,700 Gil).

=====

O=====O  
 | Katanas \*\*FF6A\_84\*\* |  
 O=====O

[section format]

Stat Changes:

- ~~ Strength +/- : Change in Strength.
- ~~ Speed +/- : Change in Speed.
- ~~ Stamina +/- : Change in Stamina.
- ~~ Magic +/- : Change in Magic.
- ~~ Attack +/- : Change in Attack.
- ~~ Defense +/- : Change in physical Defense.
- ~~ Evasion +/- : Change in physical Evasion.
- ~~ Magic Defense +/-: Change in Magic Defense.
- ~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

- ~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

- ~~ Weapon Element : Elemental damage?
- ~~ Statuses Inflicted : Statuses that may occur?
- ~~ Random Magic Spell Cast: Does it randomly cast a magic spell; if so, what?
- ~~ Monster Type Advantages: Particular monster types that take more damage?
- ~~ Usable with Gauntlets : Can be wielded two-handed (i.e. with Gauntlets)?
- ~~ Usable with Runic : Usable with the Runic ability?
- ~~ Usable with Bushido : Usable with the Bushido ability?
- ~~ Other Notes : Anything else to note?
- ~~ Location(s) : Where you can find it.

=====

Ashura

Stat Changes:

- ~~ Strength +/- : +0
- ~~ Speed +/- : +0
- ~~ Stamina +/- : +0

~~ Magic +/- : +0  
~~ Attack +/- : +57  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Cyan

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Steal from Kamui.

=====

Kazekiri

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +101  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Cyan

Miscellaneous:

~~ Weapon Element : Wind/Aero  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Some kind of razor gale  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Steal from Number 128.  
                  -- Chest in the Cave to the Sealed Gate.

=====

Kiku-ichimonji

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0

~~ Attack +/- : +81  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Cyan

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Jidoor, Albrook, and Vector  
(1,200 Gil).

=====

Kotetsu

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +66  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Cyan

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Mobliz, Nikeah, and Narshe (800 Gil).

=====

Masamune

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +162

~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Cyan

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Castle Doma.  
-- Steal from Yojimbo.

=====

Murakumo

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +199  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Cyan

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Red Dragon of the Phoenix Cave.  
-- Steal from Samurai Soul.  
-- Trade for Masamune in the Dragon's Neck  
Coliseum.  
-- Drop by Omega Weapon.

=====

Murasame

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0



~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +110  
~~ Defense +/- : +0  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Cyan

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : May block enemy attacks.  
~~ Location(s) : -- Chest on the Floating Continent.  
-- Steal from the not-Undead Behemoth King.  
-- Steal from Samurai Soul.  
-- Steal from Kamui.

=====

Mutsunokami

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +215  
~~ Defense +/- : +0  
~~ Evasion +/- : +20  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Cyan

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : May block enemy attacks.  
~~ Location(s) : -- Drop by Fiend.

=====

Zanmato

Stat Changes:

~~ Strength +/- : +7

~~ Speed +/- : +0  
~~ Stamina +/- : +7  
~~ Magic +/- : +0  
~~ Attack +/- : +245  
~~ Defense +/- : +0  
~~ Evasion +/- : +30  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Cyan

Miscellaneous:

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : Yes  
~~ Usable with Bushido : Yes  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Skull Dragon of the Dragon's Den.

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| Rods \*\*FF6A\_85\*\* |  
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[section format]

Stat Changes:

~~ Strength +/- : Change in Strength.  
~~ Speed +/- : Change in Speed.  
~~ Stamina +/- : Change in Stamina.  
~~ Magic +/- : Change in Magic.  
~~ Attack +/- : Change in Attack.  
~~ Defense +/- : Change in physical Defense.  
~~ Evasion +/- : Change in physical Evasion.  
~~ Magic Defense +/-: Change in Magic Defense.  
~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

~~ Weapon Element : Elemental damage?  
~~ Statuses Inflicted : Statuses that may occur?  
~~ Random Magic Spell Cast: Does it randomly cast a magic spell; if so, what?  
~~ Monster Type Advantages: Particular monster types that take more damage?  
~~ Usable with Gauntlets : Can be wielded two-handed (i.e. with Gauntlets)?  
~~ Usable with Runic : Usable with the Runic ability?  
~~ Usable with Bushido : Usable with the Bushido ability?  
~~ Other Notes : Anything else to note?  
~~ Location(s) : Where you can find it.

=====

Flame Rod

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +79  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : Fire  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Thamasa (3,000 Gil).  
-- Chest in the Burning Mansion of Thamasa.  
-- Drop by Wizard.

=====

Gravity Rod

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +120  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the engine rooms of Figaro Castle.

-----  
Healing Rod

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +200 (but see the note)  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : Whosoever is hit with this shall be healed, unless they're Undead; in that case, they're damaged.  
~~ Location(s) : -- Chest in the Esper Caves.  
                  -- Chest in the Collapsing House of Tzen.

-----  
Holy Rod

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +124  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None

~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Collapsing House of Tzen.  
-- Shop in Thamasa (12,000 Gil).

-----  
Ice Rod

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +79  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : Ice/Blizzard  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Thamasa (3,000 Gil).  
-- Chest in the Burning Mansion of Thamasa.  
-- Steal from Wizard.

-----  
Magus Rod

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +7  
~~ Attack +/- : +168  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +30

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Earth Dragon of the Opera House.

-----  
Mythril Rod

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +2  
~~ Attack +/- : +60  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Thamasa (500 Gil).  
-- Drop by Joker.

-----  
Poison Rod

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +86  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago

~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : Poison  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Narshe (1,500 Gil).  
-- Steal from Lich.  
-- Steal from Twinscythe.  
-- Drop by Twinscythe.

=====

Punisher

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +111  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : Uses MP (somewhere between 10 and 20) from its  
wielder to deal critical hits.  
~~ Location(s) : -- Chest in the Ancient Castle.

=====

Stardust Rod

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +4  
~~ Magic +/- : +7  
~~ Attack +/- : +180  
~~ Defense +/- : +0

~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Dragon's Den.

Thunder Rod

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +79  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : Lightning/Thunder  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Thamasa (3,000 Gil).  
-- Steal from Wizard.

=====O  
| Brushes \*\*FF6A\_86\*\* |  
=====O

[section format]

Stat Changes:



~~ Strength +/- : Change in Strength.  
~~ Speed +/- : Change in Speed.  
~~ Stamina +/- : Change in Stamina.  
~~ Magic +/- : Change in Magic.  
~~ Attack +/- : Change in Attack.  
~~ Defense +/- : Change in physical Defense.  
~~ Evasion +/- : Change in physical Evasion.  
~~ Magic Defense +/-: Change in Magic Defense.  
~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

~~ Weapon Element : Elemental damage?  
~~ Statuses Inflicted : Statuses that may occur?  
~~ Random Magic Spell Cast: Does it randomly cast a magic spell; if so, what?  
~~ Monster Type Advantages: Particular monster types that take more damage?  
~~ Usable with Gauntlets : Can be wielded two-handed (i.e. with Gauntlets)?  
~~ Usable with Runic : Usable with the Runic ability?  
~~ Usable with Bushido : Usable with the Bushido ability?  
~~ Other Notes : Anything else to note?  
~~ Location(s) : Where you can find it.

=====  
Angel Brush

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +7  
~~ Stamina +/- : +0  
~~ Magic +/- : +7  
~~ Attack +/- : +170  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Relm

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by Plague.

=====  
Chocobo Brush

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0

~~ Stamina +/- : +0  
~~ Magic +/- : +1  
~~ Attack +/- : +60  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Relm

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- I think it's Relm's initial brush.

Da Vinci Brush

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +1  
~~ Stamina +/- : +0  
~~ Magic +/- : +1  
~~ Attack +/- : +100  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Relm

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : Obviously named for the famous Renaissance artist  
of the 1500s, Leonardo da Vinci.  
~~ Location(s) : -- Shop in Thamasa (7,000 Gil).

Magical Brush

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +1  
~~ Stamina +/- : +1

~~ Magic +/- : +1  
~~ Attack +/- : +130  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Relm

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest inside the Zone Eater.

=====

Rainbow Brush

Stat Changes:

~~ Strength +/- : +1  
~~ Speed +/- : +2  
~~ Stamina +/- : +1  
~~ Magic +/- : +2  
~~ Attack +/- : +146  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Relm

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Kefka's Tower.

=====

O=====O  
| Maces/Thrown Weaponry \*\*FF6A\_87\*\* |  
O=====O

[section format]

Stat Changes:

~~ Strength +/- : Change in Strength.  
~~ Speed +/- : Change in Speed.  
~~ Stamina +/- : Change in Stamina.  
~~ Magic +/- : Change in Magic.  
~~ Attack +/- : Change in Attack.  
~~ Defense +/- : Change in physical Defense.  
~~ Evasion +/- : Change in physical Evasion.  
~~ Magic Defense +/-: Change in Magic Defense.  
~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

~~ Weapon Element : Elemental damage?  
~~ Statuses Inflicted : Statuses that may occur?  
~~ Random Magic Spell Cast: Does it randomly cast a magic spell; if so, what?  
~~ Monster Type Advantages: Particular monster types that take more damage?  
~~ Usable with Gauntlets : Can be wielded two-handed (i.e. with Gauntlets)?  
~~ Usable with Runic : Usable with the Runic ability?  
~~ Usable with Bushido : Usable with the Bushido ability?  
~~ Other Notes : Anything else to note?  
~~ Location(s) : Where you can find it.

=====  
Bone Club

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +151  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Umaro

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Trade for the Rising Sun at the Dragon's Neck  
Coliseum.  
-- Steal from Punisher.

=====  
Boomerang

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +102  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Tzen, Maranda, and Narshe (4,500 Gil).  
-- As you escape from the Floating Continent, it's  
mysteriously put in your inventory.

=====  
Chain Flail

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +86  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None

~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Narshe and Kohlingen (2,000 Gil).  
-- Steal from Wartpuck.

=====

### Hawkeye

#### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +111  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

#### Equippable By:

~~ Locke

#### Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Narshe and Thamasa (6,000 Gil).

=====

### Moonring Blade

#### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +95  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

#### Equippable By:

~~ Locke

#### Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None

~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Narshe, Kohlingen, Jidoor, and Tzen  
(2,500 Gil).  
-- Steal from Purusa.

-----  
Morning Star

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +109  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shopd in Narshe and Thamasa (5,000 Gil).

-----  
Rising Sun

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +117  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Steal from Punisher.

=====

Scorpion Tail

Stat Changes:

~~ Strength +/- : +4  
~~ Speed +/- : +4  
~~ Stamina +/- : +4  
~~ Magic +/- : +4  
~~ Attack +/- : +225  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Gogo

Miscellaneous:

~~ Weapon Element : Poison  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : Yes  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Skull Dragon of the Dragon's Den.

=====

Sniper

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +172  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow



~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Jidoor (15,000 Gil).

Wing Edge

Stat Changes:

~~ Strength +/- : +7  
~~ Speed +/- : +7  
~~ Stamina +/- : +1  
~~ Magic +/- : +2  
~~ Attack +/- : +198  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Phoenix Cave.  
-- Chest in the Cave to the Ancient Castle.

=====O  
| Cards \*\*FF6A\_88\*\* |  
=====O

[section format]

Stat Changes:

~~ Strength +/- : Change in Strength.  
~~ Speed +/- : Change in Speed.  
~~ Stamina +/- : Change in Stamina.  
~~ Magic +/- : Change in Magic.  
~~ Attack +/- : Change in Attack.  
~~ Defense +/- : Change in physical Defense.  
~~ Evasion +/- : Change in physical Evasion.  
~~ Magic Defense +/-: Change in Magic Defense.  
~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

~~ Weapon Element : Elemental damage?  
~~ Statuses Inflicted : Statuses that may occur?  
~~ Random Magic Spell Cast: Does it randomly cast a magic spell; if so, what?  
~~ Monster Type Advantages: Particular monster types that take more damage?  
~~ Usable with Gauntlets : Can be wielded two-handed (i.e. with Gauntlets)?  
~~ Usable with Runic : Usable with the Runic ability?  
~~ Usable with Bushido : Usable with the Bushido ability?  
~~ Other Notes : Anything else to note?  
~~ Location(s) : Where you can find it.

=====  
Cards

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +104  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Setzer

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- I assume they're Setzer's initial weapon.

=====  
Darts

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0

~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +115  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Setzer

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Thamasa and Kohlingen (10,000 Gil).

=====

Death Tarot

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +187  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Setzer

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Death  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Cave to the Ancient Castle.

=====

Dice

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0

~~ Attack +/- : +??? (see notes)  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Setzer

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : Damage is dependent on a roll of the two dice.  
~~ Location(s) : -- Shop in Kohlingen (5,000 Gil).

=====

Final Trump

Stat Changes:

~~ Strength +/- : +3  
~~ Speed +/- : +4  
~~ Stamina +/- : +4  
~~ Magic +/- : +0  
~~ Attack +/- : +215  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Setzer

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Ice Dragon of the Dragon's Den.

=====

Fixed Dice

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +??? (see notes)  
~~ Defense +/- : +0

~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Setzer

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : Damage is dependent on the roll of the three dice.  
~~ Location(s) : -- Chest in Kefka's Tower.

Viper Darts

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +133  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Setzer

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : Death  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Kohlingen and Thamasa (13,000 Gil).

=====  
| Claws \*\*FF6A\_89\*\* |  
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[section format]

Stat Changes:

~~ Strength +/- : Change in Strength.  
~~ Speed +/- : Change in Speed.  
~~ Stamina +/- : Change in Stamina.

~~ Magic +/- : Change in Magic.  
~~ Attack +/- : Change in Attack.  
~~ Defense +/- : Change in physical Defense.  
~~ Evasion +/- : Change in physical Evasion.  
~~ Magic Defense +/-: Change in Magic Defense.  
~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

~~ Weapon Element : Elemental damage?  
~~ Statuses Inflicted : Statuses that may occur?  
~~ Random Magic Spell Cast: Does it randomly cast a magic spell; if so, what?  
~~ Monster Type Advantages: Particular monster types that take more damage?  
~~ Usable with Gauntlets : Can be wielded two-handed (i.e. with Gauntlets)?  
~~ Usable with Runic : Usable with the Runic ability?  
~~ Usable with Bushido : Usable with the Bushido ability?  
~~ Other Notes : Anything else to note?  
~~ Location(s) : Where you can find it.

=====

Burning Fist

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +122  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Sabin

Miscellaneous:

~~ Weapon Element : Fire  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Fire  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Zozo.  
-- Shop in Tzen (10,000 Gil).

=====

Dragon Claws

Stat Changes:

~~ Strength +/- : +2  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +1

~~ Attack +/- : +188  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Sabin

Miscellaneous:

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Angler Whelk.

=====  
Godhand

Stat Changes:

~~ Strength +/- : +7  
~~ Speed +/- : +3  
~~ Stamina +/- : +7  
~~ Magic +/- : +0  
~~ Attack +/- : +220  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Sabin

Miscellaneous:

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Earth Dragon of the Dragon's Den.

=====  
Kaiser Knuckles

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +83  
~~ Defense +/- : +0

~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Sabin

Miscellaneous:

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Jidoor and Tzen (1,000 Gil).

=====  
Metal Knuckles

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +55  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Sabin

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Probably Sabin's initial equipment.

=====  
Mythril Claws

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +65  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0



~~ Magic Evasion +/-: +0

Equippable By:

~~ Sabin

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Steal from Vargas.  
-- Shops in Mobliz, Nikeah, and Narshe (800 Gil).  
-- Steal from Belmodar.  
-- Steal from Exocite.

-----  
Tigerfang

Stat Changes:

~~ Strength +/- : +3  
~~ Speed +/- : +2  
~~ Stamina +/- : +2  
~~ Magic +/- : +3  
~~ Attack +/- : +215  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Sabin

Miscellaneous:

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: None  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Drop by Death Warden.  
-- Drop by Great Behemoth.

-----  
Venom Claws

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +95  
~~ Defense +/- : +0

~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Sabin

Miscellaneous:

~~ Weapon Element : Poison  
~~ Statuses Inflicted : None  
~~ Random Magic Spell Cast: Poison  
~~ Monster Type Advantages: None  
~~ Usable with Gauntlets : No  
~~ Usable with Runic : No  
~~ Usable with Bushido : No  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Albrook, Maranda, Vector, and Tzen  
(2,500 Gil).  
-- Steal from Killer Mantis.

=====

O=====O  
| Edgar's Tools \*\*FF6A\_810\*\* |  
O=====O

Edgar is only person allowed to use Tools, except for Gogo when he decides to mimic this ability. There are eight various Tools that can be used.

=====

[tool name]

~~ Effect(s) : What it does.  
~~ Location(s): Where to find it.

=====

Air Anchor

~~ Effect(s) : Hits all targets for damage, then KO's those vulnerable to  
Death on the next turn.  
~~ Location(s): -- Chest in the Cultists' Tower.  
-- Steal from Gamma.

=====

Auto Crossbow

~~ Effect(s) : Hits all enemies for physical, non-elemental damage.  
~~ Location(s): -- Received automatically in Figaro Castle at one point.  
-- Shop in Figaro Castle (250 Gil).  
-- Steal from Trapper.  
-- Steal from Metal Hitman.

=====

Bioblaster

~~ Effect(s) : Hits all enemies for magical, Poison-elemental damage and may induce Poisoning.  
~~ Location(s): -- Shops in Figaro Castle and South Figaro (750 Gil).  
-- Steal from Tunnel Armor.  
-- Steal from Chaser.  
-- Steal from InnoSent.  
-- Drop by Proto Armor.

=====

#### Chainsaw

~~ Effect(s) : Hits one target for physical, barrier-piercing damage or may inflict Death.  
~~ Location(s): -- Enter 6:10:50 as the time in the Zozo clock in the Inn.  
-- Steal from Duel Armor.

=====

#### Debilitator

~~ Effect(s) : Adds an elemental weakness to the target.  
~~ Location(s): -- Steal from the right Crane during that boss fight.  
-- Steal from the Missile Bay during that boss fight.  
-- Shop in Figaro Castle (5,000 Gil).  
-- Steal from Armored Weapon.  
-- Steal from Prometheus.

=====

#### Drill

~~ Effect(s) : Hits one target for physical, barrier-piercing damage.  
~~ Location(s): -- Shop in Figaro Castle (3,000 Gil).  
-- Steal from Fortis.

=====

#### Flash

~~ Effect(s) : Hits all enemies with magical, non-elemental damage that may inflict Darkness.  
~~ Location(s): -- Shop in Figaro Castle (1,000 Gil).  
-- Steal from Destroyer.  
-- Steal from Death Machine.

=====

#### Noiseblaster

~~ Effect(s) : May induce Confusion upon all targets.  
~~ Location(s): -- Shops in Figaro Castle and South Figaro (500 Gil).  
-- Steal from the left Crane during that boss fight.  
-- Steal from Junk.

=====

[section format]

Stat Changes:

- ~~ Strength +/- : Change in Strength.
- ~~ Speed +/- : Change in Speed.
- ~~ Stamina +/- : Change in Stamina.
- ~~ Magic +/- : Change in Magic.
- ~~ Attack +/- : Change in Attack.
- ~~ Defense +/- : Change in physical Defense.
- ~~ Evasion +/- : Change in physical Evasion.
- ~~ Magic Defense +/-: Change in Magic Defense.
- ~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

- ~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

- ~~ Elemental Halvings : Do you receive half-damage from elements with this?
- ~~ Elemental Immunities : Do you become immune to elements when using this?
- ~~ Elemental Absorptions: Do you absorb elements when using this?
- ~~ Elemental Weaknesses : Do you become weak to elements when using this?
- ~~ Status Immunities : Do you become immune to certain statuses with this?
- ~~ Status Inflictions : Do you always retain a certain status with this?
- ~~ Spells Taught : Does this teach spells? If so, what spell and rate?
- ~~ Other Notes : Anything else to note?
- ~~ Location(s) : Where you can find it.

=====

Aegis Shield

Stat Changes:

- ~~ Strength +/- : +0
- ~~ Speed +/- : +0
- ~~ Stamina +/- : +0
- ~~ Magic +/- : +0
- ~~ Attack +/- : +0
- ~~ Defense +/- : +46
- ~~ Evasion +/- : +20
- ~~ Magic Defense +/-: +52
- ~~ Magic Evasion +/-: +40

Equippable By:

- ~~ Terra
- ~~ Locke
- ~~ Cyan
- ~~ Shadow
- ~~ Edgar
- ~~ Sabin
- ~~ Celes
- ~~ Strago
- ~~ Relm
- ~~ Setzer
- ~~ Mog

~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : May block magic attacks.  
~~ Location(s) : -- Chest at Mt. Zozo.

=====

Buckler

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +16  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +10  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro and Mobliz (200 Gil).  
-- Mysteriously received after leaving the Floating  
Continent.  
-- Steal from Unseelie.

=====

Crystal Shield

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +50  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +34  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire, Ice/Blizzard  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Maranda (7,000 Gil).

=====  
Cursed Shield

Stat Changes:

~~ Strength +/- : -7  
~~ Speed +/- : -7  
~~ Stamina +/- : -7  
~~ Magic +/- : -7  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : Water, Earth, Poison, Fire, Lightning/Thunder,  
Ice/Blizzard, Holy, Wind/Aero  
~~ Status Immunities : None  
~~ Status Inflictions : Doom, Sap, Silence, Confusion, Berserk  
~~ Spells Taught : None  
~~ Other Notes : Transforms into the Paladin Shield after about 255 or  
so battles.  
~~ Location(s) : -- Chest in Narshe.

=====

Diamond Shield

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +40  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +27  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Nikeah, South Figaro, and Kohlingen  
(3,500 Gil).

=====

Flame Shield

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +41  
~~ Evasion +/- : +20

~~ Magic Defense +/-: +28  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Ice/Blizzard  
~~ Elemental Absorptions: Fire  
~~ Elemental Weaknesses : Water  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : Fira (x5 = 20 AP)  
~~ Other Notes : None  
~~ Location(s) : -- Received in Kohlingen after the Phoenix Cave.  
-- Chest in the Phantom Train of Cyan's dreams.  
-- Steal from Rahu.

=====

Force Shield

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +70  
~~ Magic Evasion +/-: +50

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo



Miscellaneous:

~~ Elemental Halvings : Fire, Earth, Water, Wind/Aero, Lightning/Thunder,  
Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : Shell (x5 = 20 AP)  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Ice Dragon in the Narshe mountains.  
-- Chest in Kefka's Tower.

=====  
Genji Shield

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +54  
~~ Defense +/- : +20  
~~ Evasion +/- : +50  
~~ Magic Defense +/-: +20  
~~ Magic Evasion +/-: +

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Steal from Gilgamesh.  
-- Chest in the Cultists' Tower.

=====  
Golden Shield

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +34  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +23  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer  
~~ Mog

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Magitek Research Facility.  
-- Shops in Narshe, Thamasa, Albrook, and Tzen  
(2,500 Gil).  
-- Steal from Adamankary.  
-- Drop by Dante.

=====

Heavy Shield

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +22  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +14  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None

~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro, Mobliz, and Nikeah  
(400 Gil).  
-- Chest in South Figaro.

=====  
Ice Shield

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +42  
~~ Evasion +/- : +20  
~~ Magic Defense +/-: +28  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Fire  
~~ Elemental Absorptions: Ice/Blizzard  
~~ Elemental Weaknesses : Wind/Aero  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : Blizzara (x5 = 20 AP)  
~~ Other Notes : None  
~~ Location(s) : -- Chest at Mt. Zozo.  
-- Chest at the Phantom Train of Cyan's dreams.  
-- Steal from Inferno.  
-- Steal from Ketu.

=====  
Mythril Shield

Stat Changes:

~~ Strength +/- : +0

~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +27  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +18  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Narshe, Kohlingen, and Jidoor  
(1,200 Gil).  
-- Steal from General.

=====

Paladin Shield

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +59  
~~ Evasion +/- : +40  
~~ Magic Defense +/-: +59  
~~ Magic Evasion +/-: +40

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes

~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Water, Earth, Poison, Wind/Aero  
~~ Elemental Absorptions: Fire, Holy, Ice/Blizzard, Lightning/Thunder  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : Ultima (x1 = 100 AP)  
~~ Other Notes : None  
~~ Location(s) : -- Transforms from the Cursed Shield after it goes  
through ~255 battles with a living wielder.

-----  
Thunder Shield

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +43  
~~ Evasion +/- : +20  
~~ Magic Defense +/-: +28  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Wind/Aero  
~~ Elemental Absorptions: Lightning/Thunder  
~~ Elemental Weaknesses : Water  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : Thundara (x5 = 20 AP)  
~~ Other Notes : None  
~~ Location(s) : -- Chest at Mt. Zozo.  
-- Chest inside the Zone Eater.

Tortoise Shield

Stat Changes:

```

~~ Strength +/-      : +0
~~ Speed +/-        : +0
~~ Stamina +/-      : +0
~~ Magic +/-        : +0
~~ Attack +/-       : +0
~~ Defense +/-      : +66
~~ Evasion +/-      : +30
~~ Magic Defense +/-: +66
~~ Magic Evasion +/-: +30

```

Equippable By:

```

~~ Terra
~~ Locke
~~ Cyan
~~ Shadow
~~ Edgar
~~ Sabin
~~ Celes
~~ Strago
~~ Relm
~~ Setzer
~~ Mog
~~ Gau
~~ Gogo

```

Miscellaneous:

```

~~ Elemental Halvings    : None
~~ Elemental Immunities  : None
~~ Elemental Absorptions: Water
~~ Elemental Weaknesses  : None
~~ Status Immunities     : None
~~ Status Inflictions    : None
~~ Spells Taught         : Imp (x1 = 100 AP)
~~ Other Notes           : It's a piece of Imp equipment.
~~ Location(s)           : -- Steal from Basilisk.
                          -- Drop by Basilisk.

```

```

/|\ _____ /|\
|  |  |         |  |  |
|  |  |         |  |  |
|  |  |         |  |  |
|_ | _| _____|_ | _|
 \  /         \  /

```

Section Ten: Headgear Listings  
\*\*FF6A\_10\*\*

[section format]

Stat Changes:

```

~~ Strength +/-      : Change in Strength.
~~ Speed +/-        : Change in Speed.

```

~~ Stamina +/- : Change in Stamina.  
~~ Magic +/- : Change in Magic.  
~~ Attack +/- : Change in Attack.  
~~ Defense +/- : Change in physical Defense.  
~~ Evasion +/- : Change in physical Evasion.  
~~ Magic Defense +/-: Change in Magic Defense.  
~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

~~ Elemental Halvings : Do you receive half-damage from elements with this?  
~~ Elemental Immunities : Do you become immune to elements when using this?  
~~ Elemental Absorptions: Do you absorb elements when using this?  
~~ Elemental Weaknesses : Do you become weak to elements when using this?  
~~ Status Immunities : Do you become immune to certain statuses with this?  
~~ Status Inflictions : Do you always retain a certain status with this?  
~~ Spells Taught : Does this teach spells? If so, what spell and rate?  
~~ Other Notes : Anything else to note?  
~~ Location(s) : Where you can find it.

=====

Bandana

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +16  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +10  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Sabin  
~~ Celes  
~~ Relm  
~~ Gau

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Mobliz, Nikeah, and Kohlingen (800 Gil).  
-- Steal from Zaghrem.

=====

Beret

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +3  
~~ Attack +/- : +0  
~~ Defense +/- : +21  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +21  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Reim

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Makes Sketch more successful.  
~~ Location(s) : -- Chest on the Floating Continent.  
-- Shop in Tzen (3,500 Gil).

-----  
Black Cowl

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +26  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +17  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Shadow  
~~ Sabin  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Jidoor and Thamasa (7,500 Gil).



=====  
Cat-Ear Hood

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +2  
~~ Stamina +/- : +0  
~~ Magic +/- : +4  
~~ Attack +/- : +0  
~~ Defense +/- : +33  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +33  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Relm

Miscellaneous:

~~ Elemental Halvings : Fire, Ice/Blizzard, Lightning/Thunder, Wind/Aero,  
Holy, Earth  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Doubles Gil received after battle.  
~~ Location(s) : -- Trade for the Impartisan at the Dragon's Neck  
Coliseum.

=====  
Circlet

Stat Changes:

~~ Strength +/- : +2  
~~ Speed +/- : +1  
~~ Stamina +/- : +3  
~~ Magic +/- : +4  
~~ Attack +/- : +0  
~~ Defense +/- : +25  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +19  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog

~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Jidoor and Thamasa (7,000 Gil).

-----  
Crystal Helm

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +29  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +19  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Celes  
~~ Setzer

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the engine rooms of Figaro Castle.  
                  -- Shops in Maranda and Jidoor (10,000 Gil).

-----  
Diamond Helm

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +27  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +18

~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Nikeah, South Figaro, and Kohlingen  
(8,000 Gil).  
-- Steal from Dante.

=====

Dueling Mask

Stat Changes:

~~ Strength +/- : +6  
~~ Speed +/- : +6  
~~ Stamina +/- : +6  
~~ Magic +/- : +6  
~~ Attack +/- : +0  
~~ Defense +/- : +40  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +40  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Gau

Miscellaneous:

~~ Elemental Halvings : Fire, Ice/Blizzard, Lightning/Thunder, Wind/Aero,  
Water, Earth, Poison, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Dragon's Den.

=====

Genji Helm

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0

~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +36  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +38  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Darill's Tomb.  
                  -- Drop by Gilgamesh.

=====

Golden Helm

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +22  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +15  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Mog  
~~ Gau

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None

~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Magitek Research Facility.  
-- Shops in Narshe, Thamasa, Albrook, and Tzen  
(4,000 Gil).

=====

Green Beret

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +19  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +13  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Boosts maximum HP by 12.5%.  
~~ Location(s) : -- Chest in the Imperial Camp.  
-- Chest in the Serpent Trench.  
-- Chest in Kohlingen.  
-- Shops in Maranda, Narshe, Albrook, Nikeah,  
South Figaro, and Kohlingen (3,000 Gil).  
-- Drop by Satellite.  
-- Steal from Joker.

=====

Hairband

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +12  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +8  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Celes  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shop in South Figaro (150 Gil).

=====

Hypno Crown

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +2  
~~ Stamina +/- : +0  
~~ Magic +/- : +4  
~~ Attack +/- : +0  
~~ Defense +/- : +23  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +23  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Makes Control more successful.  
~~ Location(s) : -- Chest in Kefka's Tower.

=====

Iron Helm

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +18  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +12  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer  
~~ Gau

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Mobliz, Nikeah, Narshe, and Kohlingen  
                  (1,000 Gil).  
                  -- Steal from Heavy Armor.

=====

Leather Cap

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +11  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +7  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer

~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Probably some characters' initial equipment.

-----  
Magus Hat

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +5  
~~ Attack +/- : +0  
~~ Defense +/- : +15  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +16  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Mobliz, Nikeah, Narshe, and Kohlingen  
(600 Gil).

-----  
Mystery Veil

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +1  
~~ Stamina +/- : +0  
~~ Magic +/- : +3  
~~ Attack +/- : +0



~~ Defense +/- : +24  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +25  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Terra  
~~ Celes  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Thamasa (5,500 Gil).

=====

Mythril Helm

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +20  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +13  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Celes  
~~ Setzer  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Tzen, Maranda, and Narshe (2,000 Gil).

=====

Plumed Hat

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +14  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +9  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro, Mobliz, and Nikeah  
(250 Gil).

=====

Priest's Miter

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +19  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +21  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow

~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Boosts maximum MP by 12.5%.  
~~ Location(s) : -- Shops in Albrook, Tzen, Maranda, Vector, Nikeah,  
Narshe, South Figaro, and Kohlingen (3,000 Gil).

=====

Oath Veil

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +32  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +31  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Celes  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Maranda (9,000 Gil).

=====

Red Cap

Stat Changes:

~~ Strength +/- : +4  
~~ Speed +/- : +3

~~ Stamina +/- : +2  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +24  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +17  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Boosts maximum HP by 25%.  
~~ Location(s) : -- Chest at Mt. Zozo.  
                  -- Chest in Kefka's Tower.

-----  
Royal Crown

Stat Changes:

~~ Strength +/- : +1  
~~ Speed +/- : +1  
~~ Stamina +/- : +1  
~~ Magic +/- : +1  
~~ Attack +/- : +0  
~~ Defense +/- : +28  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +23  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Edgar  
~~ Sabin

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None

~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the engine rooms of Figaro Castle.

=====

Saucer

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +42  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +42  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : Imp (x1 = 100 AP)  
~~ Other Notes : Piece of Imp equipment.  
~~ Location(s) : -- Steal from Tumbleweed.

=====

Thornlet

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +38  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Sap  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Steal from Hidon.

-----  
Tiara

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +2  
~~ Attack +/- : +0  
~~ Defense +/- : +22  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +20  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Celes  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Narshe and Thamasa (3,000 Gil).

-----

Tiger Mask

Stat Changes:

~~ Strength +/- : +3  
~~ Speed +/- : +2  
~~ Stamina +/- : +1  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +21  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +13  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Sabin  
~~ Gau

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Thamasa and Tzen (2,500 Gil).  
-- Steal from Don.

=====

Twist Headband

Stat Changes:

~~ Strength +/- : +3  
~~ Speed +/- : +1  
~~ Stamina +/- : +2  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +16  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +10  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Sabin  
~~ Mog  
~~ Gau

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None

~~ Other Notes : None  
 ~~ Location(s) : -- Shops in Kohlingen, Jidoor, Albrook, and Vector  
                   (1,600 Gil).  
                   -- Drop by Dadaluma.  
                   -- Steal from Iron Fist.

=====

|      |                                     |      |
|------|-------------------------------------|------|
| / \  | _____                               | / \  |
| ヾ ヾ  |                                     | ヾ ヾ  |
|      | Section Eleven: Torso Gear Listings |      |
|      | **FF6A_11**                         |      |
| _  _ | _____                               | _  _ |
| \ /  |                                     | \ /  |

[section format]

Stat Changes:

~~ Strength +/- : Change in Strength.  
 ~~ Speed +/- : Change in Speed.  
 ~~ Stamina +/- : Change in Stamina.  
 ~~ Magic +/- : Change in Magic.  
 ~~ Attack +/- : Change in Attack.  
 ~~ Defense +/- : Change in physical Defense.  
 ~~ Evasion +/- : Change in physical Evasion.  
 ~~ Magic Defense +/-: Change in Magic Defense.  
 ~~ Magic Evasion +/-: Change in Magic Evasion.

Equippable By:

~~ Which characters, excluding glitch characters, can equip this?

Miscellaneous:

~~ Elemental Halvings : Do you receive half-damage from elements with this?  
 ~~ Elemental Immunities : Do you become immune to elements when using this?  
 ~~ Elemental Absorptions: Do you absorb elements when using this?  
 ~~ Elemental Weaknesses : Do you become weak to elements when using this?  
 ~~ Status Immunities : Do you become immune to certain statuses with this?  
 ~~ Status Inflictions : Do you always retain a certain status with this?  
 ~~ Spells Taught : Does this teach spells? If so, what spell and rate?  
 ~~ Other Notes : Anything else to note?  
 ~~ Location(s) : Where you can find it.

=====

Behemoth Suit

Stat Changes:

~~ Strength +/- : +6  
 ~~ Speed +/- : +6  
 ~~ Stamina +/- : +6  
 ~~ Magic +/- : +6  
 ~~ Attack +/- : +0  
 ~~ Defense +/- : +94  
 ~~ Evasion +/- : +0  
 ~~ Magic Defense +/-: +73  
 ~~ Magic Evasion +/-: +0

Equippable By:



~~ Strago  
~~ Reim

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the not-Undead Behemoth King.  
-- Drop by the Undead Behemoth King.  
-- Steal from Dark Behemoth.

=====  
Black Garb

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +6  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +68  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +46  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Shadow  
~~ Sabin  
~~ Setzer  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Maranda and Jidoor (13,000 Gil).

=====  
Chocobo Suit

Stat Changes:

~~ Strength +/- : +3  
~~ Speed +/- : +6  
~~ Stamina +/- : +2  
~~ Magic +/- : +0  
~~ Attack +/- : +0

~~ Defense +/- : +56  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +38  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Poison  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Esper Caves.  
-- Steal from Caladrius.

=====

Cotton Robe

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +32  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +21  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shop in South Figaro (200 Gil).

=====

Crystal Mail

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0

~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +72  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +49  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Darill's Tomb.  
-- Shop in Maranda (17,000 Gil).

-----  
Diamond Armor

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +70  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +47  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro and Kohlingen (15,000 Gil).

=====

Diamond Vest

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +65  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +44  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Nikeah, South Figaro, and Thamasa  
(12,000 Gil).  
-- Steal from Devohan.  
-- Steal from Cloudwraith.

=====

Force Armor

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +69  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +68  
~~ Magic Evasion +/-: +30

Equippable By:

~~ Terra

~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : Fire, Ice/Blizzard, Lightning/Thunder, Wind/Aero,  
Earth  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Drop by the Storm Dragon of Mt. Zozo.  
-- Chest in the Cultists' Tower.  
-- Chest in Kefka's Tower.  
-- Steal from Guardian.  
-- Chest in the Dragon's Den.  
-- Drop by Shield Dragon.

=====  
Gaia Gear

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +53  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +43  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Shadow  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None

~~ Elemental Immunities : None  
~~ Elemental Absorptions: Earth  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Thamasa, Nikeah, and South Figaro  
(6,000 Gil).  
-- Steal from Briareus.  
-- Steal from Oceanus.

=====

#### Genji Armor

##### Stat Changes:

~~ Strength +/- : +5  
~~ Speed +/- : +3  
~~ Stamina +/- : +2  
~~ Magic +/- : +3  
~~ Attack +/- : +0  
~~ Defense +/- : +90  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +80  
~~ Magic Evasion +/-: +0

##### Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Celes  
~~ Setzer

##### Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest inside the Zone Eater.  
-- Drop by Gilgamesh.

=====

#### Golden Armor

##### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +55  
~~ Evasion +/- : +0

~~ Magic Defense +/-: +37  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer  
~~ Mog

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Magitek Research Facility.  
-- Shops in Thamasa, Albrook, and Tzen (10,000 Gil).  
-- Drop by Chimera.

=====  
Iron Armor

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : -2  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +40  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +27  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Mobliz, Nikeah, Narshe, and Kohlingen  
(700 Gil).  
-- Chest in South Figaro.

=====  
Kenpo Gi

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +34  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +23  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Shadow  
~~ Sabin  
~~ Gau

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro, Mobliz, and Nikeah  
(250 Gil).

=====  
Leather Armor

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +28  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +19  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau



~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Probably some characters' initial equipment.

=====

Luminous Robe

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +2  
~~ Attack +/- : +0  
~~ Defense +/- : +60  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +43  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Thamasa (11,000 Gil).

=====

Magus Robe

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +5  
~~ Attack +/- : +0  
~~ Defense +/- : +68  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +50  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Strago  
~~ Relm  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shop in Maranda (13,000 Gil).  
-- Chest in the Dragon's Den.

=====  
Minerva Bustier

Stat Changes:

~~ Strength +/- : +1  
~~ Speed +/- : +2  
~~ Stamina +/- : +1  
~~ Magic +/- : +4  
~~ Attack +/- : +0  
~~ Defense +/- : +88  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +70  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Terra  
~~ Celes

Miscellaneous:

~~ Elemental Halvings : Earth, Poison, Holy, Water  
~~ Elemental Immunities : Fire, Ice/Blizzard, Lightning/Thunder, Wind/Aero  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Boosts maximum MP by 25%.  
~~ Location(s) : -- Trade for the Regal Gown at the Dragon's Neck  
Coliseum.  
-- Chest in Kefka's Tower.  
-- Steal from Goddess.  
-- Steal from Tonberries.  
-- Drop by Tonberries.

=====  
Mirage Vest

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +6  
~~ Stamina +/- : +0  
~~ Magic +/- : +0

~~ Attack +/- : +0  
~~ Defense +/- : +48  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +36  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Effectively puts a single-target Fenrir on the user.  
~~ Location(s) : -- I would say it's initial equipment, but it seems  
too good to be that... Perhaps some kind of trade  
at the Dragon's Neck Coliseum?

=====

Mooglesuit

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +5  
~~ Attack +/- : +0  
~~ Defense +/- : +58  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +52  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Poison  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None

~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Owzer's Mansion in Jidoor.  
-- Steal from Misty.  
-- Steal from Blade Dancer.

=====

#### Mythril Mail

##### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +51  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +34  
~~ Magic Evasion +/-: +0

##### Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Edgar  
~~ Celes  
~~ Setzer

##### Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Maranda and Narshe (3,500 Gil).  
-- Steal from Proto Armor.

=====

#### Mythril Vest

##### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +45  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +30  
~~ Magic Evasion +/-: +0

##### Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan

~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Jidoor, Albrook, Tzen, Maranda, and  
Vector (1,200 Gil).  
-- Steal from Sergeant.  
-- Steal from Hell's Rider.

=====

Ninja Gear

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +2  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +47  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +32  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Shadow  
~~ Sabin  
~~ Setzer  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Jidoor, Albrook, Tzen, and Vector  
(1,100 Gil).

=====  
Nutkin Suit

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +7  
~~ Stamina +/- : +0  
~~ Magic +/- : +3  
~~ Attack +/- : +0  
~~ Defense +/- : +86  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +67  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Kefka's Tower.  
-- Steal from Rafflesia.

=====  
Power Sash

Stat Changes:

~~ Strength +/- : +5  
~~ Speed +/- : +1  
~~ Stamina +/- : +5  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +52  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +35  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Sabin  
~~ Gau

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None

~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Narshe, Thamasa, Tzen, and Nikeah  
(5,000 Gil).

=====  
Red Jacket

Stat Changes:

~~ Strength +/- : +5  
~~ Speed +/- : +2  
~~ Stamina +/- : +4  
~~ Magic +/- : +1  
~~ Attack +/- : +0  
~~ Defense +/- : +78  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +55  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Edgar  
~~ Sabin

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Fire  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Trade for the Bone Club at the Dragon's Neck  
Coliseum.  
-- Steal from Demon.  
-- Drop by Death Rider.

=====  
Reed Cloak

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +100  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +100  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin

~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : Imp (x1 = 100 AP)  
~~ Other Notes : A piece of Imp equipment.  
~~ Location(s) : -- Steal from Tyrannosaur.  
-- Drop by Sprinter.

=====

Regal Gown

Stat Changes:

~~ Strength +/- : +1  
~~ Speed +/- : +2  
~~ Stamina +/- : +2  
~~ Magic +/- : +3  
~~ Attack +/- : +0  
~~ Defense +/- : +70  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +64  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Darill's Tomb.

=====

Silk Robe

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +1  
~~ Magic +/- : +39  
~~ Attack +/- : +0  
~~ Defense +/- : +29



~~ Evasion +/- : +0  
~~ Magic Defense +/-: +  
~~ Magic Evasion +/-: +

Equippable By:

~~ Terra  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Mog  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Nikeah, Narshe, and Kohlingen (600 Gil).

=====  
Snow Scarf

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +128  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +90  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Mog  
~~ Gau  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Ice/Blizzard  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Trade for the Behemoth Suit at the Dragon's Neck Coliseum.

=====  
Tabby Suit

Stat Changes:

~~ Strength +/- : +2  
~~ Speed +/- : +2  
~~ Stamina +/- : +2  
~~ Magic +/- : +2  
~~ Attack +/- : +0  
~~ Defense +/- : +54  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +36  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Strago  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Poison  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Esper Caves.  
-- Steal from Coeurl Cat.

=====

White Dress

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +5  
~~ Attack +/- : +0  
~~ Defense +/- : +47  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +35  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Celes  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Jidoor, Albrook, Tzen, Maranda, and  
Vector (2,200 Gil).

=====



=====

Alarm Earring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Prevents non-storyline back attacks and side attacks.  
~~ Location(s) : -- Received in Vector.  
-- Chest in the Imperial Observation Post.  
-- Shop in Tzen (7,000 Gil).  
-- Steal from Misfit.

=====

Amulet

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : Poison, Darkness, Zombie  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Albrook, Tzen, Nikeah, and South  
 Figaro (5,000 Gil).  
 -- Steal from Bit.  
 -- Steal from Outcast.  
 -- Steal from Borghese.  
 -- Drop by Borghese.  
 -- Drop by Cloudwraith.

=====

Angel Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer

~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Regen  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- The Jidoor auction (20,000 Gil).  
-- Chest at the Imperial Observation Post.  
-- Shops in Nikeah, South Figaro, and Thamasa  
(8,000 Gil).  
-- Steal from Apocrypha.

=====

Angel Wings

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Earth (effectively; see status inflictions)  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Float  
~~ Spells Taught : None  
~~ Other Notes : None

~~ Location(s) : -- An auction in Jidoor (10,000 Gil).  
-- Chest at the Imperial Observation Post.  
-- Shop in Jidoor (6,300 Gil).  
-- Steal from Ninja.

=====

Barrier Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +2  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Shell (when in critical HP)  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Narshe, Kohlingen, Jidoor, Albrook, and  
Thamasa (500 Gil).  
-- Drop by Harvester.

=====

Berserker Ring

Stat Changes:

~~ Strength +/- : +5  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0

~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Lightning/Thunder  
~~ Elemental Absorptions: Fire  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Cave on the Veldt.

=====  
Black Belt

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : The wearer may counterattack when hit physically.  
~~ Location(s) : -- Shops in Tzen, Narshe, and Thamasa (5,000 Gil).  
-- Steal from Captain.



=====

Blizzard Orb

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +5  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : Fire  
~~ Elemental Absorptions: Ice/Blizzard  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Ancient Castle.

=====

Bone Wrist

Stat Changes:

~~ Strength +/- : +5  
~~ Speed +/- : +5  
~~ Stamina +/- : +5  
~~ Magic +/- : +5  
~~ Attack +/- : +0  
~~ Defense +/- : +10  
~~ Evasion +/- : +10  
~~ Magic Defense +/-: +10  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Dragon's Den.

=====

Brigand's Glove

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Changes Steal into Mug, which is Steal with a  
damaging effect on the target.  
~~ Location(s) : -- Chest in Zozo.  
-- Steal from Devil Fist.

=====

Celestriad

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : The MP cost of all magic becomes just 1 MP!!  
~~ Location(s) : -- Drop by Brachiosaur.  
-- Chest in the Dragon's Den.  
-- Steal from Kaiser Dragon.  
-- Steal from Galypdes.

=====

Crystal Orb

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Boosts maximum MP by 50%.  
~~ Location(s) : -- Steal from Magic Master.  
-- Steal from Ultima Buster.  
-- Steal from the Gold Dragon of Kefka's Tower.  
-- Chest in the Dragon's Den.

=====  
Cursed Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Doom  
~~ Spells Taught : None  
~~ Other Notes : Just so you're not confused, the Cursed Ring CANNOT  
be uncursed in or through any way, unlike the Cursed  
Shield.  
~~ Location(s) : -- Use the Ragnarok Esper on Behemoth King,  
Daedalus, or Ahriman. Thanks to Djibriel for this  
bit of info.

=====  
Dragon Horn

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Allow multiple consecutive hits in a turn with Jump.  
~~ Location(s) : -- Chest in the Phoenix Cave.  
                  -- Drop by Great Dragon.  
                  -- Steal from Dragon Aevis.

=====  
Dragoon Boots

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Changes the Attack command to Jump.  
~~ Location(s) : -- Chest in the Magitek Research Facility.  
-- Shops in Thamasa and Tzen (9,000 Gil).  
-- Steal from Harvester.  
-- Steal from Wyvern.  
-- Steal from Platinum Dragon.

=====

Earring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : It raises magic power, somehow.  
~~ Location(s) : -- Chest on the Phantom Train.  
-- Chest in South Figaro.  
-- Chest in Narshe.  
-- Shops in Jidoor, Albrook, Tzen, Narshe, and  
Thamasa (5,000 Gil).  
-- Steal from Brainpan.  
-- Steal from Ahriman.

=====

Fairy Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : Poison, Darkness  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Nikeah, Narshe, Kohlingen, South Figaro,  
and Thamasa (1,500 Gil).

=====

Fake Mustache

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Relm  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Makes the Sketch command become Control.  
~~ Location(s) : -- Chest inside the Zone Eater.  
-- Steal from Still Life.

=====

Gale Hairpin

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo



~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Allows more pre-emptive strikes.  
~~ Location(s) : -- Chest in Vector.  
-- Shop in Nikeah (8,000 Gil).

=====  
Gauntlet

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +5  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Lets one weapon be wielded two-handed, increasing  
offensive power. Note that not all weapons can be  
wielded in such a way, and this prevents the use of  
a weapon/shield in the other hand, even if brought  
about because of the Merit Award or Genji Glove.  
~~ Location(s) : -- Received at the Returner Hideout.  
-- Chest in the Yeti's Cave at Narshe.

=====  
Genji Glove

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Allows one weapon to be wielded in each hand to increase offensive power. Note that the effect of the Gauntlet will cancel this. The Master's Scroll will make each weapon be used four times, for eight hits.  
~~ Location(s) : -- Potentially received at the Returner Hideout.  
-- Chest in the Cave to the Sealed Gate.  
-- Steal from Dullahan.  
-- Chest in the Phantom Train of Cyan's dreams.  
-- Steal from Gilgamesh.  
-- Chest in the Dragon's Den.  
-- Steal from Dragon.  
-- Steal from Armodullahan.

=====  
Gigas Glove

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0

~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : It raises physical attack power, somehow.  
~~ Location(s) : -- Chest at Mt. Kolts.  
-- Shops in Albrook and Jidoor (5,000 Gil).  
-- Steal from Hill Gigas.

=====

Gold Hairpin

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes

~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Halves the MP cost of magic.  
~~ Location(s) : -- Chest in Narshe.  
                  -- Chest at Mt. Zozo.  
                  -- Chest in the Ancient Castle.

=====

Growth Egg

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None

~~ Other Notes : Doubles the amount of EXP. the user earns in battle.  
~~ Location(s) : -- Chest in Darill's Tomb.  
-- Drop by Gargantua.

=====

Guard Bracelet

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Protect, Shell  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Drop by Wrexsoul.  
-- Steal from Fiend Dragon.

=====

Heiji's Jitte

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0

~~ Magic Evasion +/-: +0

Equippable By:

~~ Setzer  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Changes the Slot command to Gil Toss, which throws  
Gil (i.e. you lose it) to deal damage.  
~~ Location(s) : -- Chest in the Cave to the Sealed Gate.

=====

Hermes Sandals

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Haste  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in South Figaro.  
-- Chest in Zozo.

- Shops in Narshe, Tzen, Thamasa, and South Figaro (7,000 Gil).
- Chest at the Imperial Observation Post.
- Steal from Behemoth.

=====  
Hero's Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : It somehow boosts magical and physical attack power.  
~~ Location(s) : -- Chest in a cabin north of Kohlingen before the whole Floating Continent thing.  
-- An auction in Jidoor (50,000 Gil).  
-- Chest inside the Zone Eater.  
-- Chest in Kefka's Tower.

=====  
Hyper Wrist

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0

~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : It raises physical attack power, somehow.  
~~ Location(s) : -- Chest in South Figaro.  
-- Chest in the Phantom Train.  
-- Chest in Narshe.  
-- Chest in the Collapsing House of Tzen.  
-- Shop in Nikeah (8,000 Gil).  
-- Drop by Apparition.  
-- Steal from Chimera.

=====

Jeweled Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar



~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : Petrify  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro, Narshe, Kohlingen, Albrook,  
Tzen, and Thamasa (1,000 Gil).  
-- Steal from Dadaluma.

-----  
Knight's Code

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None

~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : The wearer will take damage for critical-HP allies,  
but only physical damage.  
~~ Location(s) : -- Shops in South Figaro, Narshe, Kohlingen, Jidoor,  
and Albrook (1,000 Gil).  
-- Chest in the Returner Hideout.

=====

### Lich Ring

#### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

#### Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

#### Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : The wearer becomes Undead.  
~~ Location(s) : -- Chest in Owzer's Mansion in Jidoor.  
-- Drop by Abaddon.

=====

### Master's Scroll

#### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0

~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : The character gets to attack four times with the same per turn. If using the Genji Glove in conjunction with this, the character will attack eight times, four per weapon.  
~~ Location(s) : -- Drop by Samurai Soul.

=====

Memento Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Shadow  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None

~~ Status Immunities : Zombie, Petrify, Death (except when HP goes to zero)  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Thamasa.  
-- Steal from Wrexsoul.

=====  
Merit Award

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Allows the equipping of (almost?) any weapon/armor!  
~~ Location(s) : -- Trade for the Excalipoor at the Dragon's Neck  
Coliseum. The Excalipoor is received by bidding  
500,000 Gil for it in Jidoor, so, unless you  
glitch around, you'll ONLY GET ONE SHOT!

=====  
Miracle Shoes

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0

~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Haste, Regen, Protect, Shell  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Trade for the Rename Card at the Dragon's Neck  
Coliseum.

=====  
Molulu's Charm

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Mog

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Prevents all random enemy encounters. Note that plot  
bosses and self-initiated battles (the Dragons,

Monster-in-a-box) will still occur.

~~ Location(s) : -- Received by recruiting Mog into the party after  
the escape from the Floating Continent.

=====

### Muscle Belt

#### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

#### Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

#### Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Boosts maximum HP by 50%.  
~~ Location(s) : -- Drop by the Skull Dragon of Kefka's Tower.  
-- Steal from Glasya Labolas.

=====

### Mythril Glove

#### Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +6  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0

~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Protect (when at critical HP)  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Imperial Camp.  
-- Shops in Narshe, Kohlingen, Jidoor, and Albrook  
(700 Gil).  
-- Steal from Devil.

=====

Peace Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau

~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : Berserk, Confusion  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Drop by Kefka.  
-- Shops in Jidoor, Albrook, Tzen, and Thamasa  
(3,000 Gil).  
-- Drop by Neck Hunter.

=====

Prayer Beads

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +20  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Castle Doma.  
-- Shop in Nikeah (4,000 Gil).



=====

Princess Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Celes  
~~ Relm

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Protect and Shell (both when in critical HP)  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Drop by Air Force.  
-- Shops in Nikeah, Jidoor, South Figaro, and Thamasa  
(3,000 Gil).

=====

Protect Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog

~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Protect  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in Jidoor and Thamasa (5,000 Gil).

-----  
Reflect Ring

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : Reflect  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in Narshe.  
-- Shops in Albrook, Narshe, Thamasa, and South  
Figaro (6,000 Gil).  
-- Chest at the Imperial Observation Post.

=====  
Ribbon

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : Poison, Berserk, Sap, Slow, Stop, Death (except when HP hits 0), Petrification, Silence, Darkness, Zombie, Confusion, Imp, Sleep. In short, all of them.  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in South Figaro.  
-- Steal from Ultima Weapon.  
-- Chest in the Phoenix Cave.  
-- Steal from Brachiosaur.  
-- Chest in Kefka's Tower.  
-- Steal from Guardian.  
-- Two chests in the Dragon's Den.

=====  
Safety Bit

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0

~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : Zombie, Petrify, Death (unless if HP becomes zero)  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Cultists' Tower.  
-- Steal from Fiend.

=====

Silver Spectacles

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog

~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : Darkness  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro, Nikeah, and Albrook  
(500 Gil).  
-- Steal from Harvester.  
-- Steal from Cherry.

=====

Sniper Eye

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Physical attacks will never miss with this on.  
~~ Location(s) : -- Chest on the Phantom Train.  
-- Shops in Jidoor, Narshe, Albrook, Thamasa, and

=====

Soul of Thamasa

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Changes the Magic command to Dualcast, which allows the casting of two spells.  
~~ Location(s) : -- Chest in the Cultists' Tower.

=====

Sprint Shoes

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Doubles walking speed in the field. Note that this  
doesn't affect anything in-battle. Only one user  
needed in party for the effect to apply.  
~~ Location(s) : -- Shops in South Figaro, the Returner Hideout,  
Mobliz, Narshe, Kohlingen, Thamasa, and Albrook  
(1,500 Gil).

=====  
Star Pendant

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : Poison  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Shops in South Figaro and Nikeah (500 Gil).  
-- Chest in the Imperial Camp.

=====

Thief's Bracer

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +5  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Locke  
~~ Gogo

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Makes Steal more successful.  
~~ Location(s) : -- Chest in Narshe.  
-- Steal from Dadaluma.  
-- Shop in Tzen (3,000 Gil).  
-- Steal from Mugbear.

=====

Tintinnabulum

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0



Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Heals the wearer's HP as he/she walks.  
~~ Location(s) : -- Do the injured guy's sidequests in Mobliz.  
-- Received in Vector after the peace talks, maybe.  
-- Drop by Tonberry.

=====

Ward Bangle

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +0  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +0

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : Makes random enemy encounters less common. Note that they still do happen (just less often); all fights you induce (Monster-in-a-chest) or plot bosses are not affected.  
~~ Location(s) : -- Potentially received in Vector after peace talks.

-----  
White Cape

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +5  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +5  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : Imp, Silence  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : None  
~~ Location(s) : -- Chest in the Returner Hideout.  
-- Shops in Mobliz and Nikeah (5,000 Gil).  
-- Steal from Ultros in the Esper Caves.  
-- Drop by Illuyankas.  
-- Drop by Tzakmaqiel.

=====  
Zephyr Cloak

Stat Changes:

~~ Strength +/- : +0  
~~ Speed +/- : +0  
~~ Stamina +/- : +0  
~~ Magic +/- : +0  
~~ Attack +/- : +0  
~~ Defense +/- : +10  
~~ Evasion +/- : +0  
~~ Magic Defense +/-: +0  
~~ Magic Evasion +/-: +10

Equippable By:

~~ Terra  
~~ Locke  
~~ Cyan  
~~ Shadow  
~~ Edgar  
~~ Sabin  
~~ Celes  
~~ Strago  
~~ Relm  
~~ Setzer  
~~ Mog  
~~ Gau  
~~ Gogo  
~~ Umaro

Miscellaneous:

~~ Elemental Halvings : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Elemental Weaknesses : None  
~~ Status Immunities : None  
~~ Status Inflictions : None  
~~ Spells Taught : None  
~~ Other Notes : It's said to also boost physical Evasion.  
~~ Location(s) : -- Chest in the Magitek Research Facility.  
-- Shop in Nikeah (7,000 Gil).  
-- The Jidoor Auction (10,000 Gil).  
-- Chest inside the Zone Eater.

=====  
/|\ \_\_\_\_\_ /|\  
|\_|\_| | \_\_\_\_\_ |\_|\_|\_|  
| | | Section Thirteen: Magic Listings | | |  
| | | \*\*FF6A\_13\*\* | | |  
|\_|\_|| \_\_\_\_\_ |\_|\_|\_|  
\|/ \|/

=====O  
| Healing Magic |  
=====O

[section format]

~~ Spell Effect(s) : What does the spell do?  
~~ MP Cost : What is the usual MP cost of the spell?  
~~ Esper Taught? : Does an Esper teach it? At what rate?  
~~ Equipment Taught? : Can it be learned from equipment? At what rate?  
~~ Natural Learn? (Terra): Does Terra learn this at a certain level?  
~~ Natural Learn? (Celes): Does Celes learn this at a certain level?

=====

#### Arise

~~ Spell Effect(s) : Revives a target from KO with full HP; kills the  
Undead.  
~~ MP Cost : 60 MP  
~~ Esper Taught? : -- Phoenix (x2 = 50 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 49  
~~ Natural Learn? (Celes): No

=====

#### Cura

~~ Spell Effect(s) : Heal a moderate amount of HP; damages the Undead.  
~~ MP Cost : 25 MP  
~~ Esper Taught? : -- Kirin (x1 = 100 AP)  
-- Unicorn (x4 = 25 AP)  
-- Golem (x5 = 20 AP)  
-- Seraph (x8 = 13 AP)  
-- Lakshmi (x16 = 7 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 33  
~~ Natural Learn? (Celes): No

=====

#### Curaga

~~ Spell Effect(s) : Heals a large amount of HP; damages the Undead.  
~~ MP Cost : 40 MP  
~~ Esper Taught? : -- Lakshmi (x1 = 100 AP)  
-- Phoenix (x2 = 50 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Cure

~~ Spell Effect(s) : Heal a small amount of HP; damages the Undead.  
~~ MP Cost : 5 MP  
~~ Esper Taught? : -- Kirin (x5 = 20 AP)  
-- Shiva (x3 = 34 AP)  
-- Seraph (x20 = 5 AP)  
-- Lakshmi (x25 = 4 AP)  
~~ Equipment Taught? : No

~~ Natural Learn? (Terra): Level 1  
~~ Natural Learn? (Celes): Level 4

-----  
Esuna

~~ Spell Effect(s) : Cures all statuses except KO and Zombie from the target.  
~~ MP Cost : 15 MP  
~~ Esper Taught? : -- Unicorn (x3 = 34 AP)  
                  -- Seraph (x4 = 25 AP)  
                  -- Lakshmi (x20 = 5 AP)  
                  -- Alexander (x15 = 7 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

-----  
Poisona

~~ Spell Effect(s) : Cures Poison status from a target.  
~~ MP Cost : 3 MP  
~~ Esper Taught? : -- Kirin (x4 = 25 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 6  
~~ Natural Learn? (Celes): Level 8

-----  
Raise

~~ Spell Effect(s) : Revives a character from KO with some HP; kills the Undead if it hits.  
~~ MP Cost : 30 MP  
~~ Esper Taught? : -- Bismarck (x2 = 50 AP)  
                  -- Seraph (x5 = 20 AP)  
                  -- Phoenix (x10 = 10 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 18  
~~ Natural Learn? (Celes): No

-----  
Regen

~~ Spell Effect(s) : Sets in the Regen status to heal HP over time. Will damage the Undead over time.  
~~ MP Cost : 10 MP  
~~ Esper Taught? : -- Kirin (x3 = 34 AP)  
                  -- Seraph (x10 = 10 AP)  
                  -- Lakshmi (x20 = 5 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

-----  
Reraise

~~ Spell Effect(s) : Revives the target upon KO.  
~~ MP Cost : 99 MP  
~~ Esper Taught? : -- Phoenix (x1 = 100 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

O=====O  
| Offensive/Attack Magic |  
O=====O

[section format]

~~ Spell Effect(s) : What does the spell do?  
~~ MP Cost : What is the usual MP cost of the spell?  
~~ Esper Taught? : Does an Esper teach it? At what rate?  
~~ Equipment Taught? : Can it be learned with equipment? At what rate?  
~~ Natural Learn? (Terra): Does Terra learn this at a certain level?  
~~ Natural Learn? (Celes): Does Celes learn this at a certain level?

=====

Banish

~~ Spell Effect(s) : Kills target by warping them to another dimension.  
~~ MP Cost : 53 MP  
~~ Esper Taught? : -- Fenrir (x5 = 20 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

Bio

~~ Spell Effect(s) : Deals Poison-elemental damage.  
~~ MP Cost : 26 MP  
~~ Esper Taught? : -- Catoblepas (x8 = 13 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

Blizzaga

~~ Spell Effect(s) : Deals a large amount of Ice/Blizzard-based damage.  
~~ MP Cost : 52 MP  
~~ Esper Taught? : -- Valigarmanda (x1 = 100 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 42

=====

Blizzara

~~ Spell Effect(s) : Deals a moderate amount of Ice/Blizzard-elemental damage.  
~~ MP Cost : 21 MP  
~~ Esper Taught? : -- Shiva (x5 = 20 AP)  
-- Maduin (x3 = 34 AP)  
~~ Equipment Taught? : -- Ice Shield (x5 = 20 AP)  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 26

=====

#### Blizzard

~~ Spell Effect(s) : Deals a small amount of Ice/Blizzard-elemental damage.  
~~ MP Cost : 5 MP  
~~ Esper Taught? : -- Shiva (x10 = 10 AP)  
-- Bismarck (x20 = 5 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 1

=====

#### Break

~~ Spell Effect(s) : May Petrify the target.  
~~ MP Cost : 25 MP  
~~ Esper Taught? : -- Catoblepas (x5 = 20 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 68  
~~ Natural Learn? (Celes): No

=====

#### Death

~~ Spell Effect(s) : May KO the target.  
~~ MP Cost : 35 MP  
~~ Esper Taught? : -- Catoblepas (x2 = 50 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Drain

~~ Spell Effect(s) : Damages the target and uses the damage to heal the caster's HP; reverse effect on the Undead.  
~~ MP Cost : 15 MP  
~~ Esper Taught? : -- Ifrit (x1 = 100 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 12  
~~ Natural Learn? (Celes): No

=====

#### Fira

~~ Spell Effect(s) : Deals a moderate amount of Fire-elemental damage.  
~~ MP Cost : 20 MP  
~~ Esper Taught? : -- Ifrit (x5 = 20 AP)  
                  -- Maduin (x3 = 34 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 22  
~~ Natural Learn? (Celes): No

=====

#### Firaga

~~ Spell Effect(s) : Deals a large amount of Fire-elemental damage.  
~~ MP Cost : 51 MP  
~~ Esper Taught? : -- Valigarmanda (x1 = 100 AP)  
                  -- Phoenix (x3 = 34 AP)  
~~ Equipment Taught? : -- Flame Shield (x5 = 20 AP)  
~~ Natural Learn? (Terra): Level 43  
~~ Natural Learn? (Celes): No

=====

#### Fire

~~ Spell Effect(s) : Deals a small amount of Fire-elemental damage.  
~~ MP Cost : 4 MP  
~~ Esper Taught? : -- Siren (x6 = 17 AP)  
                  -- Ifrit (x10 = 10 AP)  
                  -- Bismarck (x20 = 5 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 3  
~~ Natural Learn? (Celes): No

=====

#### Flare

~~ Spell Effect(s) : Deals heavy non-elemental damage.  
~~ MP Cost : 45 MP  
~~ Esper Taught? : -- Bahamut (x2 = 50 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 81

=====

#### Flood

~~ Spell Effect(s) : Deals Water-elemental damage to all enemies.  
~~ MP Cost : 60 MP  
~~ Esper Taught? : -- Leviathan (x2 = 50 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Graviga



~~ Spell Effect(s) : Reduces the target's current HP by 75%.  
~~ MP Cost : 48 MP  
~~ Esper Taught? : -- Midgardsormr (x5 = 20 AP)  
-- Diabolos (x5 = 20 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 75  
~~ Natural Learn? (Celes): No

=====

Gravija

~~ Spell Effect(s) : Reduces the target's current HP by 87.5%.  
~~ MP Cost : 70 MP  
~~ Esper Taught? : -- Diabolos (x3 = 34 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

Gravity

~~ Spell Effect(s) : Reduces the target's current HP by 50%.  
~~ MP Cost : 33 MP  
~~ Esper Taught? : -- Phantom (x5 = 20 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

Holy

~~ Spell Effect(s) : Deals heavy Holy-elemental damage.  
~~ MP Cost : 40 MP  
~~ Esper Taught? : -- Alexander (x2 = 50 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 57  
~~ Natural Learn? (Celes): Level 72

=====

Meltdown

~~ Spell Effect(s) : Deals Fire- and Wind/Aero-elemental damage to all  
enemies and allies.  
~~ MP Cost : 85 MP  
~~ Esper Taught? : -- Crusader (x1 = 100 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 86  
~~ Natural Learn? (Celes): No

=====

Meteor

~~ Spell Effect(s) : Attacks all enemies for heavy, non-Reflectable,  
non-elemental damage.  
~~ MP Cost : 62 MP

~~ Esper Taught? : -- Odin (x1 = 100 AP)  
                  -- Crusader (x10 = 10 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 98

=====

#### Quake

~~ Spell Effect(s) : Deals Earth damage to all enemies and allies who are not Floating, flying, Jumping, or immune/absorbing the Earth element.  
~~ MP Cost : 50 MP  
~~ Esper Taught? : -- Midgardsormr (x10 = 10 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Poison

~~ Spell Effect(s) : Inflicts poison on the target.  
~~ MP Cost : 3 MP  
~~ Esper Taught? : -- Ramuh (x5 = 20 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Thundaga

~~ Spell Effect(s) : Deals a large amount of Lightning/Thunder-elemental damage.  
~~ MP Cost : 53 MP  
~~ Esper Taught? : -- Valigarmanda (x1 = 100 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Thundara

~~ Spell Effect(s) : Deals a moderate amount of Lightning/Thunder-elemental damage.  
~~ MP Cost : 22 MP  
~~ Esper Taught? : -- Ramuh (x2 = 50 AP)  
                  -- Maduin (x3 = 34 AP)  
~~ Equipment Taught? : -- Thunder Shield (x5 = 20 AP)  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Thunder

~~ Spell Effect(s) : Deals a small amount of Lightning/Thunder-elemental

damage.  
~~ MP Cost : 6 MP  
~~ Esper Taught? : -- Ramuh (x10 = 10 AP)  
                  -- Bismarck (x20 = 5 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Tornado

~~ Spell Effect(s) : Brings all enemies and allies to extremely low HP.  
~~ MP Cost : 75 MP  
~~ Esper Taught? : -- Midgardsormr (x3 = 34 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Ultima

~~ Spell Effect(s) : Deals extremely heavy, non-elemental,  
  non-Reflectable damage to all enemies.  
~~ MP Cost : 80 MP  
~~ Esper Taught? : -- Ragnarok (x1 = 100 AP)  
~~ Equipment Taught? : -- Paladin Shield (x1 = 100 AP)  
~~ Natural Learn? (Terra): Level 99  
~~ Natural Learn? (Celes): No

=====

○=====○  
|  Effect Magic  |  
○=====○

#### [section format]

~~ Spell Effect(s) : What does the spell do?  
~~ MP Cost : What is the usual MP cost of the spell?  
~~ Esper Taught? : Does an Esper teach it? At what rate?  
~~ Equipment Taught? : Can it be learned from equipment? At what rate?  
~~ Natural Learn? (Terra): Does Terra learn this at a certain level?  
~~ Natural Learn? (Celes): Does Celes learn this at a certain level?

=====

#### Berserk

~~ Spell Effect(s) : Berserks the target, boosting physical power but  
  prohibiting control of the target, forcing only  
  basic Attacks in most circumstances.  
~~ MP Cost : 16 MP  
~~ Esper Taught? : -- Phantom (x3 = 34 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 40

=====  
Confuse

~~ Spell Effect(s) : Confuses the target, potentially making it hit its allies.  
~~ MP Cost : 8 MP  
~~ Esper Taught? : -- Cait Sith (x7 = 15 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 32

=====  
Dispel

~~ Spell Effect(s) : Remove magical effects (Haste, Protect, etc.) from the target.  
~~ MP Cost : 25 MP  
~~ Esper Taught? : -- Unicorn (x2 = 50 AP)  
                  -- Alexander (x10 = 10 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 37  
~~ Natural Learn? (Celes): No

=====  
Float

~~ Spell Effect(s) : Induces Float, immunizing the target to Earth-based damage.  
~~ MP Cost : 17 MP  
~~ Esper Taught? : -- Cait Sith (x2 = 50 AP)  
                  -- Quetzalli (x5 = 20 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====  
Haste

~~ Spell Effect(s) : Speeds target up, allowing for more moves.  
~~ MP Cost : 10 MP  
~~ Esper Taught? : -- Carbuncle (x3 = 34 AP)  
                  -- Quetzalli (x20 = 5 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 32

=====  
Hastega

~~ Spell Effect(s) : Puts Haste on the whole party.  
~~ MP Cost : 38 MP  
~~ Esper Taught? : -- Quetzalli (x2 = 50 AP)  
                  -- Cactuar (x5 = 20 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No

~~ Natural Learn? (Celes): Level 52

=====  
Imp

~~ Spell Effect(s) : Induces or cures the Imp status.  
~~ MP Cost : 10 MP  
~~ Esper Taught? : -- Cait Sith (x5 = 20 AP)  
~~ Equipment Taught? : -- Tortoise Shield (x1 = 100 AP)  
                          -- Saucer (x1 = 100 AP)  
                          -- Reed Cloak (x1 = 100 AP)  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 13

=====  
Libra

~~ Spell Effect(s) : Shows the target's Level, HP, MP, and elemental  
                          weakness.  
~~ MP Cost : 3 MP  
~~ Esper Taught? : -- Kirin (x5 = 20 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 18

=====  
Osmose

~~ Spell Effect(s) : Damages the target's MP, then uses that MP to heal  
                          the caster's MP.  
~~ MP Cost : 1 MP  
~~ Esper Taught? : -- Shiva (x4 = 25 AP)  
                          -- Zona Seeker (x15 = 7 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====  
Protect

~~ Spell Effect(s) : Induces Protect, reducing physical damage.  
~~ MP Cost : 12 MP  
~~ Esper Taught? : -- Unicorn (x1 = 100 AP)  
                          -- Carbuncle (x2 = 50 AP)  
                          -- Golem (x5 = 20 AP)  
                          -- Alexander (x10 = 10 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): Level 22

=====  
Quick

~~ Spell Effect(s) : Gives the target two actions by stopping the flow of  
                          time of everyone. The first turn will not provoke

any kind of counterattack.

~~ MP Cost : 99 MP  
~~ Esper Taught? : -- Raiden (x1 = 100 AP)  
-- Gilgamesh (x1 = 100 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Rasp

~~ Spell Effect(s) : Damages the target's MP.  
~~ MP Cost : 12 MP  
~~ Esper Taught? : -- Shiva (x4 = 25 AP)  
-- Zona Seeker (x20 = 5 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Reflect

~~ Spell Effect(s) : Reflects most magic that hits the afflicted target  
to the other side of the field (enemy/ally).  
~~ MP Cost : 22 MP  
~~ Esper Taught? : -- Carbuncle (x5 = 20 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Shell

~~ Spell Effect(s) : Induces Shell, lowering all magical damage.  
~~ MP Cost : 15 MP  
~~ Esper Taught? : -- Unicorn (x1 = 100 AP)  
-- Carbuncle (x2 = 50 AP)  
-- Zona Seeker (x5 = 20 AP)  
-- Alexander (x10 = 10 AP)  
~~ Equipment Taught? : -- Force Shield (x5 = 20 AP)  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Silence

~~ Spell Effect(s) : Inflicts the Silence status, stopping spellcasting.  
~~ MP Cost : 8 MP  
~~ Esper Taught? : -- Siren (x8 = 13 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Sleep

~~ Spell Effect(s) : Induces Sleep, stopping the target's actions until awakened or hit physically.  
~~ MP Cost : 5 MP  
~~ Esper Taught? : -- Siren (x10 = 10 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Slow

~~ Spell Effect(s) : Lowers the target's speed, making them move less.  
~~ MP Cost : 5 MP  
~~ Esper Taught? : -- Siren (x7 = 15 AP)  
                  -- Quetzalli (x20 = 5 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Slowga

~~ Spell Effect(s) : Puts Slow on all enemies.  
~~ MP Cost : 26 MP  
~~ Esper Taught? : -- Quetzalli (x2 = 50 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Stop

~~ Spell Effect(s) : Completely stops the target's movement.  
~~ MP Cost : 10 MP  
~~ Esper Taught? : -- Golem (x5 = 20 AP)  
                  -- Fenrir (x3 = 34 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): No  
~~ Natural Learn? (Celes): No

=====

#### Teleport

~~ Spell Effect(s) : Warps party out of dungeon or battle.  
~~ MP Cost : 20 MP  
~~ Esper Taught? : -- Carbuncle (x5 = 20 AP)  
                  -- Fenrir (x10 = 10 AP)  
                  -- Cactuar (x20 = 5 AP)  
~~ Equipment Taught? : No  
~~ Natural Learn? (Terra): Level 26  
~~ Natural Learn? (Celes): No

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#### Valor

```

~~ Spell Effect(s)      : Increases the damage dealt by each ally's next
                        : physical attack. My estimates put it around triple
                        : the usual.
~~ MP Cost              : 20 MP
~~ Esper Taught?       : -- Gilgamesh (x5 = 20 AP)
~~ Equipment Taught?   : No
~~ Natural Learn? (Terra): No
~~ Natural Learn? (Celes): No

```

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Vanish

```

~~ Spell Effect(s)      : Turns the target invisible, immunizing them from
                        : physical attacks, until hit by magic.
~~ MP Cost              : 18 MP
~~ Esper Taught?       : -- Phantom (x3 = 34 AP)
                        : -- Cactuar (x10 = 10 AP)
~~ Equipment Taught?   : No
~~ Natural Learn? (Terra): No
~~ Natural Learn? (Celes): Level 48

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Section Fourteen: Esper Listings  
\*\*FF6A\_14\*\*

[section format]

```

~~ How/Where to Obtain: How/where do you get this Esper?
~~ Summoning Effect(s): What does the summoning do?
~~ Summoning MP Cost   : What does the summoning cost, MP-wise?
~~ Level-Up Bonus      : What does the user get extra when leveling up?
~~ Spell(s) Taught     : What spells are taught? What are the rates?

```

=====

Alexander

```

~~ How/Where to Obtain: Finish Cyan's dream sequence in Doma Castle.
~~ Summoning Effect(s): Deals Holy-elemental damage to all enemies.
~~ Summoning MP Cost   : 45 MP
~~ Level-Up Bonus      : None
~~ Spell(s) Taught     : -- Holy (x2 = 50 AP)
                        : -- Shell (x10 = 10 AP)
                        : -- Protect (x10 = 10 AP)
                        : -- Dispel (x10 = 10 AP)
                        : -- Esuna (x15 = 7 AP)

```

=====

Bahamut



~~ How/Where to Obtain: Defeat the Deathgaze in the overworld.  
~~ Summoning Effect(s): Hits all enemies for heavy non-elemental damage.  
~~ Summoning MP Cost : 43 MP  
~~ Level-Up Bonus : Max HP +50%  
~~ Spell(s) Taught : -- Flare (x2 = 50 AP)

=====

Bismarck

~~ How/Where to Obtain: The Magitek Research Facility, prior to escaping.  
~~ Summoning Effect(s): Deals Water-elemental damage to all enemies.  
~~ Summoning MP Cost : 50 MP  
~~ Level-Up Bonus : Strength +2  
~~ Spell(s) Taught : -- Fire (x20 = 5 AP)  
-- Blizzard (x20 = 5 AP)  
-- Thunder (x20 = 5 AP)  
-- Raise (x2 = 50 AP)

=====

Cactuar

~~ How/Where to Obtain: Speak with the Cactuar guy in Maranda, defeat ten Cactuars in the desert southwest of there, then defeat the Gigantuar.  
~~ Summoning Effect(s): Usually will do 1,000 damage to all enemies, though there is a fairly rare chance it'll do 9,999 damage.  
~~ Summoning MP Cost : 25 MP  
~~ Level-Up Bonus : Speed +2  
~~ Spell(s) Taught : -- Teleport (x20 = 5 AP)  
-- Vanish (x10 = 10 AP)  
-- Hastega (x5 = 20 AP)

=====

Cait Sith

~~ How/Where to Obtain: Zozo, as a story event after finding Terra.  
~~ Summoning Effect(s): Inflicts Confusion upon all enemies.  
~~ Summoning MP Cost : 28 MP  
~~ Level-Up Bonus : Magic +1  
~~ Spell(s) Taught : -- Confuse (x7 = 15 AP)  
-- Imp (x5 = 20 AP)  
-- Float (x2 = 50 AP)

=====

Carbuncle

~~ How/Where to Obtain: The Magitek Research Facility, prior to escaping.  
~~ Summoning Effect(s): Casts Reflect on all allies.  
~~ Summoning MP Cost : 36 MP  
~~ Level-Up Bonus : Max MP +10%  
~~ Spell(s) Taught : -- Reflect (x5 = 20 AP)  
-- Haste (x3 = 34 AP)  
-- Shell (x2 = 50 AP)  
-- Protect (x2 = 50 AP)  
-- Teleport (x2 = 50 AP)

=====  
Catoblepas

~~ How/Where to Obtain: The Magitek Research Facility, prior to escaping.  
~~ Summoning Effect(s): Inflicts Petrification on all enemies.  
~~ Summoning MP Cost : 45 MP  
~~ Level-Up Bonus : Max HP +10%  
~~ Spell(s) Taught : -- Bio (x8 = 13 AP)  
                      -- Break (x5 = 20 AP)  
                      -- Death (x2 = 50 AP)

=====  
Crusader

~~ How/Where to Obtain: Defeat all eight of the dragons: Red Dragon, Ice  
Dragon, Blue Dragon, Gold Dragon, Holy Dragon,  
Skull Dragon, Earth Dragon, and Storm Dragon.  
~~ Summoning Effect(s): Hits all enemies and allies for very heavy,  
non-elemental damage. I SERIOUSLY don't want you to  
use this attack. Ever.  
~~ Summoning MP Cost : 48 MP  
~~ Level-Up Bonus : Max MP +50%  
~~ Spell(s) Taught : -- Meltdown (x1 = 100 AP)  
                      -- Meteor (x10 = 10 AP)

=====  
Diabolos

~~ How/Where to Obtain: Defeat the Kaiser Dragon in the Dragon's Den.  
~~ Summoning Effect(s): Takes away 93.75% of all enemies' current HP.  
~~ Summoning MP Cost : 45 MP  
~~ Level-Up Bonus : Max HP +100%  
~~ Spell(s) Taught : -- Graviga (x5 = 20 AP)  
                      -- Gravija (x3 = 34 AP)

=====  
Fenrir

~~ How/Where to Obtain: Mobliz, after re-recruiting Terra.  
~~ Summoning Effect(s): Raises the party's Evasion.  
~~ Summoning MP Cost : 35 MP  
~~ Level-Up Bonus : Max MP +30%  
~~ Spell(s) Taught : -- Teleport (x10 = 10 AP)  
                      -- Banish (x5 = 20 AP)  
                      -- Stop (x3 = 34 AP)

=====  
Gilgamesh

~~ How/Where to Obtain: Get an Excalipoor, first, by winning it at the Jidoor  
Auction house for 500,000 Gil. Go to the Dragon's Neck  
Coliseum, SAVE, and bet the Excalipoor. (I said to save  
because this is the only chance to get a Merit Award.)  
After winning/losing against the Onion Knight, you'll  
fight Gilgamesh. Win to get his Magicite.

~~ Summoning Effect(s): There are four different effects. Enkidu and Masamune hits all enemies with non-elemental damage. Excalibur will deal Holy-elemental damage to all enemies. Excalipoor will deal 1 damage to all enemies. Only one attack will occur with each summoning.

~~ Summoning MP Cost : 50 MP

~~ Level-Up Bonus : Strength +2

~~ Spell(s) Taught : -- Quick (x1 = 100 AP)  
-- Valor (x5 = 20 AP)

=====

#### Golem

~~ How/Where to Obtain: Win the Jidoor Auction (20,000 Gil).

~~ Summoning Effect(s): Throws up Earthen Wall, temporarily blocking physical attacks (for the most part).

~~ Summoning MP Cost : 33 MP

~~ Level-Up Bonus : Stamina +2

~~ Spell(s) Taught : -- Protect (x5 = 20 AP)  
-- Stop (x5 = 20 AP)  
-- Cura (x5 = 20 AP)

=====

#### Ifrit

~~ How/Where to Obtain: The Magitek Research Facility, after fighting.

~~ Summoning Effect(s): Deals Fire-elemental damage to all enemies.

~~ Summoning MP Cost : 26 MP

~~ Level-Up Bonus : Strength +1

~~ Spell(s) Taught : -- Fire (x10 = 10 AP)  
-- Fira (x5 = 20 AP)  
-- Drain (x1 = 100 AP)

=====

#### Kirin

~~ How/Where to Obtain: Zozo, as a story event after finding Terra.

~~ Summoning Effect(s): Puts Regen on the party.

~~ Summoning MP Cost : 18 MP

~~ Level-Up Bonus : None

~~ Spell(s) Taught : -- Cure (x5 = 20 AP)  
-- Cura (x1 = 100 AP)  
-- Regen (x3 = 34 AP)  
-- Poisons (x4 = 25 AP)  
-- Libra (x5 = 20 AP)

=====

#### Lakshmi

~~ How/Where to Obtain: Beat the Chadarnook in Owzer's Mansion in Jidoor.

~~ Summoning Effect(s): Restores all allies' HP.

~~ Summoning MP Cost : 37 MP

~~ Level-Up Bonus : Stamina +2

~~ Spell(s) Taught : -- Cure (x25 = 4 AP)  
-- Cura (x16 = 7 AP)  
-- Curaga (x1 = 100 AP)

- Regen (x20 = 5 AP)
- Esuna (x20 = 5 AP)

-----

### Leviathan

- ~~ How/Where to Obtain: Sail on the ferry at South Figaro or Nikeah, then defeat Leviathan when he does appear.
- ~~ Summoning Effect(s): Deals Water-elemental damage to all enemies.
- ~~ Summoning MP Cost : 35 MP
- ~~ Level-Up Bonus : Stamina +2
- ~~ Spell(s) Taught : -- Flood (x2 = 50 AP)

-----

### Maduin

- ~~ How/Where to Obtain: The Magitek Research Facility, prior to escaping.
- ~~ Summoning Effect(s): Deals non-elemental damage to all enemies.
- ~~ Summoning MP Cost : 44 MP
- ~~ Level-Up Bonus : Magic +1
- ~~ Spell(s) Taught : -- Fira (x3 = 34 AP)  
-- Blizzara (x3 = 34 AP)  
-- Thundara (x3 = 34 AP)

-----

### Midgardsormr

- ~~ How/Where to Obtain: Examine the bone statue in Narshe where you find Umaro.
- ~~ Summoning Effect(s): Deals Earth-elemental damage to all enemies.
- ~~ Summoning MP Cost : 20 MP
- ~~ Level-Up Bonus : Max HP +30%
- ~~ Spell(s) Taught : -- Quake (x10 = 10 AP)  
-- Graviga (x5 = 20 AP)  
-- Tornado (x3 = 34 AP)

-----

### Odin

- ~~ How/Where to Obtain: Examine the Odin statue in the Ancient Castle.
- ~~ Summoning Effect(s): Possibly inflicts Death on all enemies.
- ~~ Summoning MP Cost : 35 MP
- ~~ Level-Up Bonus : Speed +1
- ~~ Spell(s) Taught : -- Meteor (x1 = 100 AP)

-----

### Phantom

- ~~ How/Where to Obtain: The Magitek Research Facility, prior to escaping.
- ~~ Summoning Effect(s): Inflicts Vanish on all allies.
- ~~ Summoning MP Cost : 38 MP
- ~~ Level-Up Bonus : Max MP +10%
- ~~ Spell(s) Taught : -- Berserk (x3 = 34 AP)  
-- Vanish (x3 = 34 AP)  
-- Gravity (x5 = 20 AP)

=====

Phoenix

~~ How/Where to Obtain: Go to the end of the Phoenix Cave.  
~~ Summoning Effect(s): Revives all characters from KO if they're in KO.  
~~ Summoning MP Cost : 55 MP  
~~ Level-Up Bonus : None  
~~ Spell(s) Taught : -- Raise (x10 = 10 AP)  
                          -- Arise (x2 = 50 AP)  
                          -- Reraise (x1 = 100 AP)  
                          -- Curaga (x2 = 50 AP)  
                          -- Firaga (x3 = 34 AP)

=====

Quetzalli

~~ How/Where to Obtain: The beaches of Solitary Island after Celes leaves.  
~~ Summoning Effect(s): All party members use Jump.  
~~ Summoning MP Cost : 31 MP  
~~ Level-Up Bonus : None  
~~ Spell(s) Taught : -- Haste (x20 = 5 AP)  
                          -- Slow (x20 = 5 AP)  
                          -- Hastega (x2 = 50 AP)  
                          -- Slowga (x2 = 50 AP)  
                          -- Float (x5 = 20 AP)

=====

Ragnarok

~~ How/Where to Obtain: Opt for the stone when the man in Narshe offers to let  
                          you have it or grind it into a stone.  
~~ Summoning Effect(s): Possibly turns an enemy into an item.  
~~ Summoning MP Cost : 3 MP  
~~ Level-Up Bonus : None  
~~ Spell(s) Taught : -- Ultima (x1 = 100 AP)

=====

Raiden

~~ How/Where to Obtain: After obtaining the Odin Magicite from the Ancient  
                          Castle, examine the queen's statue in that same castle.  
~~ Summoning Effect(s): Inflicts Death upon all enemies, if vulnerable.  
~~ Summoning MP Cost : 40 MP  
~~ Level-Up Bonus : Strength +2  
~~ Spell(s) Taught : -- Quick (x1 = 100 AP)

=====

Ramuh

~~ How/Where to Obtain: Zozo, as a story event after finding Terra.  
~~ Summoning Effect(s): Hits all enemies with Lightning/Thunder-based damage.  
~~ Summoning MP Cost : 25 MP  
~~ Level-Up Bonus : Stamina +1  
~~ Spell(s) Taught : -- Thunder (x10 = 10 AP)  
                          -- Thundara (x2 = 50 AP)



Valigarmanda

~~ How/Where to Obtain: Narshe mountains, after fighting.  
 ~~ Summoning Effect(s): Hits enemies with Fire-, Ice/Blizzard-, and  
 Lightning/Thunder-elemental damage. Note that, if one  
 of the three elements is absorbed, nullified, or a  
 weakness, that will be applied to the WHOLE attack.  
 Not exactly sure how it works when more than one of  
 those situations occurs...  
 ~~ Summoning MP Cost : 34 MP  
 ~~ Level-Up Bonus : Magic +2  
 ~~ Spell(s) Taught : -- Firaga (x1 = 100 AP)  
 -- Blizzaga (x1 = 100 AP)  
 -- Thundaga (x1 = 100 AP)

Zona Seeker

~~ How/Where to Obtain: Win the Jidoor Auction (10,000 Gil).  
 ~~ Summoning Effect(s): Increases the party's Magic Defense.  
 ~~ Summoning MP Cost : 30 MP  
 ~~ Level-Up Bonus : Magic +2  
 ~~ Spell(s) Taught : -- Rasp (x20 = 5 AP)  
 -- Osmose (x15 = 7 AP)  
 -- Shell (x5 = 20 AP)

```

/|\ _____ /|\
|  |  |                               |  |  |
|  |  |          Section Fifteen: Bushido Listings          |  |  |
|  |  |                               **FF6A_15**           |  |  |
|_  |  |_____ |_  |  |
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```

```

O=====O
|
|          NOTICE
|
| Cyan will be able to learn all of his Bushido's at once at one point,
| regardless of his current level. You'll need to finish his sequence of
| dreams during the World of Ruin at Doma Castle. See Section VIII of the
| walkthrough for details; look at the section on finding Alexander's
| Magicite.
|
O=====O

```

[section format]

~~ Effect(s) : What does the attack do?  
 ~~ Number on Bushido Gauge: The charge number on the in-battle gauge.  
 ~~ Learned When? : At what level does Cyan learn this skill?

Dragon

~~ Effect(s) : Draws HP and MP from an enemy.

~~ Number on Bushido Gauge: 5  
~~ Learned When? : Level 24

-----  
Eclipse

~~ Effect(s) : Hits all enemies.  
~~ Number on Bushido Gauge: 6  
~~ Learned When? : Level 34

-----  
Fang

~~ Effect(s) : Physical damage to one target.  
~~ Number on Bushido Gauge: 1  
~~ Learned When? : Level 1

-----  
Flurry

~~ Effect(s) : Deals four hits to random enemies.  
~~ Number on Bushido Gauge: 4  
~~ Learned When? : Level 15

-----  
Oblivion

~~ Effect(s) : Inflicts Death on all enemies vulnerable to it.  
~~ Number on Bushido Gauge: 8  
~~ Learned When? : Level 70

-----  
Sky

~~ Effect(s) : Uses a counterattack when next attacked.  
~~ Number on Bushido Gauge: 2  
~~ Learned When? : Level 6

-----  
Tempest

~~ Effect(s) : Deals four hits to random enemies.  
~~ Number on Bushido Gauge: 7  
~~ Learned When? : Level 44

-----  
Tiger

~~ Effect(s) : Halves one target's HP.  
~~ Number on Bushido Gauge: 3  
~~ Learned When? : Level 12  
-----



```

/|\ _____ /|\
|  |  | |  |  | |  |  |
|  |  |           Section Sixteen: Blitz Listings   |  |  |
|  |  |           **FF6A_16**                       |  |  |
|_ |  | _____ |  |  |
\  |  |           \  |  |

```

[section format]

```

~~ Effect(s)      : What does the attack do?
~~ Button Combo (1): What buttons do you press?
~~ Button Combo (2): The alternative button combo, and *MUCH* easier.
~~ Learned When?  : At what level does Sabin learn this skill?

```

=====  
Aura Cannon

```

~~ Effect(s)      : Hits one enemy with Holy-elemental damage.
~~ Button Combo (1): Down, Down/Left, A
~~ Button Combo (2): Down, Down, Left, A
~~ Learned When?  : Level 6

```

=====  
Chakra

```

~~ Effect(s)      : Restores HP to all party members; damages the Undead.
~~ Button Combo (1): R, L, R, L, Down, Up, A
~~ Button Combo (2): R, L, R, L, Down, Up, A
~~ Learned When?  : Level 23

```

=====  
Meteor Strike

```

~~ Effect(s)      : Deals physical damage to one enemy. This damage is
                    doubled when only one enemy is around. Also note that
                    enemies that are flying, are buried in the ground, or
                    otherwise cannot be picked up (ignoring weight) will be
                    immune to this.
~~ Button Combo (1): L, R, Down, Up, A
~~ Button Combo (2): L, R, Down, Up, A
~~ Learned When?  : Level 10

```

=====  
Phantom Rush

```

~~ Effect(s)      : Hits a single enemy with heavy, non-elemental damage.
~~ Button Combo (1): Left, Left/Up, Up, Up/Right, Right, Right/Down, Down,
                    Down/Left, Left, A
~~ Button Combo (2): Left, Left, Up, Up, Right, Right, Down, Down, Left, A.
~~ Learned When?  : Level 70, or visit Duncan with Sabin in the World of Ruin.

```

=====

Raging Fist

~~ Effect(s) : Physical damage to one enemy.  
~~ Button Combo (1): Left, Right, Left, A  
~~ Button Combo (2): Left, Right, Left, A  
~~ Learned When? : Level 1

Razor Gale

~~ Effect(s) : Hits all enemies with Wind-elemental damage.  
~~ Button Combo (1): Up, Up/Right, Right, Right/Down, Down, Down/Left, A  
~~ Button Combo (2): Up, Up, Right, Right, Down, Down, Left, A  
~~ Learned When? : Level 30

Rising Phoenix

~~ Effect(s) : Deals Fire-elemental damage to all enemies.  
~~ Button Combo (1): Left, Left/Down, Down, Down/Right, Right, A  
~~ Button Combo (2): Left, Left, Down, Down, Right, A  
~~ Learned When? : Level 15

Soul Spiral

~~ Effect(s) : The user dies and fully heals his allies.  
~~ Button Combo (1): R, L, Up, Down, Right, Left, A  
~~ Button Combo (2): R, L, Up, Down, Right, Left, A  
~~ Learned When? : Level 42

```

/|\ _____ /|\
|v|v| | _____ |v|v|
| | |           Section Seventeen: Lore Listings | | |
| | |           **FF6A_17** | | |
|_|_| _____ |_|_|
 \|/ _____ \|/

```

[section format]

~~ Effect(s) : What the Lore does.  
~~ MP Cost : How much MP it uses.  
~~ Learned From: Who will attack with this? Where are they? Note that a lot of enemies can also appear on the Veldt; this is moreso a last ditch option, though, for the encounter rates are easily lower than their original area. If a monster is available off of the Veldt, you'll have an easier time finding that specific one.

1,000 Needles

~~ Effect(s) : Deals 1,000 damage to one enemy.

~~ MP Cost : 50 MP  
~~ Learned From: -- Angler Whelk (shell): Chest in Darill's Tomb  
-- Brainpan: Floating Continent  
-- Cactuar: Desert southwest of Maranda in the World of Ruin  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Face: Phoenix Cave  
-- Mover: Kefka's Tower  
-- Samurai Soul: Ancient Castle

=====

Aero

~~ Effect(s) : Deals Wind-elemental damage to all enemies.  
~~ MP Cost : 41 MP  
~~ Learned From: -- Dark Force: Kefka's Tower, Dragon's Den  
-- Deathgaze: World of Ruin overworld; fight via airship  
-- Demon: Boss in Kefka's Tower  
-- Gorgimera: Cave on the Veldt  
-- Marchosias: Around Kohlingen in the World of Ruin  
-- Sprinter: Southwestern/northeastern continental plains in  
the World of Ruin  
-- Storm Dragon: Boss in the Dragon's Den  
-- Tyrannosaur: Dinosaur Forest  
-- Vasegiatta: Around Thamasa in the World of Ruin

=====

Aqua Breath

~~ Effect(s) : Hits all enemies with Water- and Wind-elemental damage.  
~~ MP Cost : 22 MP  
~~ Learned From: -- Strago always has this.

=====

Bad Breath

~~ Effect(s) : Hits enemies with various statuses.  
~~ MP Cost : 32 MP  
~~ Learned From: -- Dark Force: Kefka's Tower, Dragon's Den  
-- Great Malboro: Kefka's Tower, Dragon's Den  
-- Malboro: Darill's Tomb

=====

Dischord

~~ Effect(s) : Halves an enemy's level.  
~~ MP Cost : 68 MP  
~~ Learned From: -- Chaser: Vector  
-- Crawler: Plains around Maranda and Narshe (World of Ruin)  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Figaro Lizard: Cave to the Ancient Castle, Ancient Castle  
-- Gamma: Kefka's Tower  
-- Lizard: Serpent Trench (World of Ruin)  
-- Metal Hitman: Kefka's Tower

=====

Doom

~~ Effect(s) : Induces the Doom status, causing death in twenty seconds.  
~~ MP Cost : 20 MP  
~~ Learned From: -- Ahriman: Kefka's Tower, Dragon's Den  
-- Alluring Rider: Cyan's dreams  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Death Warden: Cave on the Veldt (in a chest)  
-- Fiend: Boss in Kefka's Tower  
-- Nelapa: Boss as you escape the Floating Continent  
-- Rest: Boss in Kefka's Tower  
-- Skull Dragon: Boss in Kefka's Tower  
-- Still Life: Owzer's Mansion in Jidoor

Force Field

~~ Effect(s) : Nullifies damage from one element.  
~~ MP Cost : 24 MP  
~~ Learned From: -- Fiend: Boss in Kefka's Tower

Grand Delta

~~ Effect(s) : Heavily damages all enemies.  
~~ MP Cost : 64 MP  
~~ Learned From: -- Hidon: Boss in Ebot's Rock

Lv. ? Holy

~~ Effect(s) : Hits enemies who have levels that are multiples of the one's digit in your Gil with Holy. If it is "0", you'll hit nothing; if it is "1", you'll hit all enemies.  
~~ MP Cost : 50 MP  
~~ Learned From: -- Alluring Rider: Cyan's dreams  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- InnoSent: Kefka's Tower  
-- Red Dragon: Phoenix Cave

Lv. 3 Confuse

~~ Effect(s) : Hits all enemies with levels that are multiples of three with Confuse, if they are vulnerable to Confusion.  
~~ MP Cost : 28 MP  
~~ Learned From: -- Apocrypha: Floating Continent  
-- Dante: South Figaro Cave, Figaro Castle's engine rooms  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Devil: Cave to the Ancient Castle, Ancient Castle  
-- Trapper: The Magitek Research Facility

Lv. 4 Flare

~~ Effect(s) : Hits enemies whose levels are multiples of four with Flare.  
~~ MP Cost : 42 MP  
~~ Learned From: -- Apocrypha: Floating Continent  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Devil: Cave to the Ancient Castle, Ancient Castle  
-- Duel Armor: Kefka's Tower  
-- Magna Roder: Narshe mines  
-- Red Dragon: Boss in Phoenix Cave  
-- Trapper: The Magitek Research Facility

=====  
Lv. 5 Death

~~ Effect(s) : Hits enemies who have levels in multiples of five with Death,  
if they are vulnerable to it.  
~~ MP Cost : 22 MP  
~~ Learned From: -- Apocrypha: Floating Continent  
-- Daedalus: Kefka's Tower  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Deathgaze: World of Ruin overworld; fight via the airship  
-- Death Machine: Kefka's Tower  
-- Devil: Cave to the Ancient Castle, Ancient Castle  
-- Duel Armor: Kefka's Tower  
-- Trapper: The Magitek Research Facility

=====  
Mighty Guard

~~ Effect(s) : Puts Protect and Shell on your party.  
~~ MP Cost : 80 MP  
~~ Learned From: -- Guardian: Boss in Kefka's Tower  
-- Land Ray: The Solitary Island (World of Ruin) desert  
-- Mover: Kefka's Tower

=====  
Quasar

~~ Effect(s) : Deals heavy damage to all enemies.  
~~ MP Cost : 50 MP  
~~ Learned From: -- Dark Force: Kefka's Tower, Dragon's Den  
-- Lady: Boss in Kefka's Tower

=====  
Reflect ???

~~ Effect(s) : If an enemy has Reflect on it, it'll be hit with various  
statuses.  
~~ MP Cost : 0 MP  
~~ Learned From: -- Daedalus: Kefka's Tower  
-- Dark Force: Kefka's Tower, Dragon's Den

=====  
Revenge Blast

~~ Effect(s) : Deals damage equal to (max HP - current HP).

~~ MP Cost : 31 MP  
~~ Learned From: -- Strago always has this learned.

---

### Rippler

~~ Effect(s) : Swaps statuses. Note that a few glitches are associated with this move, including swapping Shadow's Interceptor, Gau's Rage status, and Terra's Trance status.  
~~ MP Cost : 66 MP  
~~ Learned From: -- Blue Dragon: Boss of the Ancient Castle  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Leap Frog: Around Maranda and Narshe in the World of Ruin

---

### Roulette

~~ Effect(s) : Random inflicts Death on an ally or enemy.  
~~ MP Cost : 10 MP  
~~ Learned From: -- Ahriman: Kefka's Tower, Dragon's Den  
-- Alluring Rider: Cyan's dreams  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Nelapa: Boss as you escape the Floating Continent  
-- Onion Knight: Vector, the Magitek Research Facility

---

### Self-Destruct

~~ Effect(s) : Deals damage to one enemy equal to the user's HP; user dies.  
~~ MP Cost : 1 MP  
~~ Learned From: -- Balloon: Burning House in Thamasa  
-- Bandit: Narshe Mines  
-- Bomb: The Phantom Train, the forest west of the World of Balance Veldt  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Gamma: Kefka's Tower  
-- Grenade: Forest west of the World of Balance Veldt  
-- Junk: Kefka's Tower  
-- Onion Knight: Vector  
-- Wartpuck: Inside the Zone Eater

---

### Stone

~~ Effect(s) : Deals damage and induces Confusion to all enemies. Deals a LOT more damage - around eight times - if the caster and target(s) are of the same level.  
~~ MP Cost : 22 MP  
~~ Learned From: -- Strago comes with this.

---

### Transfusion

~~ Effect(s) : Fully heals an ally's HP/MP, but the user dies.  
~~ MP Cost : 1 MP

~~ Learned From: -- Intangir: Triangle Island  
-- Junk: Kefka's Tower  
-- Mousse: Around Kohlingen (World of Ruin)

=====

Traveler

~~ Effect(s) : Damages an enemy equal to 1/32 (3.125%) of your taken steps.  
~~ MP Cost : 26 MP  
~~ Learned From: -- Brachiosaur: Dinosaur forest  
-- Crawler: Plains around Maranda and Narshe (World of Ruin)  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Fafnir: Plains of the southern continent (World of Ruin)  
-- Intangir: Triangle Island  
-- Master Tonberry: Cave to the Ancient Castle (in a chest)  
-- Onion Dasher: Yeti's Cave in Narshe  
-- Tonberry: Yeti's Cave in Narshe

=====

Tsunami

~~ Effect(s) : Hits all enemies with Water-elemental damage.  
~~ MP Cost : 20 MP  
~~ Learned From: -- Blue Dragon: Boss in the Ancient Castle  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Enoo: Cave to the Ancient Castle  
-- Master Tonberry: Chest in the Cave to the Ancient Castle  
-- Ultima Weapon: Boss on the Floating Continent

=====

White Wind

~~ Effect(s) : Restores all allies' HP in an amount equal to the caster's.  
~~ MP Cost : 45 MP  
~~ Learned From: -- Curlax: Boss in Cyan's dreams  
-- Dark Force: Kefka's Tower, Dragon's Den  
-- Kamui: Inside the Zone Eater  
-- Lady: Boss in Kefka's Tower  
-- Marchosias: Around Kohlingen (World of Ruin)  
-- Peeper: Solitary Island and Tzen deserts (World of Ruin)  
-- Sprinter: Southwestern/northeastern continents in the World  
of Ruin  
-- Storm Dragon: Boss at Mt. Zozo  
-- Venobennu: Esper Caves

=====

|       |                                 |       |
|-------|---------------------------------|-------|
| / \   | _____                           | / \   |
|       |                                 |       |
|       | Section Eighteen: Rage Listings |       |
|       | **FF6A_18**                     |       |
| _   _ | _____                           | _   _ |
| \   / |                                 | \   / |

Before we get into anything here, I will note that some of the stuff of Rage is

still rather mysterious to me. Djibriel has a great guide concerning Rage; just note it was designed around Final Fantasy III - the SNES version of this game. (Don't get me into the whole number thing.)

Here's the link: <http://www.gamefaqs.com/console/snes/file/554041/35118>

Now, what I've got. Rages come in alphabetical order. What is below is what I will note for each Rage.

I also can't guarantee this list's completeness. It was obtained via a Gameshark code, and that kind of lazy way's screwed me over before. >\_> So let me know if something's missing.

=====

[Rage monster name]

- ~~ Secondary Attack : Each Rage has an extra attack, aside from your basic physical, that'll be used.
- ~~ Elemental Weaknesses : New elemental weaknesses obtained with this Rage. With these, if certain equipment has a better idea (absorbing, for example), that'll be the used one.
- ~~ Elemental Immunities : New elemental immunities obtained with this Rage. With these, if certain equipment has a better idea (absorbing, for example), that'll be the used one.
- ~~ Elemental Absorptions: New elemental absorptions obtained with the Rage. With these, if certain equipment has a better idea (absorbing, for example), that'll be the used one.
- ~~ Inherent Statuses : New statuses you'll have unless protected from them.
- ~~ Status Immunities : New status immunities you'll obtain.
- ~~ Become Undead? : One of the peskier details with Rages is that, along with the above, you'll obtain Type data. Often, this crap is needless, as most attacks enemies throw at you aren't Type-based, and you shouldn't be attacking your party. However, Undead is definitely one worth mentioning. The Undead Rager will be fully healed by Doom, Roulette, Assassin's Dagger Death attack, etc., but often cannot be healed normally; those will end up hurting him!

=====

#### Acrophies

- ~~ Secondary Attack : Numbclaw
- ~~ Elemental Weaknesses : Lightning/Thunder
- ~~ Elemental Immunities : None
- ~~ Elemental Absorptions: None
- ~~ Inherent Statuses : None
- ~~ Status Immunities : Imp
- ~~ Become Undead? : No

=====

#### Actinian

- ~~ Secondary Attack : Clamp
- ~~ Elemental Weaknesses : Fire, Lightning/Thunder
- ~~ Elemental Immunities : None
- ~~ Elemental Absorptions: Water



~~ Inherent Statuses : Darkness  
~~ Status Immunities : Sleep, Confusion, Silence, Berserk, Imp, Zombie  
~~ Become Undead? : No

=====  
Adamankary

~~ Secondary Attack : Acid Rain  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Petrify, Confusion, Death  
~~ Become Undead? : No

=====  
Aepyornis

~~ Secondary Attack : Featherdust  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====  
Ahriman

~~ Secondary Attack : Roulette  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Death, Petrify  
~~ Become Undead? : No

=====  
Alacran

~~ Secondary Attack : Numb  
~~ Elemental Weaknesses : Ice/Blizzard, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====  
Al Jabr

~~ Secondary Attack : Thundaga  
~~ Elemental Weaknesses : Ice/Blizzard, Holy, Water  
~~ Elemental Immunities : Earth (by status)  
~~ Elemental Absorptions: None

~~ Inherent Statuses : Float  
~~ Status Immunities : Sleep, Berserk, Imp, Petrify, Silence, Zombie  
~~ Become Undead? : No

=====  
Alluring Rider

~~ Secondary Attack : Doom  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Slow, Stop, Sleep, Silence, Imp, Poison, Petrify,  
Berserk, Zombie, Darkness  
~~ Become Undead? : No

=====  
Amduscias

~~ Secondary Attack : Slowga  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Poison, Confusion, Imp, Berserk,  
Petrify  
~~ Become Undead? : No

=====  
Anomone

~~ Secondary Attack : Gigavolt  
~~ Elemental Weaknesses : Fire, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water, Lightning/Thunder  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Imp, Berserk, Sleep, Confusion  
~~ Become Undead? : No

=====  
Angel Whisper

~~ Secondary Attack : Gravity  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Sap, Float  
~~ Status Immunities : Darkness, Sleep, Berserk, Petrify, Zombie, Silence,  
Poison, Imp  
~~ Become Undead? : Yes

=====  
Anguiform

~~ Secondary Attack : Aqua Breath

~~ Elemental Weaknesses : Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water  
~~ Inherent Statuses : Darkness  
~~ Status Immunities : Imp  
~~ Become Undead? : No

-----  
Antares

~~ Secondary Attack : Magnitude 8  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Imp, Berserk, Sleep, Confusion, Silence  
~~ Become Undead? : No

-----  
Apocrypha

~~ Secondary Attack : Lv. 3 Confuse  
~~ Elemental Weaknesses : Lightning/Thunder, Holy, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Zombie, Poison, Berserk, Confusion, Imp  
~~ Become Undead? : No

-----  
Armored Weapon

~~ Secondary Attack : Gravity Bomb  
~~ Elemental Weaknesses : Lightning/Thunder, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Reflect  
~~ Status Immunities : Darkness, Sleep, Confusion, Silence, Berserk, Imp,  
Petrify, Zombie, Poison  
~~ Become Undead? : No

-----  
Aspidochelon

~~ Secondary Attack : Landslide  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Sap  
~~ Status Immunities : Zombie, Poison, Sleep, Darkness, Imp, Petrify,  
Berserk, Silence  
~~ Become Undead? : Yes

-----  
Aspiran

~~ Secondary Attack : Gigavolt  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water  
~~ Inherent Statuses : Float, Darkness  
~~ Status Immunities : Imp, Darkness, Sleep, Confusion, Silence  
~~ Become Undead? : No

=====

Baalzephon

~~ Secondary Attack : Blizzaga  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Ice/Blizzard, Lightning/Thunder, Wind/Aero, Poison,  
Water, Earth  
~~ Inherent Statuses : Float  
~~ Status Immunities : Slow, Stop, Poison, Darkness, Berserk, Imp, Petrify,  
Confusion  
~~ Become Undead? : No

=====

Balloon

~~ Secondary Attack : Self-Destruct  
~~ Elemental Weaknesses : Ice/Blizzard, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Sleep  
~~ Become Undead? : No

=====

Bandit

~~ Secondary Attack : Self-Destruct  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Basilisk

~~ Secondary Attack : Break  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Petrify  
~~ Become Undead? : No

=====

Behemoth

~~ Secondary Attack : Meteor  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Slow, Stop, Sleep, Silence, Confusion, Poison, Imp,  
Darkness  
~~ Become Undead? : No

=====

Behemoth King

~~ Secondary Attack : Firaga  
~~ Elemental Weaknesses : Fire, Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Ice/Blizzard  
~~ Inherent Statuses : None  
~~ Status Immunities : Zombie, Poison, Sleep, Silence, Berserk, Confusion,  
Death, Petrify  
~~ Become Undead? : No

=====

Belmodar

~~ Secondary Attack : Megavolt  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Lightning/Thunder  
~~ Inherent Statuses : None  
~~ Status Immunities : Slow, Stop, Petrify  
~~ Become Undead? : No

=====

Belzecue

~~ Secondary Attack : Gravity  
~~ Elemental Weaknesses : Water, Lightning/Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Zombie, Petrify, Imp, Poison  
~~ Become Undead? : No

=====

Black Dragon

~~ Secondary Attack : Snowstorm  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Sap  
~~ Status Immunities : Darkness, Sleep, Zombie, Poison, Imp, Petrify,  
Silence, Berserk

~~ Become Undead? : Yes

Blade Dancer

~~ Secondary Attack : Osmose  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Petrify, Death  
~~ Become Undead? : No

Bloodfang

~~ Secondary Attack : Drain  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

Bogy

~~ Secondary Attack : Growl  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Petrify  
~~ Become Undead? : No

Bomb

~~ Secondary Attack : Blaze  
~~ Elemental Weaknesses : Ice/Blizzard, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire  
~~ Inherent Statuses : Float  
~~ Status Immunities : Petrify, Imp, Poison, Zombie, Darkness  
~~ Become Undead? : No

Bonnacon

~~ Secondary Attack : Sticky Goo  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Slow, Stop, Sleep, Silence, Confusion, Berserk, Imp,

Darkness

~~ Become Undead? : No

-----  
Borghese

~~ Secondary Attack : Holy  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Berserk, Imp, Poison, Imp, Silence,  
Zombie  
~~ Become Undead? : Yes

-----  
Brachiosaur

~~ Secondary Attack : Disaster  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Stop, Sleep, Silence, Berserk, Imp, Death,  
Petrify, Zombie, Confusion  
~~ Become Undead? : No

-----  
Brainpan

~~ Secondary Attack : 1,000 Needles  
~~ Elemental Weaknesses : Fire, Holy, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Float  
~~ Status Immunities : Zombie, Imp, Silence, Darkness, Poison, Sleep,  
Berserk  
~~ Become Undead? : Yes

-----  
Briareus

~~ Secondary Attack : Cyclonic  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Death, Poison  
~~ Become Undead? : No

-----  
Bug

~~ Secondary Attack : Stop  
~~ Elemental Weaknesses : Ice/Blizzard

~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Silence, Darkness, Sleep  
~~ Become Undead? : No

=====  
Cactuar

~~ Secondary Attack : 1,000 Needles  
~~ Elemental Weaknesses : Water, Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Confusion, Berserk, Poison, Zombie,  
Imp, Petrify, Silence  
~~ Become Undead? : No

=====  
Cancer

~~ Secondary Attack : Esuna  
~~ Elemental Weaknesses : Ice/Blizzard, Lightning/Thunder, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Sleep, Confusion, Berserk, Silence, Darkness,  
Petrify  
~~ Become Undead? : No

=====  
Caladrius

~~ Secondary Attack : Acid Rain  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Sleep  
~~ Become Undead? : No

=====  
Cartagra

~~ Secondary Attack : Poison Barb  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====  
Chaos Dragon



~~ Secondary Attack : Disaster  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire  
~~ Inherent Statuses : None  
~~ Status Immunities : Death, Confusion, Sleep, Petrify  
~~ Become Undead? : No

=====

Chaser

~~ Secondary Attack : Plasma  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Poison, Zombie, Imp, Petrify  
~~ Become Undead? : No

=====

Cherry

~~ Secondary Attack : Holy  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Silence, Death, Petrify  
~~ Become Undead? : No

=====

Chimera

~~ Secondary Attack : Aqua Breath  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Slow, Stop, Sleep, Silence, Imp, Petrify,  
Confusion, Death, Poison, Zombie  
~~ Become Undead? : No

=====

Chippirabbit

~~ Secondary Attack : Raise  
~~ Elemental Weaknesses : Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Cirpius

~~ Secondary Attack : Hastega  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====  
Cloud

~~ Secondary Attack : Thundara  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Zombie, Death, Imp  
~~ Become Undead? : No

=====  
Cloudwraith

~~ Secondary Attack : Flare  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Slow, Stop, Sleep, Silence, Imp, Poison, Zombie,  
Berserk, Darkness, Petrify  
~~ Become Undead? : Yes

=====  
Clymenus

~~ Secondary Attack : Fira  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Stop, Imp, Darkness, Death, Silence, Confusion, Sleep  
~~ Become Undead? : No

=====  
Coco

~~ Secondary Attack : Overture  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Death, Sleep, Zombie, Silence, Imp,  
Berserk, Petrify, Confusion  
~~ Become Undead? : No

=====

Coeurl Cat

~~ Secondary Attack : Blaster  
~~ Elemental Weaknesses : Fire, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Silence  
~~ Become Undead? : No

-----  
Commander

~~ Secondary Attack : Break  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

-----  
Corporal

~~ Secondary Attack : Swing  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

-----  
Covert

~~ Secondary Attack : Wind Slash  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Death, Petrify, Silence, Confusion  
~~ Become Undead? : No

-----  
Crawler

~~ Secondary Attack : Traveler  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison  
~~ Become Undead? : No

-----

Creature

~~ Secondary Attack : Bio  
~~ Elemental Weaknesses : Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Sleep  
~~ Become Undead? : No

-----  
Cruller

~~ Secondary Attack : Sticky Goo  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Darkness, Poison  
~~ Status Immunities : Darkness, Poison, Imp, Zombie, Sleep, Slow, Stop,  
Berserk, Silence, Petrify  
~~ Become Undead? : Yes

-----  
Crusher

~~ Secondary Attack : Lifeshaver  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Petrify, Sleep, Death, Darkness, Berserk,  
Confusion  
~~ Become Undead? : No

-----  
Daedalus

~~ Secondary Attack : Meltdown  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Sleep, Stop, Silence, Petrify, Imp, Darkness,  
Berserk, Poison, Zombie  
~~ Become Undead? : Yes

-----  
Dante

~~ Secondary Attack : Lv. 3 Confuse  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Zombie, Berserk, Poison, Silence,

Imp, Petrify

~~ Become Undead? : Yes

-----  
Dark Force

~~ Secondary Attack : Tsunami  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Stop, Sleep, Berserk, Confusion, Silence  
~~ Become Undead? : No

-----  
Darkwind

~~ Secondary Attack : Break  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp  
~~ Become Undead? : No

-----  
Death Machine

~~ Secondary Attack : Death  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Imp, Zombie, Petrify  
~~ Become Undead? : No

-----  
Death Warden

~~ Secondary Attack : Quake  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Imp, Stop, Sleep, Berserk, Silence  
~~ Become Undead? : Yes

-----  
Deepeye

~~ Secondary Attack : Dread Gaze  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None

~~ Status Immunities : Imp, Sleep  
~~ Become Undead? : No

-----  
Demon Knight

~~ Secondary Attack : Shockwave  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Petrify, Death  
~~ Become Undead? : No

-----  
Desert Hare

~~ Secondary Attack : Cura  
~~ Elemental Weaknesses : Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Haste  
~~ Status Immunities : Silence, Berserk  
~~ Become Undead? : No

-----  
Destroyer

~~ Secondary Attack : Reraise  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Lightning/Thunder  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Death, Petrify  
~~ Become Undead? : No

-----  
Devil

~~ Secondary Attack : Thundaga  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Reflect  
~~ Status Immunities : Imp, Sleep, Silence, Berserk  
~~ Become Undead? : No

-----  
Devil Fist

~~ Secondary Attack : Will o' the Wisp  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Haste

~~ Status Immunities : Death, Berserk, Petrify, Confusion  
~~ Become Undead? : No

-----  
Devourer

~~ Secondary Attack : Shell Slam  
~~ Elemental Weaknesses : Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Imp, Death, Confusion  
~~ Become Undead? : No

-----  
Don

~~ Secondary Attack : Tackle  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Petrify  
~~ Become Undead? : No

-----  
Dropper

~~ Secondary Attack : Confuse  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Sap  
~~ Status Immunities : Darkness, Zombie, Poison, Imp, Petrify, Confusion,  
Berserk, Silence, Death, Sleep  
~~ Become Undead? : No

-----  
Duel Armor

~~ Secondary Attack : Megavolt  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Zombie, Poison, Imp, Petrify  
~~ Become Undead? : No

-----  
Enuo

~~ Secondary Attack : Tsunami  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None

~~ Inherent Statuses : Reflect, Sap  
~~ Status Immunities : Darkness, Slow, Stop, Poison, Imp, Sleep, Confusion,  
Berserk  
~~ Become Undead? : No

=====  
Exocite

~~ Secondary Attack : Pincer  
~~ Elemental Weaknesses : Fire, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Darkness  
~~ Become Undead? : No

=====  
Exoray

~~ Secondary Attack : Venomist  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Shell  
~~ Status Immunities : Imp, Petrify, Darkness, Sleep, Confusion, Silence,  
Berserk  
~~ Become Undead? : Yes

=====  
Face

~~ Secondary Attack : 1,000 Needles  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Petrify, Silence, Sleep, Death  
~~ Become Undead? : No

=====  
Fafnir

~~ Secondary Attack : Traveler  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====  
Fidor

~~ Secondary Attack : Pounce  
~~ Elemental Weaknesses : Fire



~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Sleep, Petrify  
~~ Become Undead? : No

=====

Fiend Dragon

~~ Secondary Attack : Northern Cross  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Slow, Stop, Sleep, Confusion, Death, Petrify,  
Berserk, Silence, Death  
~~ Become Undead? : No

=====

Figaro Lizard

~~ Secondary Attack : Dischord  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Reflect  
~~ Status Immunities : Poison, Sleep  
~~ Become Undead? : No

=====

Flan

~~ Secondary Attack : Sticky Goo  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : Water, Earth, Holy, Poison, Wind/Aero  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Imp, Petrify, Poison  
~~ Become Undead? : No

=====

Foper

~~ Secondary Attack : Death  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Fortis

~~ Secondary Attack : Fireball

~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Imp, Petrify, Zombie  
~~ Become Undead? : No

=====

Fossil Dragon

~~ Secondary Attack : Sandstorm  
~~ Elemental Weaknesses : Fire, Holy, Water, Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Zombie, Sleep, Imp, Poison, Darkness, Petrify,  
Silence, Berserk  
~~ Become Undead? : Yes

=====

Gamma

~~ Secondary Attack : Dischord  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Zombie, Poison, Sneeze, Death, Silence,  
Berserk, Imp, Confusion, Petrify  
~~ Become Undead? : No

=====

Galypdes

~~ Secondary Attack : Cyclonic  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire  
~~ Inherent Statuses : Float  
~~ Status Immunities : Petrify, Death, Imp, Sleep  
~~ Become Undead? : No

=====

Garm

~~ Secondary Attack : Body Slam  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Berserk, Confusion, Poison, Sleep, Darkness, Slow,  
Stop, Death, Silence, Petrify  
~~ Become Undead? : No

=====

General

~~ Secondary Attack : Cura  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Ghost

~~ Secondary Attack : Thundara  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Float  
~~ Status Immunities : Darkness, Imp, Petrify, Silence, Berserk, Sleep,  
Zombie, Poison  
~~ Become Undead? : Yes

=====

Gigantoad

~~ Secondary Attack : Sticky Goo  
~~ Elemental Weaknesses : Ice/blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Death  
~~ Become Undead? : No

=====

Gigantos

~~ Secondary Attack : Magnitude 8  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Confusion, Sleep  
~~ Become Undead? : No

=====

Glasya Labolas

~~ Secondary Attack : Revenge Blast  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Death, Silence  
~~ Become Undead? : No

=====

Gloomwind

~~ Secondary Attack : Net  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Imp, Petrify, Berserk, Sleep, Darkness,  
Confusion  
~~ Become Undead? : No

=====

Gobbledygook

~~ Secondary Attack : Vanish  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Goetia

~~ Secondary Attack : Libra  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Gold Bear

~~ Secondary Attack : Gouge  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Gorgias

~~ Secondary Attack : Snowstorm  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Gorgimera

~~ Secondary Attack : Avalanche  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Berserk, Confusion, Imp, Petrify, Death, Silence,  
Darkness  
~~ Become Undead? : No

=====

Grasswyrn

~~ Secondary Attack : Berserk  
~~ Elemental Weaknesses : Fire, Wind/Aero  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Sleep, Darkness, Silence  
~~ Become Undead? : No

=====

Great Behemoth

~~ Secondary Attack : Meteor  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Petrify, Silence, Confusion, Death, Imp  
~~ Become Undead? : No

=====

Greater Mantis

~~ Secondary Attack : Wind Slash  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Imp, Death, Petrify  
~~ Become Undead? : No

=====

Great Malboro

~~ Secondary Attack : Bio  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Ice/Blizzard, Lightning/Thunder, Wind/Aero, Earth,  
Holy, Water, Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Silence

~~ Become Undead? : No

=====

Grenade

~~ Secondary Attack : Blaze  
~~ Elemental Weaknesses : Ice/Blizzard, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Petrify  
~~ Become Undead? : No

=====

Guard

~~ Secondary Attack : Critical  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Guard Leader

~~ Secondary Attack : Wind Slash  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison  
~~ Become Undead? : No

=====

Harvester

~~ Secondary Attack : Haste  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float, Haste  
~~ Status Immunities : Imp, Stop, Slow  
~~ Become Undead? : No

=====

Heavy Armor

~~ Secondary Attack : Magitek Laser  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Poison, Imp, Zombie, Petrify

~~ Become Undead? : No

=====  
Hell's Rider

~~ Secondary Attack : Venomist  
~~ Elemental Weaknesses : Fire, Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Confusion, Zombie  
~~ Become Undead? : No

=====  
Hill Gigas

~~ Secondary Attack : Magnitude 8  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Absorb  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====  
Holy Dragon

~~ Secondary Attack : Holy  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Holy  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Death, Sleep, Confusion, Berserk, Imp,  
Petrify  
~~ Become Undead? : No

=====  
Hornet

~~ Secondary Attack : Iron Stinger  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====  
Humpty

~~ Secondary Attack : Poison  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None

~~ Status Immunities : Sleep, Zombie, Poison, Darkness, Silence, Berserk,  
Petrify  
~~ Become Undead? : Yes

=====

Hunting Hound

~~ Secondary Attack : Bite  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Illuyankas

~~ Secondary Attack : Gigavolt  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Lightning/Thunder  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Darkness, Poison, Petrify, Death, Confusion  
~~ Become Undead? : No

=====

Imperial Elite

~~ Secondary Attack : Protect  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Darkness, Sleep, Slow, Stop, Zombie, Poison, Silence,  
Berserk, Petrify, Confusion, Death  
~~ Become Undead? : No

=====

Imperial Soldier

~~ Secondary Attack : Fire  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep  
~~ Become Undead? : No

=====

InnoSent

~~ Secondary Attack : Venomist  
~~ Elemental Weaknesses : Lightning/Thunder, Water  
~~ Elemental Immunities : None



~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Poison, Zombie, Imp, Petrify, Stop  
~~ Become Undead? : No

=====  
Intangir

~~ Secondary Attack : Transfusion  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire, Ice/Blizzard, Lightning/Thunder, Wind/Aero,  
Holy, Water, Earth, Poison  
~~ Inherent Statuses : Invisible, Float, Protect, Shell, Haste  
~~ Status Immunities : Darkness, Zombie, Sleep, Silence, Berserk, Imp,  
Death, Confusion, Poison, Petrify  
~~ Become Undead? : No

=====  
Io

~~ Secondary Attack : Flare Star  
~~ Elemental Weaknesses : Lightning/Thunder, Holy, Water  
~~ Elemental Immunities : Poison, Earth, Wind/Aero  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Silence, Berserk, Poison, Zombie, Sleep,  
Confusion, Stop, Imp  
~~ Become Undead? : No

=====  
Iron Fist

~~ Secondary Attack : Stone  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====  
Joker

~~ Secondary Attack : Thundara  
~~ Elemental Weaknesses : Poison, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====  
Junk

~~ Secondary Attack : Transfusion  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Poison, Imp, Zombie, Petrify  
~~ Become Undead? : No

=====

Kamui

~~ Secondary Attack : Snowstorm  
~~ Elemental Weaknesses : Poison, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Death, Petrify, Silence, Sleep  
~~ Become Undead? : No

=====

Killer Mantis

~~ Secondary Attack : Metal Cutter  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Death, Sleep, Confusion, Imp  
~~ Become Undead? : No

=====

Knotty

~~ Secondary Attack : Stone  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====

Land Grillon

~~ Secondary Attack : Wing Snap  
~~ Elemental Weaknesses : Fire, Wind/Aero  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Darkness, Imp, Silence, Sleep, Confusion  
~~ Become Undead? : No

=====

Land Ray

~~ Secondary Attack : Mighty Guard  
~~ Elemental Weaknesses : Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect, Sap  
~~ Status Immunities : Darkness, Petrify, Sleep, Imp  
~~ Become Undead? : No

=====

Landworm

~~ Secondary Attack : Magnitude 8  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Earth  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====

Leaf Bunny

~~ Secondary Attack : Incisors  
~~ Elemental Weaknesses : Fire, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Ice/Blizzard  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Leap Frog

~~ Secondary Attack : Sticky Goo  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Sleep, Berserk, Confusion  
~~ Become Undead? : No

=====

Lenergia

~~ Secondary Attack : Shamshir  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====

Lesser Lopros

~~ Secondary Attack : Fireball  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====

Lich

~~ Secondary Attack : Fira  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire, Poison  
~~ Inherent Statuses : Float  
~~ Status Immunities : Darkness, Slow, Stop, Sleep, Zombie, Poison, Imp,  
Berserk, Silence, Petrify  
~~ Become Undead? : Yes

=====

Litwor Chicken

~~ Secondary Attack : Quake  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Petrify, Death, Imp, Sleep, Silence  
~~ Become Undead? : No

=====

Living Dead

~~ Secondary Attack : Osmose  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Zombie, Berserk, Silence, Petrify,  
Imp, Poison  
~~ Become Undead? : Yes

=====

Lizard

~~ Secondary Attack : Break  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Silence, Petrify  
~~ Become Undead? : No

=====

Lukhavi

~~ Secondary Attack : Snowstorm  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Death  
~~ Become Undead? : No

=====

Lunatys

~~ Secondary Attack : Meteor  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float, Reflect  
~~ Status Immunities : Imp, Poison  
~~ Become Undead? : No

=====

Luridan

~~ Secondary Attack : Rock Slide  
~~ Elemental Weaknesses : Fire, Wind/Aero  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Berserk, Sleep, Darkness, Confusion  
~~ Become Undead? : No

=====

Lyacon

~~ Secondary Attack : Blaster  
~~ Elemental Weaknesses : Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Death, Silence  
~~ Become Undead? : No

=====

Magic Urn

~~ Secondary Attack : Curaga  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire, Ice/Blizzard, Lightning/Thunder, Wind/Aero,  
Holy, Water, Earth, Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Death, Sleep, Slow, Stop, Silence, Imp,  
Petrify, Silence, Berserk, Zombie, Poison,  
Confusion  
~~ Become Undead? : No

=====  
Magitek Armor

~~ Secondary Attack : Magitek Laser  
~~ Elemental Weaknesses : Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Zombie, Poison, Imp, Petrify, Death  
~~ Become Undead? : No

=====  
Magna Roder (the brownish one)

~~ Secondary Attack : Lv. 4 Flare  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Haste  
~~ Status Immunities : Imp, Poison, Darkness, Silence  
~~ Become Undead? : No

=====  
Magna Roder (the purplish one)

~~ Secondary Attack : Bio  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Ice/Blizzard  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Imp, Sleep, Death, Silence, Confusion, Petrify  
~~ Become Undead? : No

=====  
Magna Roder (the reddish one)

~~ Secondary Attack : Silence  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Haste  
~~ Status Immunities : Imp, Petrify, Sleep, Berserk, Death  
~~ Become Undead? : No

=====  
Magna Roder (the yellowish one)

~~ Secondary Attack : Haste  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Petrify, Silence, Poison  
~~ Become Undead? : No

=====

Mahadeva

~~ Secondary Attack : Death  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Sleep, Silence, Imp, Poison, Petrify, Zombie,  
Berserk, Darkness  
~~ Become Undead? : Yes

=====

Malboro

~~ Secondary Attack : Bad Breath  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison, Water  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Silence, Sleep  
~~ Become Undead? : No

=====

Mandrake

~~ Secondary Attack : Leech  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water  
~~ Inherent Statuses : Confusion  
~~ Status Immunities : Darkness, Silence, Berserk, Poison, Sleep, Imp,  
Confusion, Petrify, Death  
~~ Become Undead? : No

=====

Marchosias

~~ Secondary Attack : Aero  
~~ Elemental Weaknesses : Wind/Aero  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Slow, Stop, Sleep, Petrify, Death, Confusion  
~~ Become Undead? : No

=====

Medusa Chicken

~~ Secondary Attack : Quake  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None

~~ Status Immunities : Darkness, Sleep, Confusion, Poison, Imp, Petrify,  
Silence, Berserk  
~~ Become Undead? : No

=====

Megalodoth

~~ Secondary Attack : Snowstorm  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Sleep  
~~ Become Undead? : No

=====

Metal Hitman

~~ Secondary Attack : Dischord  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Zombie, Poison, Petrify, Imp  
~~ Become Undead? : No

=====

Misfit

~~ Secondary Attack : Lifeshaver  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Float  
~~ Status Immunities : Darkness, Sleep, Imp, Silence, Berserk, Zombie,  
Poison  
~~ Become Undead? : Undead

=====

Misty

~~ Secondary Attack : Cura  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Silence, Sleep, Confusion, Berserk, Death,  
Zombie, Imp, Petrify  
~~ Become Undead? : No

=====

Moonform

~~ Secondary Attack : Flash Rain  
~~ Elemental Weaknesses : Fire, Holy



~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statues : Float  
~~ Status Immunities : Slow, Stop, Sleep, Poison, Imp, Petrify, Silence,  
Berserk, Darkness, Zombie  
~~ Become Undead? : No

=====

Mousse

~~ Secondary Attack : Transfusion  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : Poison, Holy, Water, Earth, Wind/Aero  
~~ Elemental Absorptions: None  
~~ Inherent Statues : Shell  
~~ Status Immunities : Darkness, Berserk, Confusion, Poison, Zombie, Imp,  
Sleep, Petrify, Death  
~~ Become Undead? : No

=====

Mover

~~ Secondary Attack : Meltdown  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statues : Float  
~~ Status Immunities : Imp, Sleep, Silence, Berserk, Confusion, Petrify,  
~~ Become Undead? : No

=====

Mu

~~ Secondary Attack : Snare  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statues : None  
~~ Status Immunities : Silence, Berserk, Darkness  
~~ Become Undead? : No

=====

Mugbear

~~ Secondary Attack : Net  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statues : None  
~~ Status Immunities : Zombie, Silence, Confusion, Poison  
~~ Become Undead? : No

=====

Murussu

~~ Secondary Attack : Stop  
~~ Elemental Weaknesses : Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Death, Silence, Petrify  
~~ Become Undead? : No

=====

Muud Suud

~~ Secondary Attack : Snowstorm  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Silence, Death, Imp, Poison, Petrify  
~~ Become Undead? : No

=====

Nautiloid

~~ Secondary Attack : Ink  
~~ Elemental Weaknesses : Fire, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====

Neck Hunter

~~ Secondary Attack : Imp  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Haste  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====

Necromancer

~~ Secondary Attack : Death  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Float  
~~ Status Immunities : Sleep, Darkness, Berserk, Zombie, Poison, Imp,  
Silence, Petrify  
~~ Become Undead? : Yes

=====

Nettlehopper

~~ Secondary Attack : Berserk  
~~ Elemental Weaknesses : Fire, Wind/Aero  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Sleep  
~~ Become Undead? : No

=====  
Nightwalker

~~ Secondary Attack : Drain  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Float, Sap  
~~ Status Immunities : Darkness, Sleep, Poison, Zombie, Imp, Petrify,  
Silence, Berserk  
~~ Become Undead? : Yes

=====  
Ninja

~~ Secondary Attack : Water Scroll  
~~ Elemental Weaknesses : Lightning/Thunder, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Float  
~~ Status Immunities : Darkness, Stop, Petrify, Confusion, Sleep, Slow  
~~ Become Undead? : No

=====  
Oceanus

~~ Secondary Attack : Magnitude 8  
~~ Elemental Weaknesses : Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Imp, Death, Berserk, Sleep, Darkness  
~~ Become Undead? : No

=====  
Onion Dasher

~~ Secondary Attack : Traveler  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Zombie, Imp, Petrify, Poison  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Onion Knight

~~ Secondary Attack : Imp  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Petrify, Poison, Zombie, Imp  
~~ Become Undead? : No

=====

Ouroboros

~~ Secondary Attack : Quake  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Darkness, Sleep, Silence, Petrify  
~~ Become Undead? : No

=====

Outcast

~~ Secondary Attack : Lifeshaver  
~~ Elemental Weaknesses : Holy, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire, Poison  
~~ Inherent Statuses : Float  
~~ Status Immunities : Sleep, Zombie, Poison, Darkness, Imp, Petrify,  
Silence, Berserk  
~~ Become Undead? : Yes

=====

Outsider

~~ Secondary Attack : Holy  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Haste  
~~ Status Immunities : Imp, Poison, Berserk, Sleep, Confusion, Darkness  
~~ Become Undead? : No

=====

Oversoul

~~ Secondary Attack : Will o' the Wisp  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Zombie, Imp, Silence, Sleep, Berserk,  
Poison, Petrify  
~~ Become Undead? : Yes

=====  
Pandora

~~ Secondary Attack : Revenge Blast  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Float  
~~ Status Immunities : Darkness, Poison, Petrify, Silence, Sleep, Berserk,  
Imp, Zombie  
~~ Become Undead? : Yes

=====  
Paraladia

~~ Secondary Attack : Poison Touch  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Zombie, Berserk, Confusion, Sleep, Darkness  
~~ Become Undead? : No

=====  
Parasite

~~ Secondary Attack : Gigavolt  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Darkness, Sleep, Berserk, Silence, Imp, Zombie,  
Poison, Petrify  
~~ Become Undead? : No

=====  
Peeper

~~ Secondary Attack : White Wind  
~~ Elemental Weaknesses : Water, Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Sap  
~~ Status Immunities : Poison  
~~ Become Undead? : No

=====  
Platinum Dragon

~~ Secondary Attack : Cyclonic  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect, Float  
~~ Status Immunities : Imp

~~ Become Undead? : No

=====

Pluto Armor

~~ Secondary Attack : Magitek Laser  
~~ Elemental Weaknesses : Lightning/Thunder, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Imp, Petrify, Zombie  
~~ Become Undead? : No

=====

Poplium

~~ Secondary Attack : Cling  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Float  
~~ Status Immunities : Sleep, Imp, Silence, Berserk, Zombie, Darkness,  
Poison, Petrify  
~~ Become Undead? : Yes

=====

Primeval Dragon

~~ Secondary Attack : Firaga  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Death, Confusion, Berserk  
~~ Become Undead? : No

=====

Provoker

~~ Secondary Attack : Imp  
~~ Elemental Weaknesses : Ice/Blizzard, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire, Poison  
~~ Inherent Statuses : Float, Sap  
~~ Status Immunities : Darkness, Slow, Stop, Poison, Zombie, Imp, Petrify,  
Sleep, Berserk  
~~ Become Undead? : Yes

=====

Psychos

~~ Secondary Attack : Lifeshaver  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire

~~ Inherent Statuses : Float  
~~ Status Immunities : Darkness, Poison, Sleep, Death, Imp, Petrify  
~~ Become Undead? : No

=====

Punisher

~~ Secondary Attack : Thundaga  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Haste  
~~ Status Immunities : Imp, Stop, Slow, Sleep  
~~ Become Undead? : No

=====

Purusa

~~ Secondary Attack : Rock Slide  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Confusion, Petrify  
~~ Become Undead? : No

=====

Rafflesia

~~ Secondary Attack : Entice  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water  
~~ Inherent Statuses : None  
~~ Status Immunities : Slow, Stop, Sleep, Silence, Berserk, Death, Imp,  
Zombie, Poison, Confusion. Petrify, Darkness  
~~ Become Undead? : No

=====

Rock Wasp

~~ Secondary Attack : Sleepsting  
~~ Elemental Weaknesses : Fire, Wind/Aero  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Sleep  
~~ Become Undead? : No

=====

Rukh

~~ Secondary Attack : Shamshir  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None

~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Petrify, Sleep, Silence  
~~ Become Undead? : No

=====

Samurai

~~ Secondary Attack : Lullaby  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Berserk, Confusion, Death, Silence, Petrify,  
Zombie  
~~ Become Undead? : No

=====

Sandhorse

~~ Secondary Attack : Sandstorm  
~~ Elemental Weaknesses : Ice/Blizzard, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Sleep, Confusion, Petrify, Death, Darkness,  
Silence, Berserk  
~~ Become Undead? : No

=====

Sand Ray

~~ Secondary Attack : Tail  
~~ Elemental Weaknesses : Water, Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Satellite

~~ Secondary Attack : Sonic Boom  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Darkness, Confusion, Sleep, Berserk, Silence, Death,  
Imp, Zombie, Petrify, Poison  
~~ Become Undead? : No

=====

Schmidt



~~ Secondary Attack : Mega Berserk  
~~ Elemental Weaknesses : Water, Wind/Aero, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Zombie, Poison, Imp, Petrify  
~~ Become Undead? : No

=====

Scorpion

~~ Secondary Attack : Poison  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Sleep, Darkness, Petrify, Imp, Confusion, Silence,  
Berserk  
~~ Become Undead? : No

=====

Seaflower

~~ Secondary Attack : Sleep  
~~ Elemental Weaknesses : Ice/Blizzard, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water, Fire  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Confusion, Berserk, Poison, Imp,  
Silence  
~~ Become Undead? : No

=====

Sergeant

~~ Secondary Attack : Reflect  
~~ Elemental Weaknesses : Water, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Zombie, Poison, Imp, Petrify  
~~ Become Undead? : No

=====

Shambling Corpse

~~ Secondary Attack : Thundaga  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Sleep, Death, Darkness, Berserk, Confusion  
~~ Become Undead? : Yes

=====

Silver Lobo

~~ Secondary Attack : Chomp  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Skeletal Horror

~~ Secondary Attack : Banish  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Zombie, Sleep, Imp, Petrify, Silence, Berserk,  
Darkness, Poison  
~~ Become Undead? : Yes

=====

Sky Armor

~~ Secondary Attack : Magitek Laser  
~~ Elemental Weaknesses : Wind/Aero, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Poison, Imp, Zombie, Petrify  
~~ Become Undead? : No

=====

Slagworm

~~ Secondary Attack : Sandstorm  
~~ Elemental Weaknesses : Ice/Blizzard, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Petrify, Imp, Sleep  
~~ Become Undead? : No

=====

Sorath

~~ Secondary Attack : Cave-In  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Death, Silence, Petrify  
~~ Become Undead? : No

=====

Spitfire

~~ Secondary Attack : Magitek Laser  
~~ Elemental Weaknesses : Wind/Aero, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Stop, Slow, Petrify, Imp, Zombie, Poison  
~~ Become Undead? : No

=====

Sprinter

~~ Secondary Attack : Aero  
~~ Elemental Weaknesses : Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Poison, Imp, Darkness, Petrify, Slow, Stop  
~~ Become Undead? : No

=====

Spritzer

~~ Secondary Attack : Blaze  
~~ Elemental Weaknesses : Holy, Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Lightning/Thunder  
~~ Inherent Statuses : Float  
~~ Status Immunities : Sleep, Zombie, Poison, Darkness, Silence, Imp,  
Berserk, Petrify  
~~ Become Undead? : Yes

=====

Still Life

~~ Secondary Attack : Lullaby  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Zombie, Slow, Stop, Sleep, Berserk,  
Poison, Imp, Silence, Confusion, Petrify, Death  
~~ Become Undead? : No

=====

Stray Cat

~~ Secondary Attack : Cat Scratch  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Stunner

~~ Secondary Attack : Incisors  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Suriander

~~ Secondary Attack : Aqua Breath  
~~ Elemental Weaknesses : Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Zombie, Imp, Slow, Stop, Death, Berserk, Confusion  
~~ Become Undead? : No

=====

Templar

~~ Secondary Attack : Fira  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Test Rider

~~ Secondary Attack : Flash Rain  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Petrify, Death, Imp, Confusion, Silence  
~~ Become Undead? : No

=====

Tonberry

~~ Secondary Attack : Break  
~~ Elemental Weaknesses : Fire, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water  
~~ Inherent Statuses : None  
~~ Status Immunities : Slow, Stop, Sleep, Silence, Berserk, Death, Confusion

~~ Become Undead? : No

=====

Trapper

~~ Secondary Attack : Lv. 3 Confuse  
~~ Elemental Weaknesses : Lightning/Thunder, Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Zombie, Imp, Petrify, Poison  
~~ Become Undead? : No

=====

Trillium

~~ Secondary Attack : Bio  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====

Tumbleweed

~~ Secondary Attack : Lifeshaver  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Water  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Imp, Berserk, Sleep, Silence, Confusion,  
Poison  
~~ Become Undead? : No

=====

Twinscythe

~~ Secondary Attack : Metal Cutter  
~~ Elemental Weaknesses : Fire, Wind/Aero  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Ice/Blizzard  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Imp, Poison, Confusion, Berserk,  
Silence, Death, Petrify  
~~ Become Undead? : No

=====

Tyrannosaur

~~ Secondary Attack : Meteor  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None

~~ Inherent Statuses : None  
~~ Status Immunities : Darkenss, Zombie, Stop, Silence, Death, Berserk,  
Confusion, Petrify, Imp, Poison  
~~ Become Undead? : No

=====

Tzakmaqiel

~~ Secondary Attack : Imp  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Silence, Petrify  
~~ Become Undead? : No

=====

Unseelie

~~ Secondary Attack : Shell  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Haste  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Urok

~~ Secondary Attack : Digestive Fluid  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Valeor

~~ Secondary Attack : Stone  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Vampire Thorn

~~ Secondary Attack : Bio  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None

~~ Elemental Absorptions: Water  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Berserk, Poison, Petrify, Silence,  
Imp, Zombie  
~~ Become Undead? : Yes

=====

Vasegiatta

~~ Secondary Attack : Cyclonic  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Death, Sleep, Imp, Petrify  
~~ Become Undead? : No

=====

Vector Chimera

~~ Secondary Attack : Aqua Breath  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Berserk, Confusion, Imp, Petrify, Sleep,  
Death, Slow, Stop, Silence  
~~ Become Undead? : No

=====

Vector Hound

~~ Secondary Attack : Bite  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Haste  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Vector Lythos

~~ Secondary Attack : White Wind  
~~ Elemental Weaknesses : Water, Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Slow, Stop, Sleep, Poison, Death, Darkness, Berserk,  
Confusion  
~~ Become Undead? : No

=====

Veil Dancer

~~ Secondary Attack : Blizzara  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Berserk, Poison, Confusion  
~~ Become Undead? : No

=====

Venobennu

~~ Secondary Attack : Poison  
~~ Elemental Weaknesses : None  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp, Sleep, Petrify, Silence  
~~ Become Undead? : No

=====

Vulture

~~ Secondary Attack : Shamshir  
~~ Elemental Weaknesses : Wind/Aero  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====

Warlock

~~ Secondary Attack : Holy  
~~ Elemental Weaknesses : Poison, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Petrify, Death, Imp, Silence, Confusion, Berserk  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Wartpuck

~~ Secondary Attack : Rasp  
~~ Elemental Weaknesses : fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Slow, Stop, Death, Imp, Poison, Confusion, Berserk  
~~ Become Undead? : No

=====

Weredragon



~~ Secondary Attack : Death  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Poison  
~~ Status Immunities : Poison, Zombie, Darkness, Sleep, Silence, Berserk,  
Imp, Petrify  
~~ Become Undead? : No

=====

Wererat

~~ Secondary Attack : Poison  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Sleep, Darkness  
~~ Become Undead? : No

=====

Wild Rat

~~ Secondary Attack : Scratch  
~~ Elemental Weaknesses : Fire  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : None  
~~ Become Undead? : No

=====

Wizard

~~ Secondary Attack : Gravity  
~~ Elemental Weaknesses : Poison, Lightning/Thunder  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Petrify, Death, Imp, Berserk, Confusion  
~~ Become Undead? : No

=====

Wyvern

~~ Secondary Attack : Cyclonic  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Imp  
~~ Become Undead? : No

=====

Yojimbo

~~ Secondary Attack : Shock  
~~ Elemental Weaknesses : Poison  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Death, Petrify, Confusion, Sleep  
~~ Become Undead? : No

=====

Zaghrem

~~ Secondary Attack : Stone  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : Berserk  
~~ Status Immunities : Poison  
~~ Become Undead? : No

=====

Zeveak

~~ Secondary Attack : Flash Rain  
~~ Elemental Weaknesses : Ice/Blizzard  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Fire  
~~ Inherent Statuses : Float  
~~ Status Immunities : Imp, Petrify, Silence, Slow, Stop  
~~ Become Undead? : No

=====

Zokka

~~ Secondary Attack : Net  
~~ Elemental Weaknesses : Water  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: None  
~~ Inherent Statuses : Protect  
~~ Status Immunities : Sleep, Silence, Darkness, Petrify, Imp  
~~ Become Undead? : No

=====

Zombie Dragon

~~ Secondary Attack : Doom  
~~ Elemental Weaknesses : Fire, Holy  
~~ Elemental Immunities : None  
~~ Elemental Absorptions: Poison  
~~ Inherent Statuses : None  
~~ Status Immunities : Darkness, Sleep, Zombie, Berserk, Imp, Poison,  
Silence, Petrify  
~~ Become Undead? : Yes

=====

```

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|  |  |           Section Nineteen: Dance Listings           |  |  |
|  |  |           **FF6A_19**                               |  |  |
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```

[section format]

~~ Learned Where? : If Mog completes a battle here, he'll learn this Dance.  
 ~~ Potential Moves: What four moves can be used? What do they do?

=====

Desert Lullaby

~~ Learned Where? : Deserts of the overworld map.  
 ~~ Potential Moves: -- Antlion: May kill target.  
                   -- Meercat: Hastega on your party, effectively.  
                   -- Sandstorm: Hits all enemies with Wind/Aero-based damage.  
                   -- Wind Slash: Hits all enemies with Wind/Aero damage.

=====

Earth Blues

~~ Learned Where? : Outdoors on a mountain: Mt. Koltz and Mt. Zozo are two.  
 ~~ Potential Moves: -- Boar Brigade: Damages one enemy.  
                   -- Rock Slide: Damages one enemy.  
                   -- Sonic Boom: Deals damage equal to 5/8 the target's  
                                   current HP.  
                   -- Sunbath: Heals the party's HP some.

=====

Forest Nocturne

~~ Learned Where? : Forests of the overworld map.  
 ~~ Potential Moves: -- Forest Healing: Removes some statuses from the party.  
                   -- Leaf Swirl: Damages all enemies.  
                   -- Will o' the Wisp: Hits one enemy with Fire-based damage.  
                   -- Wombat: Damages one enemy.

=====

Love Serenade

~~ Learned Where? : In inhabited towns: Zozo is a prime example.  
 ~~ Potential Moves: -- Apparition: Attack that induces Confuse to one enemy.  
                   -- Snare: Attack that sets Death on one enemy.  
                   -- Tapir: Removes statuses from the party; also fully heals  
                           those that were Sleeping.  
                   -- Will o' the Wisp: Hits one target with Fire damage.

=====

Snowman Rondo

~~ Learned Where? : The snowfields in Narshe.  
~~ Potential Moves: -- Arctic Hare: Heals all party members some.  
-- Avalanche: Hits all enemies with Ice/Blizzard damage.  
-- Snare: May KO target.  
-- Snowball: Halves the target's current HP.

=====

### Twilight Requiem

~~ Learned Where? : Caverns. Mog will often learn this during the VERY early parts of the game (when Locke is saving Terra), so don't necessarily think he ALWAYS has it.  
~~ Potential Moves: -- Cave-In: Takes away 3/4 of the target's current HP.  
-- Poisonous Frog: Hits one target for Poison-based damage and may Poison target.  
-- Snare: May KO target.  
-- Will o' the Wisp: Hits one enemy for Fire-based damage.

=====

### Water Harmony

~~ Learned Where? : At the Lethe River or Serpent Trench in the World of Balance, or when fighting Leviathan in the World of Ruin. If you beat Leviathan in the World of Ruin and still don't have it, then too bad.  
~~ Potential Moves: -- Apparition: Attack that induces Confuse to one enemy.  
-- El Nino: Hits all enemies for Water-based damage.  
-- Plasma: Hits one enemy for Lightning/Thunder damage.  
-- Raccoon: Heals all allies some and removes all statuses.

=====

### Wind Rhapsody

~~ Learned Where? : Grasslands, plains, etc., on the overworld map.  
~~ Potential Moves: -- Cockatrice: Hits one enemy and may Petrify.  
-- Plasma: Hits one target with Lightning/Thunder damage.  
-- Sunbath: Heals the party.  
-- Wind Slash: Hits all enemies with Wind/Aero damage.

=====

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|  |  |           This is the end of KeyBlade999's  
|  |  |           Final Fantasy VI Advance FAQ/Walkthrough. |  |  |  
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KeyBlade999

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