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F I N A L F A N T A S Y V I A D V A N C E

F A Q / W A L K T H R O U G H

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Email: actionjman (dot) faqs (at) gmail (dot) com  
Version: 0.9.1  
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Hey everyone. Feel free to download this FAQ, but only AFTER you read the Copyrights, Disclaimers, etc. section [COPYRIGHT] before downloading this. For legal purposes and stuff.

The ancient War of the Magi ...  
When its flames at last receded, only  
the charred husk of a world remained.  
Even the power of magic was lost ...

In the thousand years that followed,  
iron, gunpowder, and steam engines  
took the place of magic, and life slowly  
returned to the barren land ...

Yet there now stands one who would  
reawaken the magic of ages past,  
and use its dread power as a means  
by which to conquer all the world ...

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

The following sites may use this FAQ without consulting me (but they usually do because they're courteous like that):

- [<http://www.gamefaqs.com>] ..... GameFAQs\*
- [<http://www.lup.com>] ..... 1UP
- [<http://www.ign.com>] ..... IGN
- [<https://www.neoseeker.com>] ..... Neoseeker
- [<http://www.supercheats.com>] ..... Super Cheats

If you see this FAQ anywhere else, please let me know at my email, which can be found above. Keep in mind that GameFAQs is THE place to find the latest version of this FAQ since I usually don't update them regularly.

\*GameFAQs has affiliates that are allowed to use this FAQ freely. GameSpot is one of those affiliates, as is all of CNet. If you see this FAQ on a CNet site,

don't bother telling me about it, since (technically) they are allowed to use this document freely.

\*\*\*\*\*  
\* WARNING! READ BEFORE CONTINUING! \*  
\*\*\*\*\*

First off, this document will contain a lot of <SPOILERS>. And major ones at that. I try to keep my FAQs as spoiler-free as possible, but I WILL tell you when a certain character leaves and when you should unequip them. Just keep in mind that you WILL run into at least one SPOILER in this FAQ. You have been forewarned.

Last, if you have an email to send me, please be sure to put "FF6 Walkthrough" or something like that in the Subject line. I'll probably end up deleting it otherwise because I'm paranoid like that. And my GMail is set up that way. Not to mention that I have a FF2 FAQ, FF4 FAQ and a FF1 FAQ as well, so it'll keep them separate. Lastly, please include your screen name so I know who to give credit to, should I place new information inside. :)

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| | | | |
| _ | | _ | Version 0.9.1 - This version fixes a few problems that have quite
| | _____ | literally plagued my previous versions. Seraph is a big one,
| | | | | since you can't get it until the Magitek Research Facility, and
O-----O the new version retools this accordingly. Another large problem
was with the Flametounge over at the Imperial Observation Post.
It's in there, finally. @_@
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0.9.1 - Completed:  
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Check please if the numbers and dots align. If not, then switch to a monospaced font to properly view this document.

.....

The default Wordpad font (Courier New) is most suited for viewing this FAQ. However, I used Notepad, with the same font, while writing this FAQ. There's really no significant difference between the two programs when viewing this FAQ. Although I find the Courier New font to be much easier to read than Courier.

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A good friend of mine, Arctic (best known for his sweet FF7 FAQ), used the Keyword System in Version 1.1 of his FAQ and has used it ever since. Its sole purpose is to allow you (the user) to search for anything in this FAQ with the greatest of ease.

Utilizing the Find function (Ctrl+F) that can be used in both Notepad and Wordpad, the keyword system is used at the start of each chapter and subsection. When reading the Table of Contents, you'll see the following by a certain section:

[Keyword]

Press Ctrl+F and type in the following:

^[Keyword]

And you'll immediately be brought to the corresponding section after you press Enter. Make sure you don't drop the ^ or you'll end up back in the Table of Contents.

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-> Serpent Trench .....	[WALK.064]
-> Nikeah .....	[WALK.065]
-> Terra's Scenario ~ Lethe River .....	[WALK.066]
-> Narshe Mines .....	[WALK.067]
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```

This section details the mechanics of FINAL FANTASY VI Advance. It will help you navigate through the basics. Use this menu if you don't want to return to the Table of Contents.

- > FINAL FANTASY VI Mechanics ..... [MECH.001]
- > Controls ..... [MECH.002]
- > Battle System ..... [MECH.003]
- > Main Menu ..... [MECH.004]
- > Status Effects ..... [MECH.005]
- > Magic Setup ..... [MECH.006]

When using the Find system, don't forget the carat (^).

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OPTIMIZE to have the game select your equipment for you; select REMOVE to remove a lone piece of equipment or select REMOVE ALL to simply remove all your equipment.

It's worthy to note that when you select OPTIMIZE, it doesn't always select the best equipment. It just selects the stuff that gives you the best Attack and Defense. For example, the Diamond Armor has a higher defense than the Force Armor, but it doesn't provide the Magic Defense that the Force Armor does. The OPTIMIZE option will give you the Diamond Armor over the Force Armor, but if you want the Magic Defense and Evasion, you'll have to manually equip the Force Armor.

Lastly, your "best" equipment will change depending on what Relics you have equipped.

For a complete listing of equipment available, check sections [APPX.002] and [APPX.003]

#### RELICS

-----

This menu allows you to view and/or change the Relics that a party member currently has equipped.

For a complete listing of Relics available, check section [APPX.003]

#### STATUS

-----

This menu allows you view a party member's status. It will show you your Current EXP, EXP required for the next level, all your stats as well as the commands available to the character. Pressing A will switch the view so that you can view the equipment the character has equipped, including Relics and the Esper they have equipped, if any.

#### FORMATION

-----

This menu allows you to change the lineup of your team. It will allow you to either change the position of your characters or allow you to change their row formation (simply press the A button twice).

It's also important to note that you can also configure your formation by pressing the left directional button from anywhere on the main menu.

#### CONFIG

-----

This menu allows you to change the configuration of the game. Inside this menu, you can configure the following:

Battle Mode: Set it to Active or Wait, this will determine whether or not the battle will progress if you are inside a menu

Battle Speed: Lower numbers will result in faster speeds during battle

Battle Messages: Lower numbers will result in battle messages being displayed for less time

Command Settings: Default is standard, Shortcut will create a different style

menu (see in-game instructions for details)

ATB Gauge: Toggles Active Time Battle gauge display

Reequip: Determines how your characters will be reequiped after you change their Relics

Cursor Position: Determines the behavior of the menu cursor when entering or exiting menus

Auto-Dash: A new feature to Final Fantasy VI, it will allow you to dash automatically or manually (by holding the B button); this feature is always available, whether or not you have the Sprint Shoes Relic equipped

Magic Order: Determines the order that Magic will appear on all your menus

Window Pattern: If you choose to change the window pattern, this is where you would do so

Font Color: Allows you to change the font color

Window Colors: Allow you to change all the colors available in a window

Bestiary: Opens the Bestiary; new entires will have three stars by them

#### QUICKSAVE

-----

Quicksaving will save the game and then quit. This is useful if you are running low on battery power or need to shut off the system quickly (like if you need to leave for work or something). Once you reload the quicksave, it will be deleted.

A QUICKSAVE IS NOT THE SAME AS AN ACTUAL SAVE. Just keep that in mind.

#### SAVE

----

This option can only be used on the overworld or on Save Points. It allows you to create a hard save of your game. You will return to the last place you saved if you are defeated in battle.

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This section will detail the status effects you can see inside and outside of battle. Each status will go over the name of the effect, the effect itself, its

signs and how to cure it (if you want to cure it).

Status: Poison

Effect: Character is poisoned and steadily loses HP based on their Stamina stat

Signs: Character drops to their knee and green bubbles appear over their head

Cure: Antidote item, Poisonsa spell, Esuna spell

Notes: None

Status: Darkness

Effect: Character is blinded and physical attacks miss far more often

Signs: Character appears to have black sunglasses on

Cure: Eye Drops item, Esuna spell

Notes: None

Status: Sleep

Effect: Character falls asleep and cannot act

Signs: The character drops to their knee and little Z's appear above their head

Cure: Any physical attack directed at the character will nullify the effect

Notes: None

Status: Confusion

Effect: Character becomes confused and attacks allies

Signs: Character twirls around and has a green swirl above their head

Cure: Any physical attack directed at the character will nullify the effect

Notes: None

Status: Silence

Effect: Character becomes unable to cast magic

Signs: A small gray bubble will appear over the character's head

Cure: Echo Screen item, Esuna spell

Notes: None

Status: Imp

Effect: Character cannot use special skills and magic

Signs: Character turns into a small green imp

Cure: Green Cherry, Imp spell

Notes: The Imp status has its own perks since there is Imp-only equipment in the game

Status: Doom

Effect: Character is KO'd when the counter reaches zero

Signs: A counter appears over the character's head

Cure: Only a Relic that protects against instant-Death attacks will work; only a Safety Bit or Memento Ring, but you can cast Reraise as a preventive measure

Notes: You can KO the character and cast Arise on them, but that isn't a great "cure" for it

Status: Berserk

Effect: Character performs physical attacks on every turn

Signs: Character turns red and appears to have steam coming from their head

Cure: Only a Relic that protects against Berserk will work; the Peace Ring is the only Relic that protects against Berserk

Notes:

Status: Invisibility

Effect: Physical attacks always miss but spells always hit

Signs: Character turns invisible and you can only see their outline

Cure: Any spell will connect with your character and remove the status

Notes: You really don't want to get rid of this status effect since it comes in handy

Status: Zombie

Effect: Character attacks friends and foes alike

Signs: Character's skin turns greenish, HP drops to 0 and character is still performing moves

Cure: Holy Water

Notes: A character under the Zombie influence still counts as KO'ed and WILL end a game if they are the only character left "alive"

Status: Reflect

Effect: Spells are Reflected away from the target

Signs: Character is outlined in blue

Cure: Cast a Dispel spell onto the target

Notes: Reflected spells are Reflected once, not twice; Lore spells cannot be Reflected; the Dispel spell will automatically get rid of Reflect AND it ignores the Reflect status

Status: Protect

Effect: Defense is increased

Signs: Character is outlined in yellow

Cure: Why would you want to cure something that protects you from harm? It wears off eventually anyways

Notes: Protect is a good status effect, there's no need to worry about it, it's just here for completion purposes (it IS a status effect after all)

Status: Shell

Effect: Magic defense is increased

Signs: Character is outlined in green

Cure: Why would you want to cure something that protects you from harm? It wears off eventually anyways

Notes: Shell is a good status effect, there's no need to worry about it, it's just here for completion purposes (it IS a status effect after all)

Status: Haste

Effect: Speed is increased

Signs: Character is outlined in red

Cure: A Slow spell will reverse the effect and hit the target with Slow instead

Notes: Haste and Slow are opposites from each other so you either have one status or the other

Status: Slow

Effect: Speed is decreased





Teleport  
Dispel

Quick  
Valor

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In case you're new to the Final Fantasy world, there are a few things you should ALWAYS be aware of. As a matter of fact, I'm so confident in these notes, I'm going to say they apply to just about every Final Fantasy game in existance.

1. SAVE!!!!!! I cannot emphasize this enough. Save early, save often, SAVE BEFORE ENTERING A BIG BATTLE. AND FOR THE LOVE OF GOD, SAVE ON DIFFERENT FILES!! Through the process of saving, you'll save yourself a LOT of headache and a LOT of lost time (like your entire game if you save on one file and somehow royally mess it up). Whether you save at a Save Sphere (FFX) or at an Inn (FF1), you should save whenever you can. In FF4 Advance, you can ONLY SAVE on save points (you'll get a pop-up window that informs you that you can use a Tent or Cottage) and you'll probably want to save on these points about 99% of the time. Trust me on this, even the BEST FF players can mess up every once in a while and lose their entire party every once in a while. And don't rely on your "Quicksave" since I can personally tell you it's not a 100% guarantee. Rely on your cold hard saves if you're ever in doubt.
2. TALK TO EVERYONE!! They'll (usually) give you clues as to where you should go, who to talk to, etc. Plus, some of them even blurt out funny quotes, like the infamous "This guy are sick", or perhaps they'll provide clues to hidden treasures. Who knows? All you gotta do is talk to them.
3. LEVEL UP!! Unless you're doing a low-level game, you (probably) want to make your characters more powerful than the guys they fight. It's not smart to take your 500 HP characters into a battle against an enemy with 900,000 HP and an attack of 30,000, and it doesn't matter how high your evasion is. To do this, just fight the majority of your battles instead of running away all the time. If you find yourself getting your ass handed to you each and every battle, then yeah, you might want to backtrack and beat up weaker enemies until you level up a few levels.
4. CURE IS YOUR BEST FRIEND! Seriously here, Cure/Cura/Curaga/Curaja will most likely be used more than all your other spells combined. Once you learn the higher-level Cure spell, you'll probably want to put it close to the top of your magic list.
5. BUY LOW ... AND KEEP IT! Although it's really odd for an FF game, it hardly pays to sell off old equipment. You'll find that weaker equipment can carry odd properties that own the hell out of your enemies. Strange, but true, at least in this game. Given, you should sell REALLY old stuff like Bucklers

and Leather Armor, but most of the time you should inspect your equipment thoroughly before attempting to sell it.

6. ROCK OUT WITH RELICS! Seriously, Relics are quite possibly THE best and most effective form of attack and/or defense. It really pays to inspect your Relics as soon as you get them and try to find new ways to pair them up so they can kick even more ass than they would alone. A Ribbon coupled with a Safety Bit makes your character immune to just about every status effect in the game (the Ribbon protects against a ton of status effects and the Safety Bit covers the ones that the Ribbon does not). There are literally TONS of possible combinations, so play around a bit and see what you can cook up.
7. RELICS CAN OWN YOU! On the same note, make sure that your Relics aren't cancelling each other out. For example, equipping a Genji Glove (which allows one weapon in each hand) with a Gauntlet (which allows one weapon to be held with both hands) will cancel each other out, making the Genji Glove's ability useless. Pay attention to what Relics you're sticking on your characters to make sure you're not doing something terribly wrong.

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O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

Here we are, the beginning of your adventure. Everything you need to start your game should be in order ... snacks, drinks, etc. ... oh yeah, and your game cartridge might come in handy as well. Note that this walkthrough ought to be with you (almost) every step of the way, unless you're one of the types who only use it when you're stuck, but that's fine too.. At any rate, once you've fired up your GBA (or SP/Micro/DS/DS Lite), watch the scenes and get ready to start the game (you can skip the scene and the credits by pressing A).

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | N A R S H E   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^ [WALK.001] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist     | Party Members           |
O-----O-----O-----O
| None                    | None                    | ??????                 |
O-----O-----O-----O
| Wedge                   |                         |                         |
| Biggs                   |                         |                         |
O-----O-----O-----O

```

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	006	Bandit	35	0	19	90	25	25	Poison
___	001	Guard	40	15	16	100	48	48	Poison
___	003	Megalodoth	115	30	110	75	90	50	Fire
___	002	Silver Lobo	27	5	20	80	30	37	Fire
___	004	Wererat	24	0	13	100	22	21	Fire

Once in Narshe, head north. You'll face off against some Guards and some Silver Lobos, but nothing should pose a threat considering you're in Magitek Armor.

These first few battles will give you a basic crash course of battle encounters (for example, the game will put you in a pincer attack, but you'll be fine). Simply use the Magitek option every time and use its Healing Force if you need.

Continue north into the mine. Once inside, you'll see a glowing light, so step on it and learn about Save Points if you need. I also suggest using it right now (since you should have read Travel Note #1). After that, continue north and let Biggs do his work. You might want to have ?????? use some MP to Cure your team so that you're prepared for:

```

O-----O-----O-----O
| MINIBOSS - Ymir                                               | #276 & #277 |
O-----O-----O-----O
| Level ..... 6 | Immune To | Type | |
| HP ..... 1600 | --- | --- |
| MP ..... 1000 | | |
| Attack ..... 22 | | |
| Defense ..... 100 | | Status Immunity |
| Evasion ..... 0 | | Darkness | Poison |
| Magic ..... 10 | Weak Against | Imp | Petrify |
| Magic Defense .... 155 | --- | Death | Silence |
| Magic Evasion ..... 0 | | Berserk | Confusion |
| Gil ..... 0 | | Sleep |
| EXP ..... 0 | | |
| | | |
| Steal | Absorbs |
| --- | --- |
| | |
| Drops |
| Hi-Potion |
| | |
O-----O-----O-----O

```

If you actually read the description given before the battle even starts, you'll know to attack the monster itself and leave the shell alone. Attacking the shell (which has 50,000 HP and shouldn't even concern you) will cause it to retaliate with Megavolt, which can cause serious damage to one character or attack the entire team. Ymir also has a Slime attack, which just causes Slow on a character and is nothing to be scared of. It also has a main attack which causes terrible damage (it only did 10-12 damage on me).

The biggest thing to make sure of is that you're not sending attack commands when Ymir's head goes into its shell. If you input three Attack commands before the first one is executed, you could run into problems. Make it simple and let each character finish their attack before executing another. Also, you should avoid ??????'s Magitek attacks that target the entire group, like Bio Blast and Confuser; I should also note that Banisher doesn't even work but Magitek Missile caused some serious damage. You might want keep your HP close to maximum just in case you mess up and end up feeling the wrath of a Megavolt.

Attack when Ymir's head is out of its shell. Heal when its head is inside the shell. Ymir is pretty simple and will go down easily. This battle is more of a boss tutorial than anything.

---

Once Ymir goes down, continue north and watch the scene. I think it's a rather eerie scene, so yeah. Enjoy it.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _____ \ | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |   \ \ \ | W O R L D   O F   B A L A N C E   |
| | | |_/ / | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \ \ | N A R S H E   -   ( A F T E R M A T H )   |
| | | |_/ / | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ / | | ^[WALK.002] |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Potion       | None                           | Terra                   |
| _____ Ether        | O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Elixer       | |                               | Locke                   |
| _____ Phoenix Down * | |                               | O-----O-----O-----O-----O
| _____ Sleeping Bag  | |                               |
| _____ Sleeping Bag * | |                               |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

#### Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	006	Bandit	35	0	19	90	25	25	Poison
___	001	Guard	40	15	16	100	48	48	Poison
___	003	Megalodoth	115	30	110	75	90	50	Fire
___	002	Silver Lobo	27	5	20	80	30	37	Fire
___	005	Spritzer	15	0	13	95	29	23	Fire, Holy
___	004	Wererat	24	0	13	100	22	21	Fire

\* Final Fantasy VI works differently than most other games. The chests you find that contain these items will actually change much later in the game. In case you want to know, the Phoenix Down changes to a Pod Bracelet and the Sleeping Bag changes to an Elixer. It's up to you as to whether or not you decide to

take them now or later.

Talk to the man and he'll explain everything. Name the girl (for the purposes of this FAQ, I use all the default names). After the old man tells you to leave, don't do so quite yet. Examine the clock on the west side of this room to find an ELIXER. Head outside and start going west, right into the cave.

Inside the cave, you'll be presented with a fairly linear path. Take it and you'll eventually run into a Save Point. Head north and you'll see a stairway to an upper ledge. Take it and nab the PHOENIX DOWN in the chest. Go back down the stairs and take the pathway west to find another chest with a SLEEPING BAG. Continue following the path to encounter a scene (don't worry, you can't avoid it) and then watch some of Terra's backstory.

The next scene should bring on a familiar face to any fan of Final Fantasy VI. It's everyone's favorite "treasure hunter" and he's here to save the day ... well ... sort of.

As Locke arrives on the scene, you'll be introduced to a new type of battle.

```
      O-----O
      /  G R O U P  B A T T L E  /
      O-----O
```

Here's the scoop ... you have three teams at your disposal. Use them to defeat the leader before his goons reach Terra. If they manage to get to her, the battle is lost.

```
      O-----O-----O-----O
      | TEAM 1      | TEAM 2      | TEAM 3      |
      O-----O-----O-----O
      | Locke      | Mog          | Mogsy     |
      | Moglin     | Molulu     | Mogwin    |
      | Mogret     | Moghan     | Mugmug    |
      | Moggie     | Moguel     | Cosmog    |
      O-----O-----O-----O
```

These teams are already laid out for you, so there's no need to worry about character placement right now. However, it'll give you a good idea of what to expect.

Team 3 is actually the most balanced of all three teams. Team 1 has a lower average (since Locke started out at Lv. 6 for me) and Team 2 has a very large handicap (Molulu starts at Lv. 2). With that said, I used Team 3 for the bulk of the battle, used Team 2 as backup and Team 1 to take on the boss. However, you can use Team 2 (with Mog's Dance ability leading the way) to take on the boss.

You can either kill all the enemies and take on the boss, or you can do it a much simpler way by avoiding all the enemies and going straight at the boss. Either way is fine but you will miss out on the Gil and items from the enemies you defeat.

Also, it's important to note that you can nab Mog's Mythril Shield either now or during the miniboss battle. It's a 1200 Gil shield that you can get now, so I suggest getting it straight away. While you're at it, take his Mythril Spear as well.

At any rate, once you get to the boss, prepare to face off against:

MINIBOSS - Guard Leader		#278
Level	8	Immune To
HP	420	---
MP	150	Type
Attack	60	Humanoid
Defense	110	Status Immunity
Evasion	0	Poison
Magic	9	Weak Against
Magic Defense	140	Poison
Magic Evasion	0	
Gil	350	
EXP	0	
Steal		Absorbs
Mythril Knife		---
Drops		
Hi-Potion		

The Guard Leader comes with two Silver Lobos and they can get rather annoying. Dispose of them ASAP and then concentrate on the Guard Leader.

The Guard Leader has a rather nasty physical attack that can do 50+ damage. He can also use his Charge move, which can easily do 100+ damage.

Hammer away at him as fast as you can. And don't be afraid at all to use a Potion or Hi-Potion on those Moogles if you need to! They're definitely your buddies, so you should treat them accordingly.

If you went with Team 2 and have Mog for this fight, try using his Dusk Requiem Dance for great damage (thanks to The n00b Avenger for this one). You can also remove Mog's Mythril Spear/Shield during this fight if you want to keep it.

If you can manage to Steal the Mythril Knife, consider it a worthwhile investment. It costs 300 Gil later on, so you'll be saving that much Gil for other important purchasing needs.

---

After defeating the Guard Leader, watch the scene and you'll find yourself out in front of Narshe. Slightly to the northwest you'll find the school for the beginning adventurer. In case you're new to the Final Fantasy world, or just to this game, you should head on inside and listen to everything they have to say.

Actually ... scratch what I just said. No matter how experienced you are, you should go inside and at least grab the free POTION in the west room, the free SLEEPING BAG in the center room and the free ETHER in the east room. Also, you should fight the Monster-in-a-Box in the east room for potential Steal and Drop items. You can heal yourself in the main hallway by talking to the bucket.

Once you're all set, head south and outside of Narshe.

```

O-----O
| _____ | F I N A L   F A N T A S Y   V I |
| | _ \ \ | O-----O
| | | \ \ | W O R L D   O F   B A L A N C E |
| | | / / | O-----O
| | | \ \ | N A R S H E   A R E A |
| | | / / | O-----O-----O-----O
| | _ / | | ^[WALK.003] |
| | | | | | O-----O
O-----O

```

This section covers monsters found in the Narshe and Figaro areas.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	010	Alacran	87	15	20	80	94	37	Ice, Water
___	008	Darkwind	34	0	13	55	41	28	Fire
___	007	Leaf Bunny	33	0	13	60	45	24	Fire, Water
___	009	Sand Ray	67	10	20	110	54	41	Ice, Water

```

O-----O
| _____ | F I N A L   F A N T A S Y   V I |
| | _ \ \ | O-----O
| | | \ \ | W O R L D   O F   B A L A N C E |
| | | / / | O-----O
| | | \ \ | F I G A R O   C A S T L E |
| | | / / | O-----O-----O-----O
| | _ / | | ^[WALK.004] |
| | | | | | O-----O
O-----O

```

```

O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O
| ___ Potion | None | Terra |
| ___ Phoenix Down | O-----O Locke |
| ___ Antidote | | Edgar |
| ___ Gold Needle | O-----O
O-----O

```

```

O-----O-----O-----O
| Item Shop (east) | Item Shop (west) | Inn | Free |
O-----O-----O-----O
| Auto Crossbow ..... 250 | Potion ..... 50 |
| Noiseblaster ..... 500 | Ether ..... 1500 |
| Bioblaster ..... 750 | Antidote ..... 50 |
O-----O Gold Needle ..... 200 |
| Echo Screen ..... 120 |
| Phoenix Down ..... 500 |
| Sleeping Bag ..... 500 |
| Tent ..... 1200 |
O-----O

```

Figaro Castle is located southwest of Narshe. It's in the middle of the desert, so expect to take a long walk there.

When you first enter Figaro Castle, there's really not a whole ton to do except go and talk to the King, who's straight north from the entrance. He'll introduce himself as Edgar, and then he and Locke will both ditch you for more important matters, leaving you alone to loot the castle. >:)

From where you regain control of Terra, head south and out of the throne room. Head around and then north through the doorways and take the PHOENIX DOWN from the chest. Head back south into the room you were just in. About halfway down the room you'll see two doors on the sides of the room. Inside the east room you'll find a POTION and an ANTIDOTE. Talk to the man inside this room and he will allow you to purchase Tools (which will be used by Edgar later on). You can skip the Auto Crossbow since you were given one the moment you talked to Edgar in the first place. I think it's worth your while to get the Noiseblaster and Bioblaster, but only if you can afford them.

The west room contains a GOLD NEEDLE and an Item Shop with the mainstream items. I suggest purchasing some more Potions and a few more Phoenix Downs, especially if you've run out since you left Narshe or didn't have any to begin with. Once you're done, head out to the main room, then south to the outside.

Outside, go south and you'll find two doors that were previously blocked off that are now open. Take the west door (there's nothing to the east) and head north to find the Inn (free of charge, use it if you want). Head down the stairs and out the door. You'll be outside again, so head northwest and into that door. Inside you'll find an old woman; talk to her to learn about Edgar's twin brother. You'll then learn about Sabin and get a chance to name him.

Head back to the throne room and talk to Edgar. Watch the scene (a rather tickling scene if I do say so myself) and then bring Edgar down to talk to Kefka. After listening to Kefka and his bullcrap, head back up and talk to Locke. You'll regain control of Terra, so follow Locke and talk to him when he stops in the east wing of the castle.

When you regain control, you'll be in control of Edgar. Talk to Kefka if you want, but the Chancellor is who you really need to talk to. He's waiting up north, so talk to him and watch the scene. Get ready to fight:

O-----O			
BOSS - Magitek Armor (x2)			#279
O-----O			
Level .....	8	Immune To	Type
HP .....	210	---	---
MP .....	250		
Attack .....	18		
Defense .....	30		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	3	Weak Against	Petrify Death
Magic Defense ....	130	Lightning	
Magic Evasion .....	0		
Gil .....	0		
EXP .....	0		
Steal		Absorbs	
Hi-Potion		---	
Potion			
Drops			
Hi-Potion			



```

|                                     |
O-----O-----O-----O-----O

```

There's two of these guys, AND your team starts off in the back row. What a way to start a fight. However, you can deal with this.

The Magitek Armors like to use their Metal Kick a lot; it does crap for damage but they can perform this attack quite a few times in succession. They also have their Magitek Laser attack, which can cause some considerable damage.

On the upside, they don't have that much HP and their Defense is rather low. In addition, you have TWO ways to attack both of them at once (even if you didn't buy Edgar's additional Tools). Edgar can use his Auto Crossbow and Terra can case Fire on both enemies by pressing the R button.

Just for fun, if Terra uses Magic at any time during this battle, Edgar and Locke will talk about it ... right in the middle of battle. The middle of a battle really doesn't seem like the time to talk about something like that, but it's fun to watch nonetheless.

---

At any rate, after the battle is over, you'll watch a scene and then wind up on a Chocobo. DO NOT press the B button or else you'll have to walk the rest of the way. Head south and you'll find a small alcove surrounded by mountains. Get off there and you should be in front of the South Figaro Cave.

```

O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   | | |
| |   _____ \ | O-----O-----O-----O-----O |
| | |   \ \ \ \   | W O R L D   O F   B A L A N C E   |
| | |   \ / / /   | O-----O-----O-----O-----O |
| | |   \ \ \ \   | S O U T H   F I G A R O   C A V E   |
| | |   \ / / /   | O-----O-----O-----O-----O |
| | _____ /   |                                     | ^[WALK.005] |
| |               |                                     | O-----O-----O |
O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Ether *       | None                           | Terra                   |
| _____ Ether *       | O-----O-----O-----O-----O | Locke                   |
| _____ Phoenix Down * |                               | Edgar                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

In case you missed the boat, the South Figaro Cave is located, well, south from Figaro Castle. Head to the south of the desert and then search for a small alcove with a cave entrance in it. That's where you need to be.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
_____	011	Foper	119	10	13	100	80	53	Fire
_____	012	Hornet	92	0	16	100	64	48	Fire

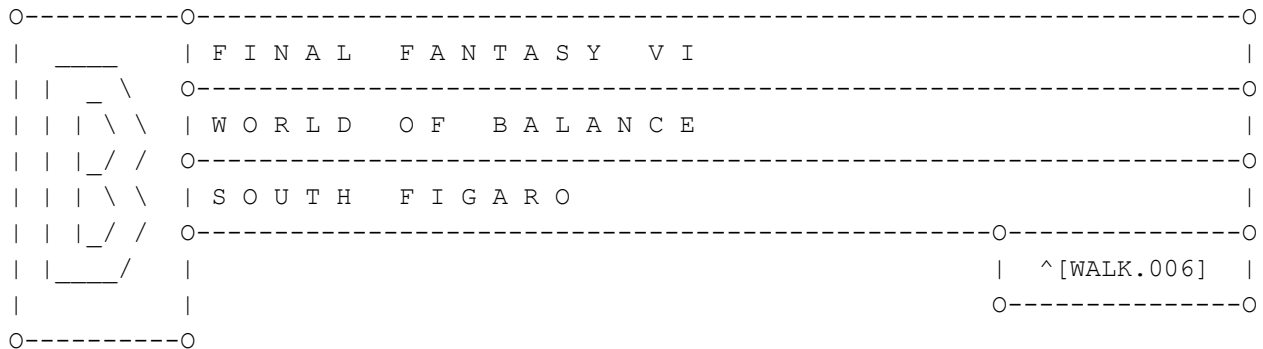
\* Final Fantasy VI works differently than most other games. The chests you find that contain these items will actually change much later in the game. Here's the changes that will take place:

- 1st Ether -> Thunder Rod
- 2nd Ether -> Ether
- Phoenix Down -> X-Potion

It's up to you as to whether you decide to take these chests now or later.

Upon entering the cave, you'll find a recovery spring and will automatically use it. Head east into the next area.

In this area, go south until you reach a split. Head west and then north into the door. Follow the path until you reach an ETHER. Backtrack to the split and take the east path. Follow it around the cave until you reach an east-south split. Head east to pick up another ETHER, then go south, skip the first stairway and take the second. Follow the path to find a PHOENIX DOWN. Backtrack to the first stairway and take it. Follow the only path there to exit the cave.



Item Checklist	Equipment Checklist	Party Members
____ Potion	None	Terra
____ Potion		Locke
____ Potion		Edgar
____ Antidote		
____ Eye Drops		
____ Gold Needle		
____ Green Cherry		
____ Teleport Stone		

Weapon Shop	Armor Shop	Inn	80 Gil
Dagger ..... 150	Buckler ..... 200		
Mythril Knife ..... 300	Heavy Shield ..... 400		
Mythril Sword ..... 450	Hairband ..... 150		
Great Sword ..... 800	Plumed Hat ..... 250		
Noiseblaster ..... 500	Cotton Robe ..... 200		
Bioblaster ..... 750	Kenpo Gi ..... 250		

```

O-----O-----O
O-----O-----O
| Item Shop           | Relic Shop           |
O-----O-----O
| Potion ..... 50 | Sprint Shoes ..... 1500 |
| Antidote ..... 50 | Silver Spectacles ..... 500 |
| Gold Needle ..... 200 | Star Pendant ..... 500 |
| Eye Drops ..... 50 | Jeweled Ring ..... 1000 |
| Echo Screen ..... 120 | Knight's Code ..... 1000 |
| Phoenix Down ..... 500 O-----O
| Sleeping Bag ..... 500 |
| Tent ..... 1200 |
O-----O

```

South Figaro is located southeast from the exit of the South Figaro Cave. It's on the south coast.

\* Final Fantasy VI works differently than most other games. The chests you find that contain these items will actually change much later in the game (in the World of Ruin). Here's the changes that will take place:

```

Potion           -> Holy Water
Green Cherry     -> Tent
Gold Needle      -> Elixer
Eye Drops        -> Remedy
Antidote         -> Tent
Potion           -> X-Potion
Potion           -> Potion
Teleport Stone   -> Phoenix Down

```

It's up to you as to whether you decide to take these chests now or later.

As you enter, check the north barrel to the west of the Chocobo Stable for a POTION. Circle around the stable and check the middle crate for a GREEN CHERRY. Go to the southwest corner and check a crate there for a GOLD NEEDLE. Go south-east and check the northern crate for an EYE DROPS. Check the barrel just north of it for an ANTIDOTE. Look in between the Weapon and Armor Shops for a POTION. Head south from the Armor Shop and you'll see a small path that looks like it leads into a wall. Walk into it and head all the way east and check the bucket for yet another POTION. In the northwest corner, on the ledge above, you'll see three barrels; check the bottom-right one (hug the ledge to get to it) for a TELEPORT STONE.

Right now, you probably don't have superb equipment. I'd suggest getting two Great Swords (one for Terra and the other for Edgar) and then giving Edgar's Mythril Sword to Locke. I suggest getting Heavy Shields for everyone, as well as Plumed Hats. Terra could make use of a Cotton Robe right now and Locke could probably benefit from a Kenpo Gi.

In addition, you'll find your first Relic Shop here. You'll get a crash course about Relics, then you can purchase some relics for your characters. To be honest, I'd suggest getting all six available relics since they all give some nice benefits. Yes, even the Sprint Shoes, which you can invoke by simply pressing the B button. Try equipping the Sprint Shoes AND holding B ... your onscreen character can literally cruise.

On the floor above the Relic Shop you'll find the Inn. South of the Inn you'll find the Pub ... as well as a shadowy character on the east side of the pub, next to the counter. Talk to him if you want to learn his name.

There's nothing else to do in South Figaro except restock and rest. Head out when you're ready.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | S O U T H   F I G A R O   A R E A   |   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^ [WALK.007] | |
| |           | | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the South Figaro area.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	014	Belmodar	232	100	25	100	186	246	---
___	016	Mu	119	100	11	100	80	59	---
___	015	Unseelie	132	100	15	100	256	53	Poison

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | D U N C A N ' S   C A B I N   |   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^ [WALK.008] | |
| |           | | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist   | Equipment Checklist   | Party Members   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Potion      | None                   | Terra           |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                                     | Locke            |   |
|                                     | Edgar           |   |
|                                     | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O

```

Duncan's Cabin is located almost directly north of South Figaro.

Upon entering, Edgar seems to smell something familiar. You can poke around since nobody's home and even sleep in the beds (sure beats 80 Gil at South Figaro). There's a free POTION lying in one of the pots and I don't think it changes later on. After thoroughly inspecting everything, leave and talk to the old man outside to learn where you should go next (or just read on).

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | | _ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | M T .   K O L T S   |
| | | _ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^[WALK.009] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Tent         | _____ Main Gauche         | Terra                   |
| _____ Tent         | _____ Gigas Glove         | Locke                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                               |                               | Edgar                   |
|                               |                               | Sabin                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Mt. Kolts is far to the northeast from South Figaro and is almost directly east from Duncan's Cabin (although you'll have to circle around the mountains from Duncan's Cabin). If you don't see it, look closer since the entrance blends in with the mountain itself.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	020	Cirpius	134	100	13	80	102	82	---
___	019	Gorgias	270	100	28	100	102	163	Fire
___	018	Trillium	147	100	13	102	134	97	Fire
___	017	Zaghrem	137	100	14	100	87	79	Ice

Mt. Kolts is a fairly linear area, so you won't have to divert much attention to obtain most of the nifty treasures inside here. From the entrance, enter the cave in front of you. Inside, take the stairs and exit out the southeast passage. Head east (there's nothing to the south path) and enter the cave. Inside, head south, then east, past a small crack in the wall and take the south path out to find a MAIN GAUCHE. Put it on Locke since it's better than the Mythril Sword. Backtrack a bit but before you head north across the bridge, you can find a small path to the east. Follow it and you'll eventually find a free GIGAS GLOVE. Backtrack back onto the main path, head north across the bridge and then out the door.

Outside, what you want to do is follow the path around the back of the cliff. After doing so, follow the path and take the first cave in. Follow the path and you'll come back outside to where you can pick up a TENT. Backtrack to the main path and continue west, taking the second door instead.

Inside this new cave, take the only path that you are able and follow it to the northeast corner. Outside, follow the path north, then across the bridge and into the cave. Inside you'll find a Save Point and I highly suggest using it to rest and save. After doing so, take the east path out. Outside, you'll really only have one path to follow, so take it. Before talking to the character at

the end, heal up, because you're about to face:

BOSS - Vargas		#280	
Level .....	12	Immune To	Type
HP .....	11600	---	---
MP .....	220		
Attack .....	13		
Defense .....	85		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	10	Weak Against	Petrify Death
Magic Defense ....	150	Poison	Silence Berserk
Magic Evasion .....	0		Confusion Sleep
Gil .....	0		
EXP .....	0		
Steal		Absorbs	
Mythril Claws		---	
Potion			
Drops			
---			

Vargas comes with two Ipoohs, which are dangerous in their own right. What's more annoying is the fact that you can't even touch Vargas without taking care of his Ipoohs first (this includes Edgar's Auto Crossbow AND Terra's Fire spell).

All three can attack you physically and the Ipoohs can use a Claw attack for extra damage. On top of it all, Vargas can perform his Gale Cut maneuver, which attacks all three of your characters for some hefty damage.

Locke seemed to have a problem with dying on me, so I stuck him in the back row and had him Steal every round, or double up on healing duty if I needed. Terra was on permanent Cure-all duty and Edgar used his Auto Crossbow all the time.

After the Ipoohs go down, hit Vargas with everything you've got, especially since he can attack twice on each turn (although he usually only attacks once). Keep Edgar on with his Auto Crossbow since it'll usually do more damage (unless you've begun to powerlevel already). Terra can switch to either attacking Vargas or casting Fire on him (either is fine, but you may want to conserve your MP).

After Vargas takes so much damage, he'll talk to you and threaten to kill you all on the spot. However, a friend shows up before he can. Watch the text and then Vargas will use his Blizzard Fist technique to blow the party away, except for Sabin.

KEEP IN MIND THAT IF SABIN FALLS, THE GAME IS OVER.

Now then, with Sabin as your only character, you can do any of the following:

- 1) Die
- 2) Attack enough for the game to teach you the first Blitz
- 3) Read Action's FAQ and save yourself the time and HP

\* To learn more about how to perform Blitzes, try using Yoshi6400's Blitz FAQ,

found on GameFAQs.

I suggest #3, but that's just me. To perform the Raging Fist Blitz, select 'Blitz' from the battle menu, press A, press Left, Right, Left on the control pad and then hit A again. If you've done it right, Vargas will go down in one hit.

---

After the battle ends, watch the scene and continue on through the door.

NOTE: Sabin joined me at Lv. 9 so he already had the Aura Cannon Blitz learned. If he joins you at lower than Lv. 6, he'll learn Aura Cannon at Lv. 6.

Inside the cave, bank south and take the TENT. Follow the path and out the cave. Outside, it's just a straight shot to exit.

```

O-----O-----
|   |   |   | F I N A L   F A N T A S Y   V I   |
| |  |  |  | O-----O-----
| | | \ \ | W O R L D   O F   B A L A N C E   |
| | | / / O-----O-----
| | | \ \ | T H E   R E T U R N E R S   |
| | | / / O-----O-----
| | | / / |                                     | ^[WALK.050] |
| | | / / |                                     O-----O
O-----O-----

```

The Returners are dedicated to fighting the Ghestalian Empire, who is using Magitek in their quest to take over the world. All that stands in their way is a few measely towns and the Returners. Let's take a look at what quest items you should have right now. Otherwise you might have to go back later and pick them up or simply miss out on them.

Here is a list of what my FAQ has led you to so far:

```

O-----O-----
| Bestiary           |
O-----O-----
| #001 - #020       |
| #276 - #281       |
O-----O-----

```

```

O-----O-----O-----O-----O-----O-----O-----O-----
| Espers           | Lore           | Rage           | Dance           |
O-----O-----O-----O-----O-----O-----O-----O-----
| N/A              | N/A            | N/A            | N/A             |
O-----O-----O-----O-----O-----O-----O-----O-----

```

O-----O-----





Before talking to Banon, keep in mind that you can get one of two Relics based on what answers you give him. If at any time you say "Yes", Banon will give you a Gauntlet. It allows you to hold one weapon with two hands, but it's also an easily obtained item later on.

If you answer "No" three times, you'll see a different scene than if you chose "Yes". If you answer "Yes" before the third time, Banon will give you the Gauntlet Relic. You can then go to the back storeroom and get the Genji Glove Relic from one of the Returners. You'll also see an additional scene in Banon's room.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | _ \   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   \   | W O R L D   O F   B A L A N C E   |
| | | _ / /   /   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   \   | L E T H E   R I V E R   |
| | | _ / /   /   | O-----O-----O-----O-----O-----O-----O-----O
| | | _ / /   /   |                                     | ^[WALK.052] |
| | | _ / /   /   |                                     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist   | Equipment Checklist   | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None            | None                  | Terra          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                                     | Edgar           |
|                                     | Sabin          |
|                                     | Banon          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	023	Exocite	196	100	19	100	153	162	Fire, Lit
___	021	Lesser Lopros	380	70	25	65	325	464	Fire
___	022	Nautiloid	236	100	18	100	173	216	Fire, Lit

Once you regain control head south and outside. Before boarding the raft, you should probably put Banon in the back row. Even though he had significantly better Defense and Magic Defense than my other party members, he's the main focal point of this entire jaunt (not to mention his level and HP are much lower). If he's KO'd then it's all over for you. By placing him in the back row you cut his physical damage in half.

Also, Banon comes with this sweet special technique called "Pray". It heals the entire party for 0 MP. Feel free to abuse this ability every single turn since I did the exact same.

Lastly, there are enemies that can inflict Darkness on your characters. This isn't a problem if you either have a lot of Eye Drops on hand or the Silver Spectacles Relic equipped on them. If you only have two of them, leave Sabin unequipped since his Blitzes seem to ignore the Darkness status.



After that, Sabin will leave the party (but don't worry, he's not gone for good).

You'll be allowed to save and/or choose a scenario. You're free to do these scenarios in any order. For the purposes of this document, I'll be going in the order of Locke ... Sabin ... Terra/Edgar/Banon.

```
O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | | \ \ \ \ | O-----O-----O-----O-----O
| | | | \ \ \ \ | W O R L D   O F   B A L A N C E   |
| | | | / / / / | O-----O-----O-----O-----O
| | | | \ \ \ \ | L O C K E ' S   S C E N A R I O   ~   S O U T H   F I G A R O   |
| | | | / / / / | O-----O-----O-----O-----O
| | | | / / / / |                                     | ^[WALK.053] |
| | | | / / / / |                                     | O-----O-----O
O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O
| _____ X-Potion     | _____ Great Sword   | Locke                   |
| _____ Hi-Ether     | _____ Heavy Shield   | Celes                   |
| _____ Elixer       | _____ Iron Armor     | O-----O-----O-----O
| _____ Phoenix Down | _____ Earring        |
| _____ 500 Gil       | _____ Hyper Wrist    |
| _____ 1000 Gil      | _____ Hermes Sandals |
| _____ 1500 Gil     | _____ Ribbon         |
O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop                | Inn      80 Gil |
O-----O-----O-----O-----O
| Dagger ..... 150 | Buckler ..... 200 |
| Mythril Knife ..... 300 | Heavy Shield ..... 400 |
| Mythril Sword ..... 450 | Hairband ..... 150 |
| Great Sword ..... 800 | Plumed Hat ..... 250 |
| Noiseblaster ..... 500 | Cotton Robe ..... 200 |
| Bioblaster ..... 750 | Kenpo Gi ..... 250 |
O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O
| Item Shop               | Relic Shop                |
O-----O-----O-----O-----O
| Potion ..... 50 | Sprint Shoes ..... 1500 |
| Antidote ..... 50 | Silver Spectacles ..... 500 |
| Gold Needle ..... 200 | Star Pendant ..... 500 |
| Eye Drops ..... 50 | Jeweled Ring ..... 1000 |
| Echo Screen ..... 120 | Knight's Code ..... 1000 |
| Phoenix Down ..... 500 O-----O-----O-----O
| Sleeping Bag ..... 500 |
| Tent ..... 1200 |
O-----O-----O-----O-----O
```

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
---	024	Heavy Armor	495	150	53	150	195	80	Lit, Water

It seems that Locke has stalled the Empire long enough and now needs to get the hell out of South Figaro.

FIRST THING YOU SHOULD DO ... is equip Locke. His equipment was removed when he left the party so you should take the time to re-equip him with the best stuff you have in your inventory. You should also put some Relics on him.

SECOND THING YOU SHOULD DO ... NEVER TALK TO THE ARMORED GUARDS. They'll engage in a fight and totatly pwn the hell out you. You'll then reappear back where you started. Even if you were totally overpowered and managed to beat one, they don't move anyways. The only reason you MIGHT want to fight one is for Bestiary purposes.

Lastly ... if you didn't open the chests in South Figaro before, continue to neglect them now. They don't change yet but they will when you return here in the World of Ruin. There are other chests that I'll direct you to that (to my knowledge) do not change.

At any rate, from the start, head west and take both sets of stairs up. Go into the Item Shop and talk to the merchant standing beside the clock to initiate a battle. You can easily beat him but what you really want to do is Steal from him, which will result in you stealing his attire as well.

With the Merchant clothes on, exit the Item Shop and head south and into the house halfway down the stairs. Inside, go downstairs and talk to the kid; he'll let a merchant pass.

Outside, head north and up the stairs. Follow the pathway all the way around South figaro and you'll eventually run into three barrels and a soldier in a green uniform. Talk to him and Steal from him (it took me a few times before Steal succeeded). Now then, circle back around and make your way to the large mansion (it's just southeast of where you fought the green guard). Talk to the soldier by the crates and he'll leave.

Head into the Pub and go downstairs. You'll see a door with a merchant behind it. Talk to the merchant and Steal his clothes. You'll automatically take the Cider, which you should bring to the old man (his grandson is the one you talked to earlier in merchant clothing). You'll find the old man upstairs from where his grandson is. Head downstairs, use the password "Courage" and the kid will open up the secret passage for you. Head down the stairs and you'll find yourself in a different area.

In this area, check the clock for an ELIXER. Head up the stairs and outside. Outside, you won't see yourself, but head east and you'll pop up from behind the building. Check the bottom barrel for a PHOENIX DOWN. Head inside and west to go up the stairs. Upstairs, head east and into the first door. You can talk to the man inside, but you really want to just step behind the bookcase and head down the stairs.

Downstairs, you have the option to remove your clothes or leave them on. It makes no difference. Head straight south, into the wall and then head east. You'll find yourself in another area with two dungeon cells. The left cell contains a chest with a HYPER WRIST Relic inside. The right cell's chest contains a HERMES SANDALS Relic. Return to the previous floor and head east along the hallway, only to be stopped by a scene.

NOTE: If you've played previous versions of FFVI, you know what's missing here. Before anyone goes and blames Nintendo for this, I'd like to point out that board users have cited a very different reason for it. I don't know the finer details, so don't bother asking me. Anyways, it seems that in Japan, two students were kidnapped and beaten, which led to SquareEnix removing the scene from FFVI Advance. The scene was never re-incorporated for the North American version (be it laziness or forgetfulness), which is precisely the reason you don't see it.

After watching the scene, head inside the room and talk to Celes. Since her hands are bound ... >=)

No, but seriously, remove her bindings. She'll respond based upon what clothing you're wearing. After talking to Celes and regaining control, speak to the sleeping guard and take the key (seriously ... stealing is wrong?). Before moving on, take a moment to equip Celes since (apparently) she has nothing on except for a Hairband. After she was fully equipped, Celes had a Mythril Sword, Heavy Shield, Plumed Hat and Leather Armor. I also gave her the Hyper Wrist and Hermes Sandals I recently sent you to find.

Head outside and use the second door if you want to save. Go into the third door and take the 500 GIL, 1000 GIL and 1500 GIL from the chests (for some reason, the fourth chest is empty). Check the clock next to the northern pot and wind it to reveal a new passageway. Enter it and keep in mind that you can now run into random battles. There are also plenty of false walls that look like they'll stop you, but you can pass right through.

#### Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	025	Commander	102	50	13	100	153	85	Poison
___	026	Vector Hound	166	10	14	80	83	128	Fire

Head around and east until you pass the black overhead wall. Go south and pick up an IRON ARMOR from a chest. You could probably make use of this on Celes if you're stuck with Leather Armor like I was. Backtrack to the north and start heading east. When you reach a path to the north, take it, circle around and take the GREAT SWORD and HEAVY SHIELD from the chests. Now then, backtrack, but while you're heading south, go straight into the wall and you'll pass through it.

LISTEN CAREFULLY! While heading south, you'll lose sight of your character. Take three steps into the south wall and then head west three steps. If you did this right, you can head south and down a stairwell, which houses three chests, containing an X-POTION and HI-ETHER. The third chest is hidden on the wall south of the X-Potion. The chest is directly south, but if you hug the south wall and search around, you can find a RIBBON (which is one of the best Relics in the game). Backtrack all the way and continue heading south into the wall.

You'll run into a path to the east. Skip it and skip the second path to the east. Take the first west path to find yourself an EARRING. Backtrack and take the second path east to find some stairs (ignore the other set of stairs to the south, you can only get there from Duncan's House in South Figaro and even then it's a dead-end). Take the door out and exit South Figaro.



```

| Elixer | |
| | |
O-----O-----O

```

Celes recommends that you use her Runic Blade technique. I suggest following her orders and I really hope you have a Runic-capable weapon equipped on her. Tunnel Armor can deal out some nasty damage with its lowest level spells. It also has a physical attack that can deal some hefty damage as well, but nowhere near the damage its spells can cause. Tunnel Armor also has a Drill attack, which shouldn't be able to one-hit either character if you keep them near max health.

With Celes using Runic, the only real problem that Tunnel Armor poses is through its physical attack (and the occasional Drill). Keep in mind that Runic only works once and once Celes does something else (even Defend), Runic's effect is nullified, which means you have to use it again and again to get Runic's full effects.

I suggest having Celes use Runic all the time and Locke attacking (after he Steals the Air Knife from Tunnel Armor). You can also use Locke to heal with a Potion or Hi-Potion if Tunnel Armor's physical attack leaves you hanging on a limb.

Keep up the pattern of Celes using Runic and Locke attacking/healing. Tunnel Armor will die off soon enough. If you really want to do some damage, stick the Genji Glove on Locke and have him whipping around two weapons (you can even equip the Air Knife you can steal off of Tunnel Armor).

After the battle ends, the scenario will end and you'll have to choose another. Or you can skip ahead to section [WALK.029] and continue on in the story if Locke's scenario was your last.

```

O-----O-----O
| _____ | F I N A L F A N T A S Y V I |
| | _ \ | O-----O-----O
| | | \ \ | W O R L D O F B A L A N C E |
| | | / / | O-----O-----O
| | | \ \ | S A B I N ' S S C E N A R I O ~ C A B I N |
| | | / / | O-----O-----O
| | _ / | | ^ [WALK.055] |
| | | | | O-----O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O-----O
| None | None | Sabin |
O-----O-----O-----O-----O
| | | Shadow |
O-----O-----O

```

```

O-----O-----O
| Wandering Merchant | Inn Free |
O-----O-----O
| Potion ..... 50 |
| Phoenix Down ..... 500 |

```

```

| Tent ..... 1200 |
| Plumed Hat ..... 250 |
| Shuriken ..... 30 |
| Invisibility Scroll ... 200 |
| Shadow Scroll ..... 400 |
| Sprint Shoes ..... 1500 |
O-----O

```

The Cabin is located just east of where Sabin ends up on the Overworld.

Talk to Shadow, who's standing right by the well. You can take him along if you wish, but keep in mind that he can leave after any given battle and he's guaranteed to leave at a certain point. Despite that, he's a valuable asset in this time of having only one character, so I suggest bringing him along. Besides, it's not like he's charging you or anything. However, keep in mind that Shadow CAN leave after any random battle after you complete the Imperial Camp events, so it's in your best interest to not fight that many battles unless you have to. Once you're on the Phantom Train, Shadow can't leave, so feel free to fight any and all random battles on there.

Shadow comes with ... well, not much equipment. You can either leave what he has or upgrade it. In addition, you should also buy some Shurikens and Scrolls from the Wandering Merchant since Shadow's Throw ability allows him to use these items for some handsome damage or effects.

Inside the Cabin you'll find an old (crazed) geezer. Sleep in the bed for a freebie Inn stay if you ever need it.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | _ \ | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \ | W O R L D   O F   B A L A N C E   |
| | | _ / / | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \ | D O M A   A R E A   |
| | | _ / / | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ / | | ^ [WALK.056] |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the Doma area.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	033	Aepyornis	290	30	12	80	135	108	Fire
___	035	Chippirabbit	135	40	9	70	110	53	Water
___	034	Nettlehopper	243	80	10	50	145	89	Fire, Wind
___	032	Stray Cat	156	30	9	10	90	42	---

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```





and into a tent where you'll find a GREEN BERET (guarded by a Monster-in-a-Box) and a MYTHRIL GLOVE. Now head back to where Kefka is and talk to him again. Fight the Templars and Imperial Soldiers and watch the scene that follows.

"Hee-hee ... Nothing beats the sweet music of hundreds of voices screaming in unison!" - Kefka

When you regain control, you'll be in control of Cyan. Head north into the door and down the stairs. You'll automatically go to the Throne Room. Watch the scene in there. The next place you need to be is just east of the Throne Room, but there's treasures to be had in here, so let's get moving! Okay, so there's only one, but you might as well get it anyways.

South of the Throne Room you'll find two doors. Take the east one and check the pot to find a REMEDY. Return to the Throne Room and take the door just east of the Throne Room door. Watch the scene in here and Cyan will attack the Imperial Camp.

You regain control of Sabin so go up and talk to Cyan. If you get between Cyan and his attackers, he'll knock you out of the way. At any rate, the next few fights are easy, even though you can't control Cyan's moves. After the battles have finished, you'll ... err ... "liberate" a few sets of Magitek Armor. After watching the scene, head east. After the second battle, go north and then exit this area.

```

O-----O-----
|   _____   | F I N A L   F A N T A S Y   V I   |
| |  _  \   O-----O-----
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | | / /   O-----O-----
| | | \ \   | P H A N T O M   F O R E S T   |
| | | / /   O-----O-----
| | _____ |                                     | ^[WALK.058] |
| |           |                                     | O-----O-----
O-----O-----

```

```

O-----O-----O-----O-----
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----
| None                     | None                           | Sabin                   |
O-----O-----O-----O-----
|                               |                               | Shadow                   |
|                               |                               | Cyan                     |
|                               |                               | O-----O-----

```

The Phantom Forest is located south of the Imperial Camp and east from Doma Castle. To get there from the Imperial Camp, cross the bridge, head south and cross the second bridge. You'll find the entrance to the forest surrounded by mountains.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
---	040	Ghost	226	70	1	105	75	48	Fire, Holy
---	041	Poplium	145	25	13	55	55	55	Fire, Holy

From the entrance, head east all the way and then take the path north. On the next screen you'll find a recovery spring. Head east and take the south path. Here you'll be posed with a path to the northeast and one to the southeast. Take the northeast one (the southeast path leads outside) and follow it until you see another sign pointing north. Take it and you'll find yourself at:

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |   |
| | | _ / /   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | P H A N T O M   T R A I N   |   |
| | | _ / /   | O-----O-----O-----O-----O-----O-----O-----O
| |   _____   |   |   ^[WALK.059]   |   |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Phoenix Down | _____ Sniper Eye    | Sabin           |
| _____ Phoenix Down | _____ Earring        | Shadow          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Hyper Wrist   | _____                | Cyan            |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Ghost Merchant         |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Potion ..... 50 |
| Hi-Potion ..... 300 |
| Antidote ..... 50 |
| Green Cherry ..... 150 |
| Phoenix Down ..... 500 |
| Sleeping Bag ..... 500 |
| Shuriken ..... 30 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	043	Angel Whisper	230	90	12	85	125	42	Fire, Holy
___	047	Apparition *	1500	10000	15	120	0	0	Fire, Holy
___	045	Bomb	160	50	10	90	80	35	Ice, Water
___	042	Cloud	120	100	5	110	101	35	Holy
___	040	Ghost	226	70	1	105	75	48	Fire, Holy
___	046	Living Dead	200	84	10	100	135	54	Fire, Holy
___	044	Oversoul	390	190	12	55	228	65	Fire, Holy
___	048	Siegfried *	100	5	1	50	1	0	---

\*Only found in a Monster-in-a-Box encounter, Siegfried attacks on an encounter to a chest

Head inside the train by heading west. Inside, you'll hear one of my personal favorite tracks in FFVI. You also learn your new destination: the engine cabin.

Start by heading east. It's not the way to the engine room, but you'll find a Save Point inside the room in the next car. Also, you can talk to the Conductor and learn more about the Phantom Train. But the real point of coming back here is to recruit the Ghost. He may not look like much but he can use the Possess skill, which can instantly defeat most enemies on the train; the only cost is all of its HP and then it leaves your party. However, there are multiple Ghosts on the train, so if you need to, you can re-recruit one. Now then, start heading back west.

In the car where you started, there are now some more visitors. Believe it or not, one of them is selling items, which you might want to stock up on. Also, there's a Ghost to recruit if you need, but keep in mind that there are others who will flat out attack you. Continue on to the next car.

In the next car ... you'll find the same setup as the last car. The merchant is here with his wares and there's a Ghost to recruit. Continue on.

The next car will seem like a dead end since you can't advance to the next car. Enter the car from the front and advance slightly. A ghost will move in place of the door. Talk to it and either fight or run from the battle. Watch the scene that ensues. Head up the ladder and then head west as far as you can. Watch the scene and you'll find yourself two cars forward.

Head inside the car you land on and you'll see a lever on the north side. Flip it and you'll see a scene. Flip it again and a path will open. Use the Save Point if need be and then advance to the next car.

This car is supposed to be a dining cart. Have a seat if you wish; the food the Phantom Train serves is nothing short of the healthiest delicacies. Believe it or not, the food will restore all your HP and MP as well as nullify any status effects. If you're done, then exit the car and circle around front. However, head into the west side of the car to find a chest with an EARRING inside. Move out and along.

The next car is different than the others. Equip the Black Belt on someone if you have it since it works rather well. In the first room, you'll see a chest but before you can nab it, Siegfried will drop down and battle you. If you have the Black Belt on a character, they'll usually counter-attack when Siegfried attacks them, which will usually end the battle instantly. Siegfried will also steal the treasure (for the record, there was nothing in that chest, it's put there simply for the sake of completing Siegfried's Bestiary entry). The second room in this car has nothing inside, so move on.

The next car has nothing in the first room. However, in the second room you'll find a HYPER WRIST (guarded by a Monster-in-a-Box), PHOENIX DOWN, SNIPER EYE, and another PHOENIX DOWN. Head on out and up to the next car.

You can only enter this car from the front. It houses a Save Point, which I highly suggest using. Head on forward to the next car.

This is it ... the engine room. If you read the manual in the northwest corner, you'll realize that you should flip the first and third switches, then head outside and flip the switch by the smokestack. Heal up before you throw the switch by the smokestack, because you're going to face:

```
O-----O
| BOSS - Phantom Train                                     #284 |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Level ..... 14 | Immune To                               Type |
| HP ..... 1900 | ---                                         Undead |
```



Item Checklist	Equipment Checklist	Party Members
None	None	Sabin
		Cyan

UNEQUIP SHADOW. HE WILL LEAVE THE PARTY SOON.

The entrance to the Cave to Baren Falls is located east from the exit of the Phantom Forest. However, you have to head south and circle around to reach the entrance.

Upon entering, simply head north and you'll reach Baren Falls. Shadow will leave if you still have him, so make sure to ransack his equipment so that you don't lose anything you might have given him. Simply jump off the ledge when prompted and prepare for a fight:

MINIBOSS - Opinicus Fish		#049
Level	9	Immune To
HP	10	---
MP	60	
Attack	13	Type
Defense	100	Status Immunity
Evasion	0	Poison Imp
Magic	10	Weak Against
Magic Defense	150	Lightning
Magic Evasion	0	
Gil	0	
EXP	0	
Steal		Absorbs
---		Poison
Drops		
Potion		

The Opinicus Fish isn't dangerous on its own; the fact that you face so many of them is what might kill you. I faced four different groups. The first contained two Fish and the others contained three fish each. The battles themselves are rather easy; just Blitz and Bushido your way through them, or even simply attacking will do. However, after a few rounds of Fish, you'll have to face:

BOSS - Rhizopas		#285
Level	13	Immune To
HP	775	---
MP	39	
Attack	14	Type
Defense	110	Status Immunity
Evasion	0	Poison Imp
Magic	3	Weak Against
Magic Defense	175	Lightning
Magic Evasion	0	







Item Checklist	Equipment Checklist	Party Members
None	None	Sabin
		Cyan
		Gau

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
---	---	---------	----	----	-----	-----	-----	-----	----------

All monsters on the Veldt are ones that you have encountered before

Here's how to recruit Gau. Go into any battle and defeat the enemies. If Gau appears, DO NOT ATTACK HIM or he will run away. With Gau as the "opponent", use a Dried Meat on him and he'll join you. After a rather tickling scene, of course. You'll also learn how to build Gau's skills.

One thing to note is that after Gau Leaps, he'll show up again later. All you need to do to regain him is to ... well ... nothing. As long as you don't attack him by accident, Gau will rejoin your party, potentially with some new skills.

Here's the way Leap works. If you see an enemy whose Rage you want, Leap on it. Then keep fighting on the Veldt and Gau will come back. Don't attack him and he'll rejoin your party. The monster(s) that Gau Leaped on and the monster(s) that you fought on Gau's returning battle will all be added to your Rage list. All the battles in between those two are irrelevant.

You can fight enemies on the Veldt if you wish to build up Gau's Rage skills. If you do, so be it; if not, so be it. The choice is entirely up to you. You'll gain magic AP on the Veldt, but not EXP, so the Veldt is a good place to level up spells if you don't want the EXP that normally comes with it.

FINAL FANTASY VI	
WORLD OF BALANCE	
CRESCENT MOUNTAIN CAVE	
	^[WALK.063]

Item Checklist	Equipment Checklist	Party Members
Potion	None	Sabin
		Cyan
		Gau

Crescent Mountain is located on the south end of the Veldt. It gets its name



```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | N I K E A H   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^[WALK.065] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ X-Potion     | _____ Green Beret   | Sabin                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                                     | Cyan                     |
|                                     | Gau                      |
|                                     | O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop               | Inn           150 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Mythril Claws ..... 800 | Heavy Shield ..... 400 | Chocobo   80 Gil |
| Kotetsu ..... 800 | Plumed Hat ..... 250 O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Mythril Spear ..... 800 | Magus Hat ..... 600 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                                     | Bandana ..... 800 |
|                                     | Iron Helm ..... 1000 |
|                                     | Kenpo Gi ..... 250 |
|                                     | Silk Robe ..... 600 |
|                                     | Iron Armor ..... 700 |
|                                     | O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Shop               | Relic Shop               |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Potion ..... 50 | Silver Spectacles ..... 500 |
| Hi-Potion ..... 300 | Star Pendant ..... 500 |
| Echo Screen ..... 120 | White Cape ..... 5000 |
| Smoke Bomb ..... 300 | Fairy Ring ..... 1500 |
| Green Cherry ..... 150 O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Phoenix Down ..... 500 |
| Sleeping Bag ..... 500 |
| Tent ..... 1200 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Technically speaking, you don't have to do a thing in Nikeah. You can circle around and take the ferry to South Figaro. However, you'll be missing out on some good stuff in Nikeah if you do.

First off, go into the Pub and talk to the girl for a funny scene with Cyan. Then go into the Inn (to the far north of the town) and check the clock in the northeast corner for an ELIXER. After that, everything else is entirely up to you.

The Weapon Shop has the Mythril Spear, which is useful for Edgar and other characters you'll acquire later; for now, just get it for Edgar at the very

least. The Item Shop has a new item: the Smoke Bomb. Very useful for escaping battles, it's a must-have if you intend to do a low-level game.

Once you're done with your purchases, head to the south end of town and get on the boat and head to South Figaro. This ends Sabin's scenario, so choose another if you need to. Or you can skip ahead to section [WALK.029] and continue on in the story if Sabin's scenario was your last.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| | | | _ \ | O-----O-----O-----O-----O-----O-----O-----O
| | | | \ \ | W O R L D   O F   B A L A N C E   |   |
| | | | _ / | O-----O-----O-----O-----O-----O-----O-----O
| | | | \ \ | T E R R A ' S   S C E N A R I O   ~   L E T H E   R I V E R   |   |
| | | | _ / | O-----O-----O-----O-----O-----O-----O-----O
| | | | _ / | | ^ [WALK.066] | |
| | | | _ / | | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist          | Equipment Checklist          | Party Members          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                   | None                         | Terra                  |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                         |                               | Edgar                  |
|                         |                               | Banon                  |
|                         |                               | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

IF BANON FALLS IN BATTLE, THE GAME IS OVER. In case you thought it might change in the past few hours or whatever.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	023	Exocite	196	100	19	100	153	162	Fire, Lit
___	021	Lesser Lopros	380	70	25	65	325	464	Fire
___	022	Nautiloid	236	100	18	100	173	216	Fire, Lit

There's really only one path to take and you're forced to take it anyways. Take it and you'll appear southeast from Narshe.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| | | | _ \ | O-----O-----O-----O-----O-----O-----O-----O
| | | | \ \ | W O R L D   O F   B A L A N C E   |   |
| | | | _ / | O-----O-----O-----O-----O-----O-----O-----O
| | | | \ \ | N A R S H E   M I N E S   |   |
| | | | _ / | O-----O-----O-----O-----O-----O-----O-----O
| | | | _ / | | ^ [WALK.067] | |
| | | | _ / | | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Item Checklist	Equipment Checklist	Party Members
None	___ Rune Blade	Terra
		Edgar
		Banon

Narshe is just northwest from the exit of the Lethe River.

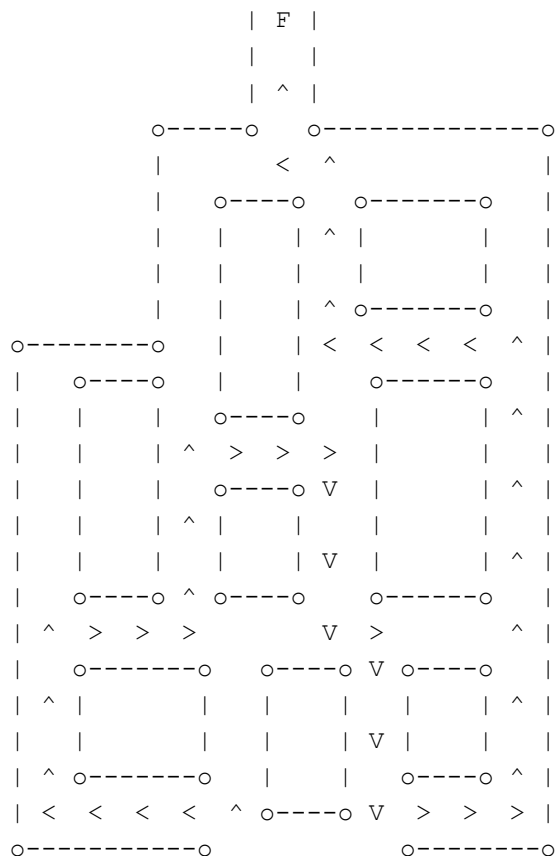
Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	006	Bandit	35	0	19	90	25	25	Poison
___	003	Megalodoth	115	30	110	75	90	50	Fire
___	002	Silver Lobo	27	5	20	80	30	37	Fire
___	005	Spritzer	15	0	13	95	29	23	Fire, Holy
___	030	Valeor	180	25	13	55	112	117	Poison
___	004	Wererat	24	0	13	100	22	21	Fire
___	031	Wild Rat	160	10	10	85	135	135	Fire

If you try to walk into Narshe, they'll dump you right out. However, that's not the only way into Narshe, if you remember. Head west from Narshe's entrance and inspect the jag into the northern wall. It'll open up, so head inside.

Inside, head back up the path that Locke initially took you down. You'll find yourself outside of a cave after following the path. Head west and up the stairs and into the cave.

Inside, follow the path and into the next door you'll find. You'll then find a maze and a light path. If you deviate from the path, you'll trip the search light. If you can select the orange light, you'll be fine, but if you mess up, you'll be attacked by some Darkside enemies (which seem to have no Bestiary entry). Here's a map with the path you need to take:



A rather good (not to mention accurate) drawing if I do say so myself ... anyways, each arrow on this map corresponds to one step you should take.

In case you're confused, the (E) denotes the Entrance to this area and the (F) denotes the Finish line. To reach the Finish while remaining unscathed, take two steps north, one step west, one step north, four steps west, three steps north, three steps east, three steps north, three steps east, three steps south, three steps east, seven steps north, four steps west, three steps north, one step west, one step north and you'll be at the Finish. Take the door and continue on.









\* Even though you have Bestiary entries up to #055, you can't have the last three since you just battled them after your encounter on the Veldt. Also, #036 (Captain), #048 (Siegfried) and #049 (Opinicus Fish) have no Rage entries. Also, even though you can obtain Rages for some bosses, none are available at this moment in time.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | N A R S H E   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^[WALK.101] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Elixer       | _____ Thief's Knife  | Locke                   |
| _____ 5000 Gil     | _____ Earring         | Celes                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                           | _____ Thief's Bracer  | Edgar                   |
|                           | _____ Hyper Wrist    | Sabin                   |
|                           | _____ Reflect Ring   | O-----O-----O-----O-----O-----O-----O-----O-----O
|                           |                           | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop           | Armor Shop                 | Inn      200 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Great Sword ..... 800 | Mythril Shield ..... 1200 |
| Mythril Claws ..... 800 | Magus Hat ..... 600 |
| Kotetsu ..... 800 | Iron Helm ..... 1000 |
| Mythril Spear ..... 800 | Silk Robe ..... 600 |
| Air Knife ..... 950 | Iron Armor ..... 700 |
| Chain Flail ..... 2000 O-----O-----O-----O-----O-----O-----O-----O-----O
| Moonring Blade ..... 2500 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Shop           | Relic Shop                 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Potion ..... 50 | Sprint Shoes ..... 1500 |
| Hi-Potion ..... 300 | Jeweled Ring ..... 1000 |
| Ether ..... 1500 | Fairy Ring ..... 1500 |
| Gold Needle ..... 200 | Barrier Ring ..... 500 |
| Phoenix Down ..... 500 | Mythril Glove ..... 700 |
| Smoke Bomb ..... 300 | Knight's Code ..... 1000 |
| Sleeping Bag ..... 500 O-----O-----O-----O-----O-----O-----O-----O-----O
| Tent ..... 1200 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

I suggest bringing the four characters you see along. Locke's Steal ability can help beef up your Potion/Hi-Potion reserves; right now, Celes is your ONLY magic user; Edgar's Tools work wonders in almost any situation and Sabin's

Blitzes can do some massive damage.

Gau can do some major damage in his own right. However, you have to have built his Rages up on the Veldt, which I did not (I usually wait until after I have Espers to build up stats after level ups).

Cyan can deal out some nice damage on his own right. Especially if you give him some good Relics. Hell, he can even dish out the damage without them. Bring him along in place of someone else if you like.

No matter who you choose, make sure the lineup works for you. As I've said before, that's the biggest thing your team should entail. If you want to change characters later, you'll have to return to Arvis' house in Narshe to do so.

Keep in mind that this guide will be written with my team of choice in mind. With different characters, your strategy will have to change, but it shouldn't be that hard.

Without further ado ... let's go ransack Narshe. :)

---

From Arvis' house, head directly south (don't go down the stairs) and you'll find a lone house (okay, it's a warehouse). Enter it to find a HYPER WRIST, THIEF'S BRACER, REFLECT RING, THIEF'S KNIFE, EARRING and 5000 GIL. The seventh chest cannot be opened at this time, so forget about it.

Head to the Elder's house, located on the far west side of Narshe (not counting the mines). You'll have to go up some stairs and around the back, but you can eventually enter his house and take the ELIXER in his clock.

The Weapon Shop has a few items you've never been able to buy before. The Chain Flail and Moonring Blade can be used from the back row for full power. If you want to keep Locke in the back row, I suggest picking these items up. Also, in the Weapon Shop, you can circle around and go into the south room and rest for free.

The Mythril Shield in the Armor Shop will probably be useful for everyone. If you can afford it, purchase one for anyone in your current party who uses a shield (Genji Gloves characters being the exception).

In the Relic Shop, you'll find the new Barrier Ring, which casts Shell when a character is critically injured. It's up to you as to whether or not you want to get it. I personally wouldn't buy it because more often than not, if you're planning on using Shell, you're using it right off the bat and you'll most likely watch the Shell status like a hawk.

Once you're done shopping, upgrading and restocking, head out.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |  _  \   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   \   | W O R L D   O F   B A L A N C E   |
| | | _ / /   /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   \   | F I G A R O   C A S T L E   |
```

```

| | |_/ / 0-----0-----0
| |_____/ | | ^[WALK.102] |
| | | | | 0-----0-----0
0-----0

```

```

0-----0-----0-----0
| Item Checklist | Equipment Checklist | Party Members |
0-----0-----0-----0
| None | None | Locke |
0-----0-----0-----0
| | | Celes |
| | | Edgar |
| | | Sabin |
0-----0-----0

```

```

0-----0-----0-----0
| Item Shop (east) | Item Shop (west) | Inn Free |
0-----0-----0-----0
| Auto Crossbow ..... 250 | Hi-Potion ..... 300 |
| Noiseblaster ..... 500 | Ether ..... 1500 |
| Bioblaster ..... 750 | Phoenix Down ..... 500 |
| Flash ..... 1000 | Holy Water ..... 300 |
| Drill ..... 3000 | Antidote ..... 50 |
0-----0-----0 Eye Drops ..... 50 |
| Gold Needle ..... 200 |
| Tent ..... 1200 |
0-----0-----0

```

Um ... I hope you remember where Figaro Castle is. Just southwest from Narshe.

All you NEED to do here is talk to the man downstairs (to the left as you enter the castle) and he'll take you across the mountains and near Kohlingen. However, if you advance forward and have Sabin and Edgar in your party, you can see some additional scenes (one with Sabin as you enter the castle, take a nap anywhere in Figaro Castle for another scene).

While you're here, take this time to purchase the Flash and Drill Tools for Edgar. They're both very useful and will serve you well.

I read in another FAQ that you get a 50% discount at all stores here if Edgar is in your party. This is PARTIALLY true; you need to have Edgar as your lead party member for this discount to happen. If you have Edgar in slot 2, 3 or 4, you'll have to pay full price for everything. You should stock up because by now you should have quite a bit of Gil lying around and Hi-Potions easily outperform regular Potions. Also, I highly suggest getting a few Holy Water items. The desert around Figaro Castle (after arriving near Kohlingen) contains a deadly monster called the Fossil Dragon. It can hit one character with Zombie status, so you'll want a few Holy Waters along to take care of that.

Once you're ready to go, talk to the man downstairs and head over to the next desert (this really makes me wonder how an entire castle can move freely with just the flip of a switch, but whatever). Once you've arrived, leave Figaro Castle. For the record, you can also talk to the man again and move Figaro Castle back; in case you want to go back to Narshe.

```

0-----0-----0-----0

```



Talk to everyone to learn your next destination. It seems that the bright light (that's Terra in case that fact didn't smack you upside the head) headed south, towards Jidoor. Once you're done shopping and scene-seeing, head out.

```

O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \     | O-----O
| | | \ \     | W O R L D   O F   B A L A N C E   |
| | |_/ /     | O-----O
| | | \ \     | K O H L I N G E N   A R E A   |
| | |_/ /     | O-----O-----O-----O
| | _____ |                                     | ^[WALK.104] |
| |           |                                     | O-----O
O-----O

```

This section covers monsters found in the Kohlingen and Jidoor areas.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	010	Alacran	87	15	20	80	94	37	Ice, Water
___	059	Bloodfang	325	20	13	95	185	135	---
___	056	Fossil Dragon	1399	219	25	100	1870	380	Fire, Ice, Holy, Water
___	058	Iron Fist	333	65	13	75	249	144	---
___	061	Paraladia	492	100	13	125	365	219	Fire
___	060	Rock Wasp	290	100	14	105	168	128	Fire, Wind
___	009	Sand Ray	67	10	20	110	54	41	Ice, Water
___	057	Vulture	412	60	13	100	485	160	Wind

```

O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \     | O-----O
| | | \ \     | W O R L D   O F   B A L A N C E   |
| | |_/ /     | O-----O
| | | \ \     | D R A G O N ' S   N E C K   C A B I N   |
| | |_/ /     | O-----O-----O-----O
| | _____ |                                     | ^[WALK.105] |
| |           |                                     | O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O
| None                     | _____ Hero's Ring    | Locke                   |
O-----O-----O-----O-----O
|                           |                           | Celes                   |
|                           |                           | Edgar                   |
|                           |                           | Sabin                   |
O-----O-----O-----O-----O

```

The Dragon's Neck Cabin is located far to the north from Kohlingen. It may not seem like much now, but you can take the HERO'S RING out of the pot to the left of the entrance inside the building. Also, make a note of this place because it will become very important later on.

Other than the Hero's Ring, there's nothing else to find here.

```

O-----O-----
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | | \ \ \ | O-----O-----
| | | | \ \ \ | W O R L D   O F   B A L A N C E   |
| | | | / / / | O-----O-----
| | | | \ \ \ | J I D O O R   |
| | | | / / / | O-----O-----
| | | | / / / | | ^ [WALK.106] |
| | | | / / / | | O-----O-----
O-----O-----

```

```

O-----O-----O-----O-----
| Item Checklist          | Equipment Checklist          | Party Members          |
O-----O-----O-----O-----
| _____ Ether          | None                          | Locke                  |
O-----O-----O-----O-----
|                               |                               | Celes                  |
|                               |                               | Edgar                  |
|                               |                               | Sabin                  |
|                               |                               | O-----O-----

```

```

O-----O-----O-----O-----
| Weapon Shop            | Armor Shop                    | Inn      250 Gil |
O-----O-----O-----O-----
| Kiku-ichimonji ..... 1200 | Mythril Shield ..... 1200 | Chocobo  250 Gil |
| Kaiser Knuckles ..... 1000 | Twist Headband ..... 1600 O-----O-----
| Kodachi ..... 1200 | Mythril Vest ..... 1200 |
| Moonring Blade ..... 2500 | Ninja Gear ..... 1100 |
| Flame Scroll ..... 500 | White Dress ..... 2200 |
| Water Scroll ..... 500 O-----O-----
| Lightning Scroll ..... 500 |
| Shadow Scroll ..... 400 |
O-----O-----

```

```

O-----O-----O-----O-----
| Item Shop              | Relic Shop                    |
O-----O-----O-----O-----
| Hi-Potion ..... 300 | Peace Ring ..... 3000 |
| Ether ..... 1500 | Barrier Ring ..... 500 |
| Antidote ..... 50 | Mythril Glove ..... 700 |
| Gold Needle ..... 200 | Earring ..... 5000 |
| Holy Water ..... 300 | Knight's Code ..... 1000 |
| Phoenix Down ..... 500 | Sniper Eye ..... 3000 |
| Echo Screen ..... 120 O-----O-----
| Tent ..... 1200 |
O-----O-----

```

Jidoor is located far to the south of Kohlingen. To get there, you have to

follow the west side of the mountains south of Kohlingen, fighting along the way, and then make your way to the small town (you can see the dot on the map if you need help).

As you enter, talk to the guy who claims that Jidoor is the westernmost town on the world map. That man is LYING because according to the minimap, the westernmost town is actually Zozo. But that's besides the point.

The only treasure I found in the city was an ETHER in the pot inside Owzer's Mansion (which is the giant mansion at the far north end of town). The pot itself is in the northeast corner.

The Weapon Shop has some nice new gear for Sabin, Shadow and Cyan. If you have any of them in your party, make use of the weapons available. The Armor Shop has some rather nice new additions to it as well, such as the Ninja Gear and White Dress.

Talking to the denizens of Jidoor will reveal the next destination: Zozo. If you have 250 Gil, you may want to make your journey shorter and take a Chocobo to get there. Taking a Chocobo has its penalties though: you could miss out on monsters that you didn't get before (although section [WALK.104] covers them all, including the ones on the way to Zozo), you could miss out on Gil and EXP that you need to survive. However, riding a Chocobo is the fastest and safest way to get to Zozo unscathed. The choice is up to you. Head out with whatever form of transportation you plan on using.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | Z O Z O   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O
| | _____ /   |                                     | ^[WALK.107] |
| |               |                                     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Hi-Potion    | _____ Burning Fist   | Locke           |
| _____ X-Potion     | _____ Chainsaw Tool  | Celes           |
| _____ Ether        | _____ Brigand's Glove | Edgar           |
| _____ Ramuh Magicite | _____ Hermes Sandals | Sabin           |
| _____ Kirin Magicite | O-----O-----O-----O-----O-----O-----O-----O
| _____ Siren Magicite |
| _____ Cait Sith Magicite |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

~ Zozo? Never heard of it! ~ Zozo denizen

Zozo is located about halfway between Jidoor and Kohlingen. To get there you have to head northeast from Jidoor and then around the mountain bend and back south to get to Zozo.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
---	064	Gobbledygook	350	20	13	85	126	104	Poison
---	062	Harvester	428	85	13	105	314	291	Poison
---	063	Hill Gigas	1200	60	18	125	600	550	Poison
---	065	Veil Dancer	392	120	13	115	296	224	Poison

Zozo and all its puzzles become much easier once you realize that every single person you talk to is lying to you.

From the entrance, head east and enter the building marked "Pub". Head north and up the stairs. When faced with a split, head east and out the door. Go up the stairs and use the east door (you'll return to the west one later) to find an ETHER. Backtrack outside, head north and enter the building marked "Inn".

Inside the "Inn" is a clock that has stopped. If you enter the correct time, a path will open and you can grab the CHAINSAW from a chest. The Chainsaw is a rather nifty tool for Edgar. It can deal massive damage or deal out an instant death move. If you REALLY want to figure out the puzzle yourself, I suggest doing it; I think it's a fun puzzle and I also think it's rather funny to listen to all the lies you'll receive. If you really want to wuss out or are simply too stupid/lazy to think for yourself, take a look at the bottom of the section and you'll see the time you should set. Once you get the Chainsaw, head out of the Inn and head southwest. Enter the building marked with the "Relic" signpost.

Inside the Relic Shop, you can talk to the person in here to find out that there is definitely not a girl at the top floor of this building. You know what that means. Head up the stairs and outside. Out here, head up the stairs and into the next door.

In here, you'll find a lot of guys walking in a set path. You can talk to them and eliminate a lot of the clock times if you stand there and talk to a lot of them. Head north and outside.

Out here, you'll see a crane. It will give you instant access to the bottom of the building should you need it. Besides, you can't get back the way you came in. Head up the stairs and skip the open door and continue on up the stairs to find a closed door. Enter it to find a BRIGAND'S GLOVE. Head back to the open door and head west to jump across the buildings, a la Spiderman. Enter the next door.

Inside, skip the first path west and take the northern path west. After heading up the stairs, check the top two pots for an ETHER and HI-POTION. Head south and outside.

Out here (back in the rain), head upstairs and do some more window jumping. Go up the stairs and into the door. Inside, head up the stairs and out the next door. Back outside, head back up the stairs and into the next door, where you can nab a BURNING FIST (it's a Fire-based weapon for Sabin). Backtrack outside and head farther up. Before talking to the guy here, heal up, because you're about to face:

```

O-----O
| BOSS - Dadaluma                                     #288 |
O-----O
| Level ..... 22 | Immune To                               |
| HP ..... 3270 | ---                               |
| MP ..... 1005 |                               |

```



Attack .....	12		
Defense .....	85		Status Immunity
Evasion .....	0		Poison Berserk
Magic .....	3	Weak Against	Confusion
Magic Defense ....	143	Poison	
Magic Evasion .....	10		
Gil .....	1210		
EXP .....	0		
Steal		Absorbs	
Thief's Bracer		---	
Jeweled Ring			
Drops			
Thief's Knife			
Twist Headband			
O-----O-----O			

Dadaluda has an array of attacks, including his Shockwave and Sweepkick. He also has his Dagger attack, which can instantly KO a character who has less than 450-550 HP; he can also do this twice in a row, which can instantly KO two characters. Dadaluma can also summon two Iron Fists to fight alongside him. In addition, Dadaluma will occasionally use either Potions or Hi-Potions on himself and cast Protect on himself. Also, if you have Locke Steal, Dadaluma will perform a Steal maneuver himself, usually stealing Gil (at least he always did for me).

First thing you should do is have Locke Steal a treasure off of Dadaluma. Even though he'll Steal something from you, you'll get it back after the battle. Have Edgar use his best Tool (the Chainsaw works wonders if you got it before facing Dadaluma) and Sabin use any Blitz. Celes should either attack or use magic after Dadaluma casts Protect.

If any character needs healing, you should divert someone to do so. Keep in mind that Celes can also Cure everyone, so you can use that if you need. Also, after Dadaluma uses his Dagger attack, your team will either be left half-KO'ed or seriously hurting. The remaining characters should revive and heal the ones who need it ASAP.

If you keep up the special attacks, Dadaluma will go down soon enough. After Dadaluma dies, head up the stairs and into the room.

While heading north in this room, you'll find paths to the east and west. Take them to find a HERMES SANDALS and an X-POTION. Talk to Terra, who's lying on the bed and watch the scene.

After this scene ends, you'll obtain four magicite: RAMUH, KIRIN, SIREN and CAIT SITH. Head south to find your remaining teammates. After that, you'll have to create a new party that includes Locke and Celes. I bring along (again) Edgar and Sabin. You'll have to head back to Narshe to change party members.

After Celes and Locke talk, speak to the ghost and learn more about magicite. I equip Kirin (for the Cura spell) on Locke, Ramuh on Edgar, Siren on Celes and Cait Sith on Sabin. Head out when you're ready and go back to Jidoor.

The time you should set to the clock in Zozo is 6:10:50.



```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | O P E R A   H O U S E   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^[WALK.109] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                           | Locke                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                           |                               | Celes                   |
|                           |                               | Edgar                   |
|                           |                               | Sabin                   |
|                           |                               | O-----O-----O-----O-----O-----O-----O-----O-----O

```

~ H-hold on here! I'm a former general, not some opera floozy! ~ Celes

The Opera House is located south of Jidoor. There's really only one path to it since the Opera House is located on a penninsula, so head on inside.

Talk to the Impresario and a scene will occur. Looks like you now have a means and a method to get to where you need to be.

Now you'll have to complete the Opera scene, one of the better parts of the story if you ask me. After the initial opening scene, you'll gain control of Locke, so head to the southeast or southwest corner to exit this area. In the lobby, head to the east side and into the dressing room (no, you don't get to see Celes changing). Talk to the girl in front of you for a small scene.

You'll gain control of Celes. Locke suggests you check the score. I suggest you do so as well. ESPECIALLY if you've memorized the SNES version like I did. @\_@ At any rate, walk to the north room and out onto the stage.

NOTE: If you mess up, you'll lose the entire scene. If you mess up three times total, you get a game over. For the record, messing up was a lot funnier on the SNES version, but yeah, whatever.

Luckily for you, you have all the lines here:

- Line 1 -> O my hero ...
- Line 2 -> I'm the darkness ...
- Line 3 -> Must my ...

After Line 3, you'll have to go up to Draco and "dance" with him. After doing so, he'll drop a boquet of flowers, which you should take and advance to the balcony. There's a slight catch ... you have to do this somewhat quickly before the next interlude starts otherwise you'll fail. It's not an ultra-intensive task, but it's not something you can dink around on.

You'll regain control of Locke, so head back through the dressing room ... but wait ... there's something on the ground. Read it and go tell the Impresario.

After the scene in the opera unfolds, you have 5 minutes to stop the opera disruption. If this 5 minutes passes and you are unable to stop the disruption, you'll fail the scene.

~ Neither Draco nor Ralsei will win Celes's hand! It is I, Locke, the world's premier adventurer, who shall take her as my wife! ~ Locke

~ Hmm ... Might as well make the most of this. MUSIC! ~ Impresario

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
---	067	Goetia	499	40	20	120	235	145	Ice
---	066	Stunner	299	20	13	110	156	108	Fire

From the start, head to the northeast corner and talk to the stage manager. Flip the switch on the far right (flipping other switches will result in other ... worse things happening that only waste time). After flipping that switch, backtrack and head to the northwest corner of the balcony. Head inside the door and fight your way across the girders. Make your way to Ultros and heal up before speaking to him. The reason is because you're about to face:

```

O-----O
| BOSS - Ultros                                     #289 |
O-----O
| Level ..... 19 | Immune To                               Type | |
| HP ..... 2550 | --- | --- |
| MP ..... 500 | | |
| Attack ..... 13 | | |
| Defense ..... 105 | | Status Immunity |
| Evasion ..... 0 | | Poison      Imp |
| Magic ..... 4 | Weak Against | Petrify      Death |
| Magic Defense .... 150 | Fire      Lightning | Silence      Berserk |
| Magic Evasion ..... 0 | | Confusion   Sleep |
| Gil ..... 2 | | |
| EXP ..... 0 | | |
| | | |
| Steal | Absorbs |
| --- | Water |
| | |
| Drops | |
| --- | |
O-----O

```

Ultros can use Acid Rain (which causes Sap), Ink (which causes Darkness), Lv. 3 Confuse (causes Confusion if your level is divisible by 3), Imp Song (which causes Imp) and Drain (which takes a character's HP and transfers it to Ultros).

Ultros starts this battle off with the cards stacked against him. He's in a pincer attack, which means you can attack him from both sides, and you'll do double damage if you attack his back. Take advantage of this and do all the damage you can. Sabin's Blitzes, Edgar's Tools (the Chainsaw works well, but it'll try to use the insta-death move a lot, which Ultros is immune to; I used the Drill a lot) and Locke's regular attack (I had the Genji Glove on him) will win you the battle soon enough.

The attacks that Ultros has are rather nasty, so try to keep your HP high or max. Ultros should go down with little to no problems. Feel free to use your

Espers as well if you need to. Ramuh alone can dish out some rather impressive damage.

After Ultros goes down, watch the scene.

```
O-----O
|         | F I N A L   F A N T A S Y   V I         |
| | _ \   | O-----O
| | | \ \ | W O R L D   O F   B A L A N C E         |
| | |_ / / | O-----O
| | | \ \ | B L A C K J A C K                       |
| | |_ / / | O-----O-----O-----O
| | _ /    |                                         | ^[WALK.040] |
|         |                                         O-----O
O-----O
```

```
O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members   |
O-----O-----O-----O
| None                     | None                       | Locke           |
O-----O-----O-----O Celes                       |
|                           |                           | Edgar           |
|                           |                           | Sabin           |
O-----O-----O-----O
```

```
O-----O-----O
| Blackjack's Merchant    | Inn           Free |
O-----O-----O
| Hi-Potion ..... 300 |
| Ether ..... 1500 |
| Holy Water ..... 300 |
| Phoenix Down ..... 500 |
| Remedy ..... 1000 |
| Smoke Bomb ..... 300 |
| Teleport Stone ..... 700 |
| Tent ..... 1200 |
O-----O
```

~ My life's a chip in your pile! Ante up! ~ Setzer

Watch the scene here. Once you regain control, talk to Setzer. He'll agree to help you. Once you regain control, you'll be outside the Blackjack, but you can go back inside and purchase items that you might need. The newest and greatest item available is the Remedy, which will cure all status ailments except Zombie and KO. With that said, all you really need in this game is a ton of Remedies, some Holy Water and Phoenix Downs (aside from all the Potions and Ethers and such). In addition, the Teleport Stone is another new item and can be rather useful for escaping dungeons if you accidentally neglect to bring along vital items like Phoenix Downs, Ethers, Hi-Potions, you name it.

Before you just waltz out, take a moment to re-equip Celes. After you do that and you're good to go, exit the Blackjack via the south end.

```

O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | | \ \ \ \ | O-----O-----O-----O-----O
| | | | \ \ \ \ | W O R L D   O F   B A L A N C E   |
| | | | \ / / \ | O-----O-----O-----O-----O
| | | | \ \ \ \ | A L B R O O K   |
| | | | \ / / \ | O-----O-----O-----O-----O
| | | | \ / / \ | | ^[WALK.111] |
| | | | \ / / \ | O-----O-----O-----O-----O
O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O
| _____ Hi-Potion    | None                      | Locke                   | |
| _____ Ether        | O-----O-----O-----O | Celes                   |
| _____ Elixer       | |                          | Edgar                   |
O-----O-----O-----O-----O
| | | | |                | Sabin                     |
O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop                 | Inn           300 Gil |
O-----O-----O-----O-----O
| Kiku-ichimonji ..... 1200 | Twist Headband ..... 1600 |
| Venom Claws ..... 2500 | Priest's Miter ..... 3000 |
| Bastard Sword ..... 3000 | Mythril Vest ..... 1200 |
| Sakura ..... 3200 | Ninja Gear ..... 1100 |
| Shuriken ..... 30 | White Dress ..... 2200 |
| Flame Scroll ..... 500 O-----O-----O-----O
| Water Scroll ..... 500 |
| Lightning Scroll ..... 500 |
O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O
| Item Shop               | Relic Shop                 |
O-----O-----O-----O-----O
| Hi-Potion ..... 300 | Silver Spectacles ..... 500 |
| Ether ..... 1500 | Peace Ring ..... 3000 |
| Eye Drops ..... 50 | Earring ..... 5000 |
| Remedy ..... 1000 | Sniper Eye ..... 3000 |
| Holy Water ..... 300 | Reflect Ring ..... 6000 |
| Phoenix Down ..... 500 | Amulet ..... 5000 |
| Tent ..... 1200 O-----O-----O-----O
| Teleport Stone ..... 700 |
O-----O-----O-----O-----O

```

As you enter, head up the stairs and into the Pub. Follow it along and you'll eventually reach a suit of armor and a clock that holds an ELIXER inside. In the Weapon Shop (found on the southwest side of the city), you'll find a pot that contains an ETHER. The Armor Shop has two chests, but they're empty, so don't bother. On the very far west side of town, you'll find a set of barrels west of the Inn. Check the bottom one (the only one you can access) for a HI-POTION.

You'll find quite a few items for sale in Albrook. The Venom Claws are an improvement over the Kaiser Knuckles, but if you have the Burning Fist, the Venom Claws probably aren't worth the money. Unless you want the chance to

inflict Poison on an enemy, the Burning Fist is a better deal.

The Priest's Miter is an improvement over anything you (should) have so far and it provides a Max MP boost, which any spellcasting character can use. Purchase a few if you want to boost your MP a bit.

The Amulet found in the Relic Shop protects you from Poison, Darkness and Zombie, which you could probably use. Grab a few if you have some spare Gil.

There isn't much to do in Albrook besides restock and rest. The guards here will keep you from going too far, so head out when you're ready.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | A L B R O O K   A R E A   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | _____ |                                     | ^ [WALK.112] |
| |           |                                     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the Albrook area.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	074	Bug	310	20	13	120	210	165	Ice, Water
___	070	Don	620	10	14	135	345	255	---
___	056	Fossil Dragon	1399	219	25	100	1870	380	Fire, Ice, Holy, Water
___	072	Grasswyrn	480	20	13	115	234	278	Fire, Wind
___	069	Joker	467	90	13	125	320	194	Lit, Poison
___	068	Litwor Chicken	545	155	11	150	279	190	Ice
___	071	Wyvern	892	95	15	140	434	484	Ice

For all of you looking for #073 (Grenade), stop. I've heard from multiple sources that the easiest place to get that monster is on the Veldt, in the forest to the west of the Veldt. Even then, it's a 1/16 chance encounter.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | M A R A N D A   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | _____ |                                     | ^ [WALK.113] |
| |           |                                     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```





O-----O

```

O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist     | Party Members           |
O-----O-----O-----O-----O
| None                    | None                    | Locke                   |
O-----O-----O-----O-----O
|                          |                          | Celes                   |
|                          |                          | Edgar                   |
|                          |                          | Sabin                   |
|                          |                          | O-----O

```

```

O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop              | Inn      1000 Gil |
O-----O-----O-----O-----O
| Kiku-ichimonji ..... 1200 | Twist Headband ..... 1600 |
| Venom Claws ..... 2500 | Priest's Miter ..... 3000 |
| Bastard Sword ..... 3000 | Mythril Vest ..... 1200 |
| Sakura ..... 3200 | Ninja Gear ..... 1100 |
O-----O White Dress ..... 2200 |
|                          | O-----O

```

Vector is where you need to be. From Albrook, head northwest and take the path through the mountains. You'll be right on top of Vector before you know it.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	077	Belzecue	615	45	13	220	343	228	Lit, Water
___	075	Onion Knight	250	50	13	200	100	115	Lit, Water
___	078	Proto Armor	670	125	12	230	296	499	Lit
___	076	Sergeant	580	35	13	210	273	252	Lit, Water

Ahh, Vector. Home town of the Empire. Too bad nobody here is willing to give you a real warm welcome.

DO NOT STAY AT THE INN. The Innkeeper will give you a free night, but he'll come and swipe 1000 Gil from you while you're sleeping. A much better (and less costly) alternative is to talk to the woman inside the small building to the west, say "No", fight the battle (it's an easy one) and have her heal you for free.

The shops in Vector really offer nothing new, especially if you went to Maranda and Tzen. Purchase if you really want to.

The soldiers to the north will recognize you as Returners and attack if you allow them to get too close. The railway to the east leads to the Magitek Research Facility, but it's blocked. Talk to the man hiding behind the box to trigger a scene. He'll discuss his plan beforehand and allow you to get through. If you manage to head south from where you regain control ... then you're not too bright.

Head north and into the Facility.

```

| | _ \ O-----O
| | | \ \ | W O R L D   O F   B A L A N C E |
| | | / / O-----O
| | | \ \ | M A G I T E K   R E S E A R C H   F A C I L I T Y |
| | | / / O-----O-----O-----O
| | ___ / | | ^[WALK.115] |
| | | | | | O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist          | Equipment Checklist      | Party Members          |
O-----O-----O-----O-----O
| ___ Ether              | ___ Flametongue         | Locke                  |
| ___ X-Potion           | ___ Thunder Blade       | Celes                  |
| ___ Remedy             | ___ Golden Shield       | Edgar                  |
| ___ Tent               | ___ Golden Helm         | Sabin                  |
| ___ Ifrit Magicite     | ___ Dragoon Boots       | O-----O
| ___ Shiva Magicite     | O-----O
| ___ Unicorn Magicite   |
| ___ Maduin Magicite    |
| ___ Catoblepas Magicite |
| ___ Phantom Magicite   |
| ___ Carbuncle Magicite |
| ___ Bismarck Magicite  |
O-----O

```

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	077	Belzecue	615	45	13	220	343	228	Lit, Water
___	082	Destroyer	800	35	13	200	400	592	---
___	080	Flan	255	110	13	13	120	160	Fire
___	081	General	650	30	13	155	308	232	Poison
___	083	Lenergia	470	63	13	170	250	438	---
___	075	Onion Knight	250	50	13	200	100	115	Lit, Water
___	078	Proto Armor	670	125	12	230	296	499	Lit
___	076	Sergeant	580	35	13	210	273	252	Lit, Water
___	079	Trapper	555	80	13	180	200	235	Lit, Water

The Magitek Research Facility is a large ... well, research facility. It seems the Empire is extracting magical energy from Espers here. It's up to you to disrupt the operation. Oh yeah ... for the record, this track is my FAVORITE track in the entire game. Just in case you felt like knowing. :)

From the entrance head west and down the sets of stairs. Enter the pipe and you'll jump to the far west side of the room. Take the FLAMETONGUE out of the chest and use the crane to get back over. Head east and take the right tube to drop down and grab an ETHER. Backtrack through the tube and take the left one.

Once you dismount from the conveyor belt, grab the X-POTION out of the chest. You can use the tube next to it to backtrack, but there's no need. Head east, across another conveyor belt and pick up the THUNDER BLADE in a chest and a REMEDY south of that. Jump on the conveyor belt and advance.

After you drop off, ignore the east conveyor belt for now and head southwest. You'll see some stairs to the west, but don't take them. Go south of the stairs to find a DRAGOON BOOTS relic, which gives you the Jump command. Now take the stairs and follow them through the north door. Take the GOLDEN SHIELD from the chest and take the elevator down. Head north, then east, then south, then slightly west and you'll find yourself right back where you were a few minutes

ago.

Take the east conveyor belt and follow it. Once you step off, head south to see a scene. The first thing you might want to do is follow the Espers, but don't do so yet. Take the elevator east of the conveyor belt, then head south and take the TENT from the chest. Take the stairs down (yes, it's important) and follow the path west. On the far west side of this area, you'll see a door to the south. Take it and pick up the GOLDEN HELM. Head north and then northeast. You should recognize this area by now. Take the conveyor belt and NOW feel free to follow the Espers.

Down here, don't talk to them quite yet. Head through the left door and use the Save Point to heal up (and probably save). Once you're done, go talk to the left Esper and prepare to face:

BOSS - Ifrit #290			
Level	21	Immune To	Type
HP	3300	Lightning	Poison
MP	600	Wind	Holy
Attack	25	Earth	Water
Defense	215		Status Immunity
Evasion	20		Poison Imp
Magic	7	Weak Against	Petrify Death
Magic Defense	115	Ice	Silence Berserk
Magic Evasion	0		Confusion Sleep
Gil	0		Stop
EXP	0		
Steal		Absorbs	
---		Fire	
Drops			
---			

BOSS - Shiva #291			
Level	21	Immune To	Type
HP	3000	Lightning	Poison
MP	500	Wind	Holy
Attack	15	Earth	Water
Defense	200		Status Immunity
Evasion	20		Poison Imp
Magic	7	Weak Against	Petrify Death
Magic Defense	110	Fire	Silence Berserk
Magic Evasion	0		Confusion Sleep
Gil	0		Stop
EXP	0		
Steal		Absorbs	
---		Ice	
Drops			
---			

Ifrit starts the battle alone. He'll use Fire-based spells in conjunction with his physical attacks. If you do enough damage, he'll summon Shiva and fade away, but not for good. Shiva will use Ice-based spells in conjunction with her physical attacks. Do enough damage and she'll switch back to Ifrit.

Keep in mind one thing. Even though Ifrit and Shiva are weak to Ice and Fire (respectively) elements, using spells against them will result in them counter-attacking you with their own (more powerful) spells. To avoid this, stick with physical attacks.

Celes' Runic couldn't come in more handy. With it, she renders all of the Esper's spells USELESS. Abuse Runic right now and keep your healing to item-based healing. Have Locke either heal or attack, Edgar use a Tool (the Chainsaw works rather well, or the Drill) and Sabin use his Raging Fist Blitz (since Aura Cannon is magic-based, it does 0 damage).

After dealing enough damage, the espers will stop the fight. They'll then tell you more about other espers trapped inside the facility. Pick up the IFRIT and SHIVA magicites and equip them if you want. I suggest equipping Celes with Shiva and Ifrit on whoever you want. Head back and save so that you don't lose any of what you just did. Then head into the left door and advance.

Head straight up all the stairs and into the next room. In the next room, you'll see giant glass containers. Pass all of them by and advance to the west. Head north here and heal up before facing:

```
O-----O
| BOSS - Number 024                                     #292 |
O-----O
| Level ..... 24 | Immune To                               Type | | | |
| HP ..... 4777 | ???                               Humanoid |
| MP ..... 777 | | | | |
| Attack ..... 20 | | | | |
| Defense ..... 170 | | Status Immunity |
| Evasion ..... 0 | | Darkness Poison |
| Magic ..... 3 | Weak Against      Petrify Death |
| Magic Defense .... 100 | ???          Silence Berserk |
| Magic Evasion ..... 0 | | Confusion Sleep |
| Gil ..... 0 | | Stop |
| EXP ..... 0 | | | | |
| | | | | |
| Steal | Absorbs |
| Blood Sword | ??? |
| Rune Blade | |
| Drops | |
| Flametongue | |
| Icebrand | |
O-----O
```

Number 024 has a nasty physical attack and can cure itself from time to time. Other than that ... it really didn't attack me much. However, Number 024 can use his Barrier Change move to change his own elemental weakness.

The easiest way to attack is simple ... don't use magic. I had Celes and Locke healing, Edgar using his Tools (Chainsaw or Drill) and Sabin using his Raging Fist (and who says low-level techs aren't useful?).

Number 024's elemental strengths can't even defend against physical attacks. Which makes them the most sure-fire way to deal damage. Attack and heal and the



O-----O			
Level .....	23	Immune To	Type
HP .....	3276	---	---
MP .....	810		
Attack .....	13		
Defense .....	120		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	3	Weak Against	Petrify Death
Magic Defense ....	125	---	Silence Confusion
Magic Evasion .....	0		Sleep Stop
Gil .....	0		
EXP .....	0		
Steal		Absorbs	
Kazekiri		Ice	
Drops			
Tent			
O-----O			

Number 128 comes with buddies: his Left Blade and Right Blade. All three have a physical attack, and each part of his body has special attacks to go with it. Number 128 has a Net attack (which Stops its target), Blizzard and Blood Feast (which Drains HP from a character). His Left Blade can Slash you or use its Shamshir attack, which can be directed at one character or everyone. The Right Blade only used Rapier on me (as well as its physical attack).

If you (somehow) have Protect learned, now's probably the best time to use it. Also, healing might be hard if you haven't brought along a lot of Hi-Potions. Those things saved my ass many times. Your attack pattern should vary; keep in mind you only have three characters now, so healing should take priority over everything else. When not healing, I had Edgar use his Drill (I found that more often than not, Chainsaw would try its instant-death attack, which doesn't work at all), Sabin use any Blitz (except Meteor Strike since that doesn't work) and Locke should attack or Steal the Kazekiri off of Number 128. The Blades don't have anything to steal, so don't bother.

This battle was tricky and I had to use a few Phoenix Downs, but trust me, it's definitely possible to beat him. Once you do, you'll appear outside of the Magitek Research Facility, so head south and heal up! After meeting with Setzer, you'll face off against:

O-----O			
BOSS - Crane (left)			#296
O-----O			
Level .....	23	Immune To	Type
HP .....	1800	---	---
MP .....	447		
Attack .....	14		
Defense .....	145		Status Immunity
Evasion .....	0		Darkness Poison
Magic .....	4	Weak Against	Imp Petrify
Magic Defense ....	120	Water	Death Silence
Magic Evasion .....	0		Berserk Confusion
Gil .....	0		Sleep Stop
EXP .....	0		
Steal		Absorbs	
Noiseblaster		Lightning	

	Drops			
	---			
0	-----	0	-----	0
0	-----	0	-----	0
	BOSS - Crane (right)			#297
0	-----	0	-----	0
	Level .....		Immune To	Type
	HP .....		---	---
	MP .....			
	Attack .....			
	Defense .....			Status Immunity
	Evasion .....			Darkness Poison
	Magic .....		Weak Against	Imp Petrify
	Magic Defense ....		Lightning Water	Death Silence
	Magic Evasion .....			Berserk Confusion
	Gil .....			Sleep Stop
	EXP .....			
	Steal		Absorbs	
	Debilitator		Fire	
	Hi-Potion			
	Drops			
	---			
0	-----	0	-----	0

You start off this battle in a pincer attack, which puts you at a disadvantage from the start. However, you have gained a fourth character, Setzer, in the process.

The cranes can attack you with Lightning spells, as well as their physical attacks. Also, the right crane can hit the left crane with a Lightning spell, which will result in the left crane healing itself and also hitting you harder with another Lightning spell. The left crane can do the same to the right. After fully "charging" up, either crane will unleash a strong magic attack against you. Needless to say, you DON'T want this to happen.

Focus all your attacks on one crane (I went after the right one first). Even though the other crane will be able to hit you in the back, focusing on one crane will alleviate the charging that the cranes do to each other, as well as taking out one potential attacking side. After you take out one side, the other one is free pickings.

One character (with a Cure spell) should use it or Hi-Potions at all times. I got lucky and never had anyone KO'ed, but you might want to keep an eye out. The biggest thing is to take out one crane. If you need some extra healing power, just use Setzer's Slot and get some odd combination and Setzer will heal the entire party.

Overall, this battle isn't too hard as long as you can take out one crane and then focus on the other.

You'll automatically return to Zozo and watch a scene.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | Z O Z O   |   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | _____ |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | |
| |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                       | None                    |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

You'll return to Zozo and watch a scene with Terra. You'll then find yourself in a flashback scene in the Esper World ...

When you regain control, head south and outside. Go outside of the fence and head north to talk to the person lying at the entrance. Return with her and watch the scene. When you can, go talk to her. When you regain control, head outside and back to the northern path. Talk to the esper in the way and then continue north. Talk to Madeline (not Madonna anymore, eh?) and then watch.

When you regain control, head southwest and talk to the Elder. After that, try to go outside and talk to the esper in your way. Once you regain control, go south and hang a left when the path outside does. Make your way north and then head towards the outside. Talk to Madeline and watch the scene.

NOTE: Anyone who remembers the old sound effect can probably relate when I say it didn't sound right back then (it sounded more like a bludgeon rather than a stab). Now it sounds much better.

Upon returning from the flashback, Terra will return to you, and in (almost) full control of her powers.

You'll gain control of the Blackjack and Setzer will give you a course on how to pilot it. PAY ATTENTION TO WHAT HE SAYS and you'll be fine. Narshe is where you need to be and I hope you know the world well enough by now to get there on your own.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | T H E   E S P E R   W O R L D   |   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | _____ |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | |
| |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```





While on the Blackjack, you can take along anyone you wish. Upon entering Narshe, you'll be brought to the Elder's house. Your next objective will also be spelled out for you.

There's nothing more to do in Narshe for the moment. However, before you head to your next destination, there's something new you can do.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | T Z E N   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^[WALK.152] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Seraph Magicite | None                           | Locke                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                               |                               | Celes                   |
|                               |                               | Edgar                   |
|                               |                               | Sabin                   |
|                               |                               | O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop                     | Inn           350 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Air Knife ..... 950 | Priest's Miter ..... 3000 |
| Moonring Blade ..... 2500 | Mythril Helm ..... 2000 |
| Bastard Sword ..... 3000 | Mythril Vest ..... 1200 |
| Boomerang ..... 4500 | Ninja Gear ..... 1100 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                               | White Dress ..... 2200 |
|                               | O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Shop               | Relic Shop                       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Hi-Potion ..... 300 | Earring ..... 5000 |
| Ether ..... 1500 | Hermes Sandals ..... 7000 |
| Eye Drops ..... 50 | Black Belt ..... 5000 |
| Green Cherry ..... 150 | Amulet ..... 5000 |
| Echo Screen ..... 120 O-----O-----O-----O-----O-----O-----O-----O-----O
| Holy Water ..... 300 |
| Phoenix Down ..... 500 |
| Tent ..... 1200 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Tzen is much easier to get to compared to Maranda was. Tzen is actually due north of Vector. From Vector, head northeast until you see the path in the mountains, then head north and eventually you'll hit Tzen.

I looked all over Tzen and couldn't find any hidden treasures whatsoever. On

the other hand, I did see a man hidden in the trees far to the north. He'll sell you the Seraph magicite for 3000 Gil. I highly suggest purchasing it. If you wait until the World of Ruin, you can get Seraph for 10 Gil, but by then you'll have MUCH better espers at your disposal, making Seraph worth about 10 Gil. However, in the World of Balance, Seraph is one of the best espers available.

Tzen has most of the same stuff as previous towns you've visited. Nothing in the Weapon or Armor Shops is new. However, the Relic Shop has some really nice Relics for sale. The Hermes Sandals and Black Belt were previously only available as items you found or items that were dropped/stolen from enemies. Now you can simply buy them.

There's not a whole lot to do in Tzen, so head out whenever you're done shopping.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | J I D O O R   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^ [WALK.153] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                           | Any                     |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop              | Armor Shop                    | Inn      250 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Kiku-ichimonji ..... 1200 | Mythril Shield ..... 1200 | Chocobo  250 Gil |
| Kaiser Knuckles ..... 1000 | Twist Headband ..... 1600 O-----O-----O-----O-----O
| Kodachi ..... 1200 | Mythril Vest ..... 1200 |
| Moonring Blade ..... 2500 | Ninja Gear ..... 1100 |
| Flame Scroll ..... 500 | White Dress ..... 2200 |
| Water Scroll ..... 500 O-----O-----O-----O-----O
| Lightning Scroll ..... 500 |
| Shadow Scroll ..... 400 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Shop                | Relic Shop                    |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Hi-Potion ..... 300 | Peace Ring ..... 3000 |
| Ether ..... 1500 | Barrier Ring ..... 500 |
| Antidote ..... 50 | Mythril Glove ..... 700 |
| Gold Needle ..... 200 | Earring ..... 5000 |
| Holy Water ..... 300 | Knight's Code ..... 1000 |
| Phoenix Down ..... 500 | Sniper Eye ..... 3000 |

```

```

| Echo Screen ..... 120 0-----0
| Tent ..... 1200 |
0-----0

```

Something new is available in Jidoor ... the Auction House. You can purchase some good stuff there, for a price. You'll also have to compete against other auction-goers tooth and nail for everything you get. It's a good place to go, if you have the Gil or the skillz to back up your purchases. Here's some of the stuff I got there:

```

Jidoor Auction House
-----
Angel Ring
Angel Wings
Talkabo *
Zona Seeker magicite (10,000 Gil)
Golem magicite (20,000 Gil)

```

\* There are some "red herring" items available at the Auction House. The Talkabo is one of them. You can't buy it ... at all. Ever. Period.

After the magicite, I placed the prices I bought them for. If you can get them for less, that's good. I tried the Auction House quite a few times and only obtained those items. After you're done, head out.

```

0-----0-----0-----0-----0-----0-----0-----0-----0-----0
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | | \ \ | O-----0-----0-----0-----0-----0-----0-----0-----0
| | | | \ \ | W O R L D   O F   B A L A N C E   |
| | | | / / | O-----0-----0-----0-----0-----0-----0-----0-----0
| | | | \ \ | T H E   V E L D T   |
| | | | / / | O-----0-----0-----0-----0-----0-----0-----0-----0
| | | | / | | ^[WALK.154] |
| | | | | | O-----0-----0-----0-----0-----0-----0-----0-----0
0-----0-----0-----0-----0-----0-----0-----0-----0-----0

```

```

0-----0-----0-----0-----0-----0-----0-----0-----0-----0
| Item Checklist | Equipment Checklist | Party Members |
0-----0-----0-----0-----0-----0-----0-----0-----0-----0
| None | None | Gau |
0-----0-----0-----0-----0-----0-----0-----0-----0-----0

```

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	045	Bomb	160	50	10	90	80	35	Ice, Water
___	073	Grenade	3000	500	13	0	500	190	Ice, Water

In the forest west of the Veldt, you'll find Monster #073 (Grenade). If you want it for Gau or just for its Bestiary entry, this is the place to get it.

On the Veldt itself, you can fight to your heart's content. Head over to the Rage Appendix (section [APPX.009], don't forget the carat ^) and start checking off everything below #086, with the exception of #036, #048 and #049. You can also check off #278, #279 and #296.



you'll find a small bridge connecting the mainland to the other island. Land on the west side and enter the Outpost.

Everything worth obtaining in this area is locked off for now. So from the entrance, head north and up the stairs. Go east and down the stairs, then continue east and leave.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | | \ \ \ \ | O-----O-----O-----O-----O-----O-----O-----O
| | | | \ \ \ \ | W O R L D   O F   B A L A N C E   |
| | | | / / / / | O-----O-----O-----O-----O-----O-----O-----O
| | | | \ \ \ \ | C A V E   T O   T H E   S E A L E D   G A T E   |
| | | | / / / / | O-----O-----O-----O-----O-----O-----O-----O
| | | | / / / / |                                     | ^[WALK.157] |
| | | | / / / / |                                     | O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ X-Potion     | _____ Assassin's Dagger | Terra                   |
| _____ Hi-Ether     | _____ Kazekiri           | O-----O-----O-----O
| _____ Hi-Ether     | _____ Ultima Weapon     |                           |
| _____ Hi-Ether     | _____ Genji Glove       |                           |
| _____ Elixer       | _____ Heiji's Jitte     |                           |
| _____ Gold Nedle   | O-----O-----O-----O-----O
| _____ Magicite Shard |
| _____ Magicite Shard |
| _____ Magicite Shard |
| _____ Tent         |
| _____ Water Scroll  |
| _____ Invisibility Scroll |
| _____ 293 Gil       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

The Cave to the Sealed Gate is immediately east from the Imperial Observation Post.

NOTE: A lot of the enemies in here fall under the "Undead" type. Using a simple Phoenix Down will instantly kill them. :)

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	090	Antares	480	15	20	120	270	290	Ice
___	091	Lich	590	90	1	50	350	374	Holy
___	087	Outcast	1100	50	18	110	442	740	Holy, Water
___	088	Provoker	781	60	17	110	300	415	Ice, Holy
___	089	Zombie Dragon	1991	160	29	150	309	1072	Fire, Holy

= ENTRANCE =

From the entrance, head around and start going south, but jag east and pick up an ASSASSIN'S DAGGER. Head south through the door.

= B1F =

Head south and take the left path to pick up a KAZEKIRI, then take the right path to advance.

= B2F =

This area will flip its paths on a set basis. The key is to find a spot on both sets that doesn't change, meaning that you can step on it without fear of falling into the lava (which just kicks you back to the stairs). Keep in mind that there are actually two sets of bridges that flip, one on the west side and the other on the east side.

From the path to the left, head east and stand on the south bridge. Once it flips, head south and then east onto the solid rock. Wait for the bridge to flip and then head south and take the first path west. Continue west and you'll gain access to a chest containing the HEIJI'S JITTE Relic. Don't stand on the platform too long or it'll change.

From the Heiji's Jitte, make your way back east and then north onto the solid rock. Wait until you get a path, then head north and stand on the bridge that is separate from the others (watch a few times if you need help). Once the bridge flips, head east onto a large rock section with an X-POTION on it.

From the X-Potion, head south on the bridge and stand on the bottom section. Once the bridge flips, head south and then west. Once the bridge flips again, hurry to the east side and then rest on the south portion. Wait for another flip and then advance to the door.

= B3F =

From the entrance, head east and follow the path to reach a chest containing a HI-ETHER. Backtrack to the entrance and head south. Once you hit the cave, fiddle your way around and you'll pop out northeast of where you entered. Go south and up the stairs and cross the bridge. Hit the switch in the middle and you'll fall below. Go west to find a chest with a GENJI GLOVE. Backtrack and head east and up the stairs. Go north to find two switches. The left one opens a hidden doorway, the right one initiates a battle.

NOTE: Took me a while to figure this one out. After you beat the Ninja, he says:

~ And I was just about to claim all the treasure buried in the ground beneath the big stairway for my own ... ~

Flip the left switch here and enter the room for a Save Point and a TENT. Use that Tent if you need (I highly suggest saving as well). Head back outside and head east across the bridge. Flip the switch while on the bridge to open up a stairway ... hold up ... a big stairway. Follow it until you reach the bottom.

Now then, listen carefully. Once you're off the stairway (so that your leader isn't even standing on the steps), take one step west and hit A to find an INVISIBILITY SCROLL. From here, take four steps east and two steps south and hit A to find a WATER SCROLL. From here, take four steps west and four steps south to find a GOLD NEEDLE. Now then, go to the chest and pick up the HI-ETHER inside. Stand on the square north of the chest and take three steps north and hit A to find 293 GIL. You're done here, so head into the cave just east of you.

Inside the east cave, you'll lose sight of yourself. What you want to do is head as far north as you can, then east, then north, then west, then north, then east, then north and finally east. If you've fiddled your way around in the dark, you'll find yourself in a totally new area.

Head south and take the ELIXER, then go east and ignore both stepping switches (from what I've seen, they do nothing). Head south, then west and you'll find a stepping switch that you should step on. It'll open a doorway that contains four chests: MAGICITE SHARD, HI-ETHER, MAGICITE SHARD and the ULTIMA WEAPON. For the record, equipping the Ultima Weapon right now is totally useless since none of your characters should have over 1000 HP.

Go outside and head all the way east, then go north across the two bridges and hit the switch. Head east and then north (don't bother with the switch). You'll see a chest just north that contains a MAGICITE SHARD. Head southeast and then through the door. Inside, circle around and head north and through the next cave.

You'll see the Sealed Gate. Watch a scene but prepare for a battle. You'll have to hold off Kefka until Terra can open the gate, so just stall him for a round or two (for me, the door opened before I could launch a single attack).

Watch the scene, then head straight south. You'll notice a new doorway that wasn't there before, so take it and you'll pop out just outside the entrance. Backtrack through the Imperial Observation Post and you'll encounter one of your teammates who explains what happened. Watch the scenes that develop and once you regain control, exit the Blackjack.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | M A R A N D A   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^ [WALK.158] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                           | Any                      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop                   | Inn           200 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Mythril Spear ..... 800 | Priest's Miter ..... 3000 |
| Trident ..... 1700 | Green Beret ..... 3000 |
| Venom Claws ..... 2500 | Mythril Helm ..... 2000 |
| Bastard Sword ..... 3000 | Mythril Vest ..... 1200 |
| Boomerang ..... 4500 | Mythril Mail ..... 3500 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Maranda is just northwest of where the Blackjack crashed.

If you skipped section [WALK.113], you'll probably find the treasures that I listed there. Otherwise, there's not much to do in Maranda except stock up,





DEFEAT the guard, not just encounter them. This means you have to allocate enough time to actually speak to all the guards and kick some of their asses too.

---

From where you start, go south to the next room. Go south and talk to two soldiers, then south to talk to two more. Go out the door and you'll find yourself outside. Go down the east stairs and talk to the guard, then go west and fight the guard in the Magitek Armor, then talk to the guard to the south-west. Head back inside. (7 guards total)

Inside, go west and enter the door. Skip the door on the first floor and take the door on the second floor. There's six guards inside here, and you'll fight one of them. Go into the north door and fight the guard inside the potty. (14 guards total)

Backtrack and head up the stairs and into the top level door. You'll find yet another guard on the way to the outside. (15 guards total)

Outside, you'll find a Magitek guard and a regular one to the west. Go east and take the stairs north to find two Magitek guards. Head inside the room to fight another guard. Backtrack outside and down the stairs and talk to a guard east from there. Head inside the door. (21 guards total)

Go down the stairs and into the door. Take the stairs down and enter the door. Inside you'll find a guard and a red guard (he counts too!). Go into the south room and locate another guard. (24 guards total).

I was able to fight and talk to every guard in a little under 3 minutes. My characters were Lv. 15, 16, 16 and 17. The GBA version even easier than the SNES version because with the Sprint Shoes and Auto-Dash, you can move a helluva lot faster in the GBA version than you ever could in the SNES version.  
d(^\_^)b

Once the timer runs out, it's dinner time! For the characters, not for you (well, maybe for you too).

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | _ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | V E C T O R   -   I M P E R I A L   B A N Q U E T   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ |                                     | ^[WALK.160] |
|             |                                     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ X-Potion     | _____ Gale Hairpin     | Terra                   |
| _____ Ether       | _____ Alarm Earring     | Locke                   |
| _____ Holy Water   | _____ Tintinnabulum     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

O-----O \_\_\_\_ Ward Bangle |  
O-----O

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
____	092	Imperial Elite	700	20	13	100	0	200	Poison

Yep, that's right. I thought highly enough of this section to give it its own section. I'm a FAQ writer and I can do that. :)

Your team will be seated on one side and Gestahl and his cronies on the other. Cid takes the fifth seat (which brings up just WHY Banon isn't there ... y'know, considering he's the leader of the Returners and all).

Gestahl's banquet is like hitting on a hot girl at the bar ... you can either do well and get some ... or you can \*\*\*\* up and get your face slapped. However, unlike the bar, you actually have a guide to prevent complete and total failure ... now if only girls had one too ...

I'm kidding here ladies. Here's hoping I don't get hate mail from all the females who read this and think I'm sexist.

In all seriousness, you'll get gifts depending on how many guards you talked to and how you answer in the Banquet. Luckily for you ... you have this guide.

Gestahl: To what shall we raise our glasses?

-> To our homelands.

Gestahl: What shall we do with him?

-> Leave him in jail.

Gestahl: No one dreamed Kefka would use poison.

-> That was inexcusable.

Gestahl: By the way ... With regard to General Celes ...

-> Celes was one of us!

Gestahl: Was there anything else you wanted to ask?

-> Why did you start the war? (you can ask any question you like, I just use this one because it's easier to remember later)

Gestahl: With your permission, I'd like to move on to discussing the espers ... (you can ask questions from the previous set without any ramifications, but make sure you don't ask the same one twice)

-> Okay

Gestahl: They're just too powerful ... If we don't do something, they'll tear the world apart!

-> They have gone a bit too far ...

Gestahl: By the way ... what was that first question you asked me a minute ago?

-> Why did you start the war? (or whatever question you asked first)

Cid: You must be getting tired ... Why don't we take a short break?

-> (Take a break.)

After taking a break, you can talk to the red guards on Gestahl's side of the table. They'll challenge you to beat them within two minutes, which should be more than enough time to do so. I suggest doing so since it'll benefit you

later on. Have a seat where your first character was to resume your conversation.

Gestahl: Is there anything you really want to hear me say?

-> That your war is truly over.

Gestahl: Would you please go on board?

-> Yes

If you have Sabin or Cyan along, you'll get some extra dialogue.

Locke and Terra will go to Albrook. It'll only be those two (for now). Upon exiting, you'll be greeted by a red guard. Depending on your performance, you will gain some prizes. If you followed this guide, you should get the following rewards:

-> All Imperial troops will be withdrawn from South Figaro immediately.

-> In addition, Imperial forces will be withdrawn from the kingdom of Doma.

-> We will also unlock the armory at the Imperial Observation Post to the east. You are welcome to any of the weapons and armor within.

-> TINTINNABULUM Relic

-> WARD BANGLE Relic

Slick, eh? If you didn't get one of the last two items, you may have missed a guard along the way or you might've gotten your first question wrong.

Now then ... the Imperial Palace is open for the picking, so let's have at it.

---

From where you meet Edgar, head south and west. Enter the door and then enter the door at the bottom of the stairs. You'll find an ALARM EARRING and an X-POTION. Head out and up the stairs and into the second floor room. There's a chest with an ETHER inside. Exit this room, descend the stairs and head out the south door, then all the way east and into the door there. Skip the first floor door and take the second floor door. Next to the bedstand, you'll find a GALE HAIRPIN. Go south into the bathroom (with red carpet) and take the HOLY WATER from the chest.

That's all the treasures in the palace. You'll find all your teammates if you wander around the Imperial Palace and Vector long enough ... except for Setzer. If you really want to see Setzer (and a rather funny/enlightening scene), he's actually back at the Blackjack, busy repairing it. However, the scene is completely optional and really only adds to Setzer's backstory and nothing else. Go see it if you really want to.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _  \       | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \       | W O R L D   O F   B A L A N C E   |
| | | _ / /     | O-----O-----O-----O-----O-----O-----O-----O
```

```

| | | \ \ | I M P E R I A L   O B S E R V A T I O N   P O S T |
| | | _ / / O-----O-----O
| | ___ / | | ^[WALK.161] |
| | | | | | O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O-----O
| ___ X-Potion | ___ Alarm Earring | Terra |
| ___ Hi-Ether | ___ Angel Wings | Locke |
| ___ Elixer | ___ Reflect Ring | O-----O
| ___ 8000 Gil | ___ Angel Ring |
| ___ 13000 Gil | ___ Hermes Sandals |
| ___ 20000 Gil | ___ Flametounge |
O-----O-----O-----O-----O

```

In case you forgot, the Imperial Observation Post is east from Albrook. Albrook is southeast from Vector.

Enter the building in the middle via the door on its south side. Inside, go down the stairs and enter the room that was locked before. You'll find plenty of treasures inside, including: X-POTION, ANGEL WINGS, 8000 GIL, HI-ETHER, REFLECT RING, 13000 GIL, HERMES SANDALS, ELIXER, 20000 GIL, ANGEL RING, ALARM EARRING and FLAMETOUGE. Sack the treasures and then head to Albrook.

NOTE: I know a lot of readers out there informed me about the Flametounge that's stuffed away in the stove, but there was one lone user who informed me about it within days of my FAQs original release.

```

O-----O-----O-----O-----O
| ___ | F I N A L   F A N T A S Y   V I |
| | _ \ O-----O-----O
| | | \ \ | W O R L D   O F   B A L A N C E |
| | | _ / / O-----O-----O
| | | \ \ | A L B R O O K |
| | | _ / / O-----O-----O-----O-----O
| | ___ / | | ^[WALK.162] |
| | | | | | O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O-----O
| ___ Teleport Stone | None | Terra |
O-----O-----O-----O-----O
| | | | | | O-----O
| | | | | | O-----O

```

```

O-----O-----O-----O-----O
| Weapon Shop | Armor Shop | Inn 300 Gil |
O-----O-----O-----O-----O
| Kiku-ichimonji ..... 1200 | Twist Headband ..... 1600 |
| Venom Claws ..... 2500 | Priest's Miter ..... 3000 |
| Bastard Sword ..... 3000 | Mythril Vest ..... 1200 |
| Sakura ..... 3200 | Ninja Gear ..... 1100 |

```

```

| Shuriken ..... 30 | White Dress ..... 2200 |
| Flame Scroll ..... 500 O-----O
| Water Scroll ..... 500 |
| Lightning Scroll ..... 500 |
O-----O

```

```

O-----O-----O
| Item Shop          | Relic Shop          |
O-----O-----O
| Hi-Potion ..... 300 | Silver Spectacles ..... 500 |
| Ether ..... 1500 | Peace Ring ..... 3000 |
| Eye Drops ..... 50 | Earring ..... 5000 |
| Remedy ..... 1000 | Sniper Eye ..... 3000 |
| Holy Water ..... 300 | Reflect Ring ..... 6000 |
| Phoenix Down ..... 500 | Amulet ..... 5000 |
| Tent ..... 1200 O-----O
| Teleport Stone ..... 700 |
O-----O

```

~ Bleeuuuuugh!!! ~ Locke

In case you forgot where Albrook is, it's southeast from Vector or southwest from the Imperial Observation Post.

If you looted all the treasures as directed in section [WALK.041], then you have one thing to find (you couldn't get to the port before, but that's where the item was). Nothing has really changed since you were last here. You may want to stock up on Scrolls since you-know-who-uses-them is coming back to the party soon.

All you need to do is head south to the port (next to the Armor Shop) and talk to General Leo. He'll introduce you to his fellow crewmates and then send you to the Inn to get some rest. On your way out of the port, check the box just north of the soldier to find a TELEPORT STONE. Go to the Inn and it'll be free for the night. Watch the scene that occurs after that. After you regain control, go back to the ship and talk to Leo.

Once you regain control again, go talk to Leo and then watch the scene that occurs after that (it gets a lot funnier when Locke appears). Once you regain control of Terra, talk to Leo and then Locke.

```

O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |  _  \  | O-----O-----O-----O
| | | \ \ | W O R L D   O F   B A L A N C E   |
| | |_ / / | O-----O-----O-----O
| | | \ \ | T H A M A S A   |
| | |_ / / | O-----O-----O-----O
| | _____ / | | ^ [WALK.163] |
| |           | | O-----O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist          | Equipment Checklist          | Party Members          |
O-----O-----O-----O-----O

```

____ Teleport Stone	None	Terra	
O-----O-----O-----O		Locke	
		Shadow	
		O-----O	
O-----O-----O-----O			
Weapon Shop	Armor Shop	Inn	1500 Gil
O-----O-----O-----O		O-----O	
Mythril Rod .....	500   Golden Shield .....	2500	
Flame Rod .....	3000   Tiger Mask .....	2500	
Ice Rod .....	3000   Tiara .....	3000	
Thunder Rod .....	3000   Golden Helm .....	4000	
Morning Star .....	5000   Mystery Veil .....	5500	
Hawkeye .....	6000   Power Sash .....	5000	
Heavy Lance .....	10000   Gaia Gear .....	6000	
Darts .....	10000   Golden Armor .....	10000	
O-----O-----O-----O		O-----O	
O-----O-----O-----O			
Item Shop	Relic Shop		
O-----O-----O-----O		O-----O	
Potion .....	50   Earring .....	5000	
Hi-Potion .....	300   Sniper Eye .....	3000	
Ether .....	1500   Hermes Sandals .....	7000	
Remedy .....	1000   Reflect Ring .....	6000	
Teleport Stone .....	700   Black Belt .....	5000	
Holy Water .....	300   Dragoon Boots .....	9000	
Phoenix Down .....	500   Sprint Shoes .....	1500	
Tent .....	1200 O-----O	O-----O	
O-----O		O-----O	

Thamasa is located northeast of where you land. Shouldn't be too hard to find considering it's the eastern-most dot on the entire map.

Finally, the people in Thamasa will start selling you their wares. For a large price, that is. Nearly everything in Thamasa's Weapon and Armor Shops is new, and for a price you can upgrade your entire party. The Relics aren't new, but some of them are available in stores for the first time in Thamasa, so pick some up if you want them.

The real objective here is the house on the northeast side of town. Not the mansion, but the smaller house. Inside you'll find an old man in a red cloak. Talk to him and he'll introduce himself as Strago; you'll also meet his granddaughter, Relm. Watch the scene and then UNEQUIP SHADOW since he's leaving the party soon. Go stay at the Inn (for a whopping ONE GIL!!) when you're ready.

In the middle of the night, you'll be interrupted by Strago. Go to the giant mansion and talk to Strago there. After the scene, you'll be inside the house.

---

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
____	098	Balloon	555	80	11	20	300	369	Ice, Water

The first thing you'll want to do is give Strago some new gear. He can use a Gaia Gear, a Priest's Miter and a Morning Star. I also gave him a Gale Hairpin and an Alarm Earring. Also, you'll most likely want to put an esper on him (I put Bismarck on him so that Strago could learn the basic attack spells, after

that you can put any esper you like on him).

Strago comes with three Lores: Aqua Breath, Revenge Blast and Stone. Aqua Breath will come in handy during this area, so use it liberally, but only if you have enough Ethers to restore his MP.

The flames here act as enemies. Coming in contact with them will result in a battle.

Now then ... from the entrance, head north into the next room. Then head north again into the next room. In the next room, head west, then north and skip the left door and enter the right door. Inside, take the right door and inspect the chest to find a FLAME ROD. Back out and enter the left door. Advance north and you'll see a flame in the middle of the room. Before stepping forward, heal up your HP and MP because you're about to face:

```
O-----O
| BOSS - Flame Eater                                     #298 |
O-----O
| Level ..... 24 | Immune To                               Type |
| HP ..... 8400 | Lightning Poison --- |
| MP ..... 480 | Holy Earth |
| Attack ..... 13 | |
| Defense ..... 105 | |
| Evasion ..... 20 | |
| Magic ..... 7 | Weak Against                               Imp Petrify |
| Magic Defense .... 150 | Ice                               Death Silence |
| Magic Evasion ..... 0 | |
| Gil ..... 0 | |
| EXP ..... 0 | |
| | |
| Steal | Absorbs |
| Flametongue | Fire |
| | |
| Drops | |
| --- | |
| | |
O-----O
```

Flame Eater has a Bomblet attack that summons up to four Balloons to fight with him. He can also cast Fira against you, which is enough to instantly KO a character with less than 400-450 HP. After taking enough damage, Flame Eater will cast Protect and Reflect on himself, rendering himself immune to magic and protected against physical attacks. Lastly, I saw the Flame Eater summon a Grenade, so be extra careful!

The Balloons are more annoying than anything and can be deadly if you allow them to get in free hits. Hit them with a Blizzard/Blizzara/Aqua Breath attack before they get too out of hand. If Fira KO's anyone, revive them and bring them back to full health.

After Flame Eater casts Protect and Reflect, he'll start reflecting Fira off of himself and hitting you with it. You'd think that there's no way to get at him unless you attack, but you'd be wrong.

Aqua Breath can hit Flame Eater, even through his Reflect status, for full damage. You can also have Terra Trance and attack for a lot more damage than normal. Soon enough, Flame Eater will go down.

Watch the scenes afterwards. Once you regain control, head downstairs and out-



side. Shadow leaves the party now, so hopefully you unequipped him. Head out when you're ready.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | | _ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | T H A M A S A   A R E A   |
| | | _ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^ [WALK.164] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the Thamasa area.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	094	Briareus	750	100	17	110	458	465	---
___	096	Chimera	2237	100	25	100	760	1144	---
___	095	Devourer	420	100	10	100	280	214	Lightning

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | | _ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | E S P E R   C A V E S   |
| | | _ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^ [WALK.165] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist   | Equipment Checklist   | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ X-Potion     | ___ Healing Rod       | Terra           |
O-----O-----O-----O-----O-----O-----O-----O-----O
|                   | ___ Tabby Suit        | Locke           |
|                   | ___ Chocobo Suit     | Strago          |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

The Esper Caves are located west of Thamasa. To get there, you have to circle around the mountains to the south and then head north to see the entrance to the caves.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	101	Adamankary	1305	50	22	225	189	1450	---



Ultros the easy way or beat Ultros the hard way. If you want to end the battle quickly, simply have Relm Sketch Ultros. Once it connects, the battle will end, but you won't get any EXP or Gil (all 3 Gil). If you choose to do it the hard way, just kill Ultros by hacking his HP. You get the Bestiary entry either way, so I suggest using Relm.

After the battle ends, the first thing you'll want to do is re-equip Relm with better armor and an Esper. When you're done, head east, follow the path and exit through the door. Use the Save Point here if you wish and then descend the stairs onto the floor below. There's three floor panels you can step on to drop down below. Take the east one first. Once you drop, head east and out through the door and pick up the X-POTION. Backtrack and jump off the broken section of the bridge and make your way to the southeast corner. Follow the path and you'll eventually find yourself back to the three floor panels.

Take the north path this time. After you drop, head north and out the cave to pick up a CHOCOBO SUIT. Re-enter and take the southern path and head out the cave to pick up a TABBY SUIT. Re-enter the cave and jump down the bridge section to the southeast. Make your way back up the path. Take the southern panel. Once you drop down, head east and follow the bridge and out the cave.

Outside, follow the path west and into the cave. After entering, follow the path and you'll encounter a scene. You'll automatically be brought back to Thamasa.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |  _  \  | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \ | W O R L D   O F   B A L A N C E   |
| | | / / | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \ | T H A M A S A   |
| | | / / | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ | | ^[WALK.166] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist   | Equipment Checklist   | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None           | None           | Terra           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                                     | Strago           |
|                                     | Relm             |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Watch the scene here. It looks like all is well, but an unexpected guest shows his ugly mug. After regaining control, go to Kefka and talk to him.

In the battle that follows, Leo's Shock will do massive damage (and his equipment ROCKS ... too bad you can't take it OR keep Leo in your party for the rest of the game). Seriously ... Shock will win the battle; just keep using it and not worrying about anything that happens to Leo (he's got enough HP and sufficient equipment to survive anything Kefka can throw at him).

After Kefka fades (it takes about 4-6 Shock blasts), watch the scenes that



The following Bestiary entires have no Rage Entries:

- #036 Captain
- #048 Siegfried
- #078 Proto Armor
- #093 Mega Armor

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | | \ \ \ | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | \ \ \ | W O R L D   O F   B A L A N C E   |
| | | | / / / | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | \ \ \ | N A R S H E   |
| | | | / / / | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | / / / | | ^ [WALK.201] |
| | | | / / / | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist   | Equipment Checklist   | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None           | _____ Gold Hairpin *   | Any           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

\* Depends on the choice you make.

Remember the warehouse you ransacked earlier? Go back there and you'll find a thief called Lone Wolf in the middle of burgling the final locked chest. He'll run off, so head outside (you can open the chest if you REALLY want to) and up north. Head down the stairs and go towards the mines. You'll see Lone Wolf along the way, indicating that you're on the right track. Head inside the mines and take the first right path. Follow it south to the next room, then northeast to the outside. Head west across the bridge, then north and into the cave. You basically need to follow the path until you reach the esper that you fought for earlier.

Up where the esper is, you'll encounter Lone Wolf holding a moogle hostage. If you try to approach Lone Wolf, he'll stop you. Just stand there and wait and eventually the moogle will start to fidget. Soon after, you have the option to either save the moogle or take Lone Wolf's treasure. The Gold Hairpin halves MP needed to cast a spell, but you'll be giving up a new party member.

I highly suggest saving the moogle. He'll introduce himself as Mog. After that, if you have an open slot, he'll join the party; otherwise he'll go back to the Blackjack.

That's all there is in Narshe. Leave when you're ready.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |

```



Honestly ... Intangir is MUCH easier once you get the Reraise spell. However, you're in the battle now, so you might as well make the most of this.

Cast Stop on Intangir. Since he's not immune to it, it'll Stop him so that you can attack without fear of retaliation. Also, if you cast Slow after casting Stop, you'll spend a large time frame with a Slower Intangir. Eventually you'll have to re-cast Slow, but it's a small price to pay for having those extra turns.

Your team can follow a pattern depending on a few things: your ATB speed and status, whether or not you have Slow inflicted on Intangir and how quick you are able to pull off your attacks. I managed to get around 10-12 attacks in between Stop castings. I also cast Slow once during those 10-12 attacks just for extra insurance that Slow was still on Intangir.

Depending on your teammates, your attack pattern will differ. I had Terra, Locke, Edgar and Sabin along for the ride. If you have Gau built up, he'll most likely have some nice Rages to attack with (Stray Cat comes to mind). Whoever you bring, make sure they're capable of your most powerful attacks. Attack Intangir with your strongest attacks after casting Stop and Slow on him.

This battle is tricky but not impossible. It may take a few times for you to take down Intangir, but if you do, you'll have the Bestiary entry and the chance to find Intangir on the Veldt.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |  _  \   O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | |_ / /   O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | L O R E   H U N T I N G   |
| | |_ / /   O-----O-----O-----O-----O-----O-----O-----O-----O
| | _____ |                                     | ^[WALK.203] |
|           |                                     | O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                           | Strago                  |
O-----O-----O-----O-----O-----O-----O-----O-----O
|                           |                               | Relm                    |
|                           |                               | Gau (sometimes)        |
|                           |                               | O-----O-----O-----O-----O
```

For this section, all you need is Strago (hopefully this should be obvious). Strago comes with Aqua Breath, Revenge Blast and Stone. Before heading to the Floating Continent, you can also find Doom, Roulette, White Wind, Lv. 5 Death, Lv. 4 Flare, Lv. 3 Confuse, Traveler, Dischord, Transfusion and Self Destruct. Upon entering the Floating Continent, you can also learn 1000 Needles.

Oh yeah ... it HELPS if you have Relm along. Her Sketch ability is crucial or extremely helpful for obtaining many of Strago's Lores. Gau is optional, but he makes obtaining a few Lores a thousand times easier.

Doom

If you fought a Zombie Dragon on the Veldt and Gau has its Rage, you can go into battle with Gau and Strago and have Gau use that Rage.

#### Roulette

You can learn Roulette from the Onion Knight, which can be found inside Vector and the Magitek Research Facility. Since you go to both places and lose access to all enemies inside before you recruit Strago, you have to find the Onion Knight on the Veldt. Sketch it for Roulette.

#### White Wind

The Venobennu enemy can teach Strago the White Wind Lore. Simply Defend for a few rounds and it'll cast White Wind on its teammates. It only has enough MP for one casting, so use an Ether if Strago isn't around (KO'd or under a bad status effect) or simply have Strago around the first time.

#### Lv. 5 Death

The Trapper is found in the Magitek Research Facility. However, you lose access to the enemies there before gaining Strago. You'll have to find the Trapper on the Veldt. Sketch it until it uses Lv. 5 Death.

#### Lv. 4 Flare

Same story as Lv. 5 Death. Trapper on the Veldt or Apocrypha on the Floating Continent. Try casting Confuse on the Trapper if Sketch doesn't work.

#### Lv. 3 Confuse

Same story as Lv. 5 Death. Trapper on the Veldt or Apocrypha on the Floating Continent. Sketch the Trapper and it might use Lv. 3 Confuse on you.

#### Traveler

The easiest way is to find an Unseelie and cast Confuse on it. You can find an Unseelie between Mt. Kolts and the Returner base.

#### Dischord

The Satellite enemy (provided you fought it in the Imperial Camp) will appear only on the Veldt. Defend for a few turns and it'll eventually use Dischord.

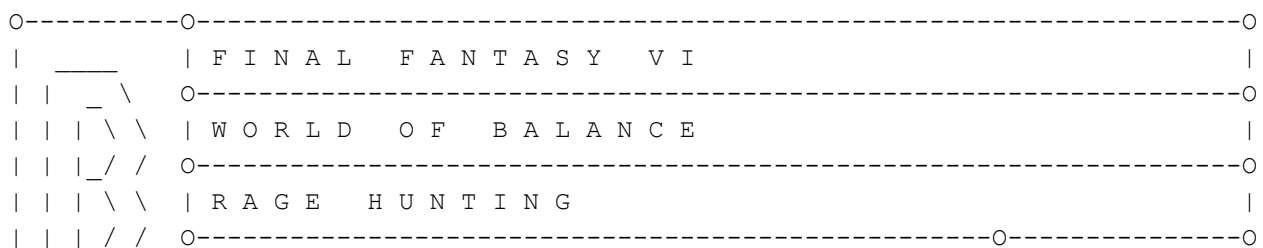
#### Transfusion

Gau. Intangir. Rage. I think you get the picture. Just make sure Strago and Gau are both in your party.

#### Self Destruct

Self Destruct is the signature finishing move of Bomb-type enemies in ANY Final Fantasy game. Find some Bombs and/or Grenades in the forest west of the Veldt. Try Sketching one if you're having troubles. Relm will be KO'ed but Strago will learn the Lore; nothing a Phoenix Down and a Tent can't fix.

For now, that's it.







## Earth Blues

Go to Mt. Kolts or the South Figaro Cave. In the entrance, walk back and forth until you hit a random battle. You have to actually be outside of the cave (being inside would net you the Twilight Requiem Dance).

## Water Harmony

This one is trickier. In the World of Balance, you can ONLY get the Water Harmony Dance via the Serpent Trench, which is in Crescent Mountain on the Veldt. Fight your way through there (use section [WALK.025] if you didn't get the treasures the last time around) and make your way to Nikeah.

Getting back is the tricky part. Before you couldn't walk back to the Veldt. Now there's a bridge so you can get there with the greatest of ease. Pick up a Chocobo from Nikeah (located in the northwest corner of town) and head north from Nikeah, then east across the bridge, then north to the mountains. Hug the mountains as you head east; you'll eventually run into another bridge. Head north and you'll see the Cabin that Sabin first ran into. Hopefully you can find your way back to the Veldt from here. Go to Doma Castle, then the Phantom Forest, then stop at Baren Falls and get off the chocobo (with the chocobo, you can simply pass over the Phantom Forest). At Baren Falls, jump down and you'll reappear on the Veldt.

## Twilight Requiem

Mog comes with this one already. If you really want to know, you can find it inside any cave. Not the outside area of the cave (like with the Earth Blues Dance), but inside it.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | _ \   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   \   | W O R L D   O F   B A L A N C E   |
| | | | / /   /   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   \   | D O M A   C A S T L E   |
| | | | / /   /   | O-----O-----O-----O-----O-----O-----O-----O
| | _____ /   |                                     | ^ [WALK.206] |
| |           |                                     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist   | Equipment Checklist   | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Hi-Ether   | _____ Prayer Beads   | Any   |
| _____ X-Potion   | O-----O-----O-----O-----O-----O-----O-----O
| _____ Elixer   |
| _____ Phoenix Down   |
| _____ Remedy   |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

Even though Doma Castle is abandoned and you can't get Cyan's Dream sequence until the World of Ruin, you can still go and ransack it. Best of all? There's no enemies inside.

In case you don't know where Doma Castle is, it's northwest of the Veldt.

From the entrance, head north and into the doors, then northwest and into the next set of doors.

Inside the castle, take the west door and then the door directly north of that. You'll find six beds inside here, along with a clock and a chest. The chest contains a HI-ETHER and the clock contains an ELIXER. Go outside and take the door to the east and rest here if you want. Go back outside and head east and check the pot to find a REMEDY. After this, go outside the southern door and head up the stairs.

Instead of going into the Throne Room, go northeast and take the door. Inside, you'll find a chest containing an X-POTION. Go outside and take the south door. Outside, head south and follow the path until you reach a door. Go inside and check the two chests for a PHOENIX DOWN and a PRAYER BEADS.

That's all the treasures I found. Head out when you're ready.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |  _  \   O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | | / /   O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | F L O A T I N G   C O N T I N E N T   P R E P A R A T I O N   |
| | | / /   O-----O-----O-----O-----O-----O-----O-----O
| | _____ |                                     | ^[WALK.207] |
| |           |                                     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                           | Any                     |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

Before heading to the Floating Continent, there's a few things you should know. First off, determine who will be in your party. I bring along Celes, Edgar and Setzer and/or Locke. You can only bring along three party members, so make sure you're bringing along your most powerful characters.

Secondly, level up some spells. I highly suggest having every spell that Maduin and Seraph can teach (Fira, Blizzara, Thundara, Raise, Cura, Cure, Regen, Esuna). I suggest (for the time being) to equip Ramuh on someone for his Judgement Bolt attack, which can be useful in the first few battles. I also highly suggest equipping Golem and Zona Seeker on the other two characters (their esper attacks are the easiest way to beef up your defense and magic defense).

Third, bring along all the Hi-Potions and Ethers you can afford. You can buy both in Thamasa, Albrook, Tzen, Jidoor, etc.

Lastly, you may want to equip Relics that prevent Silence. The enemies on the way to the Floating Continent can slap you with it, making healing all that much harder.

Once you're ready to head out, go to the wheel of the Blackjack and pick (Head

to the Floating Continent).

```

O-----O-----
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----
| | | \ \   | W O R L D   O F   B A L A N C E   |
| | | _ /   | O-----O-----
| | | \ \   | F L O A T I N G   C O N T I N E N T   A S C E N T   |
| | | _ /   | O-----O-----
| | _____ | | ^[WALK.208] |
| |           | | O-----O-----
O-----O-----

```

```

O-----O-----O-----O-----
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----
| None                    | None                      | Any                     |
O-----O-----O-----O-----

```

~ No, really! This is our last battle! Honest! ~ Ultros

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	104	Sky Armor	900	170	16	150	400	350	Lit, Wind
___	105	Spitfire	1400	180	17	155	300	550	Lit, Wind

Seems the Imperial Air Force is out to get you, so prepare to fight!

You'll fight all the battles in the "Surrounded" formation, so keep on your toes. The biggest things to remember are to attack each unit individually. By doing so, you'll do more damage per turn (say 1200 damage to one unit as opposed to 600 damage to two units). The Spitfire enemy has an Absolute Zero attack, which can do anywhere between 200-350 damage. This can be lethal to lower level characters (mine were 16-17) since one or two attacks like these can wipe out your entire team. Taking out the Spitfire enemy first (it's the orange colored one) will prevent it from using the Absolute Zero attack.

After each battle, you get a momentary silence where you can hit the START button and heal up. I highly suggest exploiting this to its fullest. After a few battles, you'll notice that "Something strange is coming this way", so fight a few more battles and you'll notice something hopping on the back of the Blackjack. Walk up to it and prepare to face:

```

O-----O-----
| BOSS - Ultros                                           #301 |
O-----O-----
| Level ..... 26 | Immune To           Type           |
| HP ..... 17000 | ---                ---           |
| MP ..... 8000  |                    |
| Attack ..... 10 |                    |
| Defense ..... 20 |                    |
| Evasion ..... 0 |                    |
| Magic ..... 3  | Weak Against       Petrify     Death     |
| Magic Defense .. 10 | Fire              Poison     Silence   Berserk  |

```

Magic Evasion .....	0	Confusion	Sleep
Gil .....	0	Stop	
EXP .....	0		
Steal		Absorbs	
Dried Meat		Water	
Drops			
---			

Seriously ... Ultros needs a new gig. He doesn't do too much this time around, but he can hit you with his Octopus Ink (ick!) to inflict Darkness and he has the standard physical attack. If you cast Fira on him a few times and he'll call in reinforcements:

BOSS - Typhon		#300	
Level .....	26	Immune To	Type
HP .....	10000	---	---
MP .....	40000		
Attack .....	13		
Defense .....	100		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	10	Weak Against	Petrify Death
Magic Defense .....	55	Ice Water	Confusion
Magic Evasion .....	0		
Gil .....	0		
EXP .....	0		
Steal		Absorbs	
Dagger		Fire	
Drops			
---			

Ultros never used his Tentacle attack until after he called Typhon. Typhon also has a Fireball attack, which works like Meteor, only it does less damage. Ultros and Typhon can work off each other's attacks, which doesn't work well for you since they can wipe out your team if you leave them alone for too long.

I suggest focusing Fira spells on Ultros. You had to hurt him some to get Typhon on the scene, so you might as well finish the job. In addition, taking Ultros out of the picture will make Typhon easier. After you beat Ultros, focus your assault on Typhon (using Blizzara spells).

The battle isn't too hard, especially if you take them out one at a time. Upon death, Typhon will use his Snort attack, which knocks all your characters off the screen. It's unavoidable and unblockable, so you'll just have to accept it.

After Typhon goes down, you'll immediately be thrust into another battle with:

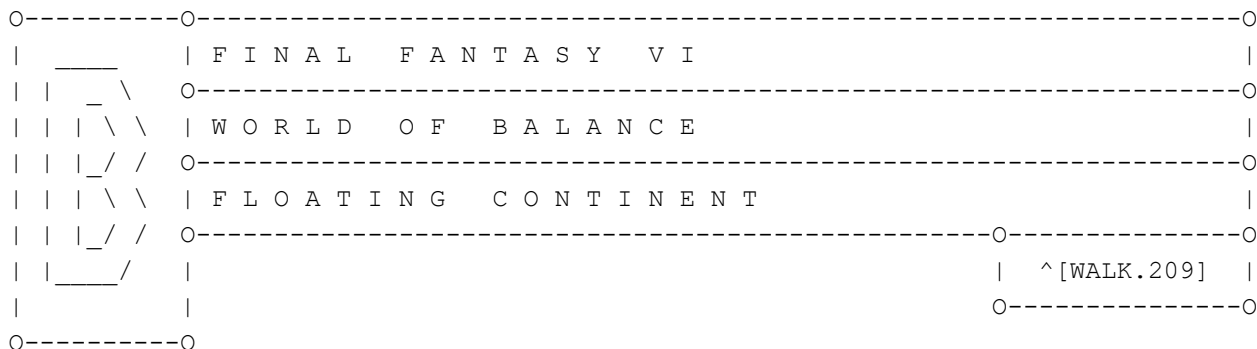
BOSS - Air Force		#302	
Level .....	25	Immune To	Type

HP .....	8000	---	---
MP .....	750		
Attack .....	10		
Defense .....	150		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	12	Weak Against	Imp        Petrify
Magic Defense ....	120	Lightning Water	Death      Silence
Magic Evasion .....	0		Berserk    Confusion
Gil .....	0		Sleep      Slow
EXP .....	0		Stop
Steal		Absorbs	
Elixer		---	
Drops			
Princess Ring			

Although you may think that Air Force's 8000 HP doesn't really equate to much, keep in mind that its Magic Defense is double that of Typhon's ... and Air Force doesn't travel alone. The Laser Gun (the light blue head on the right side) has 3300 HP and the Missile Bay (the red head on the bottom) has 3000 HP. In addition, Air Force can launch a Bit, which absorbs all magic. After a short time, Air Force will start a countdown. If it gets to 0, Air Force will use his Hyperwave Cannon attack.

The Laser Gun will attack you with its Diffractive Laser, which damages all teammates. The Missile Bay will attack you with its Missile, which causes Sap on the character it hits. Air Force can also attack you with its own Magitek Laser.

You can defeat them all one by one. However, it's more logical to simply attack Air Force with your Thundara spells. You'll still get the Bestiary entries for all the Air Force allies (Air Force, Laser Gun, Missile Bay and Bit) if you simply beat Air Force by itself.



Item Checklist	Equipment Checklist	Party Members
None	___ Beret	Any
	___ Murasame	

~ Run! Run! Or you'll be well done! ~ Kefka

#### Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	108	Apocrypha	1900	195	18	80	525	1200	Lit, Holy, Water
___	111	Behemoth	5800	180	25	100	0	2055	Ice
___	106	Brainpan	1300	1000	24	120	600	550	Fire, Lit, Holy
___	109	Dragon	7000	850	45	130	0	2931	Lit
___	306	Gigantos	6000	1120	20	1	0	7550	Poison
___	107	Misfit	1750	140	26	105	786	750	Fire, Holy
___	112	Ninja	1650	130	22	135	520	694	Lit, Holy
___	110	Platinum Dragon	2802	200	35	150	1300	895	---

Immediately upon falling, you'll find a Save Point and ... Shadow? Talk to him and he'll (reluctantly) join the party. Use the Save Point to heal up (since Air Force probably left you hurting) and head out.

Note ... if you have Locke along, you can try and Steal a Genji Glove from the Dragon enemy.

From the Save Point, head east and up the stairs, which will clear for you automatically. Continue east and then follow the path south; a new path will open for you that heads northeast. Follow it and head east, but detour to the north to find a blue orb. Talk to it to find a MURASAME. Continue east and you'll open a path to the south, leading to a Monster-in-a-box encounter with a Gigantos (a rather nasty enemy), but you can get a Sasuke knife drop from it. Backtrack a bit and enter a small jag in a northern wall to open up a new path. Follow it and go into the center of the upper platform to transport yourself to another area.

After emerging, go south and take a set of stairs down. To the east, step on a switch to open a new path to the southeast. Follow it and take the stairs south. Follow the path (skip the second set of stairs) and follow the path east until you find another transport platform. Step on it.

Upon emerging, head south and take the west platform. After emerging, head southwest and step on the switch, then head north and up the stairs, then step on the switch there to create a shortcut. Take it and follow the path south. Take the first stairs down, then the second stairs down. Follow the path a ways until you reach a switch and a path to the southeast. Step on the switch, but don't take the path it opens quite yet. Head east and pick up a blue orb containing a BERET. Then go south and onto the platform to find a Save Point. Once you're ready, step onto the north platform.

You can return to the Blackjack if you need to restock or change party members. Keep in mind that Shadow will stay behind. Luckily, he'll rejoin you when you come back AND he'll retain his equipment.

Before you advance, you might want to bring Strago back to learn the 1000 Needles Lore. You can also learn Gau's Rages for the enemies you just fought, if you REALLY want to. However, use it ONLY if you need because the entire Floating Continent will be reset (except the treasures) and you'll have to restart from the beginning.

At any rate, from where you are able to drop back down to the Blackjack, head west and follow the path. Heal up because you're going to face:

BOSS - Ultima Weapon		#307	
Level	37	Immune To	Type
HP	24000	---	---
MP	5000		
Attack	45		
Defense	142		Status Immunity
Evasion	20		Poison Imp
Magic	5	Weak Against	Petrify Death
Magic Defense	97	---	Silence Berserk
Magic Evasion	10		Confusion Sleep
Gil	0		Stop
EXP	0		
Steal		Absorbs	
Ribbon		---	
Elixer			
Drops			
Elixer			

If you have Locke along, feel free to try and Steal a Ribbon (it's a rare steal though) from Ultima Weapon. :)

If Ultima Weapon looks intimidating ... you'd be right. Until now, Ultima Weapon is about as scary as they come. His physical attack alone can deal some massive damage (anywhere between 400-600). He can cast Flare, a massive spell in its own right. He can also cast Blaze on one or all characters. Lastly ... Ultima Weapon might cast Meteor, which can easily annihilate a party that's unprepared. I also saw Ultima use Fira, Quake, Rasp, Tornado, a Full Power attack (which deals MASSIVE damage) and a Mind Blast attack (which causes random negative status effects). After a while, he'll focus his energy (you'll see the onscreen message) and a few turns later he'll use Flare Star.

There is no EASY way to beat Ultima Weapon. However, with its lower Magic Defense, all spells should deal decent damage. In addition, all of Shadow's Scrolls (I used Fire Scrolls a lot) can consistently deal over 1000 damage. Shuriken's don't work as well as Scrolls, so I suggest against using them. Your team's health should be a priority since KO'ed teammates can't deal damage. You can also cast Slow on Ultima.

If you brought along Celes, you might be tempted to Runic Ultima's spells. However, I suggest against doing so simply for the reason that Ultima's physical attack alone can be enough to give you a lot of trouble. Ultima will eventually go down, but not without putting up major resistance. I only managed to beat him with ONE character standing with 150 HP.

When Ultima is defeated, you can technically go back to the Blackjack. But what you really want to do is advance north and watch the scenes.









```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | | _ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| |   _   \   | A L B R O O K   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | | ^[WALK.252] |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                           | Celes                   |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop              | Armor Shop                    | Inn      300 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Flametongue ..... 7000 | Golden Shield ..... 2500 |
| Icebrand ..... 7000   | Priest's Miter ..... 3000 |
| Thunder Blade ..... 7000 | Green Beret ..... 3000 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Golden Helm ..... 4000 |
| Golden Armor ..... 10000 |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Shop                | Relic Shop                    |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Hi-Potion ..... 300   | Sprint Shoes ..... 1500 |
| Ether ..... 1500    | Gigas Glove ..... 5000 |
| Phoenix Down ..... 500 | Earring ..... 5000 |
| Holy Water ..... 300  | Barrier Ring ..... 500 |
| Remedy ..... 1000   | Mythril Glove ..... 700 |
| Sleeping Bag ..... 500 | Knight's Code ..... 1000 |
| Smoke Bomb ..... 300  | Reflect Ring ..... 6000 |
| Teleport Stone ..... 700 | Jeweled Ring ..... 1000 |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

Albrook is located northwest of where you land. Circle around to the north and enter.

There's nothing new in Albrook this time around, except for the Gigas Glove, which is (more or less) a beefed up version of the Hyper Wrist; however, they enhance different stats.

At any rate, talk to the townspeople. You'll learn about someone who was asking for someone with Celes' exact description. You'll also learn that this person went north, to Tzen.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| |   _   \   | T Z E N   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | | ^[WALK.253] |
| | | \ \   | |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                      | Celes                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop                | Inn      300 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Kaiser Knuckles ..... 1000 | Golden Shield ..... 2500 |
| Venom Claws ..... 2500 | Beret ..... 3500 |
| Flametongue ..... 7000 | Tiger Mask ..... 2500 |
| Icebrand ..... 7000 | Golden Helm ..... 4000 |
| Thunder Blade ..... 7000 | Power Sash ..... 5000 |
| Burning Fist ..... 10000 | Golden Armor ..... 10000 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Shop              | Relic Shop                |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Hi-Potion ..... 300 | Dragoon Boots ..... 9000 |
| Ether ..... 1500 | Thief's Bracer ..... 3000 |
| Green Cherry ..... 150 | Black Belt ..... 5000 |
| Phoenix Down ..... 500 | Alarm Earring ..... 7000 |
| Echo Screen ..... 120 | Sniper Eye ..... 3000 |
| Holy Water ..... 300 | Peace Ring ..... 3000 |
| Sleeping Bag ..... 500 | Jeweled Ring ..... 1000 |
| Super Ball ..... 10000 | Amulet ..... 5000 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Tzen is located far north and slightly west of Albrook. You'll pass by a large tower along the way, but this place is irrelevant for now since you can't enter it from the ground.

SAVE BEFORE ENTERING TZEN.

Upon entering the city, you'll find that a house is falling. And it's up to you to save the child inside! The house is on the northwest corner of town, and when you get there, you'll run into Sabin. Head inside the house after you're done talking to him. You only have 6:00 to find the child and get out.

---

Monsters encountered

```

X   #   Monster                HP   MP   ATK   DEF   Gil   EXP   Weakness
-----

```

___	124	Nightwalker *	256	190	9	140	491	258	Fire, Holy
___	125	Scorpion	290	19	10	5	336	199	---
___	123	Zokka	305	35	5	150	400	267	Water

\* Found only in a Monster-in-a-box encounter

From the entrance, head straight north and take the HEALING ROD from the chest. Head southwest into the room and take the HOLY ROD from the chest. Head outside the room and go straight west to pick up the ETHER from the chest. Go to the southwest corner to find a HYPER WRIST. That's all there is on this floor, so go downstairs.

Downstairs, there's a chest to the west that contains a BLOOD SWORD. Far to the northeast corner lies a MAGICITE SHARD. You'll find the child located above the fireplace (which brings up the question of why he's there, considering how hot it would most likely be). With the child in hand, you can escape as soon as you like.

I finished getting all the chests and fighting all the monster chests in under two minutes. You should have no problems doing the same in six.

Upon exiting, the house will crash down and you'll recruit Sabin. :)

With Sabin on your team, you can feel free to explore the city at your own leisure. You can purchase a Burning Fist (or two if you like the Genji Glove) for Sabin, but the real new item here is the Super Ball. The name may sound silly, but I assure you, the damage it's capable of doing is anything BUT silly.

At any rate, with two characters, random battles suddenly become much less deadly than they were with one character. Head out when you're ready.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| |   _   \   | T Z E N   A R E A   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| |_ | \ \ |   |                                     | ^ [WALK.254] |
|   |   |   |   |                                     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the Tzen and Albrook areas.

#### Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	121	Black Dragon	4000	600	14	102	502	780	Fire, Holy
___	114	Fafnir	1112	130	13	110	456	459	Ice
___	118	Gigantoad	458	20	11	100	340	235	Ice
___	115	Killer Mantis	1412	110	16	115	756	559	Fire
___	119	Land Ray	1	18	6	5	0	1	Water
___	120	Luna Wolf	582	25	13	155	247	308	---
___	117	Murussu	1111	60	13	140	356	321	Lit

___	116	Peeper	1	19	7	5	0	2	Ice, Water
___	122	Rukh	850	100	12	105	596	249	Ice

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | N I K E A H   A R E A   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | | ^[WALK.255] |
| | | \ \   | |
| | | \ \   | |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the Nikeah and Mobliz areas.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	121	Black Dragon	4000	600	14	102	502	780	Fire, Holy
___	126	Delta Beetle	612	80	11	220	211	288	Fire
___	129	Devoahan	2252	218	15	100	458	562	Fire, Water
___	128	Lizard	1280	70	14	102	356	297	Ice
___	127	Vampire Thorn	12	400	13	254	896	510	Fire

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | N I K E A H   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | | ^[WALK.256] |
| | | \ \   | |
| | | \ \   | |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                       | Celes                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                           |                           | Sabin                   |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop                | Inn      150 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Rune Blade ..... 7500 | Diamond Shield ..... 3500 |
| Flametongue ..... 7000 | Priest's Miter ..... 3000 |
| Icebrand ..... 7000 | Green Beret ..... 3000 |
| Thunder Blade ..... 7000 | Diamond Helm ..... 8000 |

```

Enhancer .....	10000	Gaia Gear .....	6000	
O-----O				
		Power Sash .....	5000	
		Diamond Vest .....	12000	
O-----O				
O-----O				
Item Shop		Relic Shop		
O-----O				
Hi-Potion .....	300	White Cape .....	5000	
Ether .....	1500	Angel Wing .....	8000	
Gold Needle .....	200	Zephyr Cloak .....	7000	
Phoenix Down .....	500	Gale Hairpin .....	8000	
Holy Water .....	300	Hyper Wrist .....	8000	
Remedy .....	1000	Prayer Beads .....	4000	
Sleeping Bag .....	500	Amulet .....	5000	
Tent .....	1200	Princess Ring .....	3000	
O-----O				

Nikeah is located far north of Tzen. To get there, head east from Tzen. You'll run into a bridge leading to the long stretch of land. Once on the long stretch of land, head straight north. You'll pass by a tower encased by the mountains, so forget about that. Nikeah is north from there.

There's quite a few new items available in Nikeah. Diamond gear is available here, for a price. I suggest getting at least one Diamond everything for Celes and a Diamond Vest for Sabin. The Enhancer is a pretty nice sword, but only if you can spare the 10000 Gil to purchase it. The Zephyr Cloak is also new, the Angel Ring is available for the first time here, as is the Princess Ring and the Prayer Beads. If you're going to get Prayer Beads, skip them and spend the 3000 Gil you need to get the Zephyr Cloak instead, it's much better overall.

The real objective is to visit the Pub. Talk to the bandit sitting at the table and he'll exit, so follow him outside. Once outside, go north and you'll see a strangely familiar figure, who will introduce himself as Gerad. He'll move, so follow him and continue talking to him when he stops. It should be pretty stinkin' obvious who Gerad really is. If it's not obvious, I'd wonder how you got this far in the game.

Celes will eventually stow away on Gerad's ship after you stalk and talk to him enough.

O-----O				
	_____	F I N A L F A N T A S Y V I		
	_ \	O-----O		
	\ \	W O R L D O F R U I N		
	_ / /	O-----O		
	_ \	S O U T H F I G A R O		
	\ \	O-----O		
	_   \ \		^ [WALK.257]	
			O-----O	
O-----O				

O-----O				
Item Checklist		Equipment Checklist		Party Members
O-----O				



_____ Potion	None	Celes	
_____ X-Potion	O-----	O Sabin	
_____ Elixer		O-----	O
_____ Phoenix Down			
_____ Holy Water			
_____ Remedy			
_____ Tent			
_____ Tent			
O-----	O		

O-----	O-----	O-----	O-----
Weapon Shop	Armor Shop	Inn	80 Gil
O-----	O-----	O-----	O-----
Trident .....	1700	Diamond Shield .....	3500
Heavy Lance .....	10000	Priest's Miter .....	3000
Enhancer .....	10000	Green Beret .....	3000
Golden Spear .....	12000	Diamond Helm .....	8000
O-----	O	Gaia Gear .....	6000
		Diamond Vest .....	12000
		Diamond Armor .....	15000
		O-----	O

O-----	O-----	O-----	O-----
Item Shop	Relic Shop		
O-----	O-----	O-----	O-----
Hi-Potion .....	300	Silver Spectacles .....	500
Ether .....	1500	Star Pendant .....	500
Eye Drops .....	50	Fairy Ring .....	1500
Echo Screen .....	120	Amulet .....	5000
Phoenix Down .....	500	Hermes Sandals .....	7000
Holy Water .....	300	Reflect Ring .....	6000
Remedy .....	1000	Angel Ring .....	8000
Tent .....	1200	Princess Ring .....	3000
O-----	O-----	O-----	O-----

Good news everybody! If you left the treasures in South Figaro, most of them have upgraded. Take a look:

From the west entrance, check the north barrel to the west of the Chocobo Stable for a HOLY WATER. Circle around the stable and check the middle crate for a TENT. Go to the southwest corner and check a crate there for an ELIXER. Go southeast and check the northern crate for an REMEDY. Check the barrel just north of it for an TENT. Look in between the Weapon and Armor Shops for an X-POTION. Head south from the Armor Shop and you'll see a small path that looks like it leads into a wall. Walk into it and head all the way east and check the bucket for a POTION. In the northwest corner, on the ledge above, you'll see see three barrels; check the bottom-right one (hug the ledge to get to it) for a Phoenix Down.

The Golden Spear is new here and it's more powerful than the other spears available. I suggest buying at least one for Edgar ... I mean, Gerad, when he joins your party. In addition, the Diamond Armor is new as well. If you've been saving your Gil, Diamond Armor is where the fun's at.

Inside the Inn you'll find Gerad. Talk to him and he'll leave. So now you ought to follow him.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | S O U T H   F I G A R O   A R E A   |   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the South Figaro area.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	131	Cancer	952	100	15	110	576	360	Ice, Lit, Water
___	133	Desert Hare	75	200	7	100	0	0	Water
___	132	Oceanus	1700	100	15	125	971	612	Lit
___	130	Sandhorse	1025	100	15	135	726	475	Ice, Water

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | S O U T H   F I G A R O   C A V E   |   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ X-Potion            | ___ Hero's Ring          | Celes                   |
| ___ Hi-Ether            | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

South Figaro Cave is much easier to find this time around. It's just southwest from South Figaro. Circle around and enter.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	135	Cruller	1334	100	11	110	797	419	Fire, Holy
___	138	Dante	1945	200	17	105	712	1150	Poison
___	134	Humpty	800	100	8	145	326	421	Fire, Holy
___	137	Neck Hunter	1334	150	5	102	1330	588	Poison

Inside, you'll see a man blocking your path. Don't listen to his directions; just head on in. The layout here hasn't changed, so if you've picked up all the

previous chests, forget this section and just advance to where you fought Tunnel Armor. However, if you left the chests, follow along.

When you get to the main area, head west and up the stairs; it'll lead to an X-POTION. Head all the way east and pick up a HI-ETHER. Head to the northwest corner and into the doorway. It leads to a HERO'S RING. Head towards the exit of the cave and you'll see the bandits going through a secret entrance. Follow them by jumping across the turtle (press A when the turtle is in your path).

After following them into the cave, head west into the next area, and then west again. You'll see a small doorway on the southwest corner of the wall. Enter it and you'll find yourself in Figaro Castle.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O
| |   _   \   | F I G A R O   C A S T L E   |   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ X-Potion     | _____ Soul Sabre    | | Celes                 |
| _____ Hi-Ether     | _____ Gravity Rod   | | Edgar                 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Royal Crown  | _____ Crystal Helm  | | Sabin                 |
| _____              | _____              | O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	135	Cruller	1334	100	11	110	797	419	Fire, Holy
___	138	Dante	1945	200	17	105	712	1150	Poison
___	136	Dropper	1000	80	6	100	427	398	Lit, Water
___	134	Humpty	800	100	8	145	326	421	Fire, Holy
___	137	Neck Hunter	1334	150	5	102	1330	588	Poison

From where you enter (one of the jail cells), exit the cell and head up the stairs. Since you can't go outside, head west and down both sets of stairs.

= B2F =

There's only one path to take. Head north and down the stairs.

= B3F =

Go straight south and into the next room. In the next room, go south and take the CRYSTAL HELM and GRAVITY ROD out of the chests. Head into the west room and take the X-POTION and HI-ETHER out of those chests. Head north from between the last two chests and go up the stairs.

= B2F =

Head into the north door and take the ROYAL CROWN. Head back downstairs.

= B3F =

In the area with all the chests, take the middle door. In the next room, simply head north.

= ENGINE ROOM =

Heal up before talking to Gerad! You're about to face:

BOSS - Tentacle (lower-right)		#310	
Level .....	31	Immune To	Type
HP .....	7000	---	---
MP .....	800		
Attack .....	13		
Defense .....	102		Status Immunity
Evasion .....	0		Imp Death
Magic .....	8	Weak Against	Berserk Confusion
Magic Defense ....	153	Ice Water	Stop
Magic Evasion .....	0		
Gil .....	0		
EXP .....	0		
Steal		Absorbs	
---		Fire	
Drops			
---			

BOSS - Tentacle (upper-right)		#311	
Level .....	33	Immune To	Type
HP .....	5000	---	---
MP .....	600		
Attack .....	13		
Defense .....	102		Status Immunity
Evasion .....	0		Imp Death
Magic .....	8	Weak Against	Berserk Confusion
Magic Defense ....	153	---	Stop
Magic Evasion .....	0		
Gil .....	0		
EXP .....	0		
Steal		Absorbs	
---		Lightning Water	
Drops			
---			

BOSS - Tentacle (lower-left)		#312	
Level .....	32	Immune To	Type
HP .....	6000	---	---











```

O-----O ____ Genji Helm           | Edgar |
          | ____ Regal Gown          | Sabin |
          | ____ Crystal Mail        | Setzer|
          | ____ Growth Egg          |       |
O-----O

```

Darill's Tomb is located southwest from Kohlingen. Setzer even shows you where it's at when you talk to him.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	143	Borghese	1584	250	45	105	716	510	Fire, Holy
___	145	Cloudwraith	2058	360	13	145	385	485	Fire, Holy
___	146	Exoray	1200	112	13	105	370	449	Fire, Holy
___	144	Malboro	2900	980	20	95	2292	780	Fire
___	147	Skeletal Horror	1584	143	45	115	542	770	Fire, Holy

Upon entering, Setzer will open the entrance. Head inside when you're good and ready. It's a good idea to wear Relics that prevent Zombie status, since some enemies inside can slap you with it. Also, if you have a lot of Phoenix Downs, you can instantly kill every enemy in here except for the Malboro.

= B1F =

Head straight south and into the next room.

= B2F =

Head south and the path will split. Go east and south into the next room to nab a GENJI HELM. Backtrack to the split and head southwest and into the next room. You'll find a CRYSTAL MAIL and a stairway you should take.

= B3F =

Take the REGAL GOWN from the chest and head north into the next room. You'll find a switch that you should throw. After doing so, backtrack up to B2F and back to the split.

= B2F =

Back at the split, take the northeast door. Inside, talk to the gravestone and enter the room behind it. Throw the switch in the far back and return to the split.

Back at the split, take the middle door to the south. Hop on the turtle inside and go to the next room. In the next room, go all the way south and into the next room. Inside you'll find four gravestones with four different carvings on them. Just read them all and return to the split.

Back at the split, take the northwest door and talk to the gravestone. You'll be prompted to carve the letters you just got into this gravestone. Start by selecting WEHT, then select DLRO, then select QSSI and ERAU will fill itself in. Read the message backwards and you'll see that the world is square, although you and I both know that it's technically impossible for any world to be in a square formation, or cubical for that matter. At any rate, the tombstone will tell you the location of a new relic. Head south and down to B3F.

= B3F =

Head all the way east and straight into the eastern wall. If you're having trouble, stand just south of the chest, then take one more step south and head straight east. Once you can't move, head north and take the GROWTH EGG from the chest. Return to the split back on B2F.



This battle is actually fairly easy, if you can time your actions right. Have Celes Runic and absorb Dullahan's first spell. After she does, have your other three (or two if you skipped Sabin) characters cast Fira on Dullahan. Once Celes gains her next turn, have her Runic again. Wait for Dullahan to cast his next spell. After he does, have your other characters cast Fira. Then have Celes Runic once again. If you need to heal, wait until Celes Runics one of Dullahan's spells, then cast Cura on whoever you need (or the entire team if you need).

If you follow this strategy and have both Slow and Darkness on Dullahan, his threat level diminishes quite quickly. Having Haste on Celes also helps a lot (which is why I suggested having a Hermes Sandals on her).

There's a few things I should point out. There are many ways to bypass Runic and still deal damage to Dullahan.. You can use any of Edgar's Tools (I suggest the Drill over the Chainsaw since the Chainsaw tends to use its insta-kill move that Dullahan is immune to), any of Sabin's Blitzes can bypass Runic and Rising Phoenix is even fire-based, Sabin's Chakra Blitz can heal you or even Setzer's Mysidian Rabbit (get any odd Slot combination) can heal you for small amounts of HP. Don't forget that you CAN use items for healing as well! Hi-Potions and Phoenix Downs saved my ass a few times while running through Dullahan.

Dullahan is tricky but definitely beatable. Once he dies, a room will open behind Darill's Tomb. Go through it and descend the stairs, watching the scenes along the way if you wish (I always do because I think they rock). After the scenes, you'll find yourself with a spiffy new (and faster) airship. However, the FIRST thing you want to do after obtaining the Falcon is to land it and save because there's a chance you'll run into the powerful Deathgaze enemy, which can probably kick the crap out of your team right now.

```
O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | _ \   | O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | | _ / /   | O-----O-----O-----O-----O-----O
| | | _ \   | F I N D I N G   F R I E N D S   |
| | | \ \   | O-----O-----O-----O-----O-----O
| | | _ \ \ | | ^ [WALK.300] |
| | | _ \ \ | | O-----O-----O
O-----O-----O-----O-----O
```

The time has come ... you finally have your wings back and the world is yours for the taking. In case you couldn't figure it out, your team is scattered across the ... err ... square. Delivering justice to Kefka should be a priority, but it's significantly harder to do so with only four (or three) characters. Until you can put up a fight, you shouldn't go making one with Kefka. So without further ado, let's get off to find our friends and beef up our power!

NOTE: I (personally) consider Celes to be the main party member. After all, she's the one who started gathering everyone. So if you see Celes, she's not always mandatory, but I always bring her along.

NOTE: You can actually perform these recruitment missions in any order you wish. However, for certain missions you'll be required to have certain members in your team or certain team parameters. I'll outline them in each section.

Here is a list of what you are capable of having at this point in time:

O-----O			
Bestiary			
O-----O			
#001 - #147			
#276 - #316			
O-----O			
O-----O-----O-----O-----O			
Espers	Lore *	Rage *	Dance *
O-----O-----O-----O-----O			
Ramuh	Doom	#001 - #112	Wind Rhapsody
Kirin	Roulette	#278	Forest Nocture
Siren	Tsunami	#279	Desert Lullaby
Cait Sith	Aqua Breath	#296	Love Serenade
Ifrit	1000 Needles	#306	Earth Blues
Shiva	Revenge Blast	O-----O	Water Harmony
Unicorn	White Wind		Twilight Requiem
Maduin	Lv. 5 Death		O-----O
Catoblepas	Lv. 4 Flare		
Phantom	Lv. 3 Confuse		
Carbuncle	Traveler		
Bismarck	Dischord		
Golen	Transfusion		
Zona Seeker	Stone		
Seraph	Self Destruct		
O-----O-----O-----O-----O			

\* Unless you've been doing some serious tinkering with your game, you shouldn't even have Strago, Gau OR Mog back in your party yet. Besides, the fun is just beginning.

O-----O-----O-----O-----O			
	F I N A L F A N T A S Y V I		
_ \	O-----O		
\ \	W O R L D O F R U I N		
/ /	O-----O		
_ \	C Y A N ~ M A R A N D A		
\ \	O-----O-----O-----O-----O		
_ \ \		^[WALK.301]	
		O-----O	
O-----O-----O-----O-----O			

O-----O-----O-----O-----O			
Item Checklist	Equipment Checklist	Party Members	
O-----O-----O-----O-----O			
None	None	Celes	
O-----O-----O-----O-----O			
		Edgar	
		Sabin	
		Setzer	

O-----O

Weapon Shop	Armor Shop	Inn	200 Gil
Gravity Rod ..... 13000	Crystal Shield ..... 7000		
Swordbreaker ..... 16000	Crystal Helm ..... 10000		
Falchion ..... 17000	Oath Veil ..... 9000		
Flame Scroll ..... 500	Black Garb ..... 13000		
Water Scroll ..... 500	Magus Robe ..... 13000		
Lightning Scroll ..... 500	Crystal Mail ..... 17000		
Invisibility Scroll ... 200			
Shadow Scroll ..... 400			

The pigeon you just saw leads to Maranda. Which is a good a place as any to start, unless you totally hate Cyan. In which case you ought to skip ahead. Fly the Falcon towards Maranda and enter it (after landing the airship, of course).

Nearly everything available in Maranda is new for purchase. I highly suggest purchasing Falchions for Celes and Edgar and Crystal equipment for anyone who can equip it. Also, Sabin can't equip Crystal stuff, but he can make use out of the Black Garb available. Unless you have Gil to burn, skip the rest of the stuff for now since you have nobody who can use it.

The real objective here is Lola, who resides in the house on the east end of town. She'll tell you all about her boyfriend in Mobliz (which was destroyed in case you forgot). Read her letter and attach her reply to the carrier pigeon outside. Watch the pigeon's path and follow it in the Falcon.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |  _  \         | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \        | W O R L D   O F   R U I N           |
| | |_/ /        | O-----O-----O-----O-----O-----O-----O-----O-----O
| |  _  \         | C Y A N   ~   Z O Z O             |
| | | \ \        | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \        |                                     | ^[WALK.302] |
| | | \ \        |                                     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Item Checklist	Equipment Checklist	Party Members
None	None	Celes
		Edgar
		Sabin
		Setzer

Boy ... of all the places you DON'T want to be, why Zozo? Anyways, Zozo is located on the same continent as Maranda, but it's the northern-most white dot on the continent. If you go to the middle one, you'll end up in Jidoor.

Monsters encountered



From the entrance, head northwest and farther west to pick up an ICE SHIELD. Go down the stairs and southeast to pick up a RED CAP. Head south and follow the path, which is straightforward. You'll follow it around and pick up a THUNDER SHIELD from the chest in the light. Head up the stairs and north through the doorway. You'll pass by a chest with an AEGIS SHIELD inside. You'll see a doorway to the northwest of you; take it and nab the GOLD HAIRPIN from the chest. Re-enter the doorway and head northeast to find another path outside.

Outside, head west and into the next entrance. Inside, head west and look for the switch. You can actually step over towards that direction by using a small obscure path to the west (before you go down the stairs). Use the Save Point hidden in the light and go step on the switch. Now just get in the path of the dragon (after healing up) to face:

```

O-----O
| BOSS - Storm Dragon                                     #341 |
O-----O
| Level ..... 74 | Immune To                               Type | | |
| HP ..... 42000 | --- --- |
| MP ..... 1250 | | |
| Attack ..... 13 | | |
| Defense ..... 110 | | Status Immunity |
| Evasion ..... 0 | | Poison Imp |
| Magic ..... 9 | Weak Against Petrify Death |
| Magic Defense .... 150 | Lightning Silence Berserk |
| Magic Evasion ..... 0 | Confusion Sleep |
| Gil ..... 0 | Slow Stop |
| EXP ..... 0 | | |
| | | | |
| Steal | Absorbs | |
| --- | Wind | |
| | | | |
| Drops | | | |
| Force Armor | | | |
O-----O

```

Storm Dragon, as you might suspect, has a small but brutal array of wind-based attacks, including Wind Slash, Leaf Swirl and its physical attack.

Unfortunately, you can't cast Silence or anything like that on Storm Dragon. However, you can hit it with Darkness via Edgar's Flash Tool.

Since Storm Dragon is weak to Thunder, you really should use all your Thunder-based spells against it (I hope this would be obvious). Have one person dedicated to healing (or two if you need) and the other characters casting Thundara spells. Also, it's worthy to note that Edgar's Tools can deal some nifty damage, as do Sabin's Blitzes.

Storm Dragon is tricky but should be beatable with your current party. After you defeat it, you'll see a message that there's 7 dragons remaining.

Once Storm Dragon is dead, reuse the Save Point and then follow the path south, down the stairs and onward until you reach a path outside. Follow the path east and back inside.

Inside, you'll find plenty of flowers, a note and a chest. Head out the east doorway and watch the scene with Cyan. After the scene, head out the east door and you'll see a SHINY SHINY SHINY (okay, enough of Gau) thing lying on the

ground. Pick it up and you'll get the key to Cyan's treasure chest. Go open Cyan's treasure chest to find ... err ... Bushido in the Bedroom?

\*ahem\* Time to leave. Use a Teleport Stone and you'll find yourself outside of Zozo. If you don't have a Teleport Stone ... shame on you. Walk out now.

NOTE: If you talk to Lola with Cyan in your party, a small scene will occur. In addition, if you talk to Lola's letter, Cyan will replace it with a different one.

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| |   _   \   | G A U   ~   T H E   V E L D T   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | | ^[WALK.304] |
| | | \ \   | |
| | | \ \   | |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                          | Celes         |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

The Veldt has changed a lot since you last visited it. For starters, it's now located on the northeast end of the world, east of Nikeah. You shouldn't have any troubles finding it. Just listen for the Veldt music after landing. If you don't hear it, you're in the wrong area.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
---	---	---------	----	----	-----	-----	-----	-----	----------

All monsters on the Veldt are ones that you have encountered before

As if Cyan didn't spell out your next objective by saying "Sir Gau blah blah blah, on the Veldt, etc. etc." Gau's simple to find. Just land on the Veldt, fight a battle and hope that he appears. Oh yeah, MAKE SURE YOU HAVE AN OPEN SLOT IN YOUR CURRENT PARTY. As long as you don't smack Gau accidentally, he'll join your party after defeating a random encounter on the Veldt.

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| |   _   \   | T E R R A   ~   M O B L I Z   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
```



```

| | | \ \ | | ^[WALK.305] |
| | | | | O-----O
O-----O

```

```

O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O
| None | None | Celes |
O-----O-----O-----O

```

Mobliz is located due south from the Veldt. It's the eastern-most town on the map.

Since you just picked up Gau on the Veldt, you might as well pick up Terra, considering she's practically next door to Gau.

Upon entering Mobliz, you'll be barked at by dogs. Follow the child into the house he enters. Go downstairs and into the door there. Watch the scene and then exit. Terra will be forced into a fight, but don't worry, you can't beat Humbaba with her alone. Luckily, your crew will come back and take on Humbaba. All you need to do is cause enough damage to make Humbaba Flee. Afterwards, Terra will decide to stay behind.

Exit and a child will give you the FENRIR magicite. Exit Mobliz ... but turn around and head right back in. Since you have the Falcon, the second series of events is automatically set to go right after you complete the first (which you just did).

Seems Duane, Katarin and Terra have all gone missing. You'll find Duane in the far west house. And it seems that safe sex doesn't exist in the World of Ruin because Katarin's pregnant and Duane's lamenting like a damn fool. But just as everything starts going right ... Humbaba attacks again. Doesn't he have anything better to do?

Before heading outside, take some time to equip your Aegis Shield and Thunder Shield on two characters. Humbaba uses Thundaga, so using anti-Lightning equipment (or in the case of the Aegis Shield, magic repelling equipment) works to your advantage. You can also equip some Reflect Rings as well to protect your teammates, although you'll most likely heal Humbaba in the process. However, the amount that Humbaba heals himself for (via Thunder spells) is nothing compared to a well-placed Bio spell.

```

O-----O-----O-----O
| BOSS - Humbaba | #309 |
O-----O-----O-----O
| Level ..... 31 | Immune To | Type |
| HP ..... 26000 | --- | --- |
| MP ..... 10000 | | |
| Attack ..... 15 | | |
| Defense ..... 100 | | Status Immunity |
| Evasion ..... 0 | | Poison Imp |
| Magic ..... 6 | Weak Against | Petrify Death |
| Magic Defense .... 130 | Poison | Silence Berserk |
| Magic Evasion ..... 0 | | Confusion Slow |
| Gil ..... 0 | | Stop |
| EXP ..... 0 | | |
| | | |
| Steal | Absorbs |
| --- | Lightning |
| | |

```



```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist     | Party Members           |
O-----O-----O-----O
| None                     | None                    | Celes                   |
O-----O-----O-----O

```

```

O-----O-----O-----O
| Weapon Shop             | Armor Shop              | Inn      250 Gil |
O-----O-----O-----O
| Man-Eater ..... 11000 | Circlet ..... 7000 | Chocobo 250 Gil |
| Partisan ..... 13000 | Black Cowl ..... 7500 O-----O
| Crystal Sword ..... 15000 | Crystal Helm ..... 10000 |
| Sniper ..... 15000 | Black Garb ..... 13000 |
O-----O-----O-----O

```

```

O-----O-----O-----O
| Item Shop               | Relic Shop              |
O-----O-----O-----O
| Hi-Potion ..... 300 | Princess Ring ..... 3000 |
| Ether ..... 1500 | Protect Ring ..... 5000 |
| Phoenix Down ..... 500 | Gigas Glove ..... 5000 |
| Holy Water ..... 300 | Angel Wings ..... 6300 |
| Remedy ..... 1000 O-----O
| Teleport Stone ..... 700 |
| Sleeping Bag ..... 500 |
| Tent ..... 1200 |
O-----O-----O-----O

```

NOTE: If you've followed my FAQ, Shadow is alive and well, meaning that you can get Relm here. If you \*\*\*\*ed up and killed him off, proceed to slap yourself repeatedly. Then go to section [WALK.127] and complete that section, then come back here.

Jidoor is located on the middle-west side of the map. This time, Jidoor really IS the westernmost city on the map.

If you've been following my FAQ, there's not much here that can benefit you. The Sniper could be effective if you have Locke, but I don't have him (yet). The Falchion is a better sword than the Crystal Sword, the Partisan is the most powerful spear available right now, but it's overshadowed by the Falchion (and the Crystal Sword) and is only useful if you have the Dragoon Boots Relic equipped. The Man-Eater is a decent Knife if you have the Gil to get it. The Relic Shop has Protect Rings, which have been unavailable for purchase until now. Pick up a few if you wish.

Remember the Auction House? It's back in business and new items are up for sale! Here's what I managed to find and the prices I paid for them:

#### Jidoor Auction House

```

-----
Hero's Ring (50,000 Gil)
Excalipoor (500,000 Gil) **
Zephyr Cloak (10,000 Gil)
A 1/1200 scale airship *
Robotic Imp *

```

\* Remember the "red herring" items I spoke of last time? They're back. Speaking of which ... where does that guy keep getting one million Gil?

\*\* To get the Excalipoor (required for an esper later on), you need to talk to the man outside of the Auction House, who will tell you about the Excalipoor. Then you have a chance of obtaining the item inside the Auction House.

The biggest thing you should do before advancing is to restock your supplies. Hi-Potions, Ethers and Phoenix Downs should be a priority before going to ...

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | R E L M   ~   O W Z E R ' S   M A N S I O N   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _ | \ \ | | ^[WALK.307] |
| | | | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Potion       | _____ Moogle Suit       | _____ Celes         |
| _____ Ether         | _____ Lich Ring         | O-----O-----O-----O-----O
| _____ Gold Needle   | O-----O-----O-----O-----O
| _____ 293 Gil       |
| _____ Lakshmi Magicite |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Owzer's Mansion is located at the north end of Jidoor. You came here earlier and met the Impresario.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	161	Blade Dancer	2539	100	1	60	769	1531	Poison
___	162	Caladrius	885	87	14	100	497	653	Fire
___	159	Coecurl Cat	1115	78	17	100	416	701	Fire, Water
___	160	Crusher	2095	340	13	145	577	788	Fire
___	156	Misty	3580	500	1	110	1260	1151	Poison
___	157	Rafflesia	2200	305	13	110	767	872	Fire
___	158	Still Life	4889	390	13	150	1574	2331	Fire

Before traversing too far into Owzer's Mansion, I suggest equipping Relics that can defend against Confuse and Silence.

= ENTRYWAY =

Try and go up the west stairs (found to the north) and you'll be pushed down. If you do this a few more times, Owzer's Diary will appear. Read it and you'll find out how to go up the stairs (flip the lights at the bottom of the stairs).

Go up the stairs. For the Rafflesia Bestiary entry (and Rage opportunity), inspect the flower painting south from the top of the stairs. Afterwards, go to the southwest end and inspect the picture of a lady to initiate a fight with two Misty enemies. After defeating them, a doorway will appear. Enter it and take the stairs down.

= BASEMENT =

Head south and west. If you inspect the chair painting, you'll initiate a battle with a Blade Dancer and Coecurl Cat. Head north up the western path and

take the left door; inside you'll find a MOOGLE SUIT. Exit and take the right door.

Head north and you'll see three doors that alternate openings. If you circle around behind them and search the end of the hallway, you'll find a LICH RING. Return to the three doors and take the left one when you can (taking either of the other two will send you back towards the beginning of this floor). Once you emerge, take the left door and continue forward.

You'll find yourself in a large room with floating chests in the air. If you step on their shadows, you'll be forced into battles, but you can pick up 293 GIL, a POTION, an ETHER and a GOLD NEEDLE. Inspect the suit of armor painting to initiate a random battle with the Still Life enemy (it's weak to Fire, just to let you know). After defeating it, a door will appear, so take it.

In the next room, I highly suggest using the Save Point that's practically handed to you. After doing so, take the upper-right door. Advance and go up the stairs and you'll see Owzer (who really needs to work out some more) and a young girl you should recognize (as if the title of this section didn't spell it out for you).

Before talking to Owzer, heal your team (if you didn't do so at the Save Point) because you're about to face:

BOSS - Chadarnook (Lakshmi form) #319			
Level	37	Immune To	Type
HP	56000	---	---
MP	9400		
Attack	13		
Defense	140		Status Immunity
Evasion	0		Poison Imp
Magic	10	Weak Against	Petrify Death
Magic Defense	150	Fire	Silence Berserk
Magic Evasion	0		Confusion Sleep
Gil	0		Stop
EXP	0		
Steal		Absorbs	
---		Holy Water	
Drops			
---			

BOSS - Chadarnook (Chadarnook form) #319			
Level	41	Immune To	Type
HP	30000	---	---
MP	7600		
Attack	18		
Defense	135		Status Immunity
Evasion	0		Poison Imp
Magic	10	Weak Against	Petrify Death
Magic Defense	130	Fire Holy	Silence Berserk
Magic Evasion	0		Confusion Sleep
Gil	0		Stop

EXP .....	0	
Steal		Absorbs
---		Lightning
Drops		
---		

Even though Chadarnook's 2nd form isn't classified as "Undead", it should be when you look at its weaknesses; they're standard Undead weaknesses.

Chadarnook will repeatedly switch forms on you and its attacks will change depending on what form is in play. The Lakshmi form tends to use status effect attacks, such as Lullaby (causing Sleep), Entice (causing a Confusion-like status since the character will attack teammates or help the enemy), Poltergeist (causing Sap) and Last Kiss (causing Doom). The Chadarnook form resorts to attack spells, particularly (aka mostly) Thundara and Thundaga. Both forms have their physical attack as well.

Attacking the Lakshmi form is useless, plain and simple. She regenerates if you deplete her HP, so forget about trying to kill her. Besides, the REAL target is the Chadarnook form, and that form has lower HP. Cast your highest-level Fire spells at the Chadarnook form and use the time during the Lakshmi form to heal your team and/or boost your magic defenses.

If your HP is below 1000, a Thundaga spell can instantly KO a character. You can soften this blow by casting Shell on a character or using Zona Seeker's esper attack. If you can't soften the blow enough, just Raise or Phoenix Down that character and heal them back as soon as you can.

If you haven't been following my Walkthrough and have some other magicite, like Bahamut or Phoenix, feel free to use those as well (especially Bahamut because that esper attack kicks ass).

Chadarnook is tough but will go down with enough time. Afterwards, Owzer explains his situation and will give you the LAKSHMI magicite. Relm will join your crew and you'll find yourself outside Owzer's Mansion. That's all there is to do here, so head back to the airship when you're done in Jidoor.

FINAL FANTASY VI		
WORLD OF RUIN		
STRAGO ~ CULTISTS' TOWER		
		^[WALK.308]

Item Checklist	Equipment Checklist	Party Members
----------------	---------------------	---------------

```

| None | None | Relm |
O-----O-----O-----O

```

~ Did you really think I was gonna check out before you, you old geezebag!?  
 Ha-ha-ha... ~ Relm, to Strago

The Cultists' Tower is located on the neck of the Serpent Trench (y'know, on the way to Nikeah?). It's about as close to the center of the map as you can get and it's surrounded by mountains, but you can land on the ground inside.

Strago is easy. Just go in with Relm as a member of the active party. She'll slap him upside the head and whip some sense into him. Well ... less with the slapping upside the head and more with the whipping some sense into the "old geezebag". :)

Take it from me, unless you have a good 90% of the spells in this game (like Ultima, for example), you'll want to skip out of here IMMEDIATELY after getting Strago back. You can only use magic and esper attacks in the Cultists' Tower and if you've been following THIS walkthrough, you DON'T have what it takes ... yet.

```

O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | |_ / /   | O-----O-----O-----O
| |   _   \   | M O G   ~   N A R S H E   |
| | | \ \   | O-----O-----O-----O
| | | \ \   | | ^[WALK.309] |
| | | \ \   | | O-----O-----O
O-----O

```

```

O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O
| ___ Elixer | ___ Guard Bracelet | Celes |
O-----O-----O-----O

```

Narshe is located on the northern-middle continent and is located on the west side of the continent. You can see the dot on the map but you'll have to keep an eye out for the actual entrance (it's a white opening in the middle of the mountains).

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	188	Garm	1510	110	10	155	412	687	---
___	184	Lukhavi	1877	100	13	145	298	697	Fire
___	185	Magna Roader	1777	100	13	115	352	621	---
___	186	Magna Roader	1380	70	14	105	284	647	---
___	187	Psychos	900	55	14	165	275	347	Ice
___	182	Test Rider	3100	220	27	135	520	1947	Poison
___	183	Wizard	1677	200	13	50	388	587	Lit, Poison

I highly suggest bringing THREE of your strongest characters, not FOUR. The

reason for this is that bringing three characters will allow Mog to enter your party immediately, making the next character (Umaro) much easier to recruit since you MUST have Mog in your party to recruit him in the first place. If you bring four characters, you have to go back to the Falcon and switch out someone and replace them with Mog.

At any rate, Narshe is empty, with a few exceptions (the Training School, for example, is always open). Upon entering, you'll meet up with Lone Wolf, who gives you the scoop on Narshe.

Head to Arvis' house, located in the northeast part of town. Inside his house, exit to the back and follow the path that you took earlier with Terra. Enter the cave at the end of the bridge.

NOTE: If you STILL haven't gotten the treasures in here, now's the time to do so. You can obtain a GUARD BRACELET and an ELIXER.

When you reach the area that Terra became cornered in, take the doorway to the southwest. Inside, head to the back of the room (you should recognize this room) and enter the back door. You'll find yourself in the moogle area, and a certain moogle is waiting for you in the back. Mog will rejoin the party!

Before leaving, inspect the wall where Mog was standing. You'll find Molulu's Charm, which nullifies any and all random encounters. Sweet.

```

O-----O-----
|   _____   | F I N A L   F A N T A S Y   V I   |
| |  _  \   O-----O-----
| | | \ \   | W O R L D   O F   R U I N   |
| | | / /   O-----O-----
| |  _  \   | U M A R O   ~   N A R S H E   |
| | | \ \   O-----O-----O-----O-----
| | | \ \   |                                     | ^[WALK.310] |
| | | \ \   |                                     | O-----O-----
O-----O-----

```

```

O-----O-----O-----O-----O-----
| Item Checklist           | Equipment Checklist       | Party Members   |
O-----O-----O-----O-----O-----
| ____ Valigarmanda Magicite | None                       | Mog             |
O-----O-----O-----O-----O-----

```

NOTE: If you wait until Lv. 99, you can recruit Umaro then and he'll start at Lv. 99. If you're lazy (like me) and want him now, go for it.

If you got Mog in your party already, that's great. If not, head back to the Falcon and put him in your party.

Also, before heading out, I suggest having Curaga on every teammate (except Mog since you just got him, unless you want him to have it, in which case you need to go train him). In addition, Fira is a must-have, and you might want to equip your best espers available.

#### Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
---	---	---------	----	----	-----	-----	-----	-----	----------



188	Garm	1510	110	10	155	412	687	---
184	Lukhavi	1877	100	13	145	298	697	Fire
185	Magna Roader	1777	100	13	115	352	621	---
186	Magna Roader	1380	70	14	105	284	647	---
187	Psychos	900	55	14	165	275	347	Ice
182	Test Rider	3100	220	27	135	520	1947	Poison
183	Wizard	1677	200	13	50	388	587	Lit, Poison

From the entrance of Narshe, head straight north and right into the Narshe Mines. Once inside, take the first path east and follow it around until you turn up outside. Follow the bridge west, take the stairs north and into the cave, then outside the cave.

Head up the mountain path (learn Mog's Snowman Rondo dance if you need) and heal up. If you let the blue enemy on the mountain get too close, you'll face:

```

O-----O
| BOSS - Ice Dragon                                     #340 |
O-----O
| Level ..... 74 | Immune To                               Type | | |
| HP ..... 24400 | --- | --- |
| MP ..... 9000 | | |
| Attack ..... 13 | | |
| Defense ..... 110 | | Status Immunity |
| Evasion ..... 0 | | Imp      Petrify |
| Magic ..... 10 | Weak Against   Sleep      Stop |
| Magic Defense .... 150 | Fire | |
| Magic Evasion ..... 0 | | |
| Gil ..... 0 | | |
| EXP ..... 0 | | |
| | | | |
| Steal | Absorbs |
| --- | Ice |
| | | |
| Drops | |
| Force Shield | |
| | | |
O-----O

```

As the name implies, the Ice Dragon is weak to Fire and absorbs Ice. Also, the Ice Dragon has a ton of ice-based attacks, like Absolute Zero, Northern Cross, Avalanche, as well as its physical attack.

If you let Ice Dragon get out of hand, it'll kick the crap out of you with its ice-based attacks. However, the Ice Dragon has a few significant weaknesses: status effects.

Status effects can literally make or break this fight. Confuse can work wonders since it'll cause the Ice Dragon to attack itself (I always saw it use Hit for 2000-2500+ damage to itself). You can also hit it with Slow, Darkness, Berserk (and subsequently Darkness). Confuse in itself can literally win this fight for you it pwns that much.

Of course, it goes without saying that healing should be a priority as well. However, if you play your cards right and keep enough status effects on Ice Dragon, you might not even have to heal.

Once Ice Dragon goes down, you'll see a message that there's only 6 dragons remaining (don't worry, I'll lead you to the other ones). Advance to the north

and use the Save Point if you wish.

To the north on the next screen, heal your HP and MP because you're about to enter another fight.

```
O-----O
| BOSS - Valigarmanda                                     #320 |
O-----O
| Level ..... 74 | Immune To                               Type |
| HP ..... 30000 | Lightning Poison --- |
| MP ..... 50000 | Wind Holy |
| Attack ..... 19 | Earth Water |
| Defense ..... 254 | Status Immunity |
| Evasion ..... 0 | Poison Imp |
| Magic ..... 4 | Weak Against Petrify Death |
| Magic Defense .... 70 | Fire Silence Berserk |
| Magic Evasion ..... 0 | Confusion Sleep |
| Gil ..... 0 | Slow Stop |
| EXP ..... 0 | |
| Steal | Absorbs |
| --- | Ice |
| Drops | |
| --- | |
O-----O
```

Valigarmanda isn't quite as easy as Ice Dragon; you can't just cast Confuse and have the enemy kill itself for you. However, take a look at Valigarmanda's Magic Defense, you'll notice that it's significantly lower than most enemies. Meaning that even a simple Fire spell in the right hands can do significant damage. Fira spells work even better; capable of doing 2500+ damage per spell. If you have Firaga ... then you've haven't been following my guide because I haven't directed you to the Phoenix esper yet. :)

Valigarmanda usually attacks with Blizzaga and Rasp. Both spells can be deadly, especially Rasp since it's defeating your only real mode of attacking: magic. Blizzaga is nothing to laugh at either. However, with Valigarmanda's Magic rating of 4, you shouldn't have to worry too much. Valigarmanda also has a Freezing Dust attack, which freezes a character. Cast Fire on them to un-freeze them.

I had Celes along, meaning that Valigarmanda's only real method of attack becomes nothing more than MP for her. Healing wasn't that much of a priority since Valigarmanda's attacks weren't as deadly as Ice Dragon's.

This battle is more of an endurance test rather than a life-threatening battle. However, keep your guard up and your senses sharp and you'll win this battle with little resistance. You'll receive the VALIGARMANDA magicite and a hole will open in the cliff. Hop into it and you'll find yourself in ...







```

| | | \ \ | W O R L D   O F   R U I N |
| | |_/_/ O-----O
| | _ \ | S H A D O W ~ C A V E   O N   T H E   V E L D T |
| | | \ \ O-----O
| | | \ \ | | ^[WALK.312] |
| | | \ \ | | O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O-----O
| None | ___ Ichigeki | Celes |
O-----O ___ Berserker Ring O-----O
O-----O-----O-----O

```

NOTE: IF YOU WANT SHADOW, YOU MUST HAVE SAVED HIM BACK IN THE WORLD OF BALANCE. SEE SECTION [WALK.210] FOR DETAILS. IF YOU DID NOT WAIT FOR SHADOW, RELM WILL BE HERE IN HIS PLACE.

The Cave on the Veldt, as you might suspect, is located on the Veldt. It's the cave on the southwestern corner of the Veldt.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	155	Death Warden	8000	8000	13	140	0	0	Fire, Holy
___	153	Gorgimera	7191	354	40	150	1889	4928	---
___	154	Twinscythe	2500	187	21	125	726	1753	Fire, Wind

Upon entering, you'll see Interceptor. Follow him to the north and take the doorway to the east. On the next screen, go east and you'll find a small group of men who talk about a boy dressed in hides. Well, you already have Gau so forget about it. Pick up the BERSERKER RING to the northwest of the men and then go through the door. On the other side, head down the small stairway and to the west via the cave doorway.

If you head all the way west, you'll see a chest. To get to it, backtrack east two steps and then go south. Inside the chest you'll find the Death Warden, who has a chance of dropping the Tigerfang Claw (for Sabin). Backtrack from here back into the cave so that you can't see yourself. Position yourself above the middle entrance and head south. Continue into the doorway and south in the next room.

There's only one path to follow in the next room, so take it. In the next area, go through the south door and throw the switch. Before heading back through the door, go south and pick up the ICHIGEKI (which you require to get Shadow back). Backtrack through the door and go through the newly opened passage. Follow the path, passing by Shadow (you can't get to him yet) and north into the next area.

Follow the path and use the Save Point if you want. I suggest doing so because when you go through the door, you'll face:

```

O-----O-----O-----O-----O
| BOSS - Behemoth King | #317 |
O-----O-----O-----O-----O
| Level ..... 33 | Immune To | Type |
| HP ..... 19000 | --- | --- |
| MP ..... 1600 | | |
| Attack ..... 11 | | |

```

Defense .....	120			Status Immunity	
Evasion .....	0			Poison	Petrify
Magic .....	9	Weak Against		Silence	Berserk
Magic Defense ....	130	Fire	Poison	Confusion	Sleep
Magic Evasion .....	0				
Gil .....	0				
EXP .....	0				
Steal		Absorbs			
Murasame		Ice			
Drops					
Behemoth Suit					

Behemoth King has a small array strong magic spells, including Holy, Blizzara and Blizzaga. His physical attack isn't extremely strong either.

You can hit him with any number of status effects, such as Slow and Stop, and then proceed to wail on him with your strongest Fire spells. Since you now have the Valigarmanda esper, you might have Firaga on your side, which you should exploit to the fullest after either casting Slow or Stop on Behemoth King.

This boss is NOT that hard, and you shouldn't have troubles with it. However, once you kill it, another one will appear behind you:

-----O					
BOSS - Behemoth King				#318	
-----O					
Level .....	33	Immune To		Type	
HP .....	19000	---		Undead	
MP .....	9999				
Attack .....	27				
Defense .....	105			Status Immunity	
Evasion .....	0			Poison	Imp
Magic .....	10	Weak Against		Petrify	Silence
Magic Defense ....	150	Fire	Holy	Berserk	Confusion
Magic Evasion .....	0			Sleep	Slow
Gil .....	0			Stop	
EXP .....	0				
Steal		Absorbs			
---		Poison			
Drops					
Behemoth Suit					
-----O					

This Behemoth King is much harder than the last one you faced. It can hit you with Sleeping Gas, Death and Meteor, not to mention its physical attack, which is significantly stronger than the previous Behemoth King's.

I highly suggest casting Shell on your party since it'll soften the blow from Meteor. Death can only hit one character, so you can quickly revive them and heal them back to full health as you go.

Work quickly: the Behemoth King is immune to all status effects (meaning you can't use Slow on him) and hits hard (especially with Meteor). Firaga becomes

your best friend in this fight (and Holy if you haven't been following this guide and have the Holy spell).

If you're having a ton of trouble (which is possible since it took me a few times to beat him legit), you could just win the cheap way and use a Phoenix Down on Behemoth King. Since he's Undead, a Phoenix Down will instantly kill him.

Either way, you'll find yourself back at Thamasa after winning the battle. Watch the scene, then head out.

```
O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | _ \ \ \ | O-----O-----O-----O-----O
| | | \ \ \ | W O R L D   O F   R U I N   |
| | | _ / / | O-----O-----O-----O-----O
| | | _ \ \ | S H A D O W   ~   D R A G O N ' S   N E C K   C O L I S E U M   |
| | | \ \ \ | O-----O-----O-----O-----O
| | | _ \ \ | | ^ [WALK.313] |
| | | \ \ \ | | O-----O-----O-----O-----O
| | | _ \ \ |
| | | \ \ \ |
O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members   |
O-----O-----O-----O-----O
| None                     | None                       | Celes           |
O-----O-----O-----O-----O
```

NOTE: IF YOU WANT SHADOW, YOU MUST HAVE SAVED HIM BACK IN THE WORLD OF BALANCE. SEE SECTION [WALK.210] FOR DETAILS.

The Dragon's Neck Coliseum is located on the northwest corner of the map. From Thamasa, just fly southeast and you'll find yourself back at the northwest end of the map.

Inside, talk to the man in front of the large double door. Bet the Ichigeki you just found earlier and choose a fighter. They'll fight automatically, but when you beat Shadow, you'll watch a scene and Shadow will join your party (and you even get the Ichigeki back too).

```
O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | _ \ \ \ | O-----O-----O-----O-----O
| | | \ \ \ | W O R L D   O F   R U I N   |
| | | _ / / | O-----O-----O-----O-----O
| | | _ \ \ | L O C K E   ~   P H O E N I X   C A V E   |
| | | \ \ \ | O-----O-----O-----O-----O
| | | _ \ \ | | ^ [WALK.314] |
| | | \ \ \ | | O-----O-----O-----O-----O
| | | _ \ \ |
| | | \ \ \ |
O-----O-----O-----O-----O
```



Item Checklist	Equipment Checklist	Party Members
<input type="checkbox"/> X-Potion	<input type="checkbox"/> Valiant Knife	Celes
<input type="checkbox"/> X-Ether	<input type="checkbox"/> Wing Edge	
<input type="checkbox"/> Elixer	<input type="checkbox"/> Flame Shield	
<input type="checkbox"/> Phoenix Down	<input type="checkbox"/> Dragon Horn	
<input type="checkbox"/> Teleport Stone	<input type="checkbox"/> Ribbon	
<input type="checkbox"/> Phoenix Magicite		

The Phoenix Cave is located on the northern penninsula of the southern continent (the one with Albrook and Tzen). Fly high in the air and you'll see a small green spot in the middle of the mountain range. Land there and you'll enter the Phoenix Cave.

NOTE: You'll bring two parties into the Phoenix Cave. You CAN put Mog and Molulu's Charm in one party and use that as an actual party. For the purposes of this section, I'll be using the labels "Party A" and "Party B" to denote who does what. The actual characters you place in these parties is entirely up to you. As long as both parties can survive, then all is well.

NOTE: You can use the crane outside the entrance to return to the Falcon if you need to restock or resupply. As long as you go back with one party, the other one will automatically go back as well.

NOTE: You'll notice a lot of chests turning out to be empty. In case you didn't notice by the title of this section, Locke is here and he's a professional treasure hunter. Don't be surprised by any empty chests because he already got the items inside. However, there's still a few chests that hold treasure and I'll be leading you to them. I suggest opening all the chests you come across anyways since it's (almost) always beneficial to do so.

#### Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
<input type="checkbox"/>	170	Chaos Dragon	9013	1300	13	5	1000	4881	Ice
<input type="checkbox"/>	169	Clymenus	3815	9900	13	120	826	1698	Holy
<input type="checkbox"/>	164	Face	4550	1700	11	105	890	2600	Ice
<input type="checkbox"/>	167	Galyptes	6013	820	13	120	906	2781	Ice
<input type="checkbox"/>	163	Ouroboros	50	760	13	252	390	1780	Ice
<input type="checkbox"/>	168	Necromancer	3525	900	13	100	791	1510	Fire, Holy
<input type="checkbox"/>	166	Seaflower	4200	200	13	135	670	1315	Ice, Lit
<input type="checkbox"/>	165	Zeveak	2077	500	13	80	674	1620	Ice

The Galyptes enemy is extremely rare, just to let you know. The Chaos Dragon is another rare enemy, but Galyptes is far rarer.

= PARTY A =

Head north into the cave and step on the switch.

= PARTY B =

Head north into the cave and go through the door. Go up the stairs and east, then south and through the door to step on the switch.

= PARTY A =

Go through the newly opened door and step on the switch to the north.

= PARTY B =

Head north across the spikes, then east and south to press the switch.

= PARTY A =

Head southeast, but don't take the stairs yet. Go east, then south and you'll find a chest with a TELEPORT STONE inside. Backtrack to the stairs and take them. Down in the lava area, head northwest and step on the switch. Backtrack to the stairs and head south. Follow the path until you're stopped by a giant cliff in the way.

= PARTY B =

Head all the way west and down the stairs. Start by heading south and up a different set of stairs. Upstairs, step on the switch and go across the walkway to pick up the WING EDGE. Backtrack to the lava area (where you originally entered) and head east across the walkway. Jump across both sets of rocks and step on the switch, then step off of the switch.

= PARTY A =

Head north and into the next area. Then circle around and step on the switch you find.

= PARTY B =

Head north through the opening and into the next area. Follow the path, but jag north and step on the switch.

= PARTY A =

Head back north and make your way west across the spikes (now down). Head south and into the doorway. In the next area, head west across the rocks, then south, then east. Upon landing, head farther east and take the path north (the other path leads to an empty chest). Head into the doorway. Inside, pull the lever.

= PARTY B =

Head south and use the Save Point if you wish. Head northwest and step on the switch.

= PARTY A =

Head south across the newly opened path and head farther south. If you get close to the red dragon, you'll face:

```

O-----O
| BOSS - Red Dragon                                     #337 |
O-----O
| Level ..... 67 | Immune To                               Type | | | |
| HP ..... 30000 | ---                               Undead |
| MP ..... 1780 | | | | |
| Attack ..... 13 | | | | |
| Defense ..... 110 | | Status Immunity |
| Evasion ..... 0 | | Imp          Petrify |
| Magic ..... 10 | Weak Against    Death      Silence |
| Magic Defense .... 150 | Ice          Water    Berserk    Sleep |
| Magic Evasion ..... 0 | | Stop |
| Gil ..... 0 | | | | |
| EXP ..... 0 | | | | |
| | | | | |
| Steal | Absorbs |
| --- | Fire |
| | | | |
| Drops | | | | |
| Murakumo | | | | |
| | | | |
O-----O

```

The Red Dragon, as its name might suggest, is fire-based and uses fire-based spells and attacks such as Fireball, Fira, Lv. 4 Flare (which isn't Fire-based but still a deadly spell nonetheless) and Flare Star.

Slow should definitely be used since it'll give you more time to act or react. Darkness and Poison can be used, but they're not overly important (Red Dragon never used its physical attack that much and the Poison damage was negligible). For some extra fun, try inflicting Confuse on Red Dragon.

Any Ice or Water-based attack will work well against Red Dragon. Blizzaga, Aqua Breath, Water Scrolls, etc. Healing isn't top priority because most of Red Dragon's attacks will go after the entire team. As long as your HP is over 1000 or so, you should be just fine. Occasionally Red Dragon can KO a character by directing a Fira spell at one character, but he doesn't do it constantly, which means you can revive them, heal them up quickly and continue your assault. If you find that you're having trouble against the spells, try casting Shell on the character in question.

Red Dragon isn't too hard and should go down with relatively few problems. After you defeat it, you could get a Murakamo, and you'll get a message about the 5 dragons that remain.

After you win, take the DRAGON HORN from the chest and backtrack, going up the stairs and stepping on the switch to the northwest.

= PARTY B =

Head south down the stairs and west across the passage. Follow the path until you reach some stairs. Downstairs, head south and take the RIBBON from the chest. After that, head northwest and up the stairs.

Upstairs, follow the path around and to the south. Jump across the rocks and you'll find yourself reunited with your partner. Head south and step on one of the switches.

= PARTY A =

Head south and step on the second switch. Head south and take the stairs. Follow the path and you'll meet up with Locke.

Watch the scenes that follow. You'll find yourself back in Kohlingen. After watching the scenes (some of the best in the game if you ask me), Locke will give you the treasures he managed to procure from the Phoenix Cave: an X-POTION, PHOENIX DOWN, X-ETHER, ELIXER, FLAME SHIELD and VALIANT KNIFE. Locke will also have the PHOENIX magicite with him as well.

If you go back to the Phoenix Cave, you'll find a red star to the east of where you found Locke. It looks like a Save Point, but it'll return you to the Falcon.

```
O-----O-----
|         | F I N A L   F A N T A S Y   V I         |
| | _ \   | O-----
| | | \ \ | W O R L D   O F   R U I N         |
| | |_ / / | O-----
| | _ \   | G O G O   ~   Z O N E   E A T E R ' S   B E L L Y         |
```

```

| | | \ \ 0-----O-----O
| | | \ \ | | ^[WALK.315] |
| | | | | O-----O
O-----O

```

```

O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O
| ___ Hi-Ether | ___ Pinwheel | Celes |
O-----O-----O-----O
| ___ Magical Brush | ___ Thunder Shield |
| ___ Red Jacket |
| ___ Genji Armor |
| ___ Fake Mustache |
| ___ Zephyr Cloak |
| ___ Hero's Ring |
O-----O-----O-----O

```

NOTE: If you wait until Lv. 99 to recruit Gogo, he/she will come with Lv. 99 stats. If you recruit Gogo at a lower level, Gogo will come with lower stats. The choice is up to you.

Your destination is the northeast corner of the map. There's a small island located there. Land the Falcon and wander around. Eventually you'll run into an enemy called the Zone Eater (#195). You can kill it, but the real point is to let it Inhale your team. You'll fall into a new area.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	203	Amduscias	4452	270	13	105	526	1727	Poison
___	204	Baalzephon	3609	300	17	105	826	1385	Fire
___	199	Covert	4530	240	25	100	1768	1757	Holy
___	200	Kamui	4211	219	19	100	869	1583	Lit, Poison
___	198	Purusa	3300	188	13	115	773	1396	---
___	202	Shambling Corpse	3850	185	13	105	826	1399	Fire, Holy
___	201	Wartpuck	3559	330	15	120	1169	1595	Fire

You might want to equip Relics that prevent the Zombie status.

From where you land, if you go north, you'll end up outside. Head south and on the next screen, go west. You have to jump platforms by facing the direction you want to go and pressing A. If you bump into the guys on the platforms, they'll slap you back down to the lower level. You might want to get slapped once just so you can land and pick up the HI-ETHER and RED JACKET. Go east and step on the switch to head back up.

At any rate, on the platforms, make your way west. Slip by the guys so that you can pick up the GENJI ARMOR and MAGICAL BRUSH. Farther west, you have to slip by two guys to pick up the FAKE MUSTACHE. On the main path, head east and take the stairs south. In the next room, USE THE FREAKING SAVE POINT. I cannot stress this time enough since you can instantly Game Over if you're off by even a single step. Before going into the next room, I suggest equipping the Sprint Shoes and holding the B Button (or have Auto-Dash set to "On").

In the next room, wait until the rock falls, then as soon as you can, run to the chest and stand before it, picking up the ZEPHYR CLOAK in the process. Wait for the rock to rise and then rush to the next chest you see. Stand in front of it and pick up the HERO'S RING. Wait for the rock to rise, then rush five steps to the west and two (or three) steps south. Wait for the rock again and then

rush west. DON'T WORRY ABOUT THE CHEST, JUST MAKE SURE YOU RUSH WEST AND SOUTH. Get to the door, then backtrack for the PINWHEEL if you want, but don't even read the text; just get it and get out! The rock's timer counts the time it takes you to read the text and will immediately fall if you dink around for too long. Head south, past the small room and into a much larger one.

In the larger room, head south and across the chest onto another platform. Go north, then circle around and jump onto the platform with the switch. Step on it to open up new paths. Head back onto the main path, then west all the way. You'll find a THUNDER SHIELD in the chest. Go back to the central platform and go north, this time continue on the main path and into the door.

Inside the door, talk to Gogo, standing on the platform. He/she will agree to join you. There's nothing else to do, so use a Teleport Stone or Smoke Bomb to warp out.

```

O-----O-----
|   |   |   | F I N A L   F A N T A S Y   V I   |   |
| | _ \ | O-----O-----
| | | \ \ | W O R L D   O F   R U I N   |   |
| | | / / | O-----O-----
| | _ \ | M A G I C I T E   H U N T I N G   &   L O O S E   E N D S   |   |
| | | \ \ | O-----O-----
| | | \ \ | | ^ [WALK.350] |
| | | \ \ | O-----O-----
O-----O-----

```

Finally, all your teammates are reunited. It's time to take on Kefka ... or is it? Remember ... even though you have full teams, you might still want to go find the remaining magicite. It will help you in the final fight with Kefka. Only thing is ... the magicite is hidden far and wide across the world map. Now then, without further ado, let's get to it!

NOTE: These sections can be completed in any order. I'll just be going in the order that the magicite appears on your list. If you've been following my walkthrough, you should have Fenrir, Valigarmanda, Midgarsormr, Lakshmi and Phoenix, in addition to everything before Seraph. After obtaining every magicite, I'll lead you to other loose odds and ends available to you.

Here is a list of what my FAQ has led you to so far:

```

O-----O-----
| Bestiary *   |
O-----O-----
| #001 - #170   |
| #182 - #195   |
| #199 - #204   |
| #276 - #316   |
O-----O-----

O-----O-----O-----O-----O-----O-----
| Espers *     | Lore *       | Rage *       | Dance *      |
O-----O-----O-----O-----O-----O-----
| Ramuh        | Doom         | #001 - #112  | Wind Rhapsody |
| Kirin        | Roulette    | #278         | Forest Nocture |

```



```

| _____ | F I N A L   F A N T A S Y   V I |
| | _ \ O-----O
| | | \ \ | W O R L D   O F   R U I N |
| | | / / O-----O
| | _ \ | A L E X A N D E R   ~   D O M A   C A S T L E |
| | | \ \ O-----O
| | _ \ \ | | ^[WALK.352] |
| | | \ \ | | O-----O
O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ X-Potion | ___ Masamune | Cyan |
| ___ Alexander Magicite | ___ Flame Shield | O-----O
O-----O-----O ___ Ice Shield |
| ___ Genji Glove |
O-----O-----O-----O-----O

```

NOTE: In case you weren't paying attention, you NEED Cyan in order to even do this section. Considering it's his dream sequence and all. I'd hope that this would be a given, but judging by some posts on the message board, some users didn't quite get it that you need Cyan for Cyan's Dream Sequence. @\_@

NOTE: Before attempting this section, you may want to bring along a full stock of Hi-Potions and Ethers. In addition, you may feel like bringing a few Smoke Bombs or Teleport Stones. You could possibly fight a few battles with one or two characters, so unless you're prepared, you might want to just run from them until your team of three is reassembled.

Doma Castle is located east from Nikeah (Nikeah is on the head of the Serpent Trench) and just west from the Veldt. Doma Castle is isolated on a small island all by itself. Land the Falcon and bring your three strongest characters (in my case, I brought Celes, Locke and Edgar, in that order) and Cyan into Doma Castle.

#### Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	206	Al Jabr	2722	180	13	110	485	890	Ice, Holy, Water
___	211	Alluring Rider	1200	330	13	125	531	1323	---
___	214	Coco	3062	198	13	100	631	1410	Poison
___	215	Io	7862	1550	13	110	1995	3253	Lit, Holy, Water
___	212	Pandora	1522	350	13	140	461	622	Fire, Holy
___	213	Parasite	1000	230	1	140	461	455	Fire
___	210	Pluto Armor	2850	220	13	105	629	853	Lit, Water
___	205	Samurai	3000	500	13	10	791	1545	Poison
___	209	Schmidt	3262	200	13	105	441	1253	Lit, Wind, Water
___	207	Suriander	2912	228	13	105	435	1150	Holy
___	208	Weredragon	3000	300	10	105	731	953	Fire, Holy

Each section of the Dream Sequence has its own set of Bestiary entries (which will be listed for you in its own section). The listing here details all the entries you should have by the time you leave Doma Castle.

Inside Doma Castle, take the left door, then the right door. You'll have the option of resting for a bit. Do so and you'll watch a scene, then enter Cyan's





BOSS - Laragorn		#324	
Level	47	Immune To	Type
HP	10000	---	Humanoid
MP	2000		
Attack	2		
Defense	90		Status Immunity
Evasion	0		Poison Imp
Magic	5	Weak Against	Petrify Berserk
Magic Defense	120	Fire	Sleep Stop
Magic Evasion	0		
Gil	0		
EXP	0		
Steal		Absorbs	
---		Ice Wind	
Drops			
---			

BOSS - Moebius		#325	
Level	47	Immune To	Type
HP	12500	---	Humanoid
MP	2000		
Attack	4		
Defense	80		Status Immunity
Evasion	0		Poison Imp
Magic	6	Weak Against	Petrify Death
Magic Defense	130	---	Silence Confusion
Magic Evasion	0		Sleep Stop
Gil	0		
EXP	0		
Steal		Absorbs	
---		Lightning	
Drops			
---			

Curlax is on top, Laragorn is on the left and Moebius is on the right. In case you never played the SNES version, they were called Larry, Curly and Moe, as reference to the actual Three Stooges (get it? Dream Stooges? Ha ha ... okay, enough of that).

Curlax usually cast spells that attack your party, both Black magic spells such as Fira and Firaga or Gray magic spells such as Slow and Silence. He can also cast Arise should any of his brothers fall and I saw him cast Reflect on himself. Moebius casts spells that help his brothers, such as Shell or Haste. I saw him retaliate with Thundara and Thundaga and cure his brothers with Cura. Laragorn will usually attack physically. However, he can retaliate if you attack him (he used Blizzara against me when I used Fira against him). For whatever odd reason, I never saw Laragorn use Blizzaga (considering Curlax AND Moebius both use -ga level spells); however, I have been informed that Laragorn

can pull a disappearing act (he'll reappear after a while unless you end the battle) \*.

\* thanks to The n00b Avenger for helping me out on Laragorn's disappearing act.

Any one of the three Dream Stooges can initiate the Delta Attack, which causes Petrify on one character. The only way they can pull this off is if all three of them are present.

I suggest going after Curlax first, mostly for his Arise spell, which can really drag the battle out. Attack him with Blizzaga and Blizzara, but watch out because he might cast Reflect on himself. He might have the most HP, but his Magic Defense is also the lowest, so a powerful magic character (like Celes or Terra) with a Blizzaga spell will make quick work of him within a few turns.

After Curlax goes down, the other Stooges lose their biggest attack: the Delta Attack. They'll go after you with Blizzara and Thundara, but you should have no problems dealing with that. With Curlax dead, you can either attack Laragorn with Blizzard attacks or attack Moebius with anything except Thunder. They'll go down easily enough without their third cohort.

Once you defeat the Dream Stooges, enter the door.

---

= PHANTOM TRAIN SEQUENCE =

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	206	Al Jabr	2722	180	13	110	485	890	Ice, Holy, Water
___	214	Coco	3062	198	13	100	631	1410	Poison
___	213	Parasite	1000	230	1	140	461	455	Fire
___	212	Pandora	1522	350	13	140	461	622	Fire, Holy
___	205	Samurai	3000	500	13	10	791	1545	Poison
___	207	Suriander	2912	228	13	105	435	1150	Holy

Start out by heading west. Use the Save Point inside the first car if you wish. Continue west and once you see a chest and a pink/purple switch, throw the switch twice and pick up the GENJI GLOVE. Continue west and you'll see a chest that is blocked by an open one. Pick up the Lump of Metal found in the far west chest and then talk to the open chest that blocks the FLAME SHIELD behind it. You'll see six open chests here. Flip the switch and remember the positions of the open and closed ones. Continue west.

In the next car, head north and around and flip the first switch. Before going to the open path, pick up the X-POTION in the hidden chest to the south. Follow the path, picking up the ICE SHIELD along the way, and then hit the third switch. Backtrack and hit the first switch, then go flip the second switch. Return and hit the first switch, then the third switch. If you've done this correctly, you should have an open path on the bottom end of the screen. If you messed up, make sure the first and second switches are down and the third one is up. Proceed west and you'll find a fourth switch. Before flipping it, talk to the right chest on the top row and the left and center chests on the bottom row. Flip the fourth switch and you'll open up a new path. Head west and out of the car.

In the next car to the west, you'll find a Save Point. As always, I suggest

using it, especially if you're running low on anything.

In the next car, you'll be inside the train itself. Hopefully you remembered which switches you threw last time. Well, if you didn't, shame on you. It's the first and third switches. Throw them (don't worry about their position) and exit. (for the record, I don't think it matters if you throw any of the switches)

---

= CAVE SEQUENCE =

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	205	Io	7862	1550	13	110	1995	3253	Lit, Holy, Water
___	210	Pluto Armor	2850	220	13	105	629	853	Lit, Water
___	209	Schmidt	3262	200	13	105	441	1253	Lit, Wind, Water

You'll find yourself in Magitek Armor. Watch the scene to see Cyan, so follow him south. If you continue following the path counter-clockwise, you'll get nowhere very quickly.

Once you exit, turn right back around and start circling around clockwise. Eventually you'll see Cyan again, so follow him and you'll fall off the bridge.

---

= DOMA CASTLE SEQUENCE =

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	206	Al Jabr	2722	180	13	110	485	890	Ice, Holy, Water
___	214	Coco	3062	198	13	100	631	1410	Poison
___	205	Samurai	3000	500	13	10	791	1545	Poison
___	207	Suriander	2912	228	13	105	435	1150	Holy

Watch the scene that ensues when you first enter. Use the Save Point and then exit the room. There's nothing to do in Doma Castle except face Wrexsoul, who can be found in the Throne Room. However, if you go to Cyan's Room (just east of the Throne Room), you can see a small flashback scene with Cyan. Just in case you want to go see it. :)

Once you enter the Throne Room, heal up any injuries you have. When you proceed north, you'll face:

O-----O										
	BOSS - Wrexsoul								#325	
O-----O										
	Level .....	47		Immune To			Type			
	HP .....	23066		---			---			
	MP .....	5066								
	Attack .....	27								
	Defense .....	70					Status Immunity			
	Evasion .....	0					Poison	Imp		
	Magic .....	5		Weak Against			Petrify	Death		

Magic Defense .... 220	Ice	Silence	Berserk	
Magic Evasion ..... 0		Confusion	Sleep	
Gil .....	0	Slow	Stop	
EXP .....	0			
Steal	Absorbs			
Memento Ring	Fire	Holy		
Drops				
Guard Bracelet				
0-----0				0

Wrexsoul starts the fight by using Fury to possess a character.

Wrexsoul comes with two Soul Savers to begin with. They'll be revived right after you defeat them. I suggest defeating one just to get the Bestiary entry for it.

If you want to win the cheap way ... just use the Banish spell for an instant win. Seriously, it's that simple. @\_@

If you want to win the hard way, it's a simple but deadly process. KO any character and if Wrexsoul is inside them, he'll reappear. If he isn't inside them, revive that character, heal them up and try again. The entire time you'll be at the mercy of the Soul Savers attacks, which include Blizzaga and Reflect (on themselves) and Cure (when Wrexsoul is with them).

Once Wrexsoul comes back, you'll have to pound away at him (preferably with Blizzaga) until he uses Fury and repossesses a character. You'll then have to repeat the entire process all over again. If you have Edgar with a Chainsaw, Sabin with a Phantom Rush or any other strong physical attack, it's worthy to note that they can do excellent damage as well.

Wrexsoul isn't that easy when you're doing it the hard way, but you can definitely do it with some patience and a good set of spells or attacks at your disposal. It's also worthy to note that the only way I could get the Guard Bracelet was to beat Wrexsoul the hard way.

After winning, watch the scene. Cyan's Bushido skills will max out at this point, no matter what level you're at and he'll obtain the MASAMUNE katana. The only thing left to do in Doma Castle is to go back to the Throne Room and take the ALEXANDER magicite. There's nothing else do to here, so head out.

```

0-----0-----0-----0-----0-----0-----0-----0-----0-----0
|   _____   | F I N A L   F A N T A S Y   V I   |
| | | _ \ \ \ | O-----0-----0-----0-----0-----0-----0-----0-----0
| | | \ \ \ | W O R L D   O F   R U I N   |
| | | _ / / | O-----0-----0-----0-----0-----0-----0-----0-----0
| | | _ \ \ | O D I N   ~   A N C I E N T   C A S T L E   |
| | | \ \ \ | O-----0-----0-----0-----0-----0-----0-----0-----0
| | | _ \ \ \ | | ^ [WALK.353] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
0-----0-----0-----0-----0-----0-----0-----0-----0-----0

```

Item Checklist	Equipment Checklist	Party Members
___ X-Potion	___ Punisher	Celes
___ Hi-Ether	___ Wing Edge	
___ Magicite Shard	___ Death Tarot	
___ Odin Magicite	___ Gold Hairpin	
	___ Blizzard Orb	

The Ancient Castle is hard to find on the world map. That's because you won't be finding it on the world map at all. To get there, fly to Figaro Castle (which should still be sitting near Kohlingen if you've been following my FAQ) and talk to the guy who transfers you between the Kohlingen and Figaro areas. Head to Figaro and you'll bump into something. Stop the castle, head over to the prison section and exit via the right-most prison cell.

= CAVE TO THE ANCIENT CASTLE =

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	219	Devil	5555	1150	18	70	960	2189	Holy
___	220	Enuo	4635	280	13	50	968	1429	Holy
___	218	Figaro Lizard	4220	140	29	90	554	1219	Ice

Head straight east and then south to pick up a HI-ETHER. Head into the door just east from this chest and you'll find another chest that contains a Monster-in-a-box encounter with:

BOSS - Master Tonberry		#328
Level .....	73	Immune To
HP .....	22000	???
MP .....	1200	Type
Attack .....	13	---
Defense .....	100	Status Immunity
Evasion .....	0	Imp
Magic .....	6	Petrify
Magic Defense ....	165	Weak Against
Magic Evasion .....	0	Death
Gil .....	0	Berserk
EXP .....	0	Confusion
		Stop
Steal	Absorbs	
Megalixer	???	
Elixer		
Drops		
Gladius		

Tonberry enemies are extremely tricky and the Master Tonberry is no exception. It's immune to all the stuff you could use before (like Imp and Silence) and what's worse is that it has the Barrier Change ability, making its weakness unknown to you (until you use the Libra spell on it). Master Tonberry will also attack you physically (with a strong attack) and can also use the Knife ability once it gets too close. It can also use Traveler, which can do massive damage.

Master Tonberry is vulnerable to some different but vital status ailments. Try slapping it with Slow and Sleep. After doing so, cast Libra on it and then use that element on it. In addition, you can also use non-elemential spells like Flare and Ultima, if you have them. You might want to cast Vanish on yourself to avoid Master Tonberry's physical attacks.

With Master Tonberry sleeping, attack with elemental spells (the element that you saw with Libra). Magic won't cause it to wake up, but physical attacks will cause it to wake up. Additionally, it's possible that the Master Tonberry will wake up on its own, which means you'll have to cast Sleep again.

If you're quick enough and have -ga level spells at your disposal, you can kill the Master Tonberry with one casting of Sleep. After winning, you'll most likely obtain the Gladius knife.

After defeating the Master Tonberry, head back north, then head all the way west that you can. Go south and you'll see a chest that contains a WING EDGE. Take the door next to this chest and follow the path to eventually reach a DEATH TAROT. Backtrack a bit and you'll see a very small path in the west wall. Take it and then head northwest. You'll see a jut in the northwestern wall. Walk into it and you'll pop up on another screen.

On the next screen, you need to go down the stairs, but don't neglect the X-POTION to the southwest of the stairs and the MAGICITE SHARD far to the south. Descend the stairs and you'll find a Save Point. Use it if you want and then go up the next set of stairs. You'll find a city; watch the scene.

= ANCIENT CASTLE =

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	216	Armored Weapon	9200	1956	18	190	1189	5848	Lit, Water
___	214	Coco	3062	198	13	100	631	1410	Poison
___	219	Devil	5555	1150	18	70	960	2189	Holy
___	218	Figaro Lizard	4220	140	29	90	554	1219	Ice
___	217	Lunatys	4020	105	13	90	465	1504	Holy
___	205	Samurai	3000	500	13	10	791	1545	Poison
___	207	Suriander	2912	228	13	105	435	1150	Holy

Before entering the castle, stand in front of the entrance and you'll see two black doors to the west of the main ones. Enter one and you'll find a Monster-in-a-box encounter with:

```

O-----O
| BOSS - Samurai Soul                                     #329 |
O-----O
| Level ..... 61 | Immune To                               Type | | | |
| HP ..... 37620 | ---                               Humanoid |
| MP ..... 7400 | | | | |
| Attack ..... 25 | | | | |
| Defense ..... 115 | | Status Immunity |
| Evasion ..... 20 | | Imp          Petrify |
| Magic ..... 11 | Weak Against   Death      Silence |
| Magic Defense .... 175 | Poison        Berserk    Sleep |
| Magic Evasion ..... 0 | Slow          Stop |
| Gil ..... 30000 | | | | |
| EXP ..... 0 | | | | |
| | | | | |

```

Steal	Absorbs
Murakumo	---
Murasame	
Drops	
Master's Scroll	

Samurai Soul has a number of attacks, including Gale Cut, Shockwave and 1000 Needles. Samurai Soul can also throw a Flame Scroll, Water Scroll and Lightning Scroll. Lastly, Samurai Soul can also pump himself up and increase his power, but it only seems to affect the next few physical attacks.

If you cast Confuse at the beginning of the battle, Samurai Soul will have a chance of using Assassin Blade on itself, instantly ending the battle. You'll still get the 5 magic AP and the Master's Scroll that you'd get normally. This tactic makes the battle all that much easier, so I suggest using it.

If you don't have Confuse ... shame on you. Use your strongest spells and don't bother with trying to Vanish your team. Also, any strong physical attacks will work as well. Have one character (preferably with a strong Magic rating) concentrate on healing and you should be able to bring down Samurai Soul with little to no troubles.

After defeating the Samurai Soul, backtrack outside and don't enter the main doors quite yet. You'll see a small opening to the east of the doors, so enter it and pick up the PUNISHER. NOW backtrack to the main doors and enter them. Head north until you find Odin, who's turned to stone. Before you talk to him, head east and enter the left black door. Inside you'll find a BLIZZARD ORB and a GOLD HAIRPIN. Head back and talk to Odin's statue and you'll obtain the ODIN magicite. Don't leave quite yet though ...

FINAL FANTASY VI	
WORLD OF RUIN	
RAIDEN ~ ANCIENT CASTLE	
	^[WALK.354]

Item Checklist	Equipment Checklist	Party Members
Raiden Magicite	X-Ether	Celes

Yes, I know, you're going out of order on the esper list. However, you're here so you might as well make the most of it.

From where you obtained Odin, you'll see two thrones slightly to the north. Stand in front of the right one (the Queen's Throne) and step south FOUR steps. If you stand ON the throne itself, you'll step south FIVE steps. Either way,

you should be standing on a set of steps. Press A and you should hear a passage opening somewhere. Head to the east side of this room and you'll see a small opening to the southwest. Enter it and you'll find the Queen's Room.

You can read the book on her shelf if you want, but before you head down the stairs, check the bucket for a free X-ETHER. Now go down the stairs and heal up. You'll find a Dragon down here:

```

O-----O
| BOSS - Blue Dragon                                     #338 |
O-----O
| Level ..... 65 | Immune To                               Type | |
| HP ..... 26900 | --- --- |
| MP ..... 3800 | | |
| Attack ..... 13 | | |
| Defense ..... 110 | | Status Immunity |
| Evasion ..... 0 | | Imp      Petrify |
| Magic ..... 10 | Weak Against | Death    Silence |
| Magic Defense .... 150 | Lightning | Berserk  Confusion |
| Magic Evasion ..... 0 | | Sleep    Stop |
| Gil ..... 0 | | |
| EXP ..... 0 | | |
| | | |
| Steal | Absorbs |
| --- | Water |
| | |
| Drops | |
| Zantetsuken | |
| | |
O-----O

```

Blue Dragon can attack with a small assortment of water-based attacks, like Tsunami (if you have Strago along without this Lore, he can get it here), Acid Rain and Aqua Breath as well as its physical attack.

You should definitely cast Slow on it since Acid Rain and Tsunami can both be pretty harsh (and Acid Rain causes the Sap status as well). Other than that, you COULD hit it with Darkness and Poison, but those won't make or break the outcome of this battle.

Thundaga is your greatest friend in this battle. I had Celes with dual Earrings and Thundaga hit for 5000-6000 damage (and she was at Lv. 31). This battle is short and sweet, so just kill the dragon and you'll see that 4 dragons remain.

After victory, head north and you'll see the Queen (who looks surprisingly similar to Maria and Celes), turned to stone. Talk to her and your Odin magicite will turn into the RAIDEN magicite. Yes, you lose Odin, but you can get the spell that Odin taught you (Meteor) from another magicite and the esper bonus that Odin gave you (Speed +1) from another magicite as well (at an even better rate of Speed +2). Not to mention Raiden teaches a better spell, has a Strength +2 bonus AND has the same esper attack that Odin did.

Normally I'd say "Use a Teleport Stone and leave", but that would be too easy. Not to mention you can't use a Teleport Stone. You have to WALK all the way back to the Cave, then to Figaro Castle. After reaching Figaro Castle, you have to restart the engines to reach the Figaro area, then go back to Kohlingen to get back to the Falcon.



```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |   |
| | | / /   | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | B A H A M U T   ~   O V E R W O R L D   |   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | _   \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _____ Bahamut Magicite | None                       | Celes                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Before attempting to get this Magicite, I highly suggest that every member of your fighting party know Firaga and/or Holy. In addition, I suggest you go in with a full supply of Hi-Potions and Phoenix Downs. Also, it's smart to have Relics that prevent instant-death.

To fight the boss, simply land the airship so that it's aligned perpendicular to the rest of the northern end of the map. Re-board the airship and turn it a few degrees left or right (just tap the control pad in either direction). Now speed ahead. If you've done this right, you'll find that you're moving up the map but you're covering every square on the map.

This tactic sounds like a time consuming process ... and it is. However, the only real alternative is to fly around like a damn fool, which really doesn't go to far considering Deathgaze's position is fixed on the map.

At any rate, after circling the world for a while, you'll eventually run into:

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| BOSS - Deathgaze                                           #309 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Level ..... 31 | Immune To           Type |
| HP ..... 5555 | ---                --- |
| MP ..... 38000 |                    |
| Attack ..... 35 |                    |
| Defense ..... 150 |                    |
| Evasion ..... 30 |                    |
| Magic ..... 8 | Weak Against       Type |
| Magic Defense .... 170 | Fire      Holy     Death  Silence |
| Magic Evasion .... 30 |                    Berserk  Confusion |
| Gil ..... 0 |                    Sleep   Slow   |
| EXP ..... 0 |                    Stop |
|
| Steal           | Absorbs           |
| ---            | Ice      Poison   |
|
| Drops          |                    |
| ---            |                    |
|
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```



184	Lukhavi	1877	100	13	145	298	697	Fire
185	Magna Roader	1777	100	13	115	352	621	---
186	Magna Roader	1380	70	14	105	284	647	---
187	Psychos	900	55	14	165	275	347	Ice
182	Test Rider	3100	220	27	135	520	1947	Poison
183	Wizard	1677	200	13	50	388	587	Lit, Poison

With Locke in your party, all the locked doors in Narshe are child's play. If you've been following my FAQ from beginning to end, you should have most of the stuff in Narshe already (like the treasures in the warehouse on the southeast end of town).

The real objective here is the Weapon Shop, located just to the west of the main path. Have Locke unlock the door, go to the hidden entrance east of the main one (inside the shop) and talk to the man there. He'll offer you a new magicite, or he'll offer to grind it down and make a new sword for you.

The Ragnarok sword is a real nice piece of work, but the magicite annihilates it in every way, shape and form. GET THE MAGICITE. YOU CAN GET MORE RAGNAROK SWORDS ELSEWHERE but if you lose that magicite, you lose it FOREVER. Ragnarok as magicite teaches you THE most powerful spell in the game, Ultima. With Ultima at your disposal, there's really not a whole lot that stands in your way since it'll cut through virtually everything in your path for massive damage. With magicite in hand (if you really got the sword, proceed to kick yourself repeatedly and then reset your game), you're good to go. Also, it's worthy to note that Metamorphose is actually an excellent esper ability, as you can obtain a lot of nifty equipment through Metamorphose (see Lufia\_Maxim's Bestiary FAQ for more details on what enemies Metamorphose into what items).

Head to an unmarked house, located directly north of the Weapon Shop. Inside you'll find a man who will give you the CURSED SHIELD. The Cursed Shield is a terrible shield, but if you equip it and fight 255 battles, it'll turn into the Paladin Shield, which is one of the best shields in the game. The Cursed Shield will make its equipper weak to all elements and actually REDUCES your stats (Strength, Speed, Stamina, Magic) by 7. It also comes with some inherent status effects, including Confuse, Berserk, Sap, Silence and Doom.

If you equip the Cursed Shield, you'll want to equip them with the Ribbon (to negate Confuse, Berserk, Sap and Silence) and the Lich Ring so they can't be KO'd (they'll be a Zombie, so they can't really be KO'd). If and when you turn the Cursed Shield into the Paladin Shield, it will teach the character Ultima at a rate of 1x so it's definitely worth it. In addition, your character becomes immune to pretty much every element (the Paladin Shield absorbs some elements and nullifies others) AND has a nice increase to their Defense, Magic Defense and Magic Evade. On top of that, it even teaches Ultima at a rate of 1x. Trust me, it's well worth your time to uncurse the Cursed Shield.

There's nothing else to do in Narshe. Head out when you're ready.

```

O-----O-----
|         | F I N A L   F A N T A S Y   V I         |
| | _ \   | O-----O-----
| | | \ \  | W O R L D   O F   R U I N         |
| | |_ / /  | O-----O-----
| | _ \   | L E V I A T H A N   ~   T H E   S E A         |

```

```

| | | \ \ 0-----O-----O
| | | \ \ | | ^[WALK.357] |
| | | | | O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O-----O
| ____ Leviathan Magicite | None | Celes |
O-----O-----O-----O-----O

```

Yeah yeah, I know. Crusader is next on the list. However, you can't get that magicite until you defeat all 8 dragons. I've only directed you to three of them. So until then, you can't get Crusader.

Leviathan is lurking on the high seas. Unfortunately, you don't have a ship (a rarity in any FF game, considering you normally get a ship and then an airship) so getting Leviathan is more of a chore. Head to South Figaro or Nikeah to use the ship available in either port.

Before you head out, make sure you have any Water-absorbing and/or deflecting equipment equipped. The Tortoise Shield, Reed Cloak and Saucer are all your newest best friends for this battle. If you need any of the items listed, try morphing Cactuars (use the Ragnarok's esper attack on Cactuars, which are found in the desert by Maranda). Let me emphasize that you NEED one of these items on all of your characters in order to not get your behind kicked. Unless you're facing him at Lv. 60 or higher, in which case there's no good reason for you to lose.

In addition, if you need Mog's Water Harmony Dance or want Strago's Tsunami Lore, you can get them from the Leviathan battle. I also suggest having a few thousand HP before trying to fight Leviathan. Most likely you'll want at least 2000-2500 HP since Leviathan's attacks can be extremely devastating to anything less than that. Given, you CAN beat him with significantly less HP, but it's much harder. Lastly, equip Fenrir on any character. You'll see just why after the battle begins.

Board the ship at either port and watch yourself as you go. Eventually you'll run into:

```

O-----O-----O-----O-----O
| BOSS - Leviathan | #346 |
O-----O-----O-----O-----O
| Level ..... 65 | Immune To | Type | |
| HP ..... 32000 | --- | --- |
| MP ..... 7000 | | |
| Attack ..... 22 | | |
| Defense ..... 140 | | Status Immunity |
| Evasion ..... 20 | | Darkness | Poison |
| Magic ..... 14 | Weak Against | Imp | Petrify |
| Magic Defense .... 120 | --- | Death | Silence |
| Magic Evasion .... 20 | | Berserk | Confusion |
| Gil ..... 10000 | | Sleep | Slow |
| EXP ..... 0 | | Stop |
| | | |
| Steal | Absorbs |
| --- | Water |
| | |
| Drops |
| --- |

```

I found it puzzling too, but Leviathan ISN'T weak against Lightning.

Leviathan has very few but very devastating attacks, including Tsunami, El Nino and Aqua Breath. Each one can cause over 1000 damage to your entire team, so you should be well-prepared with Curaga. In addition, Leviathan's physical attack is extremely devastating and can instantly KO any character with less than 1400-1500 HP. Unfortunately, Leviathan can't be hit with ANY status effects, nor is he weak against any element in particular.

With any Water-absorbing equipment on a character, that character becomes a GOD in the face of Tsunami, El Nino and Aqua Breath. The only threat they face is Leviathan's physical attack. Use Fenrir's esper attack to create illusionary images of the party, which will allow you to evade Leviathan's physical attack. You might think that Vanish does the job as well, but Vanish is cancelled by a magical attacks, and all three of Leviathan's water attacks qualify as such.

You can't hit Leviathan with any status effects, nor is it weak against any element. So feel free to smack it with anything that's not water-based and you'll be fine. Try casting Hastega to make your team's turns come faster, and if you have Holy and/or Flare, use either one. Leviathan might counter with a water-based attack, so laugh as your teammates absorb the magic being sent their way.

Leviathan can be deadly, but with the proper equipment, espers and a little luck, you should have no problems taking it down. After you defeat Leviathan, a piece of magicite will pop up on the deck and you'll receive the LEVIATHAN magicite. Use the ship again to get back to the Falcon.

```
O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |  _  \   O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | | / /   O-----O-----O-----O-----O
| |  _  \   | C A C T U A R   ~   M A R A N D A   D E S E R T   |
| | | \ \   O-----O-----O-----O-----O
| | | \ \   |                                     | ^[WALK.358] |
| | | \ \   |                                     | O-----O
O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O
| _____ Cactuar Magicite   | None                           | Celes                   |
O-----O-----O-----O-----O-----O
```

SAVE BEFORE TRYING TO OBTAIN THIS MAGICITE. Should be a given, really.

NOTE: Before attempting to obtain this esper, you should have the Reraise spell, you might also want Quick, Curaga and most likely Ultima as well. In addition, I highly suggest having at LEAST 2000+ HP on every team member. If you refuse to have (or simply can't fulfill) this setup, you MUST have at least one character with both the Dragoon Boots & Dragon Horn equipped. You MUST also

have the Quetzalli esper equipped.

Maranda, in case you forgot, is located on the western continent, on the south-east end of the continent.

Inside Maranda, you'll find a man who talks about the cactuar. Listen to what he says because it's important. And you need to talk to him before you can get this esper. After talking to the man, go out and fight 10 cactuars. If you defeat 10 of them (be it via actual winning or using Ragnarok, they all count), walk around the southwest corner of the desert and you'll eventually run into:

```
O-----O
| BOSS - Gigantuar                                     #345 |
O-----O
| Level ..... 91 | Immune To          Type |
| HP ..... 30000 | Fire              --- |
| MP ..... 4500 |                   |
| Attack ..... 15 |                   |
| Defense ..... 200 |                   |
| Evasion ..... 200 |                   |
| Magic ..... 18 | Weak Against      Imp   Petrifly |
| Magic Defense .... 200 | ---              Death  Silence |
| Magic Evasion .... 200 |                   Berserk Confusion |
| Gil ..... 1111 |                   Sleep  Slow |
| EXP ..... 0 |                   Stop |
|                   |                   |
| Steal           | Absorbs          |
| ---            | Water            |
|                   |                   |
| Drops           |                   |
| ---            |                   |
|                   |                   |
O-----O
```

Gigantuar comes with the typical 1000 Needles attack ... but it can use it many times in a row (twice every turn and four times every third turn). It can also counter-attack with Knockdown, which can instantly KO a character (I saw it do over 7000 damage). The real attack to watch out for is Gigantaur's final attack ... 10,000 Needles, in which Gigantaur uses 1000 Needles ten times in a row. If you can't survive this, you're not going to win the battle, let alone obtain the magicite. Keep in mind that 10,000 Needles can operate through everything, so if you're in the middle of a Quick casting, you will be interrupted.

If you intend to win (which I really hope you do), you'll either want to survive the 10,000 Needles attack or have a character up in the air while the 10,000 Needles attack is being executed.

The first strategy is simple. Cast Reraise on everyone and keep their HP filled by the time you deplete Gigantaur's HP. In the meanwhile, you'll have to keep their HP filled since Gigantaur will be attacking with 1000 Needles constantly. The catch for this strategy is that your HP has to be high enough to survive the 10,000 Needles, which (at a minimum) would require Reraise status on every character as well as the ability for three characters to survive two attacks (aka 1001 HP minimum); the fourth one only has to survive one attack (therefore they can have 1000 HP or less).

The second strategy is trickier, but necessary if you can't fulfill the requirements of the first strategy. It's trickier due to the fact that you have to keep an EXTREMELY close eye on Gigantuar's HP. However, if you have Ultima and cast it three times for 9999 damage, you can be sure that Gigantuar will

only have 3 HP left. Even if Gigantuar ends up with more HP after three Ultima castings, you should know exactly how much HP Gigantuar has left. Upon bringing Gigantuar close to death (I'd say within 500-1000 HP), have the person equipped with the Dragoon Boots & Dragon Horn Jump and then use Quetzalli's esper attack. Your entire team will be in the air and when the first character comes down, they should be (hopefully) be able to kill Gigantuar as they land. Once they do, Gigantuar will start casting 10,000 Needles, but three characters will be in the air. By the time Gigantuar finishes the 10,000 Needles attack, there should be at least one character in the air. Meaning that even if your other characters are KO'd, you should still win the battle.

If you choose to use the second strategy, you may even want to cast Reraise on your team before heading into the air, just for added insurance.

No matter what method you use, you can definitely win this battle, but it's definitely one of the trickier battles that I've fought. After you win, you will receive the CACTUAR magicite. Given, it's not the same Gigantuar you just faced (too bad, that thing would probably pwn with its esper attack), but the Cactuar magicite can kick some ass in its own right.

```

O-----O-----
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----
| | | \ \   | W O R L D   O F   R U I N   |
| | |_ / /   | O-----O-----
| |   _   \   | G I L G A M E S H   ~   T H E   C O L I S E U M   |
| | | \ \   | O-----O-----O-----O-----
| | | \ \   | | ^ [WALK.359] |
| |   _   \   | | O-----O-----
O-----O-----

```

```

O-----O-----O-----O-----
| Item Checklist           | Equipment Checklist       | Party Members   |
O-----O-----O-----O-----
| _____ Gilgamesh Magicite | None                       | Celes           |
O-----O-----O-----O-----

```

The Dragon's Neck Coliseum (which didn't fit in the title, which is why you see the shortened name) is located on the far northwest corner of the world. It's on the northern end of the northwest continent.

SAVE BEFORE GOING IN. SERIOUSLY.

Before attempting to get this esper, you require the Excalipoor, found in the Auction House in Jidoor (section [WALK.121], go there now if you need it). If you have it, feel free to proceed. If not, head on over to Jidoor and look at section [WALK.121].

You'll benefit from some pre-battle preparation. I suggest putting Hermes Shoes on a few characters, perhaps a Gold Hairpin or two and you might want Relics that increase evasion (Prayer Beads or Zephyr Cloak). In addition, you'll want to put on your most powerful equipment and any shields that can absorb or are immune to magic. You might also want to equip espers like Golem, Zona Seeker and Fenrir; their esper attacks will boost your defenses and help you against the coming battle. Lastly, you might want to bring Locke along for his Steal





```

| | | \ \ 0-----O-----O
| | | \ \ | | ^[WALK.360] |
| | | | | O-----O
O-----O

```

```

O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O
| None | ___ Kagenui | Celes |
O-----O-----O-----O
| ___ Genji Shield |
| ___ Force Armor |
| ___ Air Anchor |
| ___ Soul of Thamasa |
| ___ Safety Bit |
O-----O-----O-----O

```

NOTE: YOU CAN ONLY USE MAGIC IN HERE. KEEP THAT IN MIND. YOU'LL ALSO WANT TO SAVE BEFORE ATTEMPTING THIS AREA. I've heard of people who cannot fight the boss of this area, Magic Master. They'll pick up the Soul of Thamasa (the main treasure here) and then Magic Master will simply not appear. I've been told that this happens if you recruit Umario and then complete this area. It's important to note that this is just a theory and isn't set in stone.

NOTE: Unless you have massive amounts of HP (6000+ HP), you should have the Reraise spell. Even if you DO have massive amounts of HP, I suggest having the Reraise spell anyways, just for added insurance.

The Cultists' Tower is located on the neck of the Serpent Trench (y'know, on the way to Nikeah?). It's about as close to the center of the map as you can get and it's surrounded by mountains, but you can land on the ground inside. In case you forgot, you got Strago back from here.

If you've been following my walkthrough, you have all the magicite except Crusader and Diabolos, which are completely unattainable at this point in time. You need to defeat the eight Dragons to get either one and if you've been following this document, you've only defeated three.

Before heading up the tower, do some prep work on your characters. A character with a Gold Hairpin equipped works wonders (even better if you have more than one). Any Ribbons or Safety Bits will work well for you. However, you'll really want Reflect Rings on your characters. Since all of the monsters here use magic, the Reflect Ring will probably work more for you rather than against you. In addition, any equipment that deflects or absorbs magic (like the Force Shield or any elemental shield) should be equipped at this point. Lastly, you might want to cast Float on your team before heading up the tower; you might run into the occasional Quake spell, which could potentially whoop your team.

---

Monsters encountered \*

X	#	Monster	HP	MP	MAG	MDEF	MEV	Gil	EXP	Weakness
___	222	Level 10 Magic	1000	300	22	150	0	0	0	Fire, Holy
___	223	Level 20 Magic	2000	500	21	145	0	0	0	---
___	224	Level 30 Magic	3000	700	20	140	0	0	0	Poison
___	225	Level 40 Magic	4000	1000	19	135	0	0	0	Lit
___	226	Level 50 Magic	5000	2000	18	130	0	0	0	Fire, Holy
___	227	Level 60 Magic	6000	5000	17	125	0	0	0	Fire
___	228	Level 70 Magic	7000	3000	16	120	0	0	0	Ice, Water
___	229	Level 80 Magic	8000	2800	15	115	0	0	0	Poison

230	Level 90 Magic	9000	9000	14	110	0	0	0	---
221	Magic Urn	100	10000	35	190	0	0	0	---

\* This section is set up differently. You can't even attack enemies in here and their primary attacks are not physical. Therefore it's illogical to simply give you their defense and attack ratings. I've squeezed everything relevant to fit, but I could've just dropped the Magic Evade, Gil and EXP values since they're all 0's anyways.

Head up the tower until you see the first door. Head on inside and get the SAFETY BIT from the chest. Before you leave, remember how the thieves in Maranda talked about something to the right of the chest? Go to the right of this chest and hit the A button. Exit this room and head down the stairs into the new room to pick up the AIR ANCHOR. Head out and continue up the tower.

\* The Air Anchor (when you get around to using it) rocks more than any other Tool and most spells. It casts instant-death, but there's a slight catch. It'll allow the enemy one more turn before it dies. Oh, and did I mention that it NEVER MISSES? The only way it won't work is if the enemy is immune to the Death status effect, but you'll know which enemies haven't been defeated since the tell-tale "Miss" icon will pop up on enemies that are Death-immune. Focus on those enemies with your attacks and you'll be in business.

In the second section of the tower, you'll find another room with a GENJI SHIELD. You may want to equip it right away since it has a fairly good Magic Defense and Magic Evasion boost. Continue up the tower.

In the third section of the tower, you'll find a room with a KAGENUI knife and a dragon to fight:

```

O-----O
| BOSS - Holy Dragon                                     #344 |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Level ..... 97 | Immune To                                     Type | |
| HP ..... 18500 | --- | --- |
| MP ..... 12000 | | |
| Attack ..... 13 | | |
| Defense ..... 110 | | Status Immunity |
| Evasion ..... 0 | | Poison Imp |
| Magic ..... 9 | Weak Against | Petrify Death |
| Magic Defense .... 150 | --- | Berserk Confusion |
| Magic Evasion ..... 0 | | Sleep |
| Gil ..... 0 | | |
| EXP ..... 0 | | |
| | | |
| Steal | Absorbs |
| Holy Lance | Holy |
| X-Potion | |
| Drops | |
| --- | |
| | |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

Bad news. You can't attack the Holy Dragon, which is too bad since it has a terrible Defense rating. Good news is that you can exploit some status effects AND its Magic Defense and Magic Evasion are terrible, meaning you can hit it with any spell and it can't even evade it.

Holy Dragon, as you might guess, uses Holy and can use it up to three times in a turn. In addition, Holy Dragon can also cast Dispel. Other than that, I

didn't see Holy Dragon cast any other spells.

With Reflect Rings on your characters, Holy Dragon's only form of attack (Holy) becomes nothing more than a small heal for it. Which leaves you to pummel it with your strongest spells. Hell, you don't even have to cast any status effects on it unless you want to.

Simply kill it with your hardest spells and you'll see that 3 dragons remain. Continue up the tower.

In the fourth section of the tower, you'll find a room containing a FORCE ARMOR. If you need some extra Magic Defense or Magic Evasion, equip it straight away. Continue up the tower.

In the fifth section of the tower you'll simply find a doorway leading into a small room. Enter it and take the SOUL OF THAMASA. Head outside and you'll be surrounded by fanatics. Soon after, you'll be attacked by:

```
O-----O
| BOSS - Magic Master                                     #330 |
O-----O-----O-----O-----O-----O-----O-----O
| Level ..... 68 | Immune To | Type |
| HP ..... 50000 | ??? | Humanoid |
| MP ..... 50000 | | |
| Attack ..... 1 | | |
| Defense ..... 250 | | Status Immunity |
| Evasion ..... 100 | | Darkness Poison |
| Magic ..... 25 | Weak Against | Imp Petrify |
| Magic Defense .... 100 | ??? | Death Silence |
| Magic Evasion ..... 0 | | Confusion Sleep |
| Gil ..... 0 | | Slow Stop |
| EXP ..... 0 | | |
| | | |
| Steal | Absorbs |
| Crystal Orb | ??? |
| Elixer | |
| Drops | |
| Megalixer | |
| | |
O-----O-----O-----O-----O-----O-----O-----O
```

Magic Master, as his name might imply, is a master of magic. His repertoire of spells include: Fira, Firaga, Blizzara, Blizzaga, Thundara, Thundaga, Bio, Silence and Death. In addition, Magic Master will cast Barrier Change every time you hit him with a spell.

If you have Reflect Rings on, you can literally let Magic Master destroy himself. He'll try to attack you with his spells, all of which can be Reflected back at him.

If you don't have any Reflect Rings, you can make this battle significantly easier by simply casting Berserk on Magic Master. Magic Master will start attacking you physically; since Magic Master's attack rating sucks, you won't have to worry too much about healing.

This battle is rather easy, unless you've completely screwed the pooch and don't have Reflect Rings OR the Berserk spell. In which case you need to simply attack Magic Master with your strongest spells (non-elemental works best, but if you need, cast Libra and then hit Magic Master with his weak element).

Upon dying, Magic Master will cast Ultima against your team. I suggest casting Reraise on your team (or at least one character) since Ultima will more than likely KO your team. After Magic Master casts Ultima (and your team hopefully survives or is Reraised), you'll have to walk down (of course, using a Teleport Stone would be far too easy) all the way to the bottom of the tower.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | S A B I N   ~   P H A N T O M   R U S H   |   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                      | Sabin          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Duncan's House is located northeast of Narshe. You won't find a house, but you will find five trees in a cross formation. Land the Falcon and head inside.

Attempt to go inside the house and Duncan will appear. He'll teach Sabin the final Blitz, the Phantom Rush.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |   |
| | |_/ /   | O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | G A U   ~   G A U ' S   F A T H E R   |   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| | | \ \   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                      | Gau            |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Sabin                   |                           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Remember the crotchety old man who's constantly looking for a repairman? His house is located east from Narshe on the northeast continent (not the triangular .



to find something better, go ahead and buy it. Otherwise, just restock and move out.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | |_ / /   | O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | S T R A G O   ~   E B O T ' S   R O C K   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | | ^ [WALK.364] |
| | | \ \   | | O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   |
| | | \ \   |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                      | Strago          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                           |                           | Relm            |
|                           |                           | O-----O-----O-----O-----O-----O-----O-----O

```

NOTE: I hope this would be obvious, but you need Strago to complete this area. I bring Relm along because you all know she keeps the old fart in line.

Ebot's Rock is located just north of Thamasa. You can't get there by foot so you have to take the Falcon there.

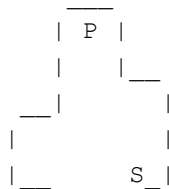
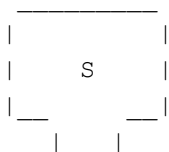
Ebot's Rock is a maze of caves and you can only see a small area around you. Luckily for you, you now know the way (with a small amount of help from me).

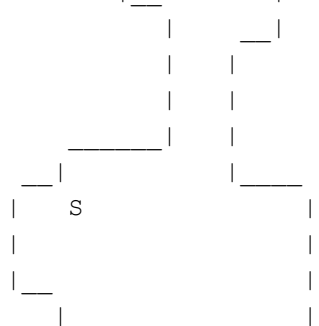
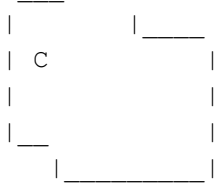
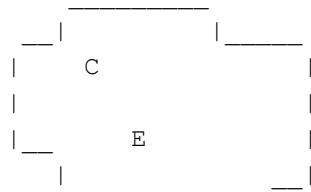
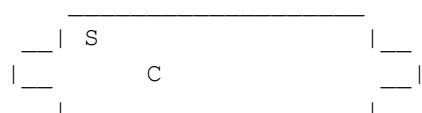
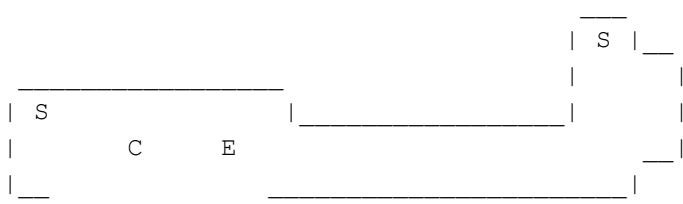
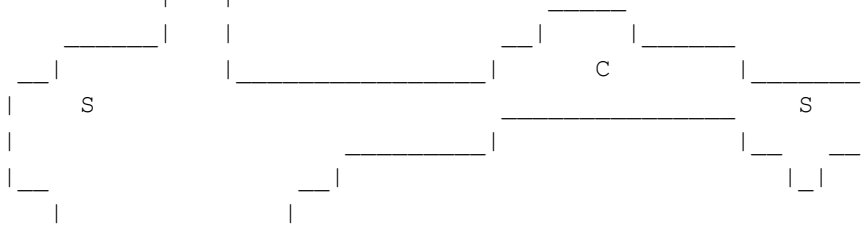
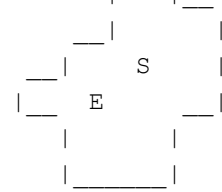
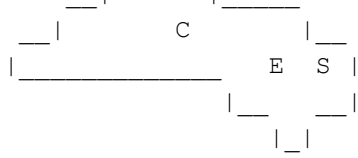
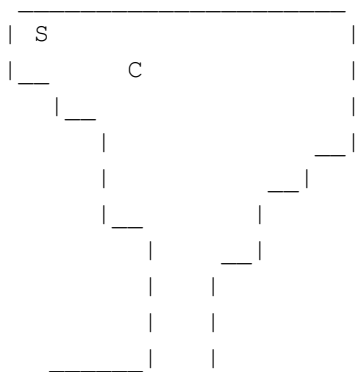
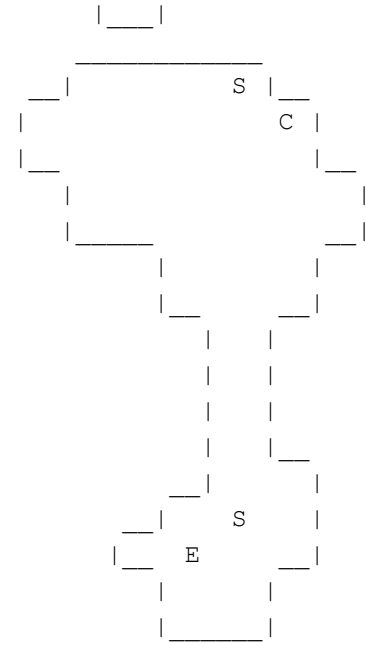
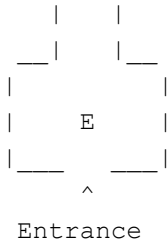
Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	237	Aspidochelon	3210	514	22	135	519	1270	Fire, Holy
___	235	Creature	2470	145	13	110	550	775	Lit
___	232	Mahadeva	3826	1327	13	150	393	1510	Fire, Holy
___	234	Medusa Chicken	2366	185	13	105	422	770	Ice
___	236	Moonform	2444	82	15	115	669	981	Fire, Holy
___	233	Sorath	2600	97	13	125	415	830	Holy
___	231	Warlock	1300	1250	10	180	333	970	Lit, Poison

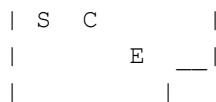
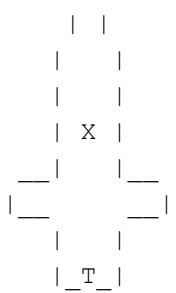
NOTE: Ebot's Rock is "randomized" and can't really be mapped in any specific order. So I'll map it out:

- 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





Hidon



Yeah, I know I don't have all the possible maps, but the objective is still the same: run around and collect coral.





time Hidon is hit with a spell, he'll flash and counter with Grand Delta, so keep that in the back of your mind.

Hidon isn't really all that terribly difficult. I suppose if you're taking him on with Strago alone, he MIGHT pose a challenge. However, considering you're in the latest stages of the game and probably have the most powerful spells at your disposal, Hidon should be a pushover. Simply kill him and watch the scenes that ensue.

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | | / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | S H A D O W   ~   S H A D O W ' S   D R E A M S   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | | ^[WALK.365] |
| | | \ \   | |
| | | \ \   | |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           | Party Members           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                           | Shadow                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

NOTE: Hopefully this should be obvious, but to obtain any of Shadow's dream sequences, you need Shadow in the active party.

Go to any Inn in the world and spend the night. You'll have a chance to see one of Shadow's four dream sequences. These sequences will give you a lot of insight on Shadow's character and history. Basically you learn Shadow's real name (Clyde) and learn about Clyde's past and how Shadow came to be.

There's a few catches. I could never get this to work in Thamasa or Figaro Castle (probably because Thamasa costs 1 Gil and Figaro Castle is free). Some places with cheap inns and worked are: Nikeah (150 Gil), South Figaro (80 Gil) and Kohlingen (150 Gil).

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |   _   \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | | / /   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _   \   | M O N S T E R   H U N T I N G   |
| | | \ \   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | | ^[WALK.366] |
| | | \ \   | |
| | | \ \   | |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist     | Party Members           |
O-----O-----O-----O
| None                     | None                    | Celes                   |
O-----O-----O-----O

```

Okay, if you're looking at your Bestiary and seeing blank spots, you might be wondering where those enemies are. Well, this section is dedicated to helping you find those very enemies.

Here's the ones I haven't led you to yet, and their locations:

Dinosaur Forest (located north of the Veldt) \*

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	171	Brachiosaur	46050	51420	55	190	0	14396	Ice
___	172	Tyrannosaur	12770	420	33	125	0	8800	Ice

\* See the next section for help on the Dinosaur Forest.

Plains around Dinosaur Forest

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	173	Tumbleweed	6200	600	10	120	1333	2554	Fire
___	178	Sprinter	4500	350	13	100	1420	2293	Lit
___	180	Lyacon	250	20	30	100	1524	1356	Water
___	181	Greater Mantis	4500	420	180	145	501	4612	Fire

Plains & Forest around Maranda

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
___	174	Leap Frog	3511	220	13	130	2600	1550	Ice
___	177	Crawler	3200	620	13	115	1224	1456	Ice
___	179	Basilisk	5000	1020	13	135	1120	2400	Ice

At this point, I had 76% of the monsters slain. If you have more, that's great. If you don't ... well ... yeah.

```

O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   | | | | | |
| | | _ \ \      | O-----O-----O-----O |
| | | \ \ \     | W O R L D   O F   R U I N   |
| | | _ / /     | O-----O-----O-----O |
| | | _ \ \     | D I N O S A U R   F O R E S T   |
| | | \ \ \     | O-----O-----O-----O |
| | | _ \ \ \   |                               | ^[WALK.367] |
| | |   |   |   |                               | O-----O-----O |
O-----O-----O-----O

```

```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist     | Party Members           |
O-----O-----O-----O
| None                     | None                    | Celes                   |
O-----O-----O-----O

```

The Dinosaur Forest is located north of the Veldt and east from Gau's Father's House. Land the Falcon and head into the forest.

Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
---	171	Brachiosaur	46050	51420	55	190	0	14396	Ice
---	172	Tyrannosaur	12770	420	33	125	0	8800	Ice

Most of the time you'll encounter #172, the Tyrranosaur. However, if you so happen to encounter #171 ...

```

O-----O
| BOSS - Brachiosaur                                     #171 |
O-----O
| Level ..... 68 | Immune To                                     Type | |
| HP ..... 46050 | --- | --- |
| MP ..... 51420 | | |
| Attack ..... 55 | | |
| Defense ..... 190 | | Status Immunity |
| Evasion ..... 70 | | Darkness Imp |
| Magic ..... 25 | Weak Against | Petrify Death |
| Magic Defense .... 145 | Ice | Silence Berserk |
| Magic Evasion .... 50 | | Confusion Sleep |
| Gil ..... 0 | | Stop |
| EXP ..... 14396 | | |
| | | |
| Steal | Absorbs |
| Ribbon | --- |
| | |
| Drops | |
| Celestriad | |
| | |
O-----O

```

Brachiosaur is the cream of the crop. It can use massive attacks such as Disaster, Meteor, Ultima (yes, as a NORMAL attack)

```

O-----O
| _____ | F I N A L F A N T A S Y V I |
| | _ \ | O-----O
| | | \ \ | W O R L D O F R U I N |
| | | _ / / | O-----O
| | _ \ | D R A G O N H U N T I N G |
| | | \ \ | O-----O-----O-----O
| | _ | \ \ | | ^[WALK.368] |
| | | | | | O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist | Party Members |
O-----O-----O-----O-----O
| None | None | Celes |
O-----O-----O-----O-----O

```





before going to the next section if you're not sure who should be in what team.

Your entire crew is split into three teams. You should break your teams so that they can fight independently since each team will have to fight a boss on their own. You should balance your team between physical and magical fighters. Here's how I formed my teams:

```
O-----O-----O-----O
| TEAM 1      | TEAM 2      | TEAM 3      |
O-----O-----O-----O
| Shadow      | Celes       | Setzer      |
| Relm        | Locke       | Edgar       |
| Strago      | Terra       | Sabin       |
| Mog         | Cyan       | Gau         |
O-----O-----O-----O
```

This setup focuses on the boss battles you'll face. Team 1 won't face anyone at first, Team 2 will face Ultima Buster and Gold Dragon, Team 3 will face Inferno (along with Rahu and Ketu) and Storm Dragon. After the teams split, my FAQ has Team 1 facing Demon, Team 2 facing Guardian and Goddess and Team 3 facing Fiend.

Strago is one you should keep an eye on. Any Team can find Dark Force, which uses 19 out of the 24 possible Lores. I suggest bringing Relm along with him and put a Fake Mustache on her so she can potentially Control the enemies.

Locke can go in any party. However, there's a few things to consider. If you place him in Team 1, he can Steal a Red Jacket (from Demon) OR he can Steal a Safety Bit (from Fiend). Place him in Team 2 or 3 and he can Steal a Ribbon or Force Armor (from Guardian) and a Minerva Bustier (from Goddess). The way this FAQ is set up, you should put him in Team 2 if you want to face Goddess.

Mog, with Molulu's Charm equipped, keeps away all the random encounters. You may want to put him in, your weakest party to keep them alive, or your strongest party so they don't have to dink around with random encounters. Also, it's nice to note that Mog can kick some major ass in his own right, with the correct Dragoon setup, of course.

Shadow can really kick some major ass with his elemental Scrolls. Stock up and stick him in a team that's lacking in magical power. Or you can stick him in a team that's lacking in levels (and therefore lacking in power).

Everyone else is entirely up to you. You can either go with my setup or go with your own. I'd like to emphasize that your team setup should work for YOU. This setup works great for me, but if you like another setup, go with that instead.

At any rate, make sure you go in with a full supply of Hi-Potions, Ethers, Phoenix Downs, Remedies, Holy Waters and Green Cherries (yes, 99 of each). I also suggest bringing along 99 of every Scroll Shadow can use, as well as 99 Shurikens and Fuma Shurikens. Unless your levels are obscenely high, you'll want to be prepared for anything that Kefka can throw your way. In addition, you'll want a few Tents along (I usually have 50, but that's just me). You may even want to bring along Super Balls if your characters can't deal thousands of damage.

Lastly ... BRING AT LEAST ONE TELEPORT STONE. If you REALLY manage to screw the pooch and need to leave, a Teleport Stone will be your free ticket out of Kefka's Tower. If all of your teams are stuck with crappy HP, less than 10 MP and no Ethers, Hi-Potions or Tents, a Teleport Stone is pretty much the only way you're going to get out of there.



258	Daedalus	12280	100	13	105	0	3500	Fire, Holy
259	Ahriman	10000	300	11	110	0	2820	---
260	Death Machine	6000	550	10	140	670	2300	Lit, Water
261	Metal Hitman	2000	800	13	20	700	2000	Lit, Water
262	Prometheus	14500	2050	13	170	1300	5200	Lit, Water

This Monsters section is different than the others. It's built to encompass all the enemies in Kefka's Tower. However, just because you find an enemy in one section doesn't mean you'll find the enemy with all parties. You have to search around if you want all the enemies in this area.

= TEAM 1 =

Head south and follow the path north. You'll see a small structure in the wall but before going through, head north and take the HYPNO CROWN from the chest. Backtrack south and go west into the door. Inside follow the path around and into the door.

Continue along the path, picking up the FIXED DICE along the way. The path is straightforward, so continue on and out the door. Outside, head south down the path (you'll see some chests, but you can't get them yet). Go into the door and you'll see a path that you can't go through. Switch to Team 2.

= TEAM 2 =

Follow the path around and into the door. Inside, head around but before following the path south, head west and pick up the MINERVA BUSTIER. Follow the path south and when you're faced with two paths, head north and take the PINWHEEL from the chest, then head south and out that door.

You'll be in a new area that resembles the restroom area in Vector. In the left stall, heal up and you'll face:

```

O-----O
| BOSS - Ultima Buster                                     #351 |
O-----O
| Level ..... 67 | Immune To                               Type | |
| HP ..... 55000 | --- | --- |
| MP ..... 19000 | | |
| Attack ..... 20 | | |
| Defense ..... 75 | | Status Immunity |
| Evasion ..... 0 | | Poison      Imp |
| Magic ..... 10 | Weak Against | Petrify     Death |
| Magic Defense ..... 70 | --- | Silence     Berserk |
| Magic Evasion ..... 0 | | Confusion   Sleep |
| Gil ..... 0 | | Stop |
| EXP ..... 0 | | |
| | | |
| Steal | Absorbs |
|   Crystal Orb | Poison      Wind |
|   Blood Sword | Holy        Earth |
| Drops | Water |
| --- | |
| | |
O-----O

```

Ultima Buster is no pushover, with attacks such as Northern Cross, Southern Cross, Thundaga, Blizzaga and Firaga, Ultima Buster can dish out MAJOR damage in a very short period of time.



The time has come to break out your largest and strongest spells. Don't even hesitate for a second to break out the mighty Quick + Ultima combo since Ultima Buster can quickly kick the living crap out of your team. Also, Valor can work wonders as well, so keep that in mind. You don't even have to worry about running out of MP since after you defeat Ultima Buster, a Save Point will appear where Ultima Buster was.

As long as you stick to mainstream elemental spells (Fire, Blizzard, Thunder) or non-elemental spells (Flare or Ultima), you'll be golden. Have alternating characters heal (or every third character if you feel you can get by with it) and Ultima Buster should go down soon enough.

---

Ultima Buster will leave a Save Point where it falls. I highly suggest you use it. Head south and out the door. You'll drop down to a new area, so head south and follow the path west, up the stairs and into the door. You'll see two tubes leading in different directions. Take the left tube (the right one will back-track you) and follow it.

Outside, head southwest and take the FORCE SHIELD from the chest, then take the path south and into the nearest door. Take the RIBBON from the chest and then step on the switch, allowing Team 1 to advance (don't switch to them yet). Backtrack outside, but before taking the doorway, head west and take the FORCE ARMOR, then head back east and into the doorway.

Inside, continue north and you'll find yourself in a red carpeted room. Heal up and talk to the dragon:

```

O-----O
| BOSS - Gold Dragon                                     #339 |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Level ..... 62 | Immune To                               Type | |
| HP ..... 32400 | --- | --- |
| MP ..... 4000 | | |
| Attack ..... 13 | | |
| Defense ..... 110 | | Status Immunity |
| Evasion ..... 0 | | Imp      Petrify |
| Magic ..... 10 | Weak Against | Death    Silence |
| Magic Defense .... 150 | Water | Confusion Sleep |
| Magic Evasion ..... 0 | | Slow     Stop |
| Gil ..... 0 | | |
| EXP ..... 0 | | |
| | | |
| Steal | Absorbs |
| --- | Lightning |
| | |
| Drops | |
| Crystal Orb | |
| | |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

Gold Dragon really isn't a dragon ... it's a recolored Brachiosaur. However, that's besides the point. Gold Dragon uses Lightning-based attacks, such as Thunder, Thundara (oddly enough, I never saw Gold Dragon use Thundaga) and a mega-attack known as Gigavolt.

Anyone with a Thunder Shield becomes invincible to these attacks. Anyone with a Paladin Shield becomes more or less invincible to these attacks (they might block some of the attacks and absorb others). Anyone with a Force Shield will

become extremely resistant to these attacks.

Since Gold Dragon is weak to water attacks, any of Strago's Lores that's water-based will do nicely. Flood works nicely as well. By this point in the game, you should be able to deal out some hefty physical damage, especially if you have the Valor spell by now.

Gold Dragon's HP is fairly low compared to most bosses so you shouldn't have much of a problem defeating it. Take it down and you'll see that you only have ONE dragon left.

---

After defeating Gold Dragon, exit through the doorway on the left and follow the path. You'll eventually find yourself outside. Step on the switch far to the north and switch teams.

= TEAM 3 =

Follow the path south and you'll eventually see a door to your west. Open the chest next to it and take the RED CAP. Take the door and continue north two rooms and you'll find yourself in a Magitek Research Facility-type area. Keep going north to find two chests containing a NUTKIN SUIT and a GAUNTLET.

Backtrack all the way south and continue south to find another door. Enter it and follow the path west. Inside you'll find a chest with a HERO'S RING and two paths; one to the north and the other to the west. The west path rolls towards you, so you can't take it. Head north and into the next area.

Once you reappear, you can take the tube to the west and backtrack, but that's not what you came here to do. Start heading west and USE THE SAVE POINT because once you step by the stairs, you'll encounter:

BOSS - Inferno		#348	
Level .....	67	Immune To	Type
HP .....	30800	---	---
MP .....	9700		
Attack .....	13		
Defense .....	130		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	10	Weak Against	Petrify Death
Magic Defense ....	145	Lightning	Silence Berserk
Magic Evasion .....	0		Confusion Sleep
Gil .....	0		Stop
EXP .....	0		
Steal		Absorbs	
Ice Shield		Fire	
Drops			
---			

Inferno comes with Ketu (the large claw on the right) and Rahu (the small left claw), but I'm not including them here because they're not (or rather, should not be) a huge threat at this point in the game. Inferno uses Atomic Rays, Thundara, Thundaga, Delta Attack (causing Stone), Sobat, Shockwave and

Gigavolt. Rahu uses Rapier; Ketu uses Metal Cutter and both use a physical attack. If you kill off Ketu or Rahu, Inferno can use Meteor; kill off both and Inferno might use Magitek Barrier

Inferno itself can be inflicted with Darkness. However, it's pointless due to the fact that Inferno doesn't use a physical attack. You can, however, inflict it with Slow, a definite plus.

Inferno is weak to Lightning, so Thundaga is your best bet for dealing damage. You should take out Inferno and forget about its cohorts; you'll still get all three Bestiary entries. Inferno's HP isn't that high, so a few well-charged Thundaga spells will do it in.

---

Continue south and into the doorway, then head south and outside. You'll see a chest to the west, but you can't get to it due to the conveyor belt moving north. So head south along the right path and pick up the MEGALIXER. Then take the left path and skip the door. Hit the chest with the sparkle to open up a new path for another team (Team 1 to be precise) and then take the conveyor belt north and pick up the RAINBOW BRUSH from the chest. Circle back around and take the door you skipped.

Inside, head north and into a new area. Before you heal up and face the final dragon, you should prepare for the battle. Skull Dragon specializes in Death-based attacks. If you have any Safety Bits or Memento Rings (only Shadow and Relm can equip the latter), now's the time to equip them. Also, if you want to protect yourself against Confuse, equip Relics that protect against it (like a Ribbon or a Peace Ring). Once you're good to go, talk to the dragon waiting for you:

O-----O			
BOSS - Skull Dragon			#343
O-----O			
Level .....	62	Immune To	Type
HP .....	32800	---	---
MP .....	1999		
Attack .....	15		
Defense .....	140		Status Immunity
Evasion .....	0		Darkness Poison
Magic .....	10	Weak Against	Imp Petrify
Magic Defense ....	120	Fire Holy	Silence Berserk
Magic Evasion .....	0		Confusion Sleep
Gil .....	0		Slow Stop
EXP .....	0		
Steal		Absorbs	
---		Poison	
Drops			
Muscle Belt			
O-----O			

If you've been following my walkthrough, Skull Dragon will be the final dragon for you to face. It uses Doom, Apparition (causes Confuse), Disaster and Will 'o the Wisp (a basic magic-based attack) and its physical attack.

By all technical specifications, Skull Dragon should be classified as Undead, due to its weaknesses and skills. However, I was never able to pull off a Death

spell on it, nor did Phoenix Downs or Life spells connect. Even the Assassin's Dagger and a Sniper Eye did nothing to instantly kill Skull Dragon. Also, I should note that Cure-based spells will heal it (contradictory to the Undead type).

With that said, you have to defeat Skull Dragon the hard way. With Firaga or Holy spells. Even then, the battle isn't overly difficult. Keep up your strongest spells and Skull Dragon will die off soon enough.

If you've defeated all eight dragons (by following this document), you'll get a message that you've defeated all eight dragons (a logical conclusion) and you'll obtain the Crusader magicite. In Final Fantasy VI Advance, you'll gain another message. A stone tablet will fall to the ground and you'll gain access to the new Dragon's Den.

Technically, you can Teleport out and go straight to the Dragon's Den right now. However, you might want to gain the necessary levels in Kefka's Tower before attempting the Dragon's Den. Just saying ...

---

After defeating Skull Dragon, take the east side exit and follow the path. You'll eventually find yourself outside. Step on the switch far to the north and switch teams.

= TEAM 1 =

Head south and continue on. In the next area, continue east and follow the path until you reach the outside. You'll see Team 3's glowing chest (although it's no longer glowing), so head north and then west at the split to nab a PINWHEEL. Then backtrack and head east and follow the path.

You'll find your teammates eventually, but you're cut off from them. With both teams on the switches, the door will be open. Head north and you'll find yourself forced to step on a switch. After that, you can head either left or right.

Before going anywhere, STOP and read this. The left switch will lead to the Fiend boss (who uses the Force Field Lore, just so you know), the middle switch leads to the Guardian and Goddess bosses (Goddess is arguably the easiest of the three) and the right switch leads to Demon (Demon is probably the hardest of the three main bosses).

I suggest sending Locke down the middle for the potential Ribbon steal from Goddess

I suggest sending your strongest team (in my case, Team 1) to the right. It is impossible for Team 1 to fight Goddess since they can't go down the middle path. If you sent Team 1 to the right, Team 3 will be forced to go left and Team 2 will be sent down the middle. If you send Team 1 left, Team 2 will be forced to go right and Team 3 will go down the middle.

The way my FAQ is set up, I send Team 1 (my second strongest team, but able to fight on their own) to the right, then Team 3 to the left, then Team 2 (with Locke) down the middle.

Anyways, have Team 1 (who you should still be in control of) go right. Head all the way south and move Team 3 out of the way, then have Team 1 send the 4 ton weight onto the switch. Head all the way north and step on the switch. Switch to Team 3.

= TEAM 3 =

Have Team 3 head up the stairs and to the north. Step on the switch, then left. Head all the way south and move Team 2 out of the way, then have Team 3 send the 4 ton weight onto the switch. Head all the way north and step on the switch. Switch to Team 2.

= TEAM 2 =

Head north and step on the remaining switch. Then head south on the new path and step on the switch outside. It will open two new paths for the other teams. Then head straight north and heal up before advancing into the next room. Also, you may wish to put Force equipment on some teammates, as well as Thunder Shields. Inside the next room, you will immediately face:

```

O-----O
| BOSS - Guardian                                     #352 |
O-----O
| Level ..... 62 | Immune To                               Type | | |
| HP ..... 60000 | ---                               --- |
| MP ..... 5200 | | | |
| Attack ..... 13 | | | |
| Defense ..... 150 | | Status Immunity |
| Evasion ..... 0 | | Darkness   Poison |
| Magic ..... 25 | Weak Against      Imp   Petrify |
| Magic Defense .... 150 | Lightning Water  Death   Silence |
| Magic Evasion ..... 0 | | Berserk   Confusion |
| Gil ..... 0 | | Sleep     Stop |
| EXP ..... 0 | | | |
| | | | |
| Steal | Absorbs |
| Ribbon | --- |
| Force Armor | |
| Drops | |
| --- | |
| | | |
O-----O

```

This Guardian looks like the last one you found in Vector, and from a gameplay perspective, it should be the same one. However, the actual game data shows that this Guardian and the last one are actually two different entries (you don't get a Bestiary entry for the one in Vector, even if you do manage to somehow beat it). THIS Guardian is the one you want to kick the crap out of.

It's worthy to note that if you have Locke in your party, you should definitely try to Steal one of the two treasures available. No matter which one you get, it's worth the free Steal. It's also worthy to note that if you have Celes in your party, Runic can suck up a LOT of the spells that Guardian tries to use on you (the deadliest one being Ultima). :)

Guardian has multiple battle programs. Here's the layout and what each battle program uses (it should go without saying that Guardian can use a physical attack at any given time):

Air Force Battle Program	Default Battle Program
-----	-----
Diffraction Laser	Atomic Rays
Launcher	Magitek Laser
Magitek Laser	Missile

Wave Cannon Countdown

Ultros Battle Program

Dadaluma Battle Program

-----

Ashura

Ink

Hi-Potion

Entwine

Magitek Barrier

Stone

Mythril Knife

Tentacle

Potion

Ultima Battle Program

Shockwave

-----

Flare

Flare Star

Meteor

Ultima

There's a few dangers to look out for here. The Ultima Battle Program can potentially use the Ultima spell, dealing out insta-pwnage to your team; this can be countered with a Reraise spell. The other danger is the Air Force Battle Program and its Wave Cannon Countdown; the Wave Cannon deals out massive damage that CAN potentially kill off your team if their HP is less than 2000.

There are more dangers than just those two attacks. Should Guardian focus any high-level spell (like Flare) on one character, chances are they'll be KO'd, unless they have enough HP & Magic Defense to survive.

Also, it's worthy to note that some of Guardian's attacks can hit you with various status effects, the most prominent being Slow. If you want to play that sort of game, try casting Slow on Guardian and then Haste on yourself.

If you have Force anything equipped, the damage you take from all of Guardian's magical attacks is significantly reduced. Also, if you have Thunder Shields on your team, the Wave Cannon is considered Lightning-based, so those characters will actually gain HP when it is used.

Guardian is weak to Lightning and Water, so use Thundaga and Flood (from what I've observed, it seems that Thundaga hits harder than Flood and costs 7 less MP). Also, if you're ever running low on MP, try using Osmose on Guardian; it works extremely well and can even restore all of a character's MP in one shot. All you need is 1 MP ... and, of course, the spell itself.

If you find that your magic attacks are doing terrible damage, try casting Valor on the team, and then having those characters physically attack Guardian instead of using magic.

Some of Guardian's attacks are fairly vicious, but with the right equipment on your team, many of Guardian's attacks become less of a threat or helpful to your characters.

Cast your strongest spells against Guardian and keep your character's HP as close to full as you can. Guardian is a tricky boss, but hardly impossible to beat. Take him down with your strongest attacks and move on.

---

A Save Point will appear after beating Guardian. I highly suggest using it. After doing so, head north and into the next area. In the next area, you can't head north, so go west and south out the door. Outside, head north and heal up and equip any fire-absorbing equipment because when you walk up to the statue, you'll face:

```

O-----O
| BOSS - Demon                                     #355 |
O-----O
| Level ..... 67 | Immune To          Type | | |
| HP ..... 58000 | ---              --- |
| MP ..... 18900 | | | |
| Attack ..... 15 | | | |
| Defense ..... 180 | | Status Immunity |
| Evasion ..... 0 | | Poison      Imp |
| Magic ..... 13 | | Weak Against Petrify  Death |
| Magic Defense .... 145 | | Poison      Silence  Berserk |
| Magic Evasion ..... 0 | | Confusion   Sleep |
| Gil ..... 0 | | | |
| EXP ..... 0 | | | |
| | | | |
| Steal | Absorbs |
| Red Jacket | Fire      Wind |
| | | | |
| Drops | | | |
| Radiant Lance | | | |
| | | | |
O-----O

```

Demon is one of the Warring Triad, and it shows. Demon's stats might not show it, but as one of the Warring Triad, he can dish out damage with the best of them.

Demon's attacks include: the physical attack, Blaster, Flare Star, Metal Cutter, Southern Cross, Tyrfing, Wave Cannon, Aero, Firaga, Meteor and Stop.

In all honesty, Demon is hardly the boss that Guardian is; Demon can be hit by more status effects including Darkness and Stop, not to mention Slow. I suggest exploitng Slow (for sure) and Stop (if you're really getting whooped).

Even without an elemental weakness (other than Poison), Demon isn't nearly as tough as Guardian. Simply take him down with spells and other attacks that aren't Fire or Wind-based (Firaga, Aero, etc.) and Demon will probably go down faster than Guardian. Once you defeat him, move on.

---

Move north and use the Save Point. Then drop down the hole just to the north. Upon landing, you can either head south (it'll backtrack you quite a ways, but it's pretty pointless) or you can step on the switch and switch to Team 3.

= TEAM 3 =

If you haven't moved, you'll still be standing on the switch. Move south and out the door. Take the west door and back inside, then head straight north and into another door. Continue north through yet another door and head north. Before approaching the statue, heal up and equip any ice-absorbing equipment because when you get close to the statue, you'll face:

```

O-----O
| BOSS - Fiend                                     #353 |
O-----O
| Level ..... 73 | Immune To          Type | | |
| HP ..... 63000 | ---              --- |
| MP ..... 4800 | | | |
| Attack ..... 60 | | | |
| | | | |
O-----O

```

Defense .....	110			Status Immunity	
Evasion .....	0			Poison	Imp
Magic .....	9	Weak Against		Petrify	Death
Magic Defense ....	160	Holy		Silence	Berserk
Magic Evasion .....	0			Confusion	Sleep
Gil .....	0			Stop	
EXP .....	0				
Steal		Absorbs			
Safety Bit		Ice	Poison		
Drops					
Mutsunokami					
O-----O-----O					

Fiend is another one of the Warring Triad and has the stats to back it up.

Fiend's attacks include: the physical attack, Absolute Zero, Reverse Polarity, Targeting, Fiendish Rage, Force Field, Northern Cross and Blizzaga.

Ocasionally Fiend's aura will tremble violently; soon after he'll cast Force Field and gain an immunity to a random element. After that, he'll cast Force Field every so often and gain immunity to another element. His immunity of the first element will eventually go away, but it takes time. With that said, you probably won't have to worry about more than two or three elements at once. Or you can just use non-elemential spells to solve that entire problem altogether.

Also, Fiend will sometimes use Targeting and target a character. He will then use Fiendish Rage against that character. Lastly, there's Reverse Polarity, which will change the row that every character is in. Unless you have characters who NEED to be in the back row, I suggest not worrying about it since you'll probably be using spells anyways, which are not affected by row.

Since Fiend can add to his spell immunities, I suggest using non-elemential spells like Flare, Meteor or even Ultima. Or you can pay attention to the elements that Fiend has made himself immune to or absorbs and simply not use them.

Lastly, it's worthy to note that Fiend's attack stat is higher than most other enemies, so if you're getting killed by that, try casting Protect or use Golem's esper attack.

Fiend is probably harder than Demon, but you should be able to stand up to him. Take him down using your strongest spells and move on.

---

A Save Point will appear where Fiend was, so utilize it and then move into the pipe behind where Fiend was. Step on the switch inside and switch to Team 1.

= TEAM 1 =

If you haven't moved, you'll still be standing on the switch. Move south and out the door. Take the east door and back inside, then head straight north and into another door. Continue north through yet another door and head north. Before approaching the statue, heal up and equip any lightning-absorbing equipment and any anti-Zombie Relics. When you get close to the statue, you'll face:



BOSS - Goddess		#354	
Level	68	Immune To	Type
HP	44000	---	---
MP	19000		
Attack	13		
Defense	85		Status Immunity
Evasion	0		Darkness Poison
Magic	14	Weak Against	Imp Petrify
Magic Defense	150	---	Death Silence
Magic Evasion	0		Berserk Confusion
Gil	0		Sleep Slow
EXP	0		Stop
Steal		Absorbs	
Minerva Bustier		Lightning Holy	
Drops			
Excalibur			

IF YOU HAVE LOCKE, HAVE HIM STEAL THE MINERVA BUSTIER! SERIOUSLY!

NOTE: If you see me referring to "squads" in this section, it's because this battle places Goddess in a pincer attack, meaning your team is split across the battlefield.

Goddess is the last, but certainly not the least, of the Warring Triad. You do start this battle out in an attack from both sides. For the record, Goddess' "front" is the one her hand points towards (the other hand points upwards).

Goddess' attacks include: the physical attack, Cloudy Heaven, Entice, Flash Rain, Lullaby, Overture, Quasar, Thundara and Thundaga.

Since you're fighting this battle from both sides, Goddess can usually only hit two characters with any given attack (except Quasar and Cloudy Heaven). This can work to your advantage, but can also work against you as well. Healing becomes more difficult since you can only heal two characters at once, meaning you'll have to dedicate more characters to healing.

Entice, as you may have seen in earlier battles, simply causes Confuse on the character it connects with. Depending on who the skill hits and what spells they have, you may just want to KO that character and Arise them so that you don't get a surprise Ultima against your team.

Quasar is a Lore, so you can learn it if you have Strago along.

Goddess is full of nasty attacks. Goddess will potentially use Overture as a counter-attack when she is physically attacked. Overture does no damage by itself, but it causes the target to guard Goddess against all physical attacks, meaning that character will take damage instead of Goddess. The best way to counter this is to use spells instead of physical attacks.

Cloudy Heaven is a VERY nasty attack to look out for; it causes Doom status to everyone. However, when the counter reaches zero, it doesn't just KO the target, it turns them into a Zombie, meaning a Reraise spell won't work at all (trust me, I tried and was rather surprised when I got a Game Over). The only real way to counter Cloudy Heaven is to either quickly KO and revive any

character, or wear Relics that prevent Zombie status (note that the Ribbon does NOT protect against Zombie).

Goddess is significantly weaker to physical attacks than she is to magical attacks. Unless a character is hit with Overture, I suggest you cast Valor on both squads and then attack physically; if you time your attacks right, you can always be striking Goddess' back, effectively dealing more damage than normal. If a character has been stricken with Overture, you may want to KO them and use Arise on them, effectively ridding them of Overture's effects. Even without Valor, your characters should be able to beat Goddess with relatively few problems.

I think Goddess has the potential to be the easiest boss, or the hardest, depending on whether or not you let her get her attacks off. Finish the battle as quickly as you can and the battle is easy. Dink around for a few turns and she'll potentially become the hardest.

---

No matter how you decide to beat Goddess, she'll disappear and a Save Point will appear in her place. If you've been following this guide, you'll get a message at this point. Head north (preferably after using the Save Point). Before you step on the switch, take a moment to skip ahead and decide what order you want your team to be in. Also, take a moment to place your best equipment on everyone.

Once you're absolutely ready to go, step on the switch.

Congratulations! You've finished this part of the Tower!

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   V I   |
| |  _  \   O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   | W O R L D   O F   R U I N   |
| | |_/ /   O-----O-----O-----O-----O-----O-----O-----O
| |  _  \   | T H E   F I N A L   B A T T L E   |
| | | \ \   O-----O-----O-----O-----O-----O-----O-----O
| | | \ \   |                                     | ^[WALK.403] |
| | | \ \   |                                     | O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist   | Equipment Checklist   | Party Members   |
O-----O-----O-----O-----O-----O-----O-----O-----O
| None             | None                   | Any             |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

~ Bleh! You people make me sick! You sound like lines from a self-help book! ~  
Kefka

This is it! The final battle is at hand! Everyone you brought in your three teams will be there for the fight. There will be a long string of dialogue and other scenes, then you'll be prompted to set up your battle participation order.



Defense	140		Status Immunity
Evasion	10		Poison Imp
Magic	12	Weak Against	Petrify Silence
Magic Defense	140	Fire	Berserk Confusion
Magic Evasion	0		Sleep Slow
Gil	0		Stop
EXP	0		
Steal		Absorbs	
Elixer		---	
Drops			
---			

-----0-----0-----0

| Attack Roster |

-----0-----0-----0

Protect	Haste	Quake *1
Dread Gaze *2	Magnitude 8	Reverse Polarity
Sapping Strike *3		

-----0-----0-----0

- \*1 - Used as a final attack upon death
- \*2 - Causes petrification
- \*3 - Causes Sap

-----0-----0-----0

| BOSS - Long Arm #357 |

-----0-----0-----0

Level	73	Immune To	Type
HP	33000	---	---
MP	10000		
Attack	35		
Defense	110		Status Immunity
Evasion	5		Darkness Poison
Magic	30	Weak Against	Imp Death
Magic Defense	150	Wind	Silence Confusion
Magic Evasion	0		Sleep Slow
Gil	0		Stop
EXP	0		
Steal		Absorbs	
Elixer		---	
Drops			
---			

-----0-----0-----0

| Attack Roster |

-----0-----0-----0

Attack	Shockwave	Blood Claw *1
--------	-----------	---------------

-----0-----0-----0

- \*1 - Steals HP from the target

-----0-----0-----0

| BOSS - Short Arm #356 |

-----0-----0-----0

Level	68	Immune To	Type
-------	----	-----------	------

HP .....	27000	---	---
MP .....	10000		
Attack .....	50		
Defense .....	115		Status Immunity
Evasion .....	10		Darkness    Poison
Magic .....	10	Weak Against	Imp        Petrify
Magic Defense ....	155	Water	Death      Confusion
Magic Evasion .....	0		Sleep      Stop
Gil .....	0		
EXP .....	0		
Steal		Absorbs	
Elixer		---	
Drops			
---			
-----O-----			
Attack Roster			
-----O-----			
Attack		Razor Gale *1	
-----O-----			

\*1 - Hits for 150% damage

I suggest casting Float right away to counter Visage's Earth-based attacks (like Magnitude 8 and Quake). After that, it's up to you as to what you want to do.

Even though Visage is susceptible to Death, I was never able to get it to connect. However, I was able to get Break to connect with Long Arm, which will instantly remove that threat from the battle. Short Arm is immune to Break and Death, but it can be Slowed, and its HP is also the lowest of the three bosses.

Your attack pattern is really up to you. If you remove Long Arm via Break and have only Short Arm and Visage to deal with, both their Defense and Magic Defense stats are the same, meaning it's up to your own stats to determine the better course of action.

If you decide to attack physically, I suggest adding Valor to your attacks to boost the damage. If you decide to attack magically, you'll want to use Firaga on Visage and Flood on Short Arm. If you don't have Flood, you can use any -ga level spell and have it work well (given your Magic rating is high enough). Keep in mind that you can also mix up the Strenth and Magic attacks if your team is mixed in such a fashion.

This tier shouldn't give you a whole lot of trouble. After defeating it, you'll move on to ...

-----O-----  
| T I E R 2 |  
-----O-----

-----O-----			
BOSS - Tiger			#359
-----O-----			
Level .....	74	Immune To	Type
HP .....	30000	---	---
MP .....	10000		

Attack	13				
Defense	85			Status Immunity	
Evasion	0			Darkness	Imp
Magic	14	Weak Against		Petrify	Death
Magic Defense	150	Ice		Silence	Berserk
Magic Evasion	0			Confusion	Sleep
Gil	0			Slow	Stop
EXP	0				
Steal		Absorbs			
Elixer		Earth			
Drops					
---					

Attack Roster

Flare Star	Northern Cross	Southern Cross
Zombie Fang *1		

\*1 - Inflicts Zombie on the target

BOSS - Machine #360

Level	73	Immune To	Type	
HP	24000	---	---	
MP	10000			
Attack	13			
Defense	105		Status Immunity	
Evasion	0		Darkness	Poison
Magic	10	Weak Against	Imp	Petrify
Magic Defense	153	Lightning	Silence	Berserk
Magic Evasion	0		Confusion	Sleep
Gil	0			
EXP	0			
Steal		Absorbs		
Elixer		---		
Drops				
---				

Attack Roster

Absolute Zero	Atomic Ray	Delta Attack
Diffraction Laser	Gravity Bomb	Magitek Laser
Missile		

BOSS - Magic #361

Level	72	Immune To	Type
HP	41000	---	Humanoid

MP .....	10000		
Attack .....	1		
Defense .....	145		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	8	Weak Against	Imp        Petrify
Magic Defense ....	155	Earth	Death      Berserk
Magic Evasion .....	0		Confusion   Sleep
Gil .....	0		Slow        Stop
EXP .....	0		
Steal		Absorbs	
Elixer		---	
Drops			
---			

-----  
Attack Roster

Reraise	Firaga	Thundaga
Blizzara	Blizzaga	Drain
Poison	Bio	Holy
Flare	Graviga	Rasp
Silence	Sleep	Confuse
Haste	Stop	Imp
Reflect	Hastega	Slowga
Dispel		

-----  
BOSS - Power #362

Level .....	73	Immune To	Type
HP .....	28000	---	Humanoid
MP .....	10000		
Attack .....	6		
Defense .....	115		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	9	Weak Against	Imp        Petrify
Magic Defense ....	153	Poison	Death      Silence
Magic Evasion .....	0		Confusion   Sleep
Gil .....	0		
EXP .....	0		
Steal		Absorbs	
Elixer		---	
Drops			
---			

-----  
Attack Roster

Attack	10-Hit Combo *1
--------	-----------------

\*1 - Used as a final attack, does 150% damage.

Tiger is on the tiger face on the lower-right. Machine is the mechanical thing

just up and to the left from Tiger. Magic is located on the far left side; the being sticking out. Power is blue and located above Tiger and to the right of Machine.

This tier can actually be rather brutal, even when given the proper equipment. I believe Magic is the most dangerous; not by the damage it can dish out, but by what spells it can use (Reraise, Reflect, Hastega, Slowga, among many others). I think Tiger and Machine tie for second with their attacks. Power, by itself, isn't a huge threat.

I suggest taking them down in the following order: Magic, Tiger, Machine and finally Power. In all four bosses, their Defense is significantly lower than their Magic Defense, so it's probably worth your while to cast Valor and attack them physically. However, if your Magic stat is high enough (around 90-100+), you can use just about any high-level spell and it'll do more damage than a physical attack (even with Valor factored in), given that the enemy isn't immune or absorbs the element.

Magic's spells are the ones you need to look out for. Take a quick look at its spell roster to see the threats you'll have to face. If it uses Reraise on one of its comrades, you'll have to defeat them twice. If it uses Reflect on someone, you'll have to use physical attacks on the target and ignore magic attacks (or use spells that ignore Reflect status). You'll also have to watch out for spells like Imp and Confuse, among many others. Although a Ribbon will quickly nullify most of your status effect problems.

There are other threats you should watch out for, like Tiger's Zombie Fang, as well as Machine's Delta Attack. Zombie Fang (as the name should imply) causes Zombie, so use a Holy Water (hopefully you brought a few along) on a character if they become afflicted. Delta Attack will petrify a character it connects with, so whip out a Gold Needle to fix that right up.

If you leave Power for last, your entire problem is solved by some quick casts of Vanish, making you immune to his entire lineup of attacks (which is just a bunch of normal attacks). You can use the time to Osmose some MP from Power or heal up your team to full health and status. Once you're good to go, simply kill Power and watch as his final attack hits for, well, nothing (since all his physical attacks will miss characters who are under the influence of Vanish). Feel free to giggle like a bastard as you move on to the next tier.

```
O-----O
|   T I E R   3   |
O-----O
```

```
O-----O
| BOSS - Lady                                     #363 |
O-----O
```

Level .....	58	Immune To	Type	
HP .....	9999	---	---	
MP .....	10000			
Attack .....	73			
Defense .....	150		Status Immunity	
Evasion .....	0		Darkness	Poison
Magic .....	9	Weak Against	Imp	Petrify
Magic Defense ....	156	---	Death	Silence
Magic Evasion .....	0		Berserk	Confusion
Gil .....	0		Sleep	Slow
EXP .....	0		Stop	

```
|
|
```









This part of the FAQ contains every single monster in the game. I've also broken this section into smaller parts, for your viewing convinience. See, I finally got smart and started doing the Bestiary when I STARTED THE GAME, not after I finished the FAQ.

If you're looking for locations of all of these monsters, look no further than Lufia\_Maxim's Bestiary FAQ, found on GameFAQs. In addition, his Bestiary FAQ has more detailed information on every monster as compared to this area. If you can't find what you're looking for in my FAQ, check his.

Here's a small example of what you'll see for each monster. The tags you see (1) are also explained.

Lady (1)	_____	^[BEST.999] (2)		
=====				
Level .....	58	Immune To (4)	Type (5)	
HP .....	9999	---	---	
MP .....	10000			
Attack .....	73			
Defense .....	150		Status Immunity (6)	
Evasion .....	0		Darkness	Poison
Magic .....	9	Weak Against	Imp	Petrify
Magic Defense ....	155	---	Death	Silence
Magic Evasion .....	0		Berserk	Confusion
Gil .....	0		Sleep	Slow
EXP .....	0		Stop	
Steal (3)		Absorbs		
Ragnarok		Fire	Ice	
		Lightning	Poison	
Drops		Wind	Holy	
---		Earth	Water	

And a breakdown of the tags:

- (1): Monster Name & Stats for the Monster
- (2): Monster ID; for use with the Find Feature (the number in the example is fake so that you don't confuse its entry with the real Lady entry); you can use the space before the ID to mark off whether or not you have obtained this entry, in case you've decided to print this guide out
- (3): What treasures you can Steal from the Monster and what treausres the Monster might drop if you defeat it
- (4): This area describes all the elements that a Monster is Immune To, Weak Against and Absorbs ... you want to use the Weak Against elements and avoid any in the Immune To or Absorbs areas
- (5): Describes any special type the Monster may be; some attacks are more useful against Humanoid or Undead types
- (6): Describes what status effects the Monster is immune to

If you're looking for a certain enemy, you can use the Find Function (Ctrl+F) function here. The layout for each enemy is as follows:

[BEST.XXX]

Where XXX represents the number of the enemy you're looking up. For your viewing pleasure, here's a (semi) complete list of the Bestiary, sorted by Enemy ID number)

001 Guard	129 Devoahan	257 InnoSent
002 Silver Lobo	130 Sandhorse	258 Daedalus
003 Megalodoth	131 Cancer	259 Ahriman
004 Wererat	132 Oceanus	260 Death Machine
005 Spritzer	133 Desert Hare	261 Metal Hitman
006 Bandit	134 Humpty	262 Prometheus
007 Leaf Bunny	135 Cruller	263 Zurvan
008 Darkwind	136 Dropper	264 Vilia
009 Sand Ray	137 Neck Hunter	265 Great Dragon
010 Alacran	138 Dante	266 Abaddon
011 Foper	139 Bogy	267 Dragon Aevis
012 Horner	140 Marchosias	268 Dinozombie
013 Urok	141 Deepeye	269 Death Rider
014 Belmodar	142 Mousse	270 Shield Dragon
015 Unseelie	143 Borghese	271 Maximera
016 Mu	144 Marlboro	272 Hexadragon
017 Zaghrem	145 Cloudwraith	273 Magic Dragon
018 Trillium	146 Exoray	274 Armodullahan
019 Gorgias	147 Skeletal Horror	275 Crystal Dragon
020 Cirpius	148 Mugbear	276 Ymir
021 Lesser Lopros	149 Devil Fist	277 Ymir
022 Nautiloid	150 Luridan	278 Guard Leader
023 Exocite	151 Punisher	279 Magitek Armor
024 Heavy Armor	152 Glasya Labolas	280 Vargas
025 Commander	153 Gorgimera	281 Ipooh
026 Vector Hound	154 Twinscythe	282 Ultros
027 Cartagra	155 Death Warden	283 Tunnel Armor
028 Acrophies	156 Misty	284 Phantom Train
029 Gold Bear	157 Rafflesia	285 Rhizopas
030 Valeor	158 Still Life	286 Hell's Rider
031 Wild Rat	159 Coeurl Cat	287 Kefka
032 Stray Cat	160 Crusher	288 Dadaluma
033 Aepyornis	161 Blade Dancer	289 Ultros
034 Nettlehopper	162 Caladrius	290 Ifrit
035 Chippirabbit	163 Ouroboros	291 Shiva
036 Captain	164 Face	292 Number 024
037 Imperial Soldier	165 Zeveak	293 Number 128
038 Templar	166 Seaflower	294 Left Blade
039 Satellite	167 Galypdes	295 Right Blade
040 Ghost	168 Necromancer	296 Crane
041 Poplium	169 Clymenus	297 Crane
042 Cloud	170 Chaos Dragon	298 Flame Eater
043 Angel Whisper	171 Brachiosaur	299 Ultros
044 Oversoul	172 Tyrannosaur	300 Typhon
045 Bomb	173 Tumbleweed	301 Ultros
046 Living Dead	174 Leap Frog	302 Air Force
047 Apparition	175 Slagworm	303 Laser Gun
048 Siegfried	176 Cactuar	304 Missile Bay
049 Opinicus Fish	177 Crawler	305 Bit
050 Anguiform	178 Sprinter	306 Gigantos
051 Aspiran	179 Basilisk	307 Ultima Weapon
052 Actinian	180 Lycaon	308 Nelapa
053 Fidor	181 Greater Mantis	309 Humbaba
054 Corporal	182 Test Rider	310 Tentacle
055 Hunting Hound	183 Wizard	311 Tentacle
056 Fossil Dragon	184 Lukhavi	312 Tentacle
057 Vulture	185 Magna Roader	313 Tentacle
058 Iron Fist	186 Magna Roader	314 Angler Whelk
059 Bloodfang	187 Psychos	315 Angler Whelk

060 Rock Wasp	188 Garm	316 Dullahan
061 Paraladia	189 Tonberry	317 Behemoth King
062 Harvester	190 Onion Dasher	318 Behemoth King
063 Hill Gigas	191 Anemone	319 Chadarnook
064 Gobbledygook	192 Illuyankas	320 Valigarmanda
065 Veil Dancer	193 Knotty	321 Tonberries
066 Stunner	194 Tzakmaqiell	322 Yeti
067 Goetia	195 Zone Eater	323 Curlax
068 Litwor Chicken	196 Vasegiatta	324 Laragorn
069 Joker	197 Gloomwind	325 Moebius
070 Don	198 Purusa	326 Wrexsoul
071 Wyvern	199 Covert	327 Soul Saver
072 Grasswyrn	200 Kamui	328 Master Tonberry
073 Grenade	201 Wartpuck	329 Samurai Soul
074 Bug	202 Shambling Corpse	330 Magic Master
075 Onion Knight	203 Amduscias	331 Deathgaze
076 Sergeant	204 Baalzephon	332 Hidon
077 Belzecue	205 Samurai	333 Erebus
078 Proto Armor	206 Al Jabr	334 Erebus
079 Trapper	207 Suriander	335 Erebus
080 Flan	208 Weredragon	336 Erebus
081 General	209 Schmidt	337 Red Dragon
082 Destroyer	210 Pluto Armor	338 Blue Dragon
083 Lenergia	211 Alluring Rider	339 Gold Dragon
084 Magna Roder	212 Pandora	340 Ice Dragon
085 Magna Roder	213 Parasite	341 Storm Dragon
086 Chaser	214 Coco	342 Earth Dragon
087 Outcast	215 Io	343 Skull Dragon
088 Provoker	216 Armored Weapon	344 Holy Dragon
089 Zombie Dragon	217 Lunatys	345 Gigantuar
090 Antares	218 Figaro Lizard	346 Leviathan
091 Lich	219 Devil	347 Gilgamesh
092 Imperial Elite	220 Enuo	348 Inferno
093 Mega Armor	221 Magic Urn	349 Rahu
094 Briareus	222 Level 10 Magic	350 Ketu
095 Devourer	223 Level 20 Magic	351 Ultima Buster
096 Chimera	224 Level 30 Magic	352 Guardian
097 Intangir	225 Level 40 Magic	353 Fiend
098 Balloon	226 Level 50 Magic	354 Goddess
099 Bonnacon	227 Level 60 Magic	355 Demon
100 Land Grillon	228 Level 70 Magic	356 Short Arm
101 Adamankary	229 Level 80 Magic	357 Long Arm
102 Mandrake	230 Level 90 Magic	358 Visage
103 Venobennu	231 Warlock	359 Tiger
104 Sky Armor	232 Mahadeva	360 Machine
105 Spitfire	233 Sorath	361 Magic
106 Brainpan	234 Medusa Chicken	362 Power
107 Misfit	235 Creature	363 Lady
108 Apocrypha	236 Moonform	364 Rest
109 Dragon	237 Aspidochelon	365 Kefka
110 Platinum Dragon	238 Siegfried	366 Plague
111 Behemoth	239 Yojimbo	367 Flan Princess
112 Ninja	240 Dark Force	368 Neslug
113 Naude	241 Muud Suud	369 Neslug
114 Fafnir	242 Fiend Dragon	370 Earth Eater
115 Killer Mantis	243 Mover	371 Gargantua
116 Peeper	244 Cherry	372 Marlboro Menace
117 Murussu	245 Vector Lythos	373 Abyss Worm
118 Gigantoad	246 Primeval Dragon	374 Dark Behemoth
119 Land Ray	247 Landworm	375 Red Dragon

120 Luna Wolf	248 Gamma	376 Blue Dragon
121 Black Dragon	249 Great Marlboro	377 Gold Dragon
122 Rukh	250 Outsider	378 Ice Dragon
123 Zokka	251 Demon Knight	379 Storm Dragon
124 Nightwalker	252 Duel Armor	380 Earth Dragon
125 Scorpion	253 Great Behemoth	381 Skull Dragon
126 Delta Beetle	254 Vector Chimera	382 Holy Dragon
127 Vampire Thorn	255 Fortis	383 Kaiser Dragon
128 Lizard	256 Junk	384 Omega Weapon

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Guard	_____	^[BEST.001]	
=====			
Level .....	5	Immune To	Type
HP .....	40	---	Humanoid
MP .....	15		
Attack .....	16		
Defense .....	100		Status Immunity
Evasion .....	0		---
Magic .....	6	Weak Against	
Magic Defense ....	140	Poison	
Magic Evasion .....	0		
Gil .....	48		
EXP .....	48		
Steal		Absorbs	
Hi-Potion		---	
Potion			
Drops			
Potion			

-----+

Silver Lobo	_____	^[BEST.002]	
=====			
Level .....	5	Immune To	Type
HP .....	27	---	---
MP .....	5		
Attack .....	20		
Defense .....	80		Status Immunity
Evasion .....	0		---
Magic .....	3	Weak Against	
Magic Defense ....	120	Fire	
Magic Evasion .....	0		
Gil .....	30		
EXP .....	37		
Steal		Absorbs	
Potion		---	
Drops			
Potion			

-----+

Megalodoth	_____	^[BEST.003]	
=====			
Level .....	1	Immune To	Type
HP .....	115	---	---

MP ..... 30  
 Attack ..... 110  
 Defense ..... 75  
 Evasion ..... 0  
 Magic ..... 0  
 Magic Defense .... 160  
 Magic Evasion ..... 0  
 Gil ..... 90  
 EXP ..... 50

Status Immunity  
 Sleep

Weak Against  
 Fire

Steal  
 Hi-Potion  
 Potion  
 Drops  
 Potion

Absorbs  
 ---

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Wererat

\_\_\_\_\_ ^[BEST.004]

=====

Level ..... 4  
 HP ..... 24  
 MP ..... 0  
 Attack ..... 13  
 Defense ..... 100  
 Evasion ..... 0  
 Magic ..... 10  
 Magic Defense .... 150  
 Magic Evasion ..... 0  
 Gil ..... 22  
 EXP ..... 21

Immune To  
 ---

Type  
 ---

Status Immunity  
 Darkness Sleep

Weak Against  
 Fire

Steal  
 Potion

Absorbs  
 Poison

Drops  
 Potion

-----+

Spritzer

\_\_\_\_\_ ^[BEST.005]

=====

Level ..... 5  
 HP ..... 15  
 MP ..... 0  
 Attack ..... 13  
 Defense ..... 95  
 Evasion ..... 0  
 Magic ..... 10  
 Magic Defense .... 150  
 Magic Evasion ..... 0  
 Gil ..... 29  
 EXP ..... 23

Immune To  
 ---

Type  
 Undead

Status Immunity  
 Darkness Poison  
 Imp Petrify  
 Silence Berserk  
 Sleep

Weak Against  
 Fire Holy

Steal  
 Potion

Absorbs  
 Lightning

Drops  
 Potion



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Bandit \_\_\_\_\_ ^[BEST.006]  
=====

Level .....	5	Immune To	Type
HP .....	35	---	Humanoid
MP .....	0		
Attack .....	19		
Defense .....	90		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	120	Poison	
Magic Evasion .....	0		
Gil .....	25		
EXP .....	25		

Steal                      Absorbs  
  Potion                    ---

Drops  
  Potion

+-----+

Leaf Bunny \_\_\_\_\_ ^[BEST.007]  
=====

Level .....	5	Immune To	Type
HP .....	33	---	---
MP .....	0		
Attack .....	13		
Defense .....	60		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	140	Fire        Water	
Magic Evasion .....	0		
Gil .....	45		
EXP .....	24		

Steal                      Absorbs  
  Potion                    Ice

Drops  
  Potion

+-----+

Darkwind \_\_\_\_\_ ^[BEST.008]  
=====

Level .....	5	Immune To	Type
HP .....	34	---	---
MP .....	0		
Attack .....	13		
Defense .....	55		Status Immunity
Evasion .....	0		Imp
Magic .....	10	Weak Against	
Magic Defense ....	140	Fire	
Magic Evasion .....	0		
Gil .....	41		
EXP .....	28		

Steal  
Potion

Absorbs  
---

Drops  
---

+-----+

Sand Ray \_\_\_\_\_ ^[BEST.009]

=====

Level .....	6	Immune To	Type
HP .....	67	---	---
MP .....	10		
Attack .....	20		
Defense .....	110		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	145	Ice	Water
Magic Evasion .....	0		
Gil .....	54		
EXP .....	41		

Steal  
Antidote

Absorbs  
---

Drops  
Antidote

+-----+

Alacran \_\_\_\_\_ ^[BEST.010]

=====

Level .....	6	Immune To	Type
HP .....	87	---	---
MP .....	15		
Attack .....	20		
Defense .....	80		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	135	Ice	Water
Magic Evasion .....	0		
Gil .....	94		
EXP .....	37		

Steal  
Potion

Absorbs  
---

Drops  
Potion

+-----+

Foper \_\_\_\_\_ ^[BEST.011]

=====

Level .....	7	Immune To	Type
HP .....	119	---	---
MP .....	10		
Attack .....	13		
Defense .....	100		Status Immunity
Evasion .....	0		---

Magic ..... 10            Weak Against  
Magic Defense .... 155        Fire  
Magic Evasion ..... 0  
Gil ..... 80  
EXP ..... 53

Steal                            Absorbs  
  Potion                        ---

Drops  
  Potion

-----+

Hornet                            \_\_\_\_\_ ^[BEST.012]

=====

Level ..... 6	Immune To	Type
HP ..... 92	---	---
MP ..... 0		
Attack ..... 16		
Defense ..... 100		Status Immunity
Evasion ..... 0		Imp
Magic ..... 10	Weak Against	
Magic Defense .... 150	Fire	
Magic Evasion ..... 0		
Gil ..... 64		
EXP ..... 48		

Steal                            Absorbs  
  Potion                        ---

Drops  
  ---

-----+

Urok                              \_\_\_\_\_ ^[BEST.013]

=====

Level ..... 7	Immune To	Type
HP ..... 122	---	---
MP ..... 0		
Attack ..... 13		
Defense ..... 45		Status Immunity
Evasion ..... 0		---
Magic ..... 10	Weak Against	
Magic Defense .... 155	Fire	
Magic Evasion ..... 0		
Gil ..... 120		
EXP ..... 71		

Steal                            Absorbs  
  Remedy  
  Potion                        ---

Drops  
  ---

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Belmodar                        \_\_\_\_\_ ^[BEST.014]

=====



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Zaghrem \_\_\_\_\_ ^[BEST.017]

=====

Level .....	9	Immune To	Type
HP .....	137	---	Humanoid
MP .....	100		
Attack .....	14		
Defense .....	100		Status Immunity
Evasion .....	0		Poison
Magic .....	10	Weak Against	
Magic Defense .....	70	Ice	
Magic Evasion .....	0		
Gil .....	84		
EXP .....	79		

Steal	Absorbs
Bandana	Poison

Drops  
Potion

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Trillium \_\_\_\_\_ ^[BEST.018]

=====

Level .....	9	Immune To	Type
HP .....	147	---	---
MP .....	100		
Attack .....	13		
Defense .....	102		Status Immunity
Evasion .....	0		Imp
Magic .....	10	Weak Against	
Magic Defense .....	170	Fire	
Magic Evasion .....	0		
Gil .....	134		
EXP .....	97		

Steal	Absorbs
Remedy	Water
Potion	

Drops  
---

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Gorgias \_\_\_\_\_ ^[BEST.019]

=====

Level .....	10	Immune To	Type
HP .....	270	---	---
MP .....	100		
Attack .....	28		
Defense .....	100		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense .....	135	Fire	
Magic Evasion .....	0		
Gil .....	102		

EXP ..... 163

Steal	Absorbs
Hi-Potion	---
Potion	
Drops	
Gold Needle	

-----+

Cirpius \_\_\_\_\_ ^[BEST.020]

=====

Level .....	10	Immune To	Type
HP .....	134	---	---
MP .....	100		
Attack .....	13		
Defense .....	80		Status Immunity
Evasion .....	0		Imp
Magic .....	10	Weak Against	
Magic Defense ....	110	---	
Magic Evasion .....	0		
Gil .....	102		
EXP .....	82		

Steal	Absorbs
Potion	---
Antidote	
Drops	
---	

-----+

Lesser Lopros \_\_\_\_\_ ^[BEST.021]

=====

Level .....	12	Immune To	Type
HP .....	380	---	---
MP .....	70		
Attack .....	25		
Defense .....	65		Status Immunity
Evasion .....	0		Imp
Magic .....	10	Weak Against	
Magic Defense ....	180	Fire	
Magic Evasion .....	0		
Gil .....	325		
EXP .....	464		

Steal	Absorbs
Main Gauche	---
Mythril Knife	
Drops	
Hi-Potion	

-----+

Nautiloid \_\_\_\_\_ ^[BEST.022]

=====

Level .....	11	Immune To	Type
HP .....	236	---	---
MP .....	100		
Attack .....	18		

Defense .....	100		Status Immunity
Evasion .....	0		Imp
Magic .....	10	Weak Against	
Magic Defense ....	150	Fire	Lightning
Magic Evasion .....	0		
Gil .....	173		
EXP .....	216		

Steal	Absorbs
Hi-Potion	Water
Potion	
Drops	
Eye Drops	

-----+

Exocite \_\_\_\_\_ ^[BEST.023]

=====

Level .....	11	Immune To	Type
HP .....	196	---	---
MP .....	100		
Attack .....	19		
Defense .....	100		Status Immunity
Evasion .....	0		Darkness Imp
Magic .....	10	Weak Against	
Magic Defense ....	150	Fire	Lightning
Magic Evasion .....	0		
Gil .....	153		
EXP .....	162		

Steal	Absorbs
Mythril Claws	Water
Potion	
Drops	
Potion	

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Heavy Armor \_\_\_\_\_ ^[BEST.024]

=====

Level .....	13	Immune To	Type
HP .....	495	---	---
MP .....	150		
Attack .....	53		
Defense .....	150		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	11	Weak Against	Petrify
Magic Defense ....	110	Lightning	Water
Magic Evasion .....	0		
Gil .....	195		
EXP .....	80		

Steal	Absorbs
Iron Helm	---
Potion	
Drops	
---	

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```

Commander _____ ^[BEST.025]
=====
Level ..... 10      Immune To      Type
HP ..... 102       ---          Humanoid
MP ..... 50
Attack ..... 13
Defense ..... 100    Status Immunity
Evasion ..... 0      ---
Magic ..... 10      Weak Against
Magic Defense .... 150  Poison
Magic Evasion ..... 0
Gil ..... 153
EXP ..... 85

Steal          Absorbs
  Potion       ---

Drops
  ---

```

+-----+

```

Vector Hound _____ ^[BEST.026]
=====
Level ..... 11      Immune To      Type
HP ..... 166       ---          ---
MP ..... 10
Attack ..... 14
Defense ..... 80    Status Immunity
Evasion ..... 0      ---
Magic ..... 10      Weak Against
Magic Defense .... 150  Fire
Magic Evasion ..... 0
Gil ..... 83
EXP ..... 128

Steal          Absorbs
  Potion       ---

Drops
  ---

```

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```

Cartagra _____ ^[BEST.027]
=====
Level ..... 12      Immune To      Type
HP ..... 150       ---          ---
MP ..... 20
Attack ..... 11
Defense ..... 90    Status Immunity
Evasion ..... 0      Imp
Magic ..... 10      Weak Against
Magic Defense .... 150  ---
Magic Evasion ..... 0
Gil ..... 135
EXP ..... 105

Steal          Absorbs
  Potion       ---

```



Antidote  
Drops  
---

-----+

Acrophies \_\_\_\_\_ ^[BEST.028]

=====

Level .....	11	Immune To	Type
HP .....	145	---	---
MP .....	10		
Attack .....	13		
Defense .....	50		Status Immunity
Evasion .....	0		Imp
Magic .....	10	Weak Against	
Magic Defense ....	150	Lightning	
Magic Evasion .....	0		
Gil .....	115		
EXP .....	90		

Steal	Absorbs
Potion	---
Eye Drops	
Drops	
---	

-----+

Gold Bear \_\_\_\_\_ ^[BEST.029]

=====

Level .....	13	Immune To	Type
HP .....	275	---	---
MP .....	0		
Attack .....	13		
Defense .....	40		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	140	---	
Magic Evasion .....	0		
Gil .....	185		
EXP .....	160		

Steal	Absorbs
Hi-Potion	---
Potion	
Drops	
Hi-Potion	

-----+

Valeor \_\_\_\_\_ ^[BEST.030]

=====

Level .....	11	Immune To	Type
HP .....	180	---	Humanoid
MP .....	25		
Attack .....	13		
Defense .....	55		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	135	Poison	



MP ..... 30  
 Attack ..... 12  
 Defense ..... 80  
 Evasion ..... 0  
 Magic ..... 10  
 Magic Defense .... 150  
 Magic Evasion ..... 0  
 Gil ..... 135  
 EXP ..... 108

Status Immunity  
 Imp

Weak Against  
 Fire

Steal  
 Hi-Potion  
 Eye Drops  
 Drops  
 Hi-Potion

Absorbs  
 ---

-----+

Nettlehopper

\_\_\_\_\_ ^[BEST.034]

=====

Level ..... 11  
 HP ..... 243  
 MP ..... 80  
 Attack ..... 10  
 Defense ..... 50  
 Evasion ..... 0  
 Magic ..... 10  
 Magic Defense .... 155  
 Magic Evasion ..... 0  
 Gil ..... 145  
 EXP ..... 89

Immune To  
 ---  
 Weak Against  
 Fire Wind

Type  
 ---  
 Status Immunity  
 Imp Sleep

Steal  
 Antidote  
 Drops  
 Hi-Potion

Absorbs  
 ---

-----+

Chippirabbit

\_\_\_\_\_ ^[BEST.035]

=====

Level ..... 10  
 HP ..... 135  
 MP ..... 40  
 Attack ..... 9  
 Defense ..... 70  
 Evasion ..... 0  
 Magic ..... 10  
 Magic Defense .... 140  
 Magic Evasion ..... 0  
 Gil ..... 110  
 EXP ..... 53

Immune To  
 ---  
 Weak Against  
 Water

Type  
 ---  
 Status Immunity  
 ---

Steal  
 Hi-Potion  
 Drops  
 Potion

Absorbs  
 ---

+-----+

Captain \_\_\_\_\_ ^[BEST.036]

=====

Level .....	12	Immune To	Type
HP .....	456	---	Humanoid
MP .....	20		
Attack .....	18		
Defense .....	5		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	110	---	
Magic Evasion .....	0		
Gil .....	50		
EXP .....	0		

Steal	Absorbs
---	---

Drops  
 Phoenix Down  
 Black Belt

+-----+

Imperial Soldier \_\_\_\_\_ ^[BEST.037]

=====

Level .....	11	Immune To	Type
HP .....	100	---	Humanoid
MP .....	15		
Attack .....	12		
Defense .....	80		Status Immunity
Evasion .....	0		Darkness Sleep
Magic .....	10	Weak Against	
Magic Defense ....	150	Poison	
Magic Evasion .....	0		
Gil .....	48		
EXP .....	0		

Steal	Absorbs
Potion	---
Hi-Potion	

Drops  
 Potion

+-----+

Templar \_\_\_\_\_ ^[BEST.038]

=====

Level .....	11	Immune To	Type
HP .....	205	---	Humanoid
MP .....	50		
Attack .....	16		
Defense .....	50		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	150	Poison	
Magic Evasion .....	0		
Gil .....	96		
EXP .....	0		

Steal  
Potion

Absorbs  
---

Drops  
Hi-Potion

+-----+

Satellite \_\_\_\_\_ ^[BEST.039]

=====

Level ..... 14  
HP ..... 1800  
MP ..... 250  
Attack ..... 20  
Defense ..... 120  
Evasion ..... 0  
Magic ..... 13  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---  
  
Weak Against  
Lightning Water

Type  
---  
  
Status Immunity  
Darkness Poison  
Imp Petrify  
Death Silence  
Berserk Confusion  
Sleep

Steal  
X-Potion

Absorbs  
---

Drops  
Green Beret

+-----+

Ghost \_\_\_\_\_ ^[BEST.040]

=====

Level ..... 10  
HP ..... 226  
MP ..... 70  
Attack ..... 1  
Defense ..... 105  
Evasion ..... 0  
Magic ..... 1  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 75  
EXP ..... 48

Immune To  
---  
  
Weak Against  
Fire Holy

Type  
Undead  
  
Status Immunity  
Darkness Poison  
Imp Petrify  
Silence Berserk  
Sleep

Steal  
Potion

Absorbs  
Poison

Drops  
Potion

+-----+

Poplium \_\_\_\_\_ ^[BEST.041]

=====

Level ..... 11  
HP ..... 145  
MP ..... 25  
Attack ..... 13  
Defense ..... 55

Immune To  
---

Type  
Undead  
  
Status Immunity

Evasion .....	0		Darkness	Poison
Magic .....	10	Weak Against	Imp	Petrify
Magic Defense ....	150	Fire	Holy	Silence
Magic Evasion .....	0		Sleep	Berserk
Gil .....	55			
EXP .....	55			

Steal	Absorbs
Hi-Potion	Poison

Drops  
  Potion

-----+

Cloud \_\_\_\_\_ ^[BEST.042]

=====

Level .....	12	Immune To	Type
HP .....	120	---	Humanoid
MP .....	100		
Attack .....	5		
Defense .....	110		Status Immunity
Evasion .....	0		Imp
Magic .....	7	Weak Against	Death
Magic Defense ....	150	Holy	
Magic Evasion .....	0		
Gil .....	101		
EXP .....	35		

Steal	Absorbs
Hi-Potion	---

Drops  
  Potion

-----+

Angel Whisper \_\_\_\_\_ ^[BEST.043]

=====

Level .....	12	Immune To	Type
HP .....	230	---	Undead
MP .....	90		
Attack .....	12		
Defense .....	85		Status Immunity
Evasion .....	0		Darkness
Magic .....	10	Weak Against	Poison
Magic Defense ....	150	Fire	Imp
Magic Evasion .....	0	Holy	Petrify
Gil .....	125		Silence
EXP .....	42		Berserk
			Sleep

Steal	Absorbs
Hi-Potion	Poison

Drops  
  Gold Needle

-----+

Oversoul \_\_\_\_\_ ^[BEST.044]

```

=====
Level ..... 13          Immune To          Type
HP ..... 390           ---              Undead
MP ..... 190
Attack ..... 12
Defense ..... 55
Evasion ..... 0
Magic ..... 7          Weak Against
Magic Defense .... 150   Fire           Holy
Magic Evasion ..... 0
Gil ..... 228
EXP ..... 65

Steal                Absorbs
  Hi-Potion          Poison

Drops
  Holy Water
  Green Cherry

```

+-----+

```

Bomb                _____ ^[BEST.045]
=====
Level ..... 8          Immune To          Type
HP ..... 160           ---              ---
MP ..... 50
Attack ..... 10
Defense ..... 90
Evasion ..... 0
Magic ..... 1          Weak Against
Magic Defense .... 150   Ice            Water
Magic Evasion ..... 0
Gil ..... 80
EXP ..... 35

Steal                Absorbs
  Hi-Potion          Fire
  Potion
Drops
  Hi-Potion

```

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```

Living Dead         _____ ^[BEST.046]
=====
Level ..... 12         Immune To          Type
HP ..... 200           ---              Undead      Humanoid
MP ..... 84
Attack ..... 10
Defense ..... 100
Evasion ..... 0
Magic ..... 10        Weak Against
Magic Defense .... 150   Fire           Holy
Magic Evasion ..... 0
Gil ..... 135
EXP ..... 54

Steal                Absorbs
  ---              Poison

```

Drops  
Hi-Potion

+-----+

Apparition \_\_\_\_\_ ^[BEST.047]

=====

Level .....	19	Immune To	Type
HP .....	1500	---	Undead
MP .....	10000		
Attack .....	15		
Defense .....	120		Status Immunity
Evasion .....	0		Darkess Imp
Magic .....	8	Weak Against	Berserk Confusion
Magic Defense ....	180	Fire Holy	Sleep Slow
Magic Evasion .....	0		Stop
Gil .....	0		
EXP .....	0		

Steal	Absorbs
---	Poison

Drops  
Hyper Wrist

+-----+

Siegfried \_\_\_\_\_ ^[BEST.048]

=====

Level .....	7	Immune To	Type
HP .....	100	---	---
MP .....	5		
Attack .....	1		
Defense .....	50		Status Immunity
Evasion .....	0		Darkess Poison
Magic .....	10	Weak Against	Imp Petrify
Magic Defense ....	150	---	Death Silence
Magic Evasion .....	0		Berserk Confusion
Gil .....	1		Sleep
EXP .....	0		

Steal	Absorbs
---	---

Drops  
Green Cherry

+-----+

Opinicus Fish \_\_\_\_\_ ^[BEST.049]

=====

Level .....	9	Immune To	Type
HP .....	10	---	---
MP .....	60		
Attack .....	13		
Defense .....	100		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	10	Weak Against	Petrify
Magic Defense ....	150	Lightning	



Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Steal  
---  
Absorbs  
Poison

Drops  
Potion

-----+

Anguiform \_\_\_\_\_ ^[BEST.050]

=====

Level .....	13	Immune To	Type
HP .....	315	---	---
MP .....	150		
Attack .....	14		
Defense .....	80		Status Immunity
Evasion .....	0		Imp
Magic .....	6	Weak Against	
Magic Defense ....	150	Lightning	
Magic Evasion .....	0		
Gil .....	358		
EXP .....	96		

Steal  
Hi-Potion  
Absorbs  
Water

Drops  
Phoenix Down

-----+

Aspiran \_\_\_\_\_ ^[BEST.051]

=====

Level .....	12	Immune To	Type
HP .....	220	---	---
MP .....	330		
Attack .....	2		
Defense .....	100		Status Immunity
Evasion .....	0		Darkess Imp
Magic .....	2	Weak Against	Silence Confusion
Magic Defense ....	150	Fire	Sleep
Magic Evasion .....	0		
Gil .....	115		
EXP .....	48		

Steal  
Potion  
Absorbs  
Water

Drops  
X-Potion

-----+

Actinian \_\_\_\_\_ ^[BEST.052]

=====

Level .....	12	Immune To	Type
HP .....	230	---	---



+-----+

Hunting Hound \_\_\_\_\_ ^[BEST.055]

=====

Level .....	13	Immune To	Type
HP .....	285	---	---
MP .....	50		
Attack .....	16		
Defense .....	75		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	140	Fire	
Magic Evasion .....	0		
Gil .....	55		
EXP .....	115		

Steal	Absorbs
Hi-Potion	---

Drops  
---

+-----+

Fossil Dragon \_\_\_\_\_ ^[BEST.056]

=====

Level .....	20	Immune To	Type
HP .....	1399	---	Undead
MP .....	219		
Attack .....	25		
Defense .....	100		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	3	Weak Against	Imp        Petrify
Magic Defense ....	165	Fire        Ice	Silence    Berserk
Magic Evasion .....	0	Holy        Water	Sleep
Gil .....	1870		
EXP .....	380		

Steal	Absorbs
Remedy	Poison
Holy Water	

Drops  
---

+-----+

Vulture \_\_\_\_\_ ^[BEST.057]

=====

Level .....	15	Immune To	Type
HP .....	412	---	---
MP .....	60		
Attack .....	13		
Defense .....	100		Status Immunity
Evasion .....	0		Imp
Magic .....	10	Weak Against	
Magic Defense ....	155	Wind	
Magic Evasion .....	0		
Gil .....	485		
EXP .....	160		

Steal	Absorbs
Phoenix Down	---
Hi-Potion	
Drops	
Phoenix Down	

-----+

Iron Fist \_\_\_\_\_ ^[BEST.058]

=====

Level .....	15	Immune To	Type
HP .....	333	---	Humanoid
MP .....	65		
Attack .....	13		
Defense .....	75		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	145	---	
Magic Evasion .....	0		
Gil .....	249		
EXP .....	144		

Steal	Absorbs
Twist Headband	Poison
Potion	
Drops	
Mythril Knife	

-----+

Bloodfang \_\_\_\_\_ ^[BEST.059]

=====

Level .....	14	Immune To	Type
HP .....	325	---	---
MP .....	20		
Attack .....	13		
Defense .....	95		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	150	---	
Magic Evasion .....	0		
Gil .....	185		
EXP .....	135		

Steal	Absorbs
Potion	---

Drops  
Dried Meat

-----+

Rock Wasp \_\_\_\_\_ ^[BEST.060]

=====

Level .....	15	Immune To	Type
HP .....	290	---	---
MP .....	100		
Attack .....	14		
Defense .....	105		Status Immunity
Evasion .....	0		Imp Sleep

Magic .....	10	Weak Against	
Magic Defense ....	165	Fire	Wind
Magic Evasion .....	0		
Gil .....	168		
EXP .....	128		

Steal	Absorbs
Potion	---
Gold Needle	
Drops	
Gold Needle	

-----+

Paraladia \_\_\_\_\_ ^[BEST.061]

=====

Level .....	15	Immune To	Type
HP .....	492	---	---
MP .....	100		
Attack .....	13		
Defense .....	125		Status Immunity
Evasion .....	0		Darkness Imp
Magic .....	10	Weak Against	Berserk Confusion
Magic Defense ....	125	Fire	Sleep
Magic Evasion .....	0		
Gil .....	365		
EXP .....	219		

Steal	Absorbs
Remedy	---
Hi-Potion	
Drops	
---	

-----+

Harvester \_\_\_\_\_ ^[BEST.062]

=====

Level .....	16	Immune To	Type
HP .....	428	---	Humanoid
MP .....	85		
Attack .....	13		
Defense .....	105		Status Immunity
Evasion .....	0		Imp Slow
Magic .....	10	Weak Against	Stop
Magic Defense ....	150	Poison	
Magic Evasion .....	0		
Gil .....	314		
EXP .....	291		

Steal	Absorbs
Dragoon Boots	---
Silver Spectacles	
Drops	
Barrier Ring	

-----+

Hill Gigas \_\_\_\_\_ ^[BEST.063]

=====

Level .....	16	Immune To	Type
HP .....	1200	---	Humanoid
MP .....	60		
Attack .....	18		
Defense .....	125		Status Immunity
Evasion .....	0		---
Magic .....	5	Weak Against	
Magic Defense ....	115	Poison	
Magic Evasion .....	0		
Gil .....	600		
EXP .....	550		

Steal	Absorbs
Gigas Glove	Earth

Drops  
---

-----+

Gobbledygook \_\_\_\_\_ ^[BEST.064]

=====

Level .....	15	Immune To	Type
HP .....	350	---	Humanoid
MP .....	20		
Attack .....	13		
Defense .....	85		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	155	Poison	
Magic Evasion .....	0		
Gil .....	126		
EXP .....	104		

Steal	Absorbs
Phoenix Down	---
Eye Drops	
Drops	
---	

-----+

Veil Dancer \_\_\_\_\_ ^[BEST.065]

=====

Level .....	15	Immune To	Type
HP .....	392	---	Humanoid
MP .....	120		
Attack .....	13		
Defense .....	115		Status Immunity
Evasion .....	0		Poison      Imp
Magic .....	10	Weak Against	Berserk      Confusion
Magic Defense ....	145	Poison	
Magic Evasion .....	0		
Gil .....	296		
EXP .....	224		

Steal	Absorbs
Thief's Knife	---
Hi-Potion	
Drops	

---

-----+

Stunner \_\_\_\_\_ ^[BEST.066]

=====

Level .....	16	Immune To	Type
HP .....	299	---	---
MP .....	20		
Attack .....	13		
Defense .....	110		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	160	Fire	
Magic Evasion .....	0		
Gil .....	156		
EXP .....	108		

Steal	Absorbs
Hi-Potion	Poison

Drops  
---

-----+

Goetia \_\_\_\_\_ ^[BEST.067]

=====

Level .....	16	Immune To	Type
HP .....	499	---	---
MP .....	40		
Attack .....	20		
Defense .....	120		Status Immunity
Evasion .....	0		---
Magic .....	10	Weak Against	
Magic Defense ....	190	Ice	
Magic Evasion .....	0		
Gil .....	235		
EXP .....	145		

Steal	Absorbs
Antidote	Poison
Hi-Potion	

Drops  
  Hi-Potion

-----+

Litwor Chicken \_\_\_\_\_ ^[BEST.068]

=====

Level .....	18	Immune To	Type
HP .....	545	---	---
MP .....	155		
Attack .....	11		
Defense .....	150		Status Immunity
Evasion .....	0		Poison      Imp
Magic .....	3	Weak Against	Petrify     Death
Magic Defense ....	150	Ice	Silence     Sleep
Magic Evasion .....	0		
Gil .....	279		

EXP ..... 190

Steal	Absorbs
Sleeping Bag	---
Potion	
Drops	
---	

-----+

Joker \_\_\_\_\_ ^[BEST.069]

=====

Level ..... 17	Immune To	Type
HP ..... 467	---	Humanoid
MP ..... 90		
Attack ..... 13		
Defense ..... 125		Status Immunity
Evasion ..... 0		Imp
Magic ..... 10	Weak Against	
Magic Defense .... 150	Lightning  Poison	
Magic Evasion ..... 0		
Gil ..... 320		
EXP ..... 194		

Steal	Absorbs
Green Beret	---
Potion	
Drops	
Mythril Rod	

-----+

Don \_\_\_\_\_ ^[BEST.070]

=====

Level ..... 17	Immune To	Type
HP ..... 620	---	---
MP ..... 10		
Attack ..... 14		
Defense ..... 135		Status Immunity
Evasion ..... 0		Petrify
Magic ..... 10	Weak Against	
Magic Defense .... 145	---	
Magic Evasion ..... 0		
Gil ..... 345		
EXP ..... 255		

Steal	Absorbs
Tiger Mask	---
Potion	
Drops	
Hi-Potion	

-----+

Wyvern \_\_\_\_\_ ^[BEST.071]

=====

Level ..... 18	Immune To	Type
HP ..... 892	---	---
MP ..... 95		
Attack ..... 15		



Defense ..... 140  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 155  
Magic Evasion ..... 0  
Gil ..... 434  
EXP ..... 484

Status Immunity  
Imp

Weak Against  
Ice

Steal  
  Dragoon Boots  
  Potion  
Drops  
  ---

Absorbs  
  ---

+-----+

Grasswyrn  
=====

\_\_\_\_\_ ^[BEST.072]

Level ..... 17  
HP ..... 480  
MP ..... 20  
Attack ..... 13  
Defense ..... 115  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 234  
EXP ..... 278

Immune To  
  ---

Type  
  ---

Status Immunity  
  Darkness Imp  
  Silence Sleep

Weak Against  
  Fire Wind

Steal  
  Antidote  
  
Drops  
  Echo Screen

Absorbs  
  ---

+-----+

Grenade  
=====

\_\_\_\_\_ ^[BEST.073]

Level ..... 17  
HP ..... 3000  
MP ..... 500  
Attack ..... 13  
Defense ..... 0  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 500  
EXP ..... 190

Immune To  
  ---

Type  
  ---

Status Immunity  
  Imp Petrify

Weak Against  
  Ice Water

Steal  
  Flame Scroll  
  
Drops  
  ---

Absorbs  
  Fire

+-----+

```

Bug _____ ^[BEST.074]
=====
Level ..... 16      Immune To          Type
HP ..... 310        ---              ---
MP ..... 20
Attack ..... 13
Defense ..... 120
Evasion ..... 0
Magic ..... 10      Weak Against      Status Immunity
Magic Defense .... 150    Ice              Water      Darkness      Imp
Magic Evasion ..... 0
Gil ..... 210
EXP ..... 165

Steal              Absorbs
  Hi-Potion        ---
  Gold Needle
Drops
  ---

```

-----+

```

Onion Knight _____ ^[BEST.075]
=====
Level ..... 18      Immune To          Type
HP ..... 250        ---              Humanoid
MP ..... 50
Attack ..... 13
Defense ..... 200
Evasion ..... 0
Magic ..... 10      Weak Against      Status Immunity
Magic Defense .... 150    Lightning        Water      Poison        Imp
Magic Evasion ..... 0
Gil ..... 100
EXP ..... 115

Steal              Absorbs
  Potion           ---

Drops
  ---

```

-----+

```

Sergeant _____ ^[BEST.076]
=====
Level ..... 18      Immune To          Type
HP ..... 580        ---              Humanoid
MP ..... 35
Attack ..... 13
Defense ..... 210
Evasion ..... 0
Magic ..... 10      Weak Against      Status Immunity
Magic Defense .... 145    Lightning        Water      Poison        Imp
Magic Evasion ..... 0
Gil ..... 273
EXP ..... 252

Steal              Absorbs
  Mythril Vest     ---

```

Tent  
Drops  
Tent

-----+

Belzecue \_\_\_\_\_ ^[BEST.077]

=====

Level .....	19	Immune To	Type
HP .....	615	---	---
MP .....	45		
Attack .....	13		
Defense .....	220		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	10	Weak Against	Petrify
Magic Defense ....	140	Lightning Water	
Magic Evasion .....	0		
Gil .....	343		
EXP .....	228		

Steal	Absorbs
Phoenix Down	---
Potion	
Drops	
---	

-----+

Proto Armor \_\_\_\_\_ ^[BEST.078]

=====

Level .....	19	Immune To	Type
HP .....	670	---	---
MP .....	125		
Attack .....	12		
Defense .....	230		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	7	Weak Against	Petrify
Magic Defense ....	110	Lightning	
Magic Evasion .....	0		
Gil .....	296		
EXP .....	499		

Steal	Absorbs
Mythril Mail	---
Hi-Potion	
Drops	
Bioblaster	

-----+

Trapper \_\_\_\_\_ ^[BEST.079]

=====

Level .....	19	Immune To	Type
HP .....	555	---	---
MP .....	80		
Attack .....	13		
Defense .....	180		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	10	Weak Against	Petrify
Magic Defense ....	135	Lightning Water	





+-----+

Magna Roder \_\_\_\_\_ ^[BEST.085]

=====

Level .....	18	Immune To	Type
HP .....	250	---	---
MP .....	100		
Attack .....	10		
Defense .....	20		Status Immunity
Evasion .....	0		Imp          Petrify
Magic .....	1	Weak Against	Death        Silence
Magic Defense ....	140	Ice	Sleep
Magic Evasion .....	0		
Gil .....	300		
EXP .....	198		

Steal	Absorbs
Shuriken	---
Lightning Scroll	
Drops	
Flame Scroll	

+-----+

Chaser \_\_\_\_\_ ^[BEST.086]

=====

Level .....	19	Immune To	Type
HP .....	1202	---	---
MP .....	140		
Attack .....	13		
Defense .....	200		Status Immunity
Evasion .....	0		Poison        Imp
Magic .....	8	Weak Against	Petrify
Magic Defense ....	150	Lightning    Water	
Magic Evasion .....	0		
Gil .....	380		
EXP .....	691		

Steal	Absorbs
Bioblaster	---
Drops	
---	

+-----+

Outcast \_\_\_\_\_ ^[BEST.087]

=====

Level .....	21	Immune To	Type
HP .....	1100	---	Undead
MP .....	50		
Attack .....	18		
Defense .....	110		Status Immunity
Evasion .....	0		Darkness     Poison
Magic .....	12	Weak Against	Imp          Petrify
Magic Defense ....	150	Holy          Water	Silence        Berserk
Magic Evasion .....	0		Sleep
Gil .....	442		
EXP .....	740		



Magic .....	10	Weak Against	Silence	Berserk
Magic Defense ....	130	Ice	Confusion	Sleep
Magic Evasion .....	0			
Gil .....	270			
EXP .....	290			

Steal	Absorbs
Hi-Potion	Fire
Antidote	
Drops	
Antidote	

-----+

Lich \_\_\_\_\_ ^[BEST.091]

=====

Level .....	20	Immune To	Type
HP .....	590	---	Undead
MP .....	90		
Attack .....	1		
Defense .....	50		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp        Petrify
Magic Defense ....	190	Holy	Silence    Berserk
Magic Evasion .....	0		Sleep      Slow
Gil .....	350		Stop
EXP .....	374		

Steal	Absorbs
Poison Rod	Fire        Poison
Green Cherry	
Drops	
Green Cherry	

-----+

Imperial Elite \_\_\_\_\_ ^[BEST.092]

=====

Level .....	21	Immune To	Type
HP .....	700	---	Humanoid
MP .....	20		
Attack .....	13		
Defense .....	100		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Petrify     Death
Magic Defense ....	140	Poison	Silence    Berserk
Magic Evasion .....	0		Confusion   Sleep
Gil .....	0		Slow        Stop
EXP .....	200		

Steal	Absorbs
Potion	---
Drops	
Magicite Shard	

-----+

Mega Armor \_\_\_\_\_ ^[BEST.093]

=====



Level ..... 21  
HP ..... 1000  
MP ..... 50  
Attack ..... 19  
Defense ..... 120  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 100  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 350

Immune To  
---  
  
Weak Against  
Lightning Water

Type  
---  
  
Status Immunity  
Poison Imp  
Petrify

Steal  
Hi-Potion

Absorbs  
---

Drops  
---

-----+

Briareus

\_\_\_\_\_ ^[BEST.094]

=====

Level ..... 22  
HP ..... 750  
MP ..... 100  
Attack ..... 17  
Defense ..... 110  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 120  
Magic Evasion ..... 0  
Gil ..... 458  
EXP ..... 465

Immune To  
---  
  
Weak Against  
---

Type  
---  
  
Status Immunity  
Poison Death

Steal  
Gaia Gear

Absorbs  
---

Drops  
Hi-Potion

-----+

Devourer

\_\_\_\_\_ ^[BEST.095]

=====

Level ..... 21  
HP ..... 420  
MP ..... 100  
Attack ..... 10  
Defense ..... 100  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 140  
Magic Evasion ..... 0  
Gil ..... 280  
EXP ..... 214

Immune To  
---  
  
Weak Against  
Lightning

Type  
---  
  
Status Immunity  
Imp Death  
Confusion

Steal  
Remedy  
Hi-Potion

Absorbs  
---

Drops

---

-----+

Chimera \_\_\_\_\_ ^[BEST.096]

=====

Level .....	22	Immune To	Type
HP .....	2237	---	---
MP .....	100		
Attack .....	25		
Defense .....	100		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp        Petrify
Magic Defense ....	110	---	Death      Silence
Magic Evasion .....	0		Confusion   Sleep
Gil .....	760		Slow        Stop
EXP .....	1144		

Steal	Absorbs
Hyper Wrist	---

Drops
Golden Armor

-----+

Intangir \_\_\_\_\_ ^[BEST.097]

=====

Level .....	26	Immune To	Type
HP .....	32000	---	---
MP .....	16000		
Attack .....	25		
Defense .....	150		Status Immunity
Evasion .....	50		Darkness    Poison
Magic .....	10	Weak Against	Imp        Petrify
Magic Defense ....	150	---	Death      Silence
Magic Evasion .....	0		Berserk     Confusion
Gil .....	0		Sleep
EXP .....	0		

Steal	Absorbs
Magicite Shard	Fire        Ice
	Lightning   Poison
Drops	Wind        Holy
Antidote	Earth       Water

-----+

Balloon \_\_\_\_\_ ^[BEST.098]

=====

Level .....	22	Immune To	Type
HP .....	555	---	---
MP .....	80		
Attack .....	11		
Defense .....	20		Status Immunity
Evasion .....	0		Imp        Sleep
Magic .....	10	Weak Against	
Magic Defense ....	130	Ice        Water	
Magic Evasion .....	0		
Gil .....	300		

EXP ..... 369

Steal  
Phoenix Down

Absorbs  
Fire

Drops  
---

-----+

Bonnacon \_\_\_\_\_ ^[BEST.099]

=====

Level ..... 23  
HP ..... 505  
MP ..... 20  
Attack ..... 12  
Defense ..... 50  
Evasion ..... 0  
Magic ..... 10  
Magic Defense ..... 50  
Magic Evasion ..... 0  
Gil ..... 270  
EXP ..... 232

Immune To  
---

Type  
---

Weak Against  
Fire

Status Immunity  
Darkness Imp  
Silence Berserk  
Confusion Sleep  
Slow Stop

Steal  
Hi-Potion

Absorbs  
---

Drops  
---

-----+

Land Grillon \_\_\_\_\_ ^[BEST.100]

=====

Level ..... 23  
HP ..... 977  
MP ..... 80  
Attack ..... 15  
Defense ..... 115  
Evasion ..... 0  
Magic ..... 10  
Magic Defense ..... 155  
Magic Evasion ..... 0  
Gil ..... 410  
EXP ..... 292

Immune To  
---

Type  
---

Weak Against  
Fire Wind

Status Immunity  
Darkness Imp  
Silence Confusion  
Sleep

Steal  
Echo Screen

Absorbs  
---

Drops  
Smoke Bomb

-----+

Adamankary \_\_\_\_\_ ^[BEST.101]

=====

Level ..... 24  
HP ..... 1305  
MP ..... 50  
Attack ..... 22

Immune To  
---

Type  
Humanoid

Defense ..... 225  
Evasion ..... 0  
Magic ..... 10  
Magic Defense ..... 45  
Magic Evasion ..... 0  
Gil ..... 189  
EXP ..... 1450

Weak Against  
---

Status Immunity  
Petrify    Death  
Confusion

Steal  
  Golden Shield

Absorbs  
---

Drops  
---

-----+

Mandrake

\_\_\_\_\_ ^[BEST.102]

=====

Level ..... 23  
HP ..... 1150  
MP ..... 104  
Attack ..... 16  
Defense ..... 115  
Evasion ..... 0  
Magic ..... 10  
Magic Defense ..... 125  
Magic Evasion ..... 0  
Gil ..... 450  
EXP ..... 378

Immune To  
---

Type  
---

Status Immunity  
Darkness    Poison  
Imp         Petrify  
Death       Silence  
Berserk     Confusion  
Sleep

Steal  
  Hi-Potion

Absorbs  
  Water

Drops  
  Remedy

-----+

Venobennu

\_\_\_\_\_ ^[BEST.103]

=====

Level ..... 24  
HP ..... 860  
MP ..... 82  
Attack ..... 16  
Defense ..... 125  
Evasion ..... 0  
Magic ..... 10  
Magic Defense ..... 150  
Magic Evasion ..... 0  
Gil ..... 525  
EXP ..... 485

Immune To  
---

Type  
---

Status Immunity  
Imp         Petrify  
Silence     Sleep

Steal  
  Antidote

Absorbs  
---

Drops  
  Phoenix Down

-----+

Sky Armor

\_\_\_\_ ^[BEST.104]

=====

Level ..... 24  
 HP ..... 900  
 MP ..... 170  
 Attack ..... 16  
 Defense ..... 150  
 Evasion ..... 0  
 Magic ..... 7  
 Magic Defense .... 120  
 Magic Evasion ..... 0  
 Gil ..... 400  
 EXP ..... 350

Immune To  
 ---  
 Weak Against  
 Lightning Wind

Type  
 ---  
 Status Immunity  
 Poison Imp  
 Petrify

Steal  
 Ether

Absorbs  
 ---

Drops  
 ---

+-----+

Spitfire

\_\_\_\_ ^[BEST.105]

=====

Level ..... 25  
 HP ..... 1400  
 MP ..... 180  
 Attack ..... 17  
 Defense ..... 155  
 Evasion ..... 0  
 Magic ..... 4  
 Magic Defense .... 130  
 Magic Evasion ..... 0  
 Gil ..... 300  
 EXP ..... 550

Immune To  
 ---  
 Weak Against  
 Lightning Wind

Type  
 Undead  
 Status Immunity  
 Poison Imp  
 Petrify Slow  
 Stop

Steal  
 Elixer  
 Ether

Absorbs  
 ---

Drops  
 Ether

+-----+

Brainpan

\_\_\_\_ ^[BEST.106]

=====

Level ..... 25  
 HP ..... 1300  
 MP ..... 1000  
 Attack ..... 24  
 Defense ..... 120  
 Evasion ..... 0  
 Magic ..... 10  
 Magic Defense .... 110  
 Magic Evasion ..... 0  
 Gil ..... 600  
 EXP ..... 550

Immune To  
 ---  
 Weak Against  
 Fire Lightning  
 Holy

Type  
 Undead  
 Status Immunity  
 Darkness Poison  
 Imp Silence  
 Berserk Sleep

Steal  
 Earring

Absorbs  
 Poison

Drops

---

-----+

Misfit \_\_\_\_\_ ^[BEST.107]

=====

Level .....	26	Immune To	Type
HP .....	1750	---	Undead
MP .....	140		
Attack .....	26		
Defense .....	105		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp          Silence
Magic Defense ....	155	Fire          Holy	Berserk      Sleep
Magic Evasion .....	0		
Gil .....	786		
EXP .....	750		

Steal	Absorbs
Alarm Earring	Poison

Drops

---

-----+

Apocrypha \_\_\_\_\_ ^[BEST.108]

=====

Level .....	26	Immune To	Type
HP .....	1900	---	---
MP .....	195		
Attack .....	18		
Defense .....	80		Status Immunity
Evasion .....	0		Poison      Imp
Magic .....	10	Weak Against	Death      Berserk
Magic Defense ....	150	Lightning    Holy	Confusion
Magic Evasion .....	0	Water	
Gil .....	525		
EXP .....	1200		

Steal	Absorbs
Angel Ring	---

Drops

---

-----+

Dragon \_\_\_\_\_ ^[BEST.109]

=====

Level .....	29	Immune To	Type
HP .....	7000	---	---
MP .....	850		
Attack .....	45		
Defense .....	130		Status Immunity
Evasion .....	40		Imp          Petrify
Magic .....	10	Weak Against	Death      Silence
Magic Defense ....	110	Lightning	Berserk      Confusion

Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 2931

Steal  
  Genji Glove  
  Hi-Potion  
Drops  
  ---

Absorbs  
  ---

-----+

Platinum Dragon                    \_\_\_\_\_ ^[BEST.110]

=====

Level ..... 26  
HP ..... 2802  
MP ..... 200  
Attack ..... 35  
Defense ..... 150  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 115  
Magic Evasion ..... 0  
Gil ..... 1300  
EXP ..... 895

Immune To                    Type  
  ---                        ---  
  
Weak Against

Status Immunity  
  Imp

Steal  
  Dragoon Boots  
  
Drops  
  ---

Absorbs  
  ---

-----+

Behemoth                            \_\_\_\_\_ ^[BEST.111]

=====

Level ..... 28  
HP ..... 5800  
MP ..... 180  
Attack ..... 25  
Defense ..... 100  
Evasion ..... 0  
Magic ..... 7  
Magic Defense .... 135  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 2055

Immune To                    Type  
  ---                        ---  
  
Weak Against

Status Immunity  
  Darkness    Poison  
  Imp            Death  
  Silence        Confusion  
  Sleep            Slow  
  Stop

Steal  
  Hermes Sandals  
  
Drops  
  X-Potion

Absorbs  
  ---

-----+

Ninja                                \_\_\_\_\_ ^[BEST.112]

=====

Level ..... 27  
HP ..... 1650

Immune To                    Type  
  ---                        Humanoid

MP ..... 130  
 Attack ..... 22  
 Defense ..... 135  
 Evasion ..... 50  
 Magic ..... 5  
 Magic Defense .... 140  
 Magic Evasion ..... 0  
 Gil ..... 520  
 EXP ..... 694

Weak Against  
 Lightning Water

Status Immunity  
 Darkness Petrify  
 Confusion Sleep  
 Slow Stop

Steal  
 Angel Wings

Absorbs  
 Poison

Drops  
 Fuma Shuriken

-----+

Naude

\_\_\_\_\_ ^[BEST.113]

=====

Level ..... 24  
 HP ..... 3000  
 MP ..... 195  
 Attack ..... 11  
 Defense ..... 115  
 Evasion ..... 0  
 Magic ..... 10  
 Magic Defense .... 145  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To  
 Poison Wind  
 Earth Water  
 Weak Against  
 Fire Lightning  
 Holy

Type  
 Humanoid  
 Status Immunity  
 Death Berserk  
 Confusion Slow  
 Stop

Steal  
 ---

Absorbs  
 Ice

Drops  
 ---

-----+

Fafnir

\_\_\_\_\_ ^[BEST.114]

=====

Level ..... 26  
 HP ..... 1112  
 MP ..... 130  
 Attack ..... 13  
 Defense ..... 110  
 Evasion ..... 0  
 Magic ..... 10  
 Magic Defense .... 150  
 Magic Evasion ..... 0  
 Gil ..... 456  
 EXP ..... 459

Immune To  
 ---  
 Weak Against  
 Ice

Type  
 ---  
 Status Immunity  
 ---

Steal  
 Antidote

Absorbs  
 ---

Drops  
 ---



+-----+

Killer Mantis \_\_\_\_\_ ^[BEST.115]

=====

Level .....	26	Immune To	Type
HP .....	1412	---	---
MP .....	110		
Attack .....	16		
Defense .....	115		Status Immunity
Evasion .....	0		Imp          Death
Magic .....	10	Weak Against	Confusion   Sleep
Magic Defense ....	140	Fire	
Magic Evasion .....	0		
Gil .....	756		
EXP .....	559		

Steal	Absorbs
Venom Claws	---

Drops  
---

+-----+

Peeper \_\_\_\_\_ ^[BEST.116]

=====

Level .....	23	Immune To	Type
HP .....	1	---	---
MP .....	19		
Attack .....	7		
Defense .....	5		Status Immunity
Evasion .....	0		Poison
Magic .....	10	Weak Against	
Magic Defense .....	5	Ice          Water	
Magic Evasion .....	0		
Gil .....	0		
EXP .....	2		

Steal	Absorbs
Elixir	---

Drops  
---

+-----+

Murussu \_\_\_\_\_ ^[BEST.117]

=====

Level .....	26	Immune To	Type
HP .....	1111	---	---
MP .....	60		
Attack .....	13		
Defense .....	140		Status Immunity
Evasion .....	0		Petrify      Silence
Magic .....	10	Weak Against	
Magic Defense .....	80	Lightning	
Magic Evasion .....	0		
Gil .....	356		
EXP .....	321		

Steal  
Hi-Potion

Absorbs  
---

Drops  
Remedy

+-----+

Gigantoad \_\_\_\_\_ ^[BEST.118]

=====

Level .....	26	Immune To	Type
HP .....	458	---	---
MP .....	20		
Attack .....	11		
Defense .....	100		Status Immunity
Evasion .....	0		Poison      Death
Magic .....	10	Weak Against	
Magic Defense ....	130	Ice	
Magic Evasion .....	0		
Gil .....	340		
EXP .....	235		

Steal  
---

Absorbs  
---

Drops  
Sleeping Bag

+-----+

Land Ray \_\_\_\_\_ ^[BEST.119]

=====

Level .....	23	Immune To	Type
HP .....	1	---	---
MP .....	18		
Attack .....	6		
Defense .....	5		Status Immunity
Evasion .....	0		Darkness    Imp
Magic .....	10	Weak Against	Petrify      Death
Magic Defense .....	5	Water	Sleep
Magic Evasion .....	0		
Gil .....	0		
EXP .....	1		

Steal  
Megalixer

Absorbs  
---

Drops  
---

+-----+

Luna Wolf \_\_\_\_\_ ^[BEST.120]

=====

Level .....	26	Immune To	Type
HP .....	582	---	---
MP .....	25		
Attack .....	13		
Defense .....	155		Status Immunity
Evasion .....	0		Death      Silence

Magic .....	10	Weak Against	Sleep
Magic Defense ....	145	---	
Magic Evasion .....	0		
Gil .....	247		
EXP .....	308		

Steal	Absorbs
Hi-Potion	---

Drops  
---

-----+

Black Dragon                    \_\_\_\_\_ ^[BEST.121]

=====

Level .....	26	Immune To	Type
HP .....	4000	---	Undead
MP .....	600		
Attack .....	14		
Defense .....	102		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp        Petrify
Magic Defense ....	20	Fire        Holy	Silence    Berserk
Magic Evasion .....	0		Sleep
Gil .....	502		
EXP .....	780		

Steal	Absorbs
Holy Water	Poison

Drops  
  Tent

-----+

Rukh                            \_\_\_\_\_ ^[BEST.122]

=====

Level .....	26	Immune To	Type
HP .....	850	---	---
MP .....	100		
Attack .....	12		
Defense .....	105		Status Immunity
Evasion .....	0		Imp        Petrify
Magic .....	10	Weak Against	Death      Silence
Magic Defense ....	120	Ice	Sleep
Magic Evasion .....	0		
Gil .....	596		
EXP .....	249		

Steal	Absorbs
---	---

Drops  
  Echo Screen

-----+

Zokka                          \_\_\_\_\_ ^[BEST.123]

=====



Potion

-----+

Delta Beetle	_____	^[BEST.126]		
=====				
Level .....	26	Immune To	Type	
HP .....	612	---	---	
MP .....	80			
Attack .....	11			
Defense .....	220		Status Immunity	
Evasion .....	0		Darkness	Poison
Magic .....	10	Weak Against	Imp	Berserk
Magic Defense .....	5	Fire	Confusion	
Magic Evasion .....	0			
Gil .....	211			
EXP .....	288			
Steal		Absorbs		
Potion		---		
Drops				
Sleeping Bag				

-----+

Vampire Thorn	_____	^[BEST.127]		
=====				
Level .....	26	Immune To	Type	
HP .....	12	---	Undead	
MP .....	400			
Attack .....	13			
Defense .....	254		Status Immunity	
Evasion .....	0		Darkness	Poison
Magic .....	10	Weak Against	Imp	Petrify
Magic Defense ....	254	Fire	Silence	Berserk
Magic Evasion .....	0		Sleep	
Gil .....	896			
EXP .....	510			
Steal		Absorbs		
Echo Screen		Water		
Drops				
Smoke Bomb				

-----+

Lizard	_____	^[BEST.128]		
=====				
Level .....	26	Immune To	Type	
HP .....	1280	---	---	
MP .....	70			
Attack .....	14			
Defense .....	102		Status Immunity	
Evasion .....	0		Petrify	Silence
Magic .....	10	Weak Against		
Magic Defense ....	153	Ice		
Magic Evasion .....	0			
Gil .....	356			

EXP ..... 297

Steal  
Blood Sword

Absorbs  
Poison

Drops  
Gold Needle

-----+

Devoahan \_\_\_\_\_ ^[BEST.129]

=====

Level ..... 26  
HP ..... 2252  
MP ..... 218  
Attack ..... 15  
Defense ..... 100  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 458  
EXP ..... 562

Immune To  
---  
  
Weak Against  
Fire Water

Type  
---  
  
Status Immunity  
Petrify Sleep

Steal  
Diamond Vest  
Ether  
Drops  
---

Absorbs  
---

-----+

Sandhorse \_\_\_\_\_ ^[BEST.130]

=====

Level ..... 27  
HP ..... 1025  
MP ..... 100  
Attack ..... 15  
Defense ..... 135  
Evasion ..... 0  
Magic ..... 9  
Magic Defense .... 155  
Magic Evasion ..... 0  
Gil ..... 726  
EXP ..... 475

Immune To  
---  
  
Weak Against  
Ice Water

Type  
---  
  
Status Immunity  
Darkness Imp  
Petrify Death  
Silence Berserk  
Confusion Sleep

Steal  
Hi-Potion  
  
Drops  
---

Absorbs  
---

-----+

Cancer \_\_\_\_\_ ^[BEST.131]

=====

Level ..... 26  
HP ..... 952  
MP ..... 100  
Attack ..... 15

Immune To  
---

Type  
---

Defense ..... 110  
 Evasion ..... 0  
 Magic ..... 10  
 Magic Defense .... 145  
 Magic Evasion ..... 0  
 Gil ..... 576  
 EXP ..... 360

Weak Against  
 Ice            Lightning  
 Water

Status Immunity  
 Darkness    Imp  
 Petrify     Death  
 Silence     Berserk  
 Confusion   Sleep

Steal  
   Potion

Absorbs  
   ---

Drops  
   ---

-----+

Oceanus

\_\_\_\_\_ ^[BEST.132]

=====

Level ..... 27  
 HP ..... 1700  
 MP ..... 100  
 Attack ..... 15  
 Defense ..... 125  
 Evasion ..... 0  
 Magic ..... 9  
 Magic Defense .... 140  
 Magic Evasion ..... 0  
 Gil ..... 971  
 EXP ..... 612

Immune To  
   ---

Type  
   ---

Weak Against  
 Lightning

Status Immunity  
 Darkness    Poison  
 Imp           Berserk  
 Sleep

Steal  
   Gaia Gear

Absorbs  
   ---

Drops  
   Antidote

-----+

Desert Hare

\_\_\_\_\_ ^[BEST.133]

=====

Level ..... 26  
 HP ..... 75  
 MP ..... 200  
 Attack ..... 7  
 Defense ..... 100  
 Evasion ..... 0  
 Magic ..... 30  
 Magic Defense .... 100  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To  
   ---

Type  
   ---

Weak Against  
 Water

Status Immunity  
 Death        Silence  
 Berserk

Steal  
   Remedy

Absorbs  
   ---

Drops  
   Hi-Potion

-----+

```

Humpty _____ ^[BEST.134]
=====
Level ..... 27      Immune To          Type
HP ..... 800       ---              Undead
MP ..... 100
Attack ..... 8
Defense ..... 145   Status Immunity
Evasion ..... 0    Darkness   Poison
Magic ..... 10     Weak Against Imp      Petrify
Magic Defense .... 135  Fire      Holy    Silence  Berserk
Magic Evasion ..... 0    Sleep
Gil ..... 326
EXP ..... 421

Steal          Absorbs
  Green Cherry  Poison

Drops
  ---

```

```

+-----+
Cruller _____ ^[BEST.135]
=====
Level ..... 28      Immune To          Type
HP ..... 1334      ---              Undead
MP ..... 100
Attack ..... 11
Defense ..... 110   Status Immunity
Evasion ..... 100   Darkness   Poison
Magic ..... 4       Weak Against Imp      Petrify
Magic Defense .... 70  Fire      Holy    Silence  Berserk
Magic Evasion ..... 0    Sleep      Slow
Gil ..... 797
EXP ..... 419

Steal          Absorbs
  Potion       Poison

Drops
  ---

```

```

+-----+
Dropper _____ ^[BEST.136]
=====
Level ..... 27      Immune To          Type
HP ..... 1000      ---              ---
MP ..... 80
Attack ..... 6
Defense ..... 100   Status Immunity
Evasion ..... 0    Darkness   Poison
Magic ..... 10     Weak Against Imp      Petrify
Magic Defense .... 150  Lightning  Water  Death    Silence
Magic Evasion ..... 0    Berserk   Confusion
Gil ..... 427
EXP ..... 398

Steal          Absorbs
  Ether        ---

```



Drops  
Ether

-----+

Neck Hunter \_\_\_\_\_ ^[BEST.137]

=====

Level .....	28	Immune To	Type
HP .....	1334	---	Humanoid
MP .....	150		
Attack .....	5		
Defense .....	102		Status Immunity
Evasion .....	0		Imp
Magic .....	10	Weak Against	
Magic Defense ....	153	Poison	
Magic Evasion .....	0		
Gil .....	1330		
EXP .....	588		

Steal	Absorbs
Black Cowl	---

Drops  
Peace Ring

-----+

Dante \_\_\_\_\_ ^[BEST.138]

=====

Level .....	28	Immune To	Type
HP .....	1945	---	Undead Humanoid
MP .....	200		
Attack .....	17		
Defense .....	105		Status Immunity
Evasion .....	0		Darkness Poison
Magic .....	10	Weak Against	Imp Petrify
Magic Defense ....	150	Poison	Silence Berserk
Magic Evasion .....	0		Sleep
Gil .....	712		
EXP .....	1150		

Steal	Absorbs
Diamond Helm	---

Drops  
Golden Shield

-----+

Bogy \_\_\_\_\_ ^[BEST.139]

=====

Level .....	29	Immune To	Type
HP .....	1318	---	---
MP .....	100		
Attack .....	15		
Defense .....	102		Status Immunity
Evasion .....	0		Petrify
Magic .....	10	Weak Against	
Magic Defense ....	153	---	



MP .....	100	Holy	Earth	
Attack .....	11	Water		
Defense .....	110			Status Immunity
Evasion .....	0			Darkness    Poison
Magic .....	10	Weak Against		Imp         Petrify
Magic Defense ....	105	---		Death       Berserk
Magic Evasion .....	0			Confusion   Sleep
Gil .....	287			
EXP .....	189			

Steal	Absorbs
Magicite Shard	---

Drops  
---

-----+

Borghese	_____	^[BEST.143]		
=====				
Level .....	30	Immune To	Type	
HP .....	1584	---	Undead	Humanoid
MP .....	250			
Attack .....	45			
Defense .....	105			Status Immunity
Evasion .....	0			Darkness    Poison
Magic .....	10	Weak Against	Imp	Petrify
Magic Defense ....	140	Fire         Holy	Silence	Berserk
Magic Evasion .....	0		Sleep	
Gil .....	716			
EXP .....	512			

Steal	Absorbs
Amulet	Poison

Drops  
  Amulet  
  Holy Water

-----+

Malboro	_____	^[BEST.144]		
=====				
Level .....	30	Immune To	Type	
HP .....	2900	---	---	
MP .....	980			
Attack .....	20			
Defense .....	95			Status Immunity
Evasion .....	0		Imp	Death
Magic .....	10	Weak Against	Silence	Sleep
Magic Defense ....	145	Fire		
Magic Evasion .....	0			
Gil .....	2292			
EXP .....	780			

Steal	Absorbs
X-Potion	Poison    Water

Drops  
  Remedy

-----+

Cloudwraith \_\_\_\_\_ ^[BEST.145]

=====

Level .....	29	Immune To	Type
HP .....	2058	---	Undead
MP .....	360		
Attack .....	13		
Defense .....	145		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp        Petrify
Magic Defense ....	140	Fire        Holy	Silence    Berserk
Magic Evasion .....	0		Sleep      Slow
Gil .....	385		Stop
EXP .....	485		

Steal	Absorbs
Diamond Vest	Poison
Hi-Potion	
Drops	
Amulet	
Holy Water	

-----+

Exoray \_\_\_\_\_ ^[BEST.146]

=====

Level .....	29	Immune To	Type
HP .....	1200	---	Undead
MP .....	112		
Attack .....	13		
Defense .....	105		Status Immunity
Evasion .....	0		Darkness    Imp
Magic .....	10	Weak Against	Petrify     Silence
Magic Defense ....	105	Fire        Holy	Berserk    Confusion
Magic Evasion .....	0		Sleep
Gil .....	370		
EXP .....	449		

Steal	Absorbs
---	Poison
Drops	
Holy Water	

-----+

Skeletal Horror \_\_\_\_\_ ^[BEST.147]

=====

Level .....	30	Immune To	Type
HP .....	1584	---	Undead
MP .....	143		
Attack .....	45		
Defense .....	115		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp        Petrify
Magic Defense ....	155	Fire        Holy	Silence    Berserk
Magic Evasion .....	0		Sleep
Gil .....	542		

EXP ..... 770

Steal  
Remedy

Absorbs  
Poison

Drops  
Holy Water

-----+

Mugbear \_\_\_\_\_ ^[BEST.148]

=====

Level ..... 34  
HP ..... 2409  
MP ..... 74  
Attack ..... 14  
Defense ..... 165  
Evasion ..... 110  
Magic ..... 10  
Magic Defense .... 140  
Magic Evasion ..... 0  
Gil ..... 2000  
EXP ..... 882

Immune To  
---  
  
Weak Against  
Fire

Type  
---  
  
Status Immunity  
Poison Silence  
Confusion

Steal  
Thief's Bracer

Absorbs  
---

Drops  
---

-----+

Devil Fist \_\_\_\_\_ ^[BEST.149]

=====

Level ..... 34  
HP ..... 1759  
MP ..... 68  
Attack ..... 10  
Defense ..... 125  
Evasion ..... 120  
Magic ..... 10  
Magic Defense .... 145  
Magic Evasion ..... 0  
Gil ..... 2000  
EXP ..... 797

Immune To  
---  
  
Weak Against  
---

Type  
Humanoid  
  
Status Immunity  
Petrify Death  
Berserk Confusion

Steal  
Brigand's Glove

Absorbs  
Poison

Drops  
Air Knife

-----+

Luridan \_\_\_\_\_ ^[BEST.150]

=====

Level ..... 34  
HP ..... 2079  
MP ..... 122  
Attack ..... 12

Immune To  
---

Type  
---

Defense ..... 210  
 Evasion ..... 25  
 Magic ..... 10  
 Magic Defense .... 125  
 Magic Evasion ..... 0  
 Gil ..... 1000  
 EXP ..... 707

Weak Against  
 Fire            Wind

Status Immunity  
 Darkness    Imp  
 Berserk     Confusion  
 Sleep

Steal  
   Hi-Potion

Absorbs  
   ---

Drops  
   ---

-----+

Punisher

\_\_\_\_\_ ^[BEST.151]

=====

Level ..... 35  
 HP ..... 2191  
 MP ..... 136  
 Attack ..... 28  
 Defense ..... 100  
 Evasion ..... 115  
 Magic ..... 10  
 Magic Defense .... 155  
 Magic Evasion ..... 0  
 Gil ..... 3000  
 EXP ..... 1242

Immune To  
   ---  
  
 Weak Against  
 Poison

Type  
 Humanoid  
  
 Status Immunity  
 Imp            Sleep  
 Slow           Stop

Steal  
   Bone Club  
   Rising Sun

Absorbs  
   ---

Drops  
   ---

-----+

Glasya Labolas

\_\_\_\_\_ ^[BEST.152]

=====

Level ..... 35  
 HP ..... 4771  
 MP ..... 590  
 Attack ..... 23  
 Defense ..... 150  
 Evasion ..... 105  
 Magic ..... 10  
 Magic Defense .... 145  
 Magic Evasion ..... 10  
 Gil ..... 2500  
 EXP ..... 2953

Immune To  
   ---  
  
 Weak Against  
 Poison

Type  
 Humanoid  
  
 Status Immunity  
 Death           Silence

Steal  
   Muscle Belt  
   Hi-Potion

Absorbs  
   ---

Drops  
   ---

-----+

Gorgimera

\_\_\_\_ ^[BEST.153]

=====

Level ..... 36  
 HP ..... 7191  
 MP ..... 354  
 Attack ..... 40  
 Defense ..... 150  
 Evasion ..... 0  
 Magic ..... 15  
 Magic Defense .... 160  
 Magic Evasion ..... 0  
 Gil ..... 1889  
 EXP ..... 4928

Immune To  
 ---

Type  
 ---

Weak Against  
 ---

Status Immunity  
 Darkness Imp  
 Petrify Death  
 Silence Berserk  
 Confusion

Steal  
 Golden Spear

Absorbs  
 ---

Drops  
 ---

+-----+

Twinscythe

\_\_\_\_ ^[BEST.154]

=====

Level ..... 36  
 HP ..... 2500  
 MP ..... 187  
 Attack ..... 21  
 Defense ..... 125  
 Evasion ..... 20  
 Magic ..... 12  
 Magic Defense .... 140  
 Magic Evasion ..... 0  
 Gil ..... 726  
 EXP ..... 1753

Immune To  
 ---

Type  
 ---

Weak Against  
 Fire Wind

Status Immunity  
 Darkness Poison  
 Imp Petrify  
 Silence Berserk  
 Confusion Sleep

Steal  
 Poison Rod

Absorbs  
 Ice

Drops  
 Poison Rod

+-----+

Death Warden

\_\_\_\_ ^[BEST.155]

=====

Level ..... 19  
 HP ..... 8000  
 MP ..... 8000  
 Attack ..... 13  
 Defense ..... 140  
 Evasion ..... 0  
 Magic ..... 55  
 Magic Defense .... 160  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To  
 ---

Type  
 Undead Humanoid

Weak Against  
 Fire Holy

Status Immunity  
 Poison Imp  
 Silence Berserk  
 Sleep Stop

Steal  
 Hi-Potion

Absorbs  
 Poison

Potion  
Drops  
Tigerfang

+-----+

Misty \_\_\_\_\_ ^[BEST.156]

=====

Level .....	37	Immune To	Type
HP .....	3850	---	Humanoid
MP .....	500		
Attack .....	1		
Defense .....	110		Status Immunity
Evasion .....	20		Darkness Imp
Magic .....	8	Weak Against	Petrify Death
Magic Defense ....	145	Poison	Silence Berserk
Magic Evasion .....	0		Confusion Sleep
Gil .....	1260		
EXP .....	1151		

Steal	Absorbs
Mooglesuit	---

Drops  
---

+-----+

Rafflesia \_\_\_\_\_ ^[BEST.157]

=====

Level .....	37	Immune To	Type
HP .....	2200	---	---
MP .....	305		
Attack .....	13		
Defense .....	110		Status Immunity
Evasion .....	0		Darkness Poison
Magic .....	9	Weak Against	Imp Petrify
Magic Defense ....	140	Fire	Death Silence
Magic Evasion .....	0		Berserk Confusion
Gil .....	767		Sleep Slow
EXP .....	872		Stop

Steal	Absorbs
Nutkin Suit	Water

Drops  
---

+-----+

Still Life \_\_\_\_\_ ^[BEST.158]

=====

Level .....	37	Immune To	Type
HP .....	4889	---	---
MP .....	390		
Attack .....	13		
Defense .....	150		Status Immunity
Evasion .....	0		Darkness Poison
Magic .....	10	Weak Against	Imp Petrify
Magic Defense ....	150	Fire	Death Silence









Steal Phoenix Down Absorbs Fire Water

Drops Phoenix Down

+-----+

Galypdes [BEST.167]

=====

Level 49 Immune To Type
HP 6013 --- ---
MP 820
Attack 13
Defense 120 Status Immunity
Evasion 30 Imp Petrify
Magic 10 Weak Against Death Sleep
Magic Defense 145 Ice
Magic Evasion 0
Gil 906
EXP 2781

Steal Absorbs
Celestriad Fire
Phoenix Down
Drops Phoenix Down

+-----+

Necromancer [BEST.168]

=====

Level 48 Immune To Type
HP 3525 --- Undead Humanoid
MP 900
Attack 13
Defense 100 Status Immunity
Evasion 0 Darkness Poison
Magic 7 Weak Against Imp Petrify
Magic Defense 150 Fire Holy Silence Berserk
Magic Evasion 0 Sleep
Gil 791
EXP 1510

Steal Absorbs
Phoenix Down Poison
Drops Holy Water

+-----+

Clymenus [BEST.169]

=====

Level 49 Immune To Type
HP 3815 --- Humanoid
MP 9900
Attack 13
Defense 120 Status Immunity
Evasion 0 Darkness Imp

Magic .....	7	Weak Against	Death	Silence
Magic Defense ....	165	Holy	Confusion	Sleep
Magic Evasion .....	0		Stop	
Gil .....	826			
EXP .....	1698			

Steal	Absorbs
Phoenix Down	---

Drops  
Phoenix Down

-----+

Chaos Dragon \_\_\_\_\_ ^[BEST.170]

=====

Level .....	44	Immune To	Type
HP .....	9013	---	---
MP .....	1300		
Attack .....	13		
Defense .....	5		Status Immunity
Evasion .....	0		Petrify Death
Magic .....	10	Weak Against	Confusion Sleep
Magic Defense ....	85	Ice	
Magic Evasion .....	0		
Gil .....	1000		
EXP .....	4881		

Steal	Absorbs
Phoenix Down	Fire

Drops  
Phoenix Down

-----+

Brachiosaur \_\_\_\_\_ ^[BEST.171]

=====

Level .....	77	Immune To	Type
HP .....	46050	---	---
MP .....	51420		
Attack .....	55		
Defense .....	190		Status Immunity
Evasion .....	70		Darkness Imp
Magic .....	25	Weak Against	Petrify Death
Magic Defense ....	145	Ice	Silence Berserk
Magic Evasion .....	50		Confusion Sleep
Gil .....	0		Stop
EXP .....	14396		

Steal	Absorbs
Ribbon	---

Drops  
Celestriad

-----+

Tyrannosaur \_\_\_\_\_ ^[BEST.172]

=====



---

+-----+

Slagworm \_\_\_\_\_ ^[BEST.175]

=====

Level .....	49	Immune To	Type
HP .....	12018	---	---
MP .....	10500		
Attack .....	54		
Defense .....	130		Status Immunity
Evasion .....	30		Imp Sleep
Magic .....	22	Weak Against	Sleep
Magic Defense .....	60	Ice Water	
Magic Evasion .....	0		
Gil .....	10000		
EXP .....	7524		

Steal	Absorbs
Remedy	---

Drops  
---

+-----+

Cactuar \_\_\_\_\_ ^[BEST.176]

=====

Level .....	27	Immune To	Type
HP .....	3	---	---
MP .....	60000		
Attack .....	1		
Defense .....	255		Status Immunity
Evasion .....	250		Darkness Poison
Magic .....	50	Weak Against	Imp Petrify
Magic Defense .....	255	Ice Water	Death Silence
Magic Evasion .....	250		Berserk Confusion
Gil .....	10000		Sleep
EXP .....	0		

Steal	Absorbs
Gold Needle	---

Drops  
  Gold Needle

+-----+

Crawler \_\_\_\_\_ ^[BEST.177]

=====

Level .....	51	Immune To	Type
HP .....	3200	---	---
MP .....	620		
Attack .....	13		
Defense .....	115		Status Immunity
Evasion .....	0		Poison
Magic .....	8	Weak Against	
Magic Defense .....	150	Ice	
Magic Evasion .....	0		
Gil .....	1224		

EXP ..... 1456

Steal  
Remedy

Absorbs  
---

Drops  
---

-----+

Sprinter \_\_\_\_\_ ^[BEST.178]

=====

Level ..... 53  
HP ..... 4500  
MP ..... 350  
Attack ..... 13  
Defense ..... 100  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 1420  
EXP ..... 2293

Immune To  
---

Type  
---

Weak Against  
Lightning

Status Immunity  
Darkness    Poison  
Imp            Petrify  
Slow           Stop

Steal  
---

Absorbs  
---

Drops  
Reed Cloak

-----+

Basilisk \_\_\_\_\_ ^[BEST.179]

=====

Level ..... 54  
HP ..... 5000  
MP ..... 1020  
Attack ..... 13  
Defense ..... 135  
Evasion ..... 10  
Magic ..... 10  
Magic Defense .... 155  
Magic Evasion ..... 10  
Gil ..... 1120  
EXP ..... 2400

Immune To  
---

Type  
---

Weak Against  
Ice

Status Immunity  
Petrify

Steal  
Tortoise Shield

Absorbs  
---

Drops  
Tortoise Shield

-----+

Lycaon \_\_\_\_\_ ^[BEST.180]

=====

Level ..... 50  
HP ..... 250  
MP ..... 20  
Attack ..... 30

Immune To  
---

Type  
---



Defense ..... 100  
Evasion ..... 50  
Magic ..... 10  
Magic Defense .... 200  
Magic Evasion ..... 0  
Gil ..... 1524  
EXP ..... 1356

Status Immunity  
Death            Silence

Weak Against  
Water

Steal  
X-Potion

Absorbs  
---

Drops  
---

+-----+

Greater Mantis

\_\_\_\_\_ ^[BEST.181]

=====

Level ..... 54  
HP ..... 4500  
MP ..... 420  
Attack ..... 180  
Defense ..... 145  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 100  
Magic Evasion ..... 0  
Gil ..... 501  
EXP ..... 4612

Immune To  
---

Type  
---

Status Immunity  
Darkness    Imp  
Petrify     Death  
Sleep

Weak Against  
Fire

Steal  
Impartisan

Absorbs  
---

Drops  
---

+-----+

Test Rider

\_\_\_\_\_ ^[BEST.182]

=====

Level ..... 32  
HP ..... 3100  
MP ..... 220  
Attack ..... 27  
Defense ..... 135  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 155  
Magic Evasion ..... 0  
Gil ..... 520  
EXP ..... 1947

Immune To  
---

Type  
Humanoid

Status Immunity  
Imp            Petrify  
Death         Silence  
Confusion

Weak Against  
Poison

Steal  
Partisan

Absorbs  
---

Drops  
Heavy Lance

+-----+

```

Wizard _____ ^[BEST.183]
=====
Level ..... 32      Immune To      Type
HP ..... 1677      ---          Humanoid
MP ..... 200
Attack ..... 13
Defense ..... 50      Status Immunity
Evasion ..... 0      Darkness      Imp
Magic ..... 10      Weak Against  Petrify       Death
Magic Defense .... 160  Lightning  Poison      Berserk      Confusion
Magic Evasion ..... 0
Gil ..... 388
EXP ..... 587

Steal      Absorbs
  Ice Rod      ---
  Thunder Rod
Drops
  Flame Rod

```

+-----+

```

Lukhavi _____ ^[BEST.184]
=====
Level ..... 32      Immune To      Type
HP ..... 1877      ---          ---
MP ..... 100
Attack ..... 13
Defense ..... 145      Status Immunity
Evasion ..... 0      Death
Magic ..... 10      Weak Against
Magic Defense .... 105  Fire
Magic Evasion ..... 0
Gil ..... 298
EXP ..... 697

Steal      Absorbs
  Hi-Potion      ---
  Potion
Drops
  Hi-Potion

```

+-----+

```

Magna Roder _____ ^[BEST.185]
=====
Level ..... 32      Immune To      Type
HP ..... 1777      ---          ---
MP ..... 100
Attack ..... 13
Defense ..... 115      Status Immunity
Evasion ..... 0      Poison        Imp
Magic ..... 10      Weak Against  Petrify       Silence
Magic Defense .... 145      ---
Magic Evasion ..... 0
Gil ..... 352
EXP ..... 621

Steal      Absorbs
  Shuriken      ---

```

Lightning Scroll  
Drops  
Water Scroll

+-----+

Magna Roder \_\_\_\_\_ ^[BEST.186]

=====

Level .....	32	Immune To	Type
HP .....	1380	---	---
MP .....	70		
Attack .....	14		
Defense .....	105		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp          Silence
Magic Defense ....	150	---	
Magic Evasion .....	0		
Gil .....	284		
EXP .....	647		

Steal	Absorbs
Shuriken	---
Lightning Scroll	
Drops	
Flame Scroll	

+-----+

Psychos \_\_\_\_\_ ^[BEST.187]

=====

Level .....	32	Immune To	Type
HP .....	900	---	---
MP .....	55		
Attack .....	14		
Defense .....	165		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp          Petrify
Magic Defense ....	125	Ice	Death        Sleep
Magic Evasion .....	0		
Gil .....	275		
EXP .....	347		

Steal	Absorbs
Potion	Fire
Drops	
Potion	

+-----+

Garm \_\_\_\_\_ ^[BEST.188]

=====

Level .....	32	Immune To	Type
HP .....	1510	---	---
MP .....	110		
Attack .....	10		
Defense .....	155		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Petrify      Death
Magic Defense ....	140	---	Silence      Berserk

Magic Evasion ..... 0  
Gil ..... 412  
EXP ..... 687

Confusion Sleep  
Slow Stop

Steal  
Potion

Absorbs  
---

Drops  
Potion

-----+

Tonberry \_\_\_\_\_ ^[BEST.189]

=====

Level ..... 27  
HP ..... 8000  
MP ..... 15500  
Attack ..... 13  
Defense ..... 150  
Evasion ..... 50  
Magic ..... 10  
Magic Defense .... 180  
Magic Evasion ..... 50  
Gil ..... 3333  
EXP ..... 1200

Immune To  
---

Type  
---

Weak Against  
Fire Lightning

Status Immunity  
Death Silence  
Berserk Confusion  
Sleep Slow  
Stop

Steal  
---

Absorbs  
Water

Drops  
Tintinnabulum

-----+

Onion Dasher \_\_\_\_\_ ^[BEST.190]

=====

Level ..... 33  
HP ..... 2000  
MP ..... 100  
Attack ..... 10  
Defense ..... 150  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 120  
Magic Evasion ..... 0  
Gil ..... 150  
EXP ..... 500

Immune To  
---

Type  
Humanoid

Weak Against  
Lightning Water

Status Immunity  
Poison Imp  
Petrify

Steal  
---

Absorbs  
---

Drops  
Green Cherry

-----+

Anemone \_\_\_\_\_ ^[BEST.191]

=====

Level ..... 33  
HP ..... 2000

Immune To  
---

Type  
---

MP ..... 100  
Attack ..... 10  
Defense ..... 115  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 145  
Magic Evasion ..... 0  
Gil ..... 550  
EXP ..... 1000

Weak Against  
Fire

Status Immunity  
Darkness Imp  
Berserk Confusion  
Sleep

Steal  
---

Absorbs  
Lightning Water

Drops  
Green Cherry

+-----+

Illuyankas

\_\_\_\_\_ ^[BEST.192]

=====

Level ..... 33  
HP ..... 2000  
MP ..... 100  
Attack ..... 10  
Defense ..... 130  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 850  
EXP ..... 1000

Immune To  
---  
  
Weak Against  
Fire

Type  
---  
  
Status Immunity  
Darkness Poison  
Petrify Death  
Confusion

Steal  
---

Absorbs  
Lightning

Drops  
White Cape  
Green Cherry

+-----+

Knotty

\_\_\_\_\_ ^[BEST.193]

=====

Level ..... 33  
HP ..... 1000  
MP ..... 100  
Attack ..... 5  
Defense ..... 120  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 140  
Magic Evasion ..... 0  
Gil ..... 350  
EXP ..... 800

Immune To  
---  
  
Weak Against  
Fire

Type  
---  
  
Status Immunity  
Imp

Steal  
---

Absorbs  
---

Drops  
Green Cherry

-----+

Tzakmaqiel \_\_\_\_\_ ^[BEST.194]

=====

Level .....	33	Immune To	Type
HP .....	2000	---	---
MP .....	100		
Attack .....	10		
Defense .....	105		Status Immunity
Evasion .....	0		Imp            Petrify
Magic .....	10	Weak Against	Silence
Magic Defense ....	145	Ice	
Magic Evasion .....	0		
Gil .....	750		
EXP .....	1000		

Steal	Absorbs
---	---

Drops  
 White Cape  
 Green Cherry

-----+

Zone Eater \_\_\_\_\_ ^[BEST.195]

=====

Level .....	61	Immune To	Type
HP .....	7700	Fire            Lightning	---
MP .....	57000	Poison        Wind	
Attack .....	23	Earth        Water	
Defense .....	120		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp            Petrify
Magic Defense ....	150	Holy	Death        Silence
Magic Evasion .....	0		Berserk      Confusion
Gil .....	2000		Sleep        Slow
EXP .....	2000		Stop

Steal	Absorbs
Teleport Stone	Ice

Drops  
 ---

-----+

Vasegiatta \_\_\_\_\_ ^[BEST.196]

=====

Level .....	42	Immune To	Type
HP .....	3615	---	---
MP .....	233		
Attack .....	13		
Defense .....	115		Status Immunity
Evasion .....	0		Imp            Petrify
Magic .....	10	Weak Against	Death        Sleep
Magic Defense ....	145	---	
Magic Evasion .....	0		
Gil .....	1221		

EXP ..... 1994

Steal  
Phoenix Down

Absorbs  
---

Drops  
---

-----+

Gloomwind \_\_\_\_\_ ^[BEST.197]

=====

Level ..... 41  
HP ..... 2905  
MP ..... 175  
Attack ..... 13  
Defense ..... 115  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 421  
EXP ..... 1096

Immune To  
---

Type  
---

Weak Against  
Ice

Status Immunity  
Darkness    Poison  
Imp            Petrify  
Berserk       Confusion  
Sleep

Steal  
Hi-Potion

Absorbs  
---

Drops  
---

-----+

Purusa \_\_\_\_\_ ^[BEST.198]

=====

Level ..... 41  
HP ..... 3300  
MP ..... 188  
Attack ..... 13  
Defense ..... 115  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 155  
Magic Evasion ..... 0  
Gil ..... 773  
EXP ..... 1396

Immune To  
---

Type  
---

Weak Against  
---

Status Immunity  
Petrify       Confusion

Steal  
Moonring Blade

Absorbs  
---

Drops  
---

-----+

Covert \_\_\_\_\_ ^[BEST.199]

=====

Level ..... 44  
HP ..... 4530  
MP ..... 240  
Attack ..... 25

Immune To  
---

Type  
Humanoid

Defense ..... 100  
 Evasion ..... 50  
 Magic ..... 11  
 Magic Defense .... 150  
 Magic Evasion ..... 0  
 Gil ..... 1768  
 EXP ..... 1757

Weak Against  
 Holy

Status Immunity  
 Petrify      Death  
 Silence      Confusion

Steal  
   Pinwheel  
   Shuriken  
 Drops  
   ---

Absorbs  
 Poison

-----+

Kamui  
 =====

\_\_\_\_\_ ^[BEST.200]

Level ..... 44  
 HP ..... 4211  
 MP ..... 219  
 Attack ..... 19  
 Defense ..... 100  
 Evasion ..... 30  
 Magic ..... 11  
 Magic Defense .... 150  
 Magic Evasion ..... 30  
 Gil ..... 869  
 EXP ..... 1583

Immune To  
 ---  
  
 Weak Against  
 Lightning    Poison

Type  
 Humanoid  
  
 Status Immunity  
 Petrify      Death  
 Silence      Sleep

Steal  
   Murasame  
   Ashura  
 Drops  
   Holy Water

Absorbs  
 ---

-----+

Wartpuck  
 =====

\_\_\_\_\_ ^[BEST.201]

Level ..... 44  
 HP ..... 3559  
 MP ..... 330  
 Attack ..... 15  
 Defense ..... 120  
 Evasion ..... 0  
 Magic ..... 11  
 Magic Defense .... 160  
 Magic Evasion ..... 0  
 Gil ..... 1169  
 EXP ..... 1595

Immune To  
 ---  
  
 Weak Against  
 Fire

Type  
 Humanoid  
  
 Status Immunity  
 Poison      Imp  
 Death      Berserk  
 Confusion    Slow  
 Stop

Steal  
   Dried Meat  
   Chain Flail  
 Drops  
   ---

Absorbs  
 ---

-----+



Shambling Corpse

\_\_\_\_ ^[BEST.202]

```

=====
Level ..... 43
HP ..... 3850
MP ..... 185
Attack ..... 13
Defense ..... 105
Evasion ..... 0
Magic ..... 10
Magic Defense .... 155
Magic Evasion ..... 0
Gil ..... 826
EXP ..... 1399
    
```

```

Immune To
---

Weak Against
Fire      Holy
    
```

```

Type
Undead

Status Immunity
Darkness  Imp
Death     Berserk
Confusion Sleep
    
```

```

Steal
  Soul Sabre
  Mythril Sword
Drops
---
    
```

```

Absorbs
Poison
    
```

+-----+

Amduscias

\_\_\_\_ ^[BEST.203]

```

=====
Level ..... 43
HP ..... 4452
MP ..... 270
Attack ..... 13
Defense ..... 105
Evasion ..... 0
Magic ..... 11
Magic Defense .... 150
Magic Evasion ..... 0
Gil ..... 526
EXP ..... 1727
    
```

```

Immune To
---

Weak Against
Poison
    
```

```

Type
Humanoid

Status Immunity
Darkness  Poison
Imp       Petrify
Berserk   Confusion
Sleep
    
```

```

Steal
  Swordbreaker
  Dagger
Drops
---
    
```

```

Absorbs
---
    
```

+-----+

Baalzephon

\_\_\_\_ ^[BEST.204]

```

=====
Level ..... 43
HP ..... 3609
MP ..... 300
Attack ..... 17
Defense ..... 105
Evasion ..... 20
Magic ..... 11
Magic Defense .... 150
Magic Evasion ..... 0
Gil ..... 826
EXP ..... 1385
    
```

```

Immune To
---

Weak Against
Fire
    
```

```

Type
Humanoid

Status Immunity
Darkness  Poison
Imp       Petrify
Berserk   Confusion
Slow      Stop
    
```

```

Steal
    
```

```

Absorbs
    
```

Sasuke	Ice	Lightning
Kunai	Poison	Wind
Drops	Earth	Water
---		

-----+

Samurai \_\_\_\_\_ ^[BEST.205]

=====

Level .....	40	Immune To	Type
HP .....	3000	---	Humanoid
MP .....	500		
Attack .....	13		
Defense .....	10		Status Immunity
Evasion .....	0		Imp          Petrify
Magic .....	10	Weak Against	Death        Silence
Magic Defense .....	20	Poison	Berserk      Confusion
Magic Evasion .....	0		
Gil .....	791		
EXP .....	1545		

Steal	Absorbs
---	---

Drops  
---

-----+

Al Jabr \_\_\_\_\_ ^[BEST.206]

=====

Level .....	39	Immune To	Type
HP .....	2722	---	Humanoid
MP .....	180		
Attack .....	13		
Defense .....	110		Status Immunity
Evasion .....	0		Imp          Petrify
Magic .....	10	Weak Against	Silence      Berserk
Magic Defense .....	145	Ice          Holy	Sleep
Magic Evasion .....	30	Water	
Gil .....	485		
EXP .....	890		

Steal	Absorbs
---	---

Drops  
---

-----+

Suriander \_\_\_\_\_ ^[BEST.207]

=====

Level .....	40	Immune To	Type
HP .....	2912	---	---
MP .....	228		
Attack .....	13		
Defense .....	105		Status Immunity
Evasion .....	0		Imp          Death
Magic .....	10	Weak Against	Berserk      Confusion

Magic Defense ....	155	Holy	Slow	Stop
Magic Evasion .....	0			
Gil .....	453			
EXP .....	1150			

Steal	Absorbs
---	---

Drops  
---

-----+

Weredragon \_\_\_\_\_ ^[BEST.208]

=====

Level .....	38	Immune To	Type
HP .....	3000	---	---
MP .....	300		
Attack .....	10		
Defense .....	105		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	3	Weak Against	Imp        Petrify
Magic Defense ....	50	Fire        Holy	Silence    Berserk
Magic Evasion .....	0		Sleep
Gil .....	731		
EXP .....	953		

Steal	Absorbs
---	---

Drops  
---

-----+

Schmidt \_\_\_\_\_ ^[BEST.209]

=====

Level .....	40	Immune To	Type
HP .....	3262	---	---
MP .....	200		
Attack .....	13		
Defense .....	105		Status Immunity
Evasion .....	0		Poison        Imp
Magic .....	8	Weak Against	Petrify
Magic Defense ....	150	Lightning    Wind	
Magic Evasion .....	0	Water	
Gil .....	441		
EXP .....	1253		

Steal	Absorbs
---	---

Drops  
---

-----+

Pluto Armor \_\_\_\_\_ ^[BEST.210]

=====

Level .....	39	Immune To	Type
-------------	----	-----------	------

HP ..... 2850  
MP ..... 220  
Attack ..... 13  
Defense ..... 105  
Evasion ..... 0  
Magic ..... 9  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 629  
EXP ..... 853

---  
---  
Weak Against  
Lightning Water

---  
Status Immunity  
Poison Imp  
Petrify

Steal

Absorbs

---

---

Drops

---

+-----+

Alluring Rider

\_\_\_\_\_ ^[BEST.211]

=====

Level ..... 40  
HP ..... 1200  
MP ..... 330  
Attack ..... 13  
Defense ..... 125  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 531  
EXP ..... 1323

Immune To  
---  
Weak Against  
---

Type  
Humanoid  
Status Immunity  
Darkness Poison  
Imp Petrify  
Silence Berserk  
Sleep Slow  
Stop

Steal

Absorbs

---

---

Drops

---

+-----+

Pandora

\_\_\_\_\_ ^[BEST.212]

=====

Level ..... 39  
HP ..... 1522  
MP ..... 350  
Attack ..... 13  
Defense ..... 140  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 80  
Magic Evasion ..... 0  
Gil ..... 461  
EXP ..... 622

Immune To  
---  
Weak Against  
Fire Holy

Type  
Undead  
Status Immunity  
Darkness Poison  
Imp Petrify  
Silence Berserk  
Sleep

Steal

Absorbs

---

Poison

Drops

---

-----+

Parasite \_\_\_\_\_ ^[BEST.213]

=====

Level .....	39	Immune To	Type
HP .....	1000	---	---
MP .....	230		
Attack .....	1		
Defense .....	140		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	1	Weak Against	Imp          Petrify
Magic Defense .....	5	Fire	Silence      Berserk
Magic Evasion .....	0		Sleep
Gil .....	461		
EXP .....	455		

Steal	Absorbs
---	---

Drops  
---

-----+

Coco \_\_\_\_\_ ^[BEST.214]

=====

Level .....	39	Immune To	Type
HP .....	3062	---	Humanoid
MP .....	198		
Attack .....	13		
Defense .....	100		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp          Petrify
Magic Defense .....	160	Poison	Death        Silence
Magic Evasion .....	0		Berserk      Confusion
Gil .....	631		Sleep
EXP .....	1410		

Steal	Absorbs
---	---

Drops  
---

-----+

Io \_\_\_\_\_ ^[BEST.215]

=====

Level .....	39	Immune To	Type
HP .....	7862	Poison    Wind	---
MP .....	1550	Earth	
Attack .....	13		
Defense .....	110		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp          Silence
Magic Defense .....	150	Lightning Holy	Berserk      Confusion
Magic Evasion .....	0	Water	Sleep        Stop
Gil .....	1995		
EXP .....	3253		

Steal

---

Absorbs

---

Drops

---

+-----+

Armored Weapon

\_\_\_\_ ^[BEST.216]

=====

Level ..... 47

HP ..... 9200

MP ..... 1956

Attack ..... 18

Defense ..... 190

Evasion ..... 10

Magic ..... 15

Magic Defense .... 125

Magic Evasion ..... 10

Gil ..... 1189

EXP ..... 5848

Immune To

---

Type

---

Status Immunity

Darkness    Poison

Weak Against

Imp        Petrify

Lightning    Water

Silence     Berserk

Confusion    Sleep

Steal

  Debilitator

Absorbs

---

Drops

---

+-----+

Lunatys

\_\_\_\_ ^[BEST.217]

=====

Level ..... 45

HP ..... 4020

MP ..... 105

Attack ..... 13

Defense ..... 90

Evasion ..... 0

Magic ..... 7

Magic Defense .... 250

Magic Evasion ..... 0

Gil ..... 465

EXP ..... 1504

Immune To

---

Type

---

Status Immunity

Poison      Imp

Weak Against

Holy

Steal

  Antidote

Absorbs

---

Drops

---

+-----+

Figaro Lizard

\_\_\_\_ ^[BEST.218]

=====

Level ..... 45

HP ..... 4220

MP ..... 140

Attack ..... 29

Defense ..... 90

Immune To

---

Type

---

Status Immunity

Evasion .....	0	Poison	Sleep
Magic .....	10	Weak Against	
Magic Defense ....	250	Ice	
Magic Evasion .....	0		
Gil .....	554		
EXP .....	1219		

Steal	Absorbs
Hi-Potion	---

Drops  
---

-----+

Devil \_\_\_\_\_ ^[BEST.219]

=====

Level .....	45	Immune To	Type
HP .....	5555	---	---
MP .....	1150		
Attack .....	18		
Defense .....	70		Status Immunity
Evasion .....	0		Imp          Death
Magic .....	7	Weak Against	Silence      Berserk
Magic Defense ....	250	Holy	Sleep
Magic Evasion .....	0		
Gil .....	960		
EXP .....	2189		

Steal	Absorbs
Mythril Glove	---

Drops  
---

-----+

Enuo \_\_\_\_\_ ^[BEST.220]

=====

Level .....	46	Immune To	Type
HP .....	4635	---	---
MP .....	280		
Attack .....	13		
Defense .....	50		Status Immunity
Evasion .....	0		Darkness      Poison
Magic .....	10	Weak Against	Imp          Berserk
Magic Defense ....	250	Holy	Confusion    Sleep
Magic Evasion .....	0		Slow          Stop
Gil .....	968		
EXP .....	1429		

Steal	Absorbs
X-Potion	---

Drops  
---

-----+

Magic Urn \_\_\_\_\_ ^[BEST.221]

```

=====
Level ..... 31      Immune To      Type
HP ..... 100      ---          ---
MP ..... 10000
Attack ..... 5
Defense ..... 220      Status Immunity
Evasion ..... 100      Darkness      Poison
Magic ..... 35      Weak Against  Imp          Petrify
Magic Defense .... 190      ---          Death       Silence
Magic Evasion ..... 0      Berserk      Confusion
Gil ..... 0
EXP ..... 0
Stop

Steal      Weak Against
  Elixir      Fire        Ice
  Potion      Lightning   Poison
Drops      Wind        Holy
  ---      Earth       Water

```

+-----+

```

Level 10 Magic      _____ ^[BEST.222]
=====
Level ..... 48      Immune To      Type
HP ..... 1000      ---          Undead      Humanoid
MP ..... 300
Attack ..... 10
Defense ..... 200      Status Immunity
Evasion ..... 100      Imp          Death
Magic ..... 22      Weak Against  Sleep       Slow
Magic Defense .... 150      Fire        Holy      Stop
Magic Evasion ..... 0
Gil ..... 0
EXP ..... 0

Steal      Absorbs
  Ether      Poison

Drops
  Ether

```

+-----+

```

Level 20 Magic      _____ ^[BEST.223]
=====
Level ..... 51      Immune To      Type
HP ..... 2000      ---          Humanoid
MP ..... 500
Attack ..... 10
Defense ..... 200      Status Immunity
Evasion ..... 100      Imp          Petrify
Magic ..... 21      Weak Against  Silence     Berserk
Magic Defense .... 145      ---          Sleep       Stop
Magic Evasion ..... 0
Gil ..... 0
EXP ..... 0

Steal      Absorbs
  Ether      Poison

```



Drops  
Ether

+-----+

Level 30 Magic \_\_\_\_\_ ^[BEST.224]

=====

Level .....	54	Immune To	Type
HP .....	3000	---	---
MP .....	700		
Attack .....	10		
Defense .....	200		Status Immunity
Evasion .....	100		Darkness Imp
Magic .....	20	Weak Against	Silence Confusion
Magic Defense ....	140	Poison	Stop
Magic Evasion .....	0		
Gil .....	0		
EXP .....	0		

Steal	Absorbs
Ether	Holy

Drops  
Ether

+-----+

Level 40 Magic \_\_\_\_\_ ^[BEST.225]

=====

Level .....	55	Immune To	Type
HP .....	4000	---	Humanoid
MP .....	1000		
Attack .....	10		
Defense .....	200		Status Immunity
Evasion .....	100		Darkness Imp
Magic .....	19	Weak Against	Death Berserk
Magic Defense ....	135	Lightning	Confusion Sleep
Magic Evasion .....	0		Slow Stop
Gil .....	0		
EXP .....	0		

Steal	Absorbs
Ether	Poison

Drops  
Ether

+-----+

Level 50 Magic \_\_\_\_\_ ^[BEST.226]

=====

Level .....	57	Immune To	Type
HP .....	5000	---	Undead
MP .....	2000		
Attack .....	10		
Defense .....	200		Status Immunity
Evasion .....	100		Darkness Poison
Magic .....	18	Weak Against	Imp Petrify
Magic Defense ....	130	Fire Holy	Berserk Sleep
Magic Evasion .....	0		

Gil ..... 0  
EXP ..... 0

Steal  
Hi-Ether

Absorbs  
Poison

Drops  
Ether

-----+

Level 60 Magic \_\_\_\_\_ ^[BEST.227]

=====

Level ..... 58  
HP ..... 6000  
MP ..... 5000  
Attack ..... 10  
Defense ..... 200  
Evasion ..... 100  
Magic ..... 17  
Magic Defense .... 125  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
Humanoid

Weak Against  
Fire

Status Immunity  
Darkness    Poison  
Imp            Death  
Berserk        Confusion  
Stop

Steal  
Hi-Ether

Absorbs  
Ice

Drops  
Ether

-----+

Level 70 Magic \_\_\_\_\_ ^[BEST.228]

=====

Level ..... 56  
HP ..... 7000  
MP ..... 3000  
Attack ..... 10  
Defense ..... 200  
Evasion ..... 100  
Magic ..... 16  
Magic Defense .... 120  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
Humanoid

Weak Against  
Ice            Water

Status Immunity  
Poison        Imp  
Berserk        Confusion  
Sleep

Steal  
Hi-Ether

Absorbs  
Fire

Drops  
Ether

-----+

Level 80 Magic \_\_\_\_\_ ^[BEST.229]

=====

Level ..... 53  
HP ..... 8000  
MP ..... 2800

Immune To  
---

Type  
Humanoid

Attack ..... 10  
Defense ..... 200  
Evasion ..... 100  
Magic ..... 15  
Magic Defense .... 115  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Weak Against  
Poison

Status Immunity  
Imp Silence  
Berserk Confusion  
Slow Stop

Steal  
Hi-Ether

Absorbs  
---

Drops  
Ether

+-----+

Level 90 Magic

\_\_\_\_ ^[BEST.230]

=====

Level ..... 55  
HP ..... 9000  
MP ..... 9000  
Attack ..... 10  
Defense ..... 200  
Evasion ..... 100  
Magic ..... 14  
Magic Defense .... 110  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
Holy Earth  
Water

Type  
Humanoid

Status Immunity  
Imp Petrify  
Death Silence  
Sleep

Steal  
Hi-Ether

Absorbs  
Wind

Drops  
Ether

+-----+

Warlock

\_\_\_\_ ^[BEST.231]

=====

Level ..... 38  
HP ..... 1300  
MP ..... 1250  
Attack ..... 10  
Defense ..... 180  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 225  
Magic Evasion ..... 0  
Gil ..... 333  
EXP ..... 970

Immune To  
---  
Weak Against  
Lightning Poison

Type  
Humanoid  
Status Immunity  
Imp Petrify  
Death Silence  
Berserk Confusion

Steal  
Teleport Stone

Absorbs  
---

Drops  
Teleport Stone

+-----+

```

Mahadeva _____ ^[BEST.232]
=====
Level ..... 38      Immune To          Type
HP ..... 3826      ---              Undead
MP ..... 1327
Attack ..... 13
Defense ..... 150      Status Immunity
Evasion ..... 30      Darkness      Poison
Magic ..... 10      Weak Against   Imp          Petrify
Magic Defense .... 135   Fire          Holy      Silence     Berserk
Magic Evasion ..... 0
Gil ..... 393
EXP ..... 1510

Steal              Absorbs
  Teleport Stone   Poison

Drops
  Teleport Stone

```

+-----+

```

Sorath _____ ^[BEST.233]
=====
Level ..... 37      Immune To          Type
HP ..... 2600      ---              ---
MP ..... 97
Attack ..... 13
Defense ..... 125      Status Immunity
Evasion ..... 20      Petrify          Death
Magic ..... 10      Weak Against   Silence
Magic Defense .... 145   Holy
Magic Evasion ..... 10
Gil ..... 415
EXP ..... 930

Steal              Absorbs
  Teleport Stone   ---

Drops
  Teleport Stone

```

+-----+

```

Medusa Chicken _____ ^[BEST.234]
=====
Level ..... 38      Immune To          Type
HP ..... 2366      ---              ---
MP ..... 185
Attack ..... 13
Defense ..... 105      Status Immunity
Evasion ..... 0      Darkness      Poison
Magic ..... 10      Weak Against   Imp          Petrify
Magic Defense .... 155   Ice           Silence     Berserk
Magic Evasion ..... 0      Confusio     Sleep
Gil ..... 422
EXP ..... 770

Steal              Absorbs

```

Teleport Stone

Poison

Drops

Teleport Stone

-----+

Creature \_\_\_\_\_ ^[BEST.235]

=====

Level .....	37	Immune To	Type
HP .....	2470	---	---
MP .....	145		
Attack .....	13		
Defense .....	110		Status Immunity
Evasion .....	10		Imp Sleep
Magic .....	10	Weak Against	
Magic Defense ....	155	Lightning	
Magic Evasion .....	0		
Gil .....	550		
EXP .....	775		

Steal	Absorbs
Teleport Stone	---

Drops  
Teleport Stone

-----+

Moonform \_\_\_\_\_ ^[BEST.236]

=====

Level .....	37	Immune To	Type
HP .....	2444	---	Undead
MP .....	82		
Attack .....	15		
Defense .....	115		Status Immunity
Evasion .....	0		Darkness Poison
Magic .....	10	Weak Against	Imp Petrify
Magic Defense ....	160	Fire Holy	Silence Berserk
Magic Evasion .....	0		Sleep Slow
Gil .....	669		Stop
EXP .....	981		

Steal	Absorbs
Teleport Stone	Poison

Drops  
Teleport Stone

-----+

Aspidochelon \_\_\_\_\_ ^[BEST.237]

=====

Level .....	38	Immune To	Type
HP .....	3210	---	Undead
MP .....	514		
Attack .....	22		
Defense .....	135		Status Immunity
Evasion .....	0		Darkness Poison
Magic .....	10	Weak Against	Imp Petrify

Magic Defense ....	150	Fire	Holy	Silence	Berserk
Magic Evasion .....	20			Sleep	
Gil .....	519				
EXP .....	1270				

Steal	Absorbs
Teleport Stone	Poison

Drops  
  Teleport Stone

-----+

Siegfried \_\_\_\_\_ ^[BEST.238]

=====

Level .....	53	Immune To	Type
HP .....	32760	---	Humanoid
MP .....	6000		
Attack .....	53		
Defense .....	160		Status Immunity
Evasion .....	25		Petrify    Death
Magic .....	25	Weak Against	
Magic Defense ....	150	Fire       Ice	
Magic Evasion ....	25	Lightning  Poison	
Gil .....	0	Wind       Holy	
EXP .....	0	Earth      Water	

Steal	Absorbs
---	---

Drops  
  ---

-----+

Yojimbo \_\_\_\_\_ ^[BEST.239]

=====

Level .....	59	Immune To	Type
HP .....	7050	---	Humanoid
MP .....	2600		
Attack .....	13		
Defense .....	100		Status Immunity
Evasion .....	40		Darkness   Petrify
Magic .....	5	Weak Against	Death      Confusion
Magic Defense ....	180	Poison	Sleep
Magic Evasion ....	0		
Gil .....	2000		
EXP .....	2300		

Steal	Absorbs
Masamune	---

Drops  
  ---

-----+

Dark Force \_\_\_\_\_ ^[BEST.240]

=====

Level .....	55	Immune To	Type
-------------	----	-----------	------

HP .....	8940	---	Humanoid
MP .....	700		
Attack .....	12		
Defense .....	105		Status Immunity
Evasion .....	0		Imp Silence
Magic .....	7	Weak Against	Berserk Confusion
Magic Defense ....	155	Holy	Sleep Stop
Magic Evasion .....	0		
Gil .....	600		
EXP .....	2950		

Steal	Absorbs
Crystal Sword	---

Drops  
---

-----+

Muud Suud \_\_\_\_\_ ^[BEST.241]

=====

Level .....	54	Immune To	Type
HP .....	25000	---	---
MP .....	350		
Attack .....	13		
Defense .....	5		Status Immunity
Evasion .....	0		Darkness Poison
Magic .....	15	Weak Against	Imp Petrify
Magic Defense ....	70	Holy	Death Silence
Magic Evasion .....	0		Sleep
Gil .....	100		
EXP .....	4200		

Steal	Absorbs
Thunder Shield	---

Drops  
---

-----+

Fiend Dragon \_\_\_\_\_ ^[BEST.242]

=====

Level .....	54	Immune To	Type
HP .....	18008	---	---
MP .....	10000		
Attack .....	13		
Defense .....	110		Status Immunity
Evasion .....	0		Imp Petrify
Magic .....	13	Weak Against	Death Silence
Magic Defense ....	90	---	Berserk Confusion
Magic Evasion .....	0		Sleep Slow
Gil .....	2700		Stop
EXP .....	8500		

Steal	Absorbs
Guard Bracelet	---

Drops  
---

-----+

Mover \_\_\_\_\_ ^[BEST.243]

=====

Level .....	51	Immune To	Type
HP .....	120	---	---
MP .....	10500		
Attack .....	20		
Defense .....	115		Status Immunity
Evasion .....	225		Imp            Petrify
Magic .....	10	Weak Against	Death        Silence
Magic Defense ....	254	---	Berserk     Confusion
Magic Evasion .....	0		Sleep
Gil .....	0		
EXP .....	1500		

Steal	Absorbs
Super Ball	Poison

Drops  
  Magicite Shard

-----+

Cherry \_\_\_\_\_ ^[BEST.244]

=====

Level .....	53	Immune To	Type
HP .....	8150	---	Humanoid
MP .....	900		
Attack .....	8		
Defense .....	100		Status Immunity
Evasion .....	0		Darkness    Petrify
Magic .....	12	Weak Against	Death        Silence
Magic Defense ....	155	Poison	
Magic Evasion .....	0		
Gil .....	700		
EXP .....	2200		

Steal	Absorbs
Silver Spectacles	---

Drops  
  ---

-----+

Vector Lythos \_\_\_\_\_ ^[BEST.245]

=====

Level .....	59	Immune To	Type
HP .....	2800	---	---
MP .....	180		
Attack .....	13		
Defense .....	110		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	7	Weak Against	Death        Berserk
Magic Defense ....	150	Ice            Water	Confusion    Sleep
Magic Evasion .....	0		Slow         Stop
Gil .....	350		
EXP .....	1400		



Steal  
Fuma Shuriken

Absorbs  
---

Drops  
---

+-----+

Primeval Dragon \_\_\_\_\_ ^[BEST.246]

=====

Level ..... 50  
HP ..... 10050  
MP ..... 12850  
Attack ..... 15  
Defense ..... 130  
Evasion ..... 0  
Magic ..... 12  
Magic Defense .... 110  
Magic Evasion ..... 0  
Gil ..... 1200  
EXP ..... 3000

Immune To  
---

Type  
---

Weak Against  
Ice

Status Immunity  
Death        Berserk  
Confusion

Steal  
Dried Meat

Absorbs  
---

Drops  
---

+-----+

Landworm \_\_\_\_\_ ^[BEST.247]

=====

Level ..... 59  
HP ..... 12000  
MP ..... 1300  
Attack ..... 13  
Defense ..... 80  
Evasion ..... 0  
Magic ..... 8  
Magic Defense .... 120  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 4600

Immune To  
---

Type  
---

Weak Against  
Ice

Status Immunity  
Imp

Steal  
X-Potion

Absorbs  
Earth

Drops  
---

+-----+

Gamma \_\_\_\_\_ ^[BEST.248]

=====

Level ..... 57  
HP ..... 27000  
MP ..... 9000  
Attack ..... 13  
Defense ..... 175

Immune To  
---

Type  
---

Status Immunity

Evasion ..... 0  
Magic ..... 15  
Magic Defense .... 145  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 9000

Weak Against  
Lightning Water

Darkness Poison  
Imp Petrify  
Death Silence  
Berserk Confusion  
Sleep

Steal  
Air Anchor

Absorbs  
---

Drops  
---

-----+

Great Malboro \_\_\_\_\_ ^[BEST.249]

=====

Level ..... 56  
HP ..... 7000  
MP ..... 500  
Attack ..... 13  
Defense ..... 115  
Evasion ..... 0  
Magic ..... 6  
Magic Defense .... 105  
Magic Evasion ..... 0  
Gil ..... 1320  
EXP ..... 2800

Immune To  
---

Type  
---

Weak Against  
Fire

Status Immunity  
Darkness Silence

Steal  
Teleport Stone

Absorbs  
Ice Lightning  
Poison Wind  
Holy Earth  
Water

Drops  
---

-----+

Outsider \_\_\_\_\_ ^[BEST.250]

=====

Level ..... 18  
HP ..... 8050  
MP ..... 400  
Attack ..... 15  
Defense ..... 105  
Evasion ..... 0  
Magic ..... 4  
Magic Defense .... 155  
Magic Evasion ..... 0  
Gil ..... 2800  
EXP ..... 2600

Immune To  
---

Type  
Humanoid

Weak Against  
Holy

Status Immunity  
Darkness Poison  
Imp Berserk  
Confusion Sleep

Steal  
Stoneblade

Absorbs  
Poison

Drops  
---

-----+

Demon Knight \_\_\_\_\_ ^[BEST.251]

```

=====
Level ..... 56          Immune To          Type
HP ..... 6800          ---          Humanoid
MP ..... 1600
Attack ..... 12
Defense ..... 110          Status Immunity
Evasion ..... 0          Imp          Petrify
Magic ..... 14          Weak Against          Death
Magic Defense .... 145          ---
Magic Evasion ..... 0
Gil ..... 200
EXP ..... 3090

Steal          Absorbs
  Pinwheel          ---

Drops
  ---

```

+-----+

```

Duel Armor          _____ ^[BEST.252]
=====
Level ..... 53          Immune To          Type
HP ..... 7200          ---          ---
MP ..... 1600
Attack ..... 13
Defense ..... 185          Status Immunity
Evasion ..... 0          Poison          Imp
Magic ..... 10          Weak Against          Petrify
Magic Defense .... 145          Lightning Water
Magic Evasion ..... 0
Gil ..... 800
EXP ..... 2500

Steal          Absorbs
  Chainsaw          ---

Drops
  ---

```

+-----+

```

Great Behemoth          _____ ^[BEST.253]
=====
Level ..... 58          Immune To          Type
HP ..... 11000          ---          ---
MP ..... 700
Attack ..... 7
Defense ..... 90          Status Immunity
Evasion ..... 0          Darkness          Imp
Magic ..... 10          Weak Against          Petrify          Death
Magic Defense .... 105          ---          Silence          Confusion
Magic Evasion ..... 0
Gil ..... 2900
EXP ..... 4100

Steal          Absorbs
  Tigerfang          ---

```

Drops  
---

+-----+

Vector Chimera \_\_\_\_\_ ^[BEST.254]

=====

Level .....	57	Immune To	Type
HP .....	7500	---	---
MP .....	880		
Attack .....	22		
Defense .....	110		Status Immunity
Evasion .....	30		Darkness Imp
Magic .....	9	Weak Against	Petrify Death
Magic Defense ....	150	---	Silence Berserk
Magic Evasion ....	30		Confusion Sleep
Gil .....	900		Slow Stop
EXP .....	2900		

Steal Absorbs  
Swordbreaker ---

Drops  
---

+-----+

Fortis \_\_\_\_\_ ^[BEST.255]

=====

Level .....	54	Immune To	Type
HP .....	9800	---	---
MP .....	700		
Attack .....	5		
Defense .....	160		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	10	Weak Against	Petrify
Magic Defense ....	150	Lightning Water	
Magic Evasion ....	0		
Gil .....	250		
EXP .....	3500		

Steal Absorbs  
Drill ---

Drops  
---

+-----+

Junk \_\_\_\_\_ ^[BEST.256]

=====

Level .....	53	Immune To	Type
HP .....	2000	---	---
MP .....	200		
Attack .....	2		
Defense .....	190		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	10	Weak Against	Petrify
Magic Defense ....	170	Lightning Water	
Magic Evasion ....	0		

Gil ..... 1100  
EXP ..... 2200

Steal  
Noiseblaster

Absorbs  
---

Drops  
---

-----+

InnoSent \_\_\_\_\_ ^[BEST.257]

=====

Level ..... 52  
HP ..... 6600  
MP ..... 390  
Attack ..... 13  
Defense ..... 155  
Evasion ..... 0  
Magic ..... 12  
Magic Defense .... 155  
Magic Evasion ..... 0  
Gil ..... 1950  
EXP ..... 2400

Immune To  
---

Type  
---

Weak Against  
Lightning Water

Status Immunity  
Poison Imp  
Petrify Stop

Steal  
Bioblaster

Absorbs  
---

Drops  
---

-----+

Daedalus \_\_\_\_\_ ^[BEST.258]

=====

Level ..... 59  
HP ..... 12280  
MP ..... 100  
Attack ..... 13  
Defense ..... 105  
Evasion ..... 0  
Magic ..... 12  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 3500

Immune To  
---

Type  
Undead

Weak Against  
Fire Holy

Status Immunity  
Darkness Poison  
Imp Petrify  
Silence Berserk  
Sleep Stop

Steal  
---

Absorbs  
Poison

Drops  
---

-----+

Ahriman \_\_\_\_\_ ^[BEST.259]

=====

Level ..... 51  
HP ..... 10000  
MP ..... 300

Immune To  
---

Type  
---

Attack ..... 11  
Defense ..... 110  
Evasion ..... 0  
Magic ..... 17  
Magic Defense .... 145  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 2820

Weak Against  
---

Status Immunity  
Imp            Petrify  
Death

Steal  
  Earring

Absorbs  
---

Drops  
---

+-----+

Death Machine

\_\_\_\_\_ ^[BEST.260]

=====

Level ..... 52  
HP ..... 6000  
MP ..... 550  
Attack ..... 10  
Defense ..... 140  
Evasion ..... 0  
Magic ..... 5  
Magic Defense .... 140  
Magic Evasion ..... 0  
Gil ..... 670  
EXP ..... 2300

Immune To  
---  
  
Weak Against  
Lightning Water

Type  
---  
  
Status Immunity  
Poison        Imp  
Petrify

Steal  
  Flash

Absorbs  
---

Drops  
---

+-----+

Metal Hitman

\_\_\_\_\_ ^[BEST.261]

=====

Level ..... 52  
HP ..... 2000  
MP ..... 800  
Attack ..... 13  
Defense ..... 20  
Evasion ..... 0  
Magic ..... 25  
Magic Defense .... 165  
Magic Evasion ..... 0  
Gil ..... 700  
EXP ..... 2000

Immune To  
---  
  
Weak Against  
Lightning Water

Type  
---  
  
Status Immunity  
Poison        Imp  
Petrify

Steal  
  Auto Crossbow

Absorbs  
---

Drops  
---

+-----+

Prometheus

\_\_\_\_ ^[BEST.262]

=====

Level ..... 56  
HP ..... 14500  
MP ..... 2050  
Attack ..... 13  
Defense ..... 170  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 1300  
EXP ..... 5200

Immune To  
---  
  
Weak Against  
Lightning Water

Type  
---  
  
Status Immunity  
Darkness Poison  
Imp Petrify  
Death Silence  
Berserk Confusion  
Sleep Stop

Steal  
Debilitator

Absorbs  
---

Drops  
---

+-----+

Zurvan

\_\_\_\_ ^[BEST.263]

=====

Level ..... 72  
HP ..... 24000  
MP ..... 300  
Attack ..... 33  
Defense ..... 80  
Evasion ..... 0  
Magic ..... 8  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 5200  
EXP ..... 5000

Immune To  
---  
  
Weak Against  
Lightning Water  
Water

Type  
---  
  
Status Immunity  
Poison Imp  
Petrify Death  
Berserk Confusion  
Stop

Steal  
X-Potion

Absorbs  
---

Drops  
---

+-----+

Vilia

\_\_\_\_ ^[BEST.264]

=====

Level ..... 81  
HP ..... 23000  
MP ..... 1800  
Attack ..... 22  
Defense ..... 100  
Evasion ..... 10  
Magic ..... 14  
Magic Defense .... 160  
Magic Evasion ..... 0  
Gil ..... 3333  
EXP ..... 5000

Immune To  
---  
  
Weak Against  
Poison

Type  
Humanoid  
  
Status Immunity  
Darkness Poison  
Imp Petrify  
Death Silence  
Berserk Confusion  
Sleep Stop

Steal

Absorbs

X-Ether

---

Drops

---

-----+

Great Dragon

\_\_\_\_\_ ^[BEST.265]

=====

Level ..... 77  
 HP ..... 28000  
 MP ..... 2200  
 Attack ..... 53  
 Defense ..... 155  
 Evasion ..... 0  
 Magic ..... 11  
 Magic Defense .... 100  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 5000

Immune To

---

Type

---

Status Immunity

Imp Petrify

Weak Against

Death Silence

Lightning

Berserk Confusion

Steal

Absorbs

Elixir

---

Phoenix Down

Drops

Dragon Horn

-----+

Abaddon

\_\_\_\_\_ ^[BEST.266]

=====

Level ..... 71  
 HP ..... 25000  
 MP ..... 8000  
 Attack ..... 30  
 Defense ..... 160  
 Evasion ..... 0  
 Magic ..... 30  
 Magic Defense .... 180  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 5000

Immune To

---

Type

Undead Humanoid

Status Immunity

Poison Imp

Weak Against

Petrify Death

Fire Holy

Silence Confusion

Sleep Slow

Stop

Steal

Absorbs

Hi-Ether

Poison

Drops

Lich Ring

-----+

Dragon Aegis

\_\_\_\_\_ ^[BEST.267]

=====

Level ..... 77  
 HP ..... 23000  
 MP ..... 500  
 Attack ..... 25  
 Defense ..... 80  
 Evasion ..... 50  
 Magic ..... 15

Immune To

---

Type

---

Status Immunity

Imp Petrify

Weak Against

Death



Magic Defense .... 180  
Magic Evasion ..... 20  
Gil ..... 1200  
EXP ..... 5000

Fire

Steal  
Dragon Horn

Absorbs  
---

Drops  
---

+-----+

Dinozombie \_\_\_\_\_ ^[BEST.268]

=====

Level ..... 60  
HP ..... 25000  
MP ..... 600  
Attack ..... 25  
Defense ..... 150  
Evasion ..... 0  
Magic ..... 3  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 3700  
EXP ..... 5000

Immune To  
---

Type  
Undead

Status Immunity  
Imp

Weak Against  
Fire Ice  
Holy Water

Steal  
Hi-Ether  
Holy Water  
Drops  
---

Absorbs  
Poison

+-----+

Death Rider \_\_\_\_\_ ^[BEST.269]

=====

Level ..... 76  
HP ..... 30000  
MP ..... 1200  
Attack ..... 48  
Defense ..... 150  
Evasion ..... 20  
Magic ..... 19  
Magic Defense .... 150  
Magic Evasion ..... 20  
Gil ..... 6600  
EXP ..... 5000

Immune To  
---

Type  
Undead Humanoid

Status Immunity  
Imp Petrify  
Death Confusion  
Stop

Weak Against  
Fire Poison

Steal  
---

Absorbs  
---

Drops  
Red Jacket

+-----+

Shield Dragon \_\_\_\_\_ ^[BEST.270]

=====

Level ..... 71

Immune To

Type



-----+

Magic Dragon \_\_\_\_\_ ^[BEST.273]

=====

Level .....	72	Immune To		Type	
HP .....	18000	---		---	
MP .....	10000				
Attack .....	14				
Defense .....	180			Status Immunity	
Evasion .....	0			Darkness	Poison
Magic .....	18	Weak Against		Death	Berserk
Magic Defense ....	150	Ice	Water	Confusion	Sleep
Magic Evasion .....	0			Slow	Stop
Gil .....	950				
EXP .....	5000				

Steal	Absorbs
X-Ether	---

Drops  
---

-----+

Armodullahan \_\_\_\_\_ ^[BEST.274]

=====

Level .....	83	Immune To		Type	
HP .....	35000	---		Undead	
MP .....	2500				
Attack .....	60				
Defense .....	140			Status Immunity	
Evasion .....	20			Poison	Imp
Magic .....	22	Weak Against		Petrify	Death
Magic Defense ....	200	Fire		Silence	Berserk
Magic Evasion .....	0			Confusion	Sleep
Gil .....	0			Slow	Stop
EXP .....	5000				

Steal	Absorbs
Genji Glove	Ice

Drops  
X-Potion

-----+

Crystal Dragon \_\_\_\_\_ ^[BEST.275]

=====

Level .....	89	Immune To		Type	
HP .....	32000	---		---	
MP .....	30000				
Attack .....	35				
Defense .....	155			Status Immunity	
Evasion .....	30			Imp	Petrify
Magic .....	26	Weak Against		Death	Silence
Magic Defense ....	80	---		Berserk	Confusion
Magic Evasion .....	10			Sleep	Slow
Gil .....	7700			Stop	
EXP .....	5000				

Steal  
Elixer

Absorbs  
---

Drops  
X-Ether

-----+

Ymir (shell)

\_\_\_\_\_ ^[BEST.276]

=====

Level ..... 4  
HP ..... 50000  
MP ..... 120  
Attack ..... 13  
Defense ..... 102  
Evasion ..... 0  
Magic ..... 5  
Magic Defense .... 155  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
---

Weak Against  
---

Status Immunity  
Darkness    Poison  
Imp            Petrify  
Death        Silence  
Berserk      Confusion  
Sleep

Steal  
---

Absorbs  
Lightning

Drops  
Ether

-----+

Ymir

\_\_\_\_\_ ^[BEST.277]

=====

Level ..... 6  
HP ..... 1600  
MP ..... 1000  
Attack ..... 22  
Defense ..... 100  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 155  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
---

Weak Against  
---

Status Immunity  
Darkness    Poison  
Imp            Petrify  
Death        Silence  
Berserk      Confusion  
Sleep

Steal  
---

Absorbs  
---

Drops  
Hi-Potion

-----+

Guard Leader

\_\_\_\_\_ ^[BEST.278]

=====

Level ..... 8  
HP ..... 420  
MP ..... 150  
Attack ..... 60  
Defense ..... 110

Immune To  
---

Type  
Humanoid

Status Immunity

Evasion ..... 0  
Magic ..... 9  
Magic Defense .... 140  
Magic Evasion ..... 0  
Gil ..... 350  
EXP ..... 0

Poison

Weak Against  
Poison

Steal  
Mythril Knife

Absorbs  
---

Drops  
Hi-Potion

-----+

Magitek Armor \_\_\_\_\_ ^[BEST.279]

=====

Level ..... 8  
HP ..... 210  
MP ..... 250  
Attack ..... 18  
Defense ..... 30  
Evasion ..... 0  
Magic ..... 3  
Magic Defense .... 130  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
---

Weak Against  
Lightning

Status Immunity  
Poison Imp  
Petrify Death

Steal  
Hi-Potion  
Potion  
Drops  
Hi-Potion

Absorbs  
---

-----+

Vargas \_\_\_\_\_ ^[BEST.280]

=====

Level ..... 12  
HP ..... 11600  
MP ..... 220  
Attack ..... 13  
Defense ..... 85  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
Humanoid

Weak Against  
Poison

Status Immunity  
Poison Imp  
Petrify Death  
Silence Berserk  
Confusion Sleep

Steal  
Mythril Claws  
Potion  
Drops  
---

Absorbs  
---

-----+

Ipooh \_\_\_\_\_ ^[BEST.281]

```

=====
Level ..... 11          Immune To          Type
HP ..... 360           ---             ---
MP ..... 60
Attack ..... 18
Defense ..... 105      Status Immunity
Evasion ..... 0        Poison          Petrify
Magic ..... 10         Weak Against    Death          Berserk
Magic Defense .... 150  Fire           Confusion     Sleep
Magic Evasion ..... 0
Gil ..... 0
EXP ..... 0

Steal                  Absorbs
  Hi-Potion            ---

Drops
  ---

```

+-----+

```

      Ultros                _____ ^[BEST.282]
=====
Level ..... 13          Immune To          Type
HP ..... 3000          ---             ---
MP ..... 640
Attack ..... 15
Defense ..... 40      Status Immunity
Evasion ..... 0        Poison          Imp
Magic ..... 3         Weak Against    Petrify       Death
Magic Defense .... 140  Fire           Lightning     Silence       Berserk
Magic Evasion ..... 0        Confusion     Sleep
Gil ..... 0
EXP ..... 0

Steal                  Absorbs
  ---                 Water

Drops
  ---

```

+-----+

```

      Tunnel Armor          _____ ^[BEST.283]
=====
Level ..... 16          Immune To          Type
HP ..... 1300          ---             ---
MP ..... 900
Attack ..... 10
Defense ..... 29      Status Immunity
Evasion ..... 0        Darkness       Poison
Magic ..... 15         Weak Against    Imp           Petrify
Magic Defense .... 145  Lightning     Water        Death         Silence
Magic Evasion ..... 0        Berserk       Confusion
Gil ..... 250          Sleep         Slow
EXP ..... 0           Stop

Steal                  Absorbs
  Bioblaster          ---
  Air Knife

```

Drops  
Elixer

+-----+

Phantom Train \_\_\_\_\_ ^[BEST.284]

=====

Level .....	14	Immune To	Type
HP .....	1900	---	---
MP .....	350		
Attack .....	10		
Defense .....	30		Status Immunity
Evasion .....	0		Darkess      Poison
Magic .....	5	Weak Against	Imp          Petrify
Magic Defense ....	210	Fire          Lightning	Silence      Berserk
Magic Evasion .....	0	Holy	Confusion    Sleep
Gil .....	0		Slow          Stop
EXP .....	0		

Steal	Absorbs
---	Poison

Drops  
Tent

+-----+

Rhizopas \_\_\_\_\_ ^[BEST.285]

=====

Level .....	13	Immune To	Type
HP .....	775	---	---
MP .....	39		
Attack .....	14		
Defense .....	110		Status Immunity
Evasion .....	0		Poison        Imp
Magic .....	3	Weak Against	Petrify      Death
Magic Defense ....	175	Lightning	Silence
Magic Evasion .....	0		
Gil .....	0		
EXP .....	0		

Steal	Absorbs
---	Water

Drops  
Remedy

+-----+

Hell's Rider \_\_\_\_\_ ^[BEST.286]

=====

Level .....	14	Immune To	Type
HP .....	1300	---	Humanoid
MP .....	170		
Attack .....	48		
Defense .....	120		Status Immunity
Evasion .....	0		Imp          Confusion
Magic .....	10	Weak Against	
Magic Defense ....	150	Fire          Poison	
Magic Evasion .....	0		

Gil ..... 1290  
EXP ..... 400

Steal	Absorbs
Elixer	---
Mythril Vest	
Drops	
Remedy	

-----+

Kefka \_\_\_\_\_ ^[BEST.287]

=====

Level ..... 18	Immune To	Type
HP ..... 3000	---	Humanoid
MP ..... 3000		
Attack ..... 25		
Defense ..... 55		Status Immunity
Evasion ..... 30		Darkness    Poison
Magic ..... 9	Weak Against	Imp        Petrify
Magic Defense .... 160	---	Death     Silence
Magic Evasion ..... 30		Berserk    Confusion
Gil ..... 0		Sleep
EXP ..... 0		

Steal	Absorbs
Elixer	---
Hi-Ether	
Drops	
Peace Ring	

-----+

Dadaluma \_\_\_\_\_ ^[BEST.288]

=====

Level ..... 22	Immune To	Type
HP ..... 3270	---	---
MP ..... 1005		
Attack ..... 12		
Defense ..... 85		Status Immunity
Evasion ..... 0		Poison     Berserk
Magic ..... 3	Weak Against	Confusion
Magic Defense .... 143	Poison	
Magic Evasion ..... 10		
Gil ..... 1210		
EXP ..... 0		

Steal	Absorbs
Thief's Bracer	---
Jeweled Ring	
Drops	
Thief's Knife	
Twist Headband	

-----+

Ultros \_\_\_\_\_ ^[BEST.289]

=====

Level ..... 19	Immune To	Type
HP ..... 2550	---	---
MP ..... 500		



Attack ..... 13  
 Defense ..... 105  
 Evasion ..... 0  
 Magic ..... 4  
 Magic Defense .... 150  
 Magic Evasion ..... 0  
 Gil ..... 2  
 EXP ..... 0

Weak Against  
 Fire            Lightning

Status Immunity  
 Poison          Imp  
 Petrify        Death  
 Silence        Berserk  
 Confusion      Sleep

Steal  
 ---

Absorbs  
 Water

Drops  
 ---

-----+

Ifrif

\_\_\_\_\_ ^[BEST.290]

=====

Level ..... 21  
 HP ..... 3300  
 MP ..... 600  
 Attack ..... 25  
 Defense ..... 215  
 Evasion ..... 20  
 Magic ..... 7  
 Magic Defense .... 115  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To  
 Lightning    Poison  
 Wind        Holy  
 Earth        Water

Type  
 ---

Status Immunity  
 Poison          Imp  
 Petrify        Death  
 Silence        Berserk  
 Confusion      Sleep  
 Stop

Steal  
 ---

Absorbs  
 Fire

Drops  
 ---

-----+

Shiva

\_\_\_\_\_ ^[BEST.291]

=====

Level ..... 21  
 HP ..... 3000  
 MP ..... 500  
 Attack ..... 15  
 Defense ..... 200  
 Evasion ..... 20  
 Magic ..... 7  
 Magic Defense .... 110  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To  
 Lightning    Poison  
 Wind        Holy  
 Earth        Water

Type  
 ---

Status Immunity  
 Poison          Imp  
 Petrify        Death  
 Silence        Berserk  
 Confusion      Sleep  
 Stop

Steal  
 ---

Absorbs  
 Ice

Drops  
 ---

-----+

Number 024

\_\_\_\_ ^[BEST.292]

```

=====
Level ..... 24
HP ..... 4777
MP ..... 777
Attack ..... 20
Defense ..... 170
Evasion ..... 0
Magic ..... 3
Magic Defense .... 100
Magic Evasion ..... 0
Gil ..... 0
EXP ..... 0

```

Immune To  
???

Type  
Humanoid

Weak Against  
???

Status Immunity

Darkness	Poison
Petrify	Death
Silence	Berserk
Confusion	Sleep
Stop	

Steal

- Blood Sword
- Rune Blade

Drops

- Flametongue
- Icebrand

Absorbs  
???

+-----+

Number 128

\_\_\_\_ ^[BEST.293]

```

=====
Level ..... 23
HP ..... 3276
MP ..... 810
Attack ..... 13
Defense ..... 120
Evasion ..... 0
Magic ..... 3
Magic Defense .... 125
Magic Evasion ..... 0
Gil ..... 0
EXP ..... 0

```

Immune To  
---

Type  
---

Weak Against  
---

Status Immunity

Poison	Imp
Petrify	Death
Silence	Confusion
Sleep	Stop

Steal

- Kazekiri

Drops

- Tent

Absorbs  
Ice

+-----+

Right Blade

\_\_\_\_ ^[BEST.294]

```

=====
Level ..... 21
HP ..... 400
MP ..... 150
Attack ..... 20
Defense ..... 120
Evasion ..... 0
Magic ..... 5
Magic Defense .... 150
Magic Evasion ..... 0
Gil ..... 0
EXP ..... 0

```

Immune To  
---

Type  
---

Weak Against  
---

Status Immunity

Darkness	Poison
Imp	Silence
Berserk	Confusion
Sleep	

Steal  
---

Absorbs  
Fire

Drops  
---

-----+

Left Blade \_\_\_\_\_ ^[BEST.295]

=====

Level ..... 22  
HP ..... 700  
MP ..... 470  
Attack ..... 13  
Defense ..... 120  
Evasion ..... 0  
Magic ..... 5  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
---

Weak Against  
---

Status Immunity  
Darkness    Poison  
Imp            Silence  
Berserk      Confusion  
Sleep

Steal  
---

Absorbs  
Fire

Drops  
---

-----+

Crane \_\_\_\_\_ ^[BEST.296]

=====

Level ..... 23  
HP ..... 1800  
MP ..... 447  
Attack ..... 14  
Defense ..... 145  
Evasion ..... 0  
Magic ..... 4  
Magic Defense .... 120  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
---

Weak Against  
Water

Status Immunity  
Darkness    Poison  
Imp            Petrify  
Death        Silence  
Berserk      Confusion  
Sleep        Stop

Steal  
Noiseblaster

Absorbs  
Lightning

Drops  
---

-----+

Crane \_\_\_\_\_ ^[BEST.297]

=====

Level ..... 24  
HP ..... 2300  
MP ..... 447  
Attack ..... 14  
Defense ..... 125  
Evasion ..... 0

Immune To  
---

Type  
---

Status Immunity  
Darkness    Poison

Magic .....	4	Weak Against	Imp	Petrify
Magic Defense ....	120	Lightning Water	Death	Silence
Magic Evasion .....	0		Berserk	Confusion
Gil .....	0		Sleep	Stop
EXP .....	0			

Steal	Absorbs
Debilitator	Fire
Hi-Potion	
Drops	
---	

-----+

Flame Eater                    \_\_\_\_\_ ^[BEST.298]

=====

Level .....	26	Immune To	Type
HP .....	8400	Lightning Poison	---
MP .....	480	Holy Earth	
Attack .....	13		
Defense .....	105		Status Immunity
Evasion .....	20		Darkness Poison
Magic .....	7	Weak Against	Imp Petrify
Magic Defense ....	150	Ice	Death Silence
Magic Evasion .....	0		Berserk Confusion
Gil .....	0		Sleep Stop
EXP .....	0		

Steal	Absorbs
Flametongue	Fire
Drops	
---	

-----+

Ultros                        \_\_\_\_\_ ^[BEST.299]

=====

Level .....	25	Immune To	Type
HP .....	22000	---	---
MP .....	750		
Attack .....	22		
Defense .....	95		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	7	Weak Against	Petrify Death
Magic Defense ....	155	Fire Lightning	Silence Berserk
Magic Evasion .....	0		Confusion Sleep
Gil .....	3		
EXP .....	0		

Steal	Absorbs
White Cape	Water
Drops	
---	

-----+

Typhon                        \_\_\_\_\_ ^[BEST.300]

=====



Princess Ring

-----+

Laser Gun	_____	^[BEST.303]		
=====				
Level .....	24	Immune To	Type	
HP .....	3300	---	---	
MP .....	335			
Attack .....	12			
Defense .....	130		Status Immunity	
Evasion .....	0		Darkness	Poison
Magic .....	9	Weak Against	Imp	Petrify
Magic Defense ....	140	Lightning Water	Death	Silence
Magic Evasion .....	0		Sleep	
Gil .....	0			
EXP .....	0			
Steal		Absorbs		
X-Ether		---		
Drops				
---				

-----+

Missile Bay	_____	^[BEST.304]		
=====				
Level .....	25	Immune To	Type	
HP .....	3000	---	---	
MP .....	7000			
Attack .....	12			
Defense .....	135		Status Immunity	
Evasion .....	0		Darkness	Poison
Magic .....	8	Weak Against	Imp	Petrify
Magic Defense ....	150	Lightning Water	Death	Silence
Magic Evasion .....	0		Sleep	
Gil .....	0			
EXP .....	0			
Steal		Absorbs		
Debilitator		---		
Drops				
---				

-----+

Bit	_____	^[BEST.305]		
=====				
Level .....	25	Immune To	Type	
HP .....	420	---	---	
MP .....	285			
Attack .....	12			
Defense .....	230		Status Immunity	
Evasion .....	0		Darkness	Poison
Magic .....	8	Weak Against	Imp	Petrify
Magic Defense ....	160	Lightning Water	Death	Silence
Magic Evasion .....	0		Sleep	
Gil .....	0			

EXP ..... 0

Steal  
Amulet

Absorbs  
---

Drops  
---

-----+

Gigantos \_\_\_\_\_ ^[BEST.306]

=====

Level ..... 25  
HP ..... 6000  
MP ..... 1120  
Attack ..... 20  
Defense ..... 1  
Evasion ..... 0  
Magic ..... 10  
Magic Defense ..... 1  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 7550

Immune To  
---

Type  
Humanoid

Status Immunity  
---

Weak Against  
Poison

Steal  
Elixir  
X-Potion  
Drops  
Sasuke

Absorbs  
---

-----+

Ultima Weapon \_\_\_\_\_ ^[BEST.307]

=====

Level ..... 37  
HP ..... 24000  
MP ..... 5000  
Attack ..... 45  
Defense ..... 142  
Evasion ..... 20  
Magic ..... 5  
Magic Defense ..... 97  
Magic Evasion ..... 10  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
---

Status Immunity  
Poison Imp  
Petrify Death  
Silence Berserk  
Confusion Sleep  
Stop

Weak Against  
---

Steal  
Ribbon  
Elixir  
Drops  
Elixir

Absorbs  
---

-----+

Nelapa \_\_\_\_\_ ^[BEST.308]

=====

Level ..... 26  
HP ..... 2800  
MP ..... 280  
Attack ..... 11

Immune To  
Poison Wind  
Earth Water

Type  
Humanoid

Defense ..... 105  
 Evasion ..... 0  
 Magic ..... 10  
 Magic Defense .... 140  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Weak Against  
 Ice            Lightning  
 Holy

Status Immunity  
 Darkness    Poison  
 Imp           Petrify  
 Silence     Sleep  
 Slow

Steal  
 ---

Absorbs  
 Fire

Drops  
 ---

-----+

Humbaba

\_\_\_\_\_ ^[BEST.309]

=====

Level ..... 31  
 HP ..... 26000  
 MP ..... 10000  
 Attack ..... 15  
 Defense ..... 100  
 Evasion ..... 0  
 Magic ..... 6  
 Magic Defense .... 130  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To  
 ---

Type  
 ---

Weak Against  
 Poison

Status Immunity  
 Poison      Imp  
 Petrify     Death  
 Silence     Berserk  
 Confusion   Slow  
 Stop

Steal  
 ---

Absorbs  
 Lightning

Drops  
 ---

-----+

Tentacle

\_\_\_\_\_ ^[BEST.310]

=====

Level ..... 31  
 HP ..... 7000  
 MP ..... 800  
 Attack ..... 13  
 Defense ..... 102  
 Evasion ..... 0  
 Magic ..... 8  
 Magic Defense .... 153  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To  
 ---

Type  
 ---

Weak Against  
 Ice            Water

Status Immunity  
 Imp            Death  
 Berserk        Confusion  
 Stop

Steal  
 ---

Absorbs  
 Fire

Drops  
 ---

-----+



```

Tentacle _____ ^[BEST.311]
=====
Level ..... 33      Immune To      Type
HP ..... 5000      ---          ---
MP ..... 600
Attack ..... 13
Defense ..... 102      Status Immunity
Evasion ..... 0      Imp          Death
Magic ..... 8      Weak Against  Berserk      Confusion
Magic Defense .... 153      ---          Stop
Magic Evasion ..... 0
Gil ..... 0
EXP ..... 0

Steal          Absorbs
  ---          Lightning  Water

Drops
  ---

```

```

+-----+
Tentacle _____ ^[BEST.312]
=====
Level ..... 31      Immune To      Type
HP ..... 6000      ---          ---
MP ..... 700
Attack ..... 13
Defense ..... 102      Status Immunity
Evasion ..... 0      Imp          Petrify
Magic ..... 8      Weak Against  Silence      Berserk
Magic Defense .... 153      Fire         Confusion    Sleep
Magic Evasion ..... 0      Stop
Gil ..... 0
EXP ..... 0

Steal          Absorbs
  ---          Ice          Water

Drops
  ---

```

```

+-----+
Tentacle _____ ^[BEST.313]
=====
Level ..... 34      Immune To      Type
HP ..... 4000      ---          ---
MP ..... 500
Attack ..... 13
Defense ..... 102      Status Immunity
Evasion ..... 0      Darkness     Poison
Magic ..... 8      Weak Against  Imp          Death
Magic Defense .... 153      ---          Silence      Berserk
Magic Evasion ..... 0      Confusion    Sleep
Gil ..... 0
EXP ..... 0

Steal          Absorbs
  ---          Earth       Water

```

Drops

---

-----+

Angler Whelk \_\_\_\_\_ ^[BEST.314]

=====

Level .....	19	Immune To	Type
HP .....	9230	---	---
MP .....	1600		
Attack .....	53		
Defense .....	160		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp          Silence
Magic Defense ....	195	Fire	Berserk     Confusion
Magic Evasion .....	0		Sleep       Slow
Gil .....	1000		Stop
EXP .....	0		

Steal	Absorbs
---	Ice          Lightning
	Water

Drops  
Dragon Claws

-----+

Angler Whelk \_\_\_\_\_ ^[BEST.315]

=====

Level .....	31	Immune To	Type
HP .....	9485	Poison	---
MP .....	1600		
Attack .....	75		
Defense .....	80		Status Immunity
Evasion .....	0		Poison      Imp
Magic .....	7	Weak Against	Berserk     Confusion
Magic Defense ....	150	Fire	
Magic Evasion .....	0		
Gil .....	1000		
EXP .....	0		

Steal	Absorbs
---	Ice          Lightning
	Water

Drops  
Dragon Claws

-----+

Dullahan \_\_\_\_\_ ^[BEST.316]

=====

Level .....	37	Immune To	Type
HP .....	23450	---	---
MP .....	1721		
Attack .....	55		
Defense .....	130		Status Immunity
Evasion .....	10		Poison      Imp
Magic .....	7	Weak Against	Petrify     Death
Magic Defense ....	160	Fire	Silence     Berserk

Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Confusion Sleep  
Stop

Steal  
Genji Glove  
X-Potion  
Drops  
---

Absorbs  
Ice

-----+

Behemoth King \_\_\_\_\_ ^[BEST.317]

=====

Level ..... 43  
HP ..... 19000  
MP ..... 1600  
Attack ..... 11  
Defense ..... 120  
Evasion ..... 0  
Magic ..... 9  
Magic Defense .... 130  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---  
  
Weak Against  
Fire Poison

Type  
---  
  
Status Immunity  
Poison Petrify  
Silence Berserk  
Confusion Sleep

Steal  
Murasame  
  
Drops  
Behemoth Suit

Absorbs  
Ice

-----+

Behemoth King \_\_\_\_\_ ^[BEST.318]

=====

Level ..... 49  
HP ..... 19000  
MP ..... 9999  
Attack ..... 27  
Defense ..... 105  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---  
  
Weak Against  
Fire Holy

Type  
Undead  
  
Status Immunity  
Poison Imp  
Petrify Silence  
Berserk Confusion  
Sleep Slow  
Stop

Steal  
---  
  
Drops  
Behemoth Suit

Absorbs  
Poison

-----+

Chadarnook (Lakshmi form) \_\_\_\_\_ ^[BEST.319]

=====

Level ..... 37  
HP ..... 56000

Immune To  
---

Type  
---

MP ..... 9400  
Attack ..... 13  
Defense ..... 140  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Weak Against  
Fire

Status Immunity  
Poison Imp  
Petrify Death  
Silence Berserk  
Confusion Sleep  
Stop

Steal  
---

Absorbs  
Holy Water

Drops  
---

Chadarnook (Chadarnook form)

=====

Level ..... 41  
HP ..... 30000  
MP ..... 7600  
Attack ..... 18  
Defense ..... 135  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 130  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---  
Weak Against  
Fire Holy

Type  
---  
Status Immunity  
Poison Imp  
Petrify Death  
Silence Berserk  
Confusion Sleep  
Stop

Steal  
---

Absorbs  
Lightning

Drops  
---

+-----+

Valigarmanda

\_\_\_\_\_ ^[BEST.320]

=====

Level ..... 74  
HP ..... 30000  
MP ..... 50000  
Attack ..... 19  
Defense ..... 254  
Evasion ..... 0  
Magic ..... 4  
Magic Defense .... 70  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
Lightning Poison  
Wind Holy  
Earth Water

Type  
---  
Status Immunity  
Poison Imp  
Petrify Death  
Silence Berserk  
Confusion Sleep  
Slow Stop

Steal  
---

Absorbs  
Ice

Drops  
---

+-----+

Tonberries

\_\_\_\_ ^[BEST.321]

=====

Level ..... 99  
 HP ..... 14001  
 MP ..... 11000  
 Attack ..... 5  
 Defense ..... 100  
 Evasion ..... 150  
 Magic ..... 1  
 Magic Defense .... 150  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To  
 ---

Type  
 ---

Weak Against  
 Fire

Status Immunity  
 Petrify      Death  
 Berserk      Confusion  
 Sleep        Stop

Steal  
 Miverva Bustier

Absorbs  
 Water

Drops  
 Minerva Bustier

+-----+

Yeti

\_\_\_\_ ^[BEST.322]

=====

Level ..... 33  
 HP ..... 17000  
 MP ..... 6990  
 Attack ..... 25  
 Defense ..... 100  
 Evasion ..... 0  
 Magic ..... 11  
 Magic Defense .... 150  
 Magic Evasion ..... 0  
 Gil ..... 10  
 EXP ..... 0

Immune To  
 ---

Type  
 Humanoid

Weak Against  
 Fire          Poison

Status Immunity  
 Imp            Petrify  
 Death         Silence  
 Confusion     Sleep

Steal  
 ---

Absorbs  
 ---

Drops  
 ---

+-----+

Curlax

\_\_\_\_ ^[BEST.323]

=====

Level ..... 47  
 HP ..... 15000  
 MP ..... 2000  
 Attack ..... 1  
 Defense ..... 100  
 Evasion ..... 0  
 Magic ..... 4  
 Magic Defense .... 110  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To  
 ---

Type  
 Humanoid

Weak Against  
 Ice            Water

Status Immunity  
 Poison        Imp  
 Petrify        Death  
 Silence        Berserk  
 Confusion     Stop  
 Stop

Steal

Absorbs

---

Fire

Drops

---

-----+

Laragorn

\_\_\_\_\_ ^[BEST.324]

=====

Level ..... 47  
 HP ..... 10000  
 MP ..... 2000  
 Attack ..... 2  
 Defense ..... 90  
 Evasion ..... 0  
 Magic ..... 5  
 Magic Defense .... 120  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To

---

Type

Humanoid

Status Immunity

Poison Imp

Weak Against

Fire

Petrify

Berserk

Sleep

Stop

Steal

---

Absorbs

Ice

Wind

Drops

---

-----+

Moebius

\_\_\_\_\_ ^[BEST.325]

=====

Level ..... 47  
 HP ..... 12500  
 MP ..... 2000  
 Attack ..... 4  
 Defense ..... 80  
 Evasion ..... 0  
 Magic ..... 6  
 Magic Defense .... 130  
 Magic Evasion ..... 0  
 Gil ..... 0  
 EXP ..... 0

Immune To

---

Type

Humanoid

Status Immunity

Poison Imp

Weak Against

---

Petrify

Death

Silence

Confusion

Sleep

Slow

Steal

---

Absorbs

Lightning

Drops

---

-----+

Wrexoul

\_\_\_\_\_ ^[BEST.326]

=====

Level ..... 53  
 HP ..... 23066  
 MP ..... 5066  
 Attack ..... 27  
 Defense ..... 70  
 Evasion ..... 0  
 Magic ..... 5

Immune To

---

Type

---

Status Immunity

Poison Imp

Weak Against

Petrify

Death







-----+

Hidon \_\_\_\_\_ ^[BEST.332]

=====

Level .....	43	Immune To	Type
HP .....	25000	---	Undead
MP .....	12500		
Attack .....	13		
Defense .....	110		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp        Petrify
Magic Defense ....	160	Fire        Holy	Death      Silence
Magic Evasion .....	0	Earth	Berserk    Confusion
Gil .....	0		Sleep      Stop
EXP .....	0		

Steal	Absorbs
Thornlet	Poison
Teleport Stone	
Drops	
Teleport Stone	

-----+

Erebus \_\_\_\_\_ ^[BEST.333]

=====

Level .....	43	Immune To	Type
HP .....	3500	---	---
MP .....	1000		
Attack .....	13		
Defense .....	85		Status Immunity
Evasion .....	0		Imp        Berserk
Magic .....	10	Weak Against	Confusion    Sleep
Magic Defense ....	150	Earth	
Magic Evasion .....	0		
Gil .....	0		
EXP .....	0		

Steal	Absorbs
---	Poison
Drops	
---	

-----+

Erebus \_\_\_\_\_ ^[BEST.334]

=====

Level .....	43	Immune To	Type
HP .....	3500	---	---
MP .....	1000		
Attack .....	13		
Defense .....	115		Status Immunity
Evasion .....	0		Imp        Death
Magic .....	10	Weak Against	Silence      Confusion
Magic Defense ....	120	---	Sleep        Slow
Magic Evasion .....	0		Stop
Gil .....	0		
EXP .....	0		

Steal	Absorbs	
---	Fire	Imp
	Lightning	Poison
Drops	Wind	Holy
---	Water	

-----+

Erebus	_____	^[BEST.335]	
=====			
Level .....	43	Immune To	Type
HP .....	3500	---	Undead
MP .....	1000		
Attack .....	13		
Defense .....	105		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp        Petrify
Magic Defense ....	130	Fire        Holy	Silence    Berserk
Magic Evasion .....	0		Sleep
Gil .....	0		
EXP .....	0		

Steal	Absorbs
---	Poison

Drops  
---

-----+

Erebus	_____	^[BEST.336]	
=====			
Level .....	43	Immune To	Type
HP .....	3500	---	---
MP .....	1000		
Attack .....	13		
Defense .....	95		Status Immunity
Evasion .....	0		Imp        Petrify
Magic .....	10	Weak Against	
Magic Defense ....	140	Fire        Ice	
Magic Evasion .....	0	Lightning    Poison	
Gil .....	0	Wind        Holy	
EXP .....	0	Earth        Water	

Steal	Absorbs
---	---

Drops  
---

-----+

Red Dragon	_____	^[BEST.337]	
=====			
Level .....	67	Immune To	Type
HP .....	30000	---	---
MP .....	1780		
Attack .....	13		
Defense .....	110		Status Immunity



```

=====
Level ..... 74          Immune To          Type
HP ..... 24400         ---            ---
MP ..... 9000
Attack ..... 13
Defense ..... 110      Status Immunity
Evasion ..... 0        Imp            Petrify
Magic ..... 10         Weak Against   Sleep          Stop
Magic Defense .... 150  Fire
Magic Evasion ..... 0
Gil ..... 0
EXP ..... 0

Steal                  Absorbs
  ---                  Ice

Drops
  Force Shield

```

+-----+

```

Storm Dragon          _____ ^[BEST.341]
=====
Level ..... 74          Immune To          Type
HP ..... 42000         ---            ---
MP ..... 1250
Attack ..... 13
Defense ..... 110      Status Immunity
Evasion ..... 0        Poison         Imp
Magic ..... 9          Weak Against   Petrify        Death
Magic Defense .... 150  Lightning     Silence        Berserk
Magic Evasion ..... 0        Confusion     Sleep
Gil ..... 0            Slow          Stop
EXP ..... 0

Steal                  Absorbs
  ---                  Wind

Drops
  Force Armor

```

+-----+

```

Earth Dragon          _____ ^[BEST.342]
=====
Level ..... 53          Immune To          Type
HP ..... 25800         ---            ---
MP ..... 16500
Attack ..... 23
Defense ..... 110      Status Immunity
Evasion ..... 0        Imp            Petrify
Magic ..... 12         Weak Against   Death          Silence
Magic Defense .... 150  Wind          Water         Berserk        Confusion
Magic Evasion ..... 0        Stop
Gil ..... 0
EXP ..... 0

Steal                  Absorbs
  X-Potion             ---

```

Drops  
Magus Rod

+-----+

Skull Dragon \_\_\_\_\_ ^[BEST.343]

=====

Level .....	62	Immune To	Type
HP .....	32800	---	---
MP .....	1999		
Attack .....	15		
Defense .....	140		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	10	Weak Against	Imp        Petrify
Magic Defense ....	120	Fire        Holy	Silence    Berserk
Magic Evasion .....	0		Confusion   Sleep
Gil .....	0		Slow        Stop
EXP .....	0		

Steal	Absorbs
---	Poison

Drops  
Muscle Belt

+-----+

Holy Dragon \_\_\_\_\_ ^[BEST.344]

=====

Level .....	71	Immune To	Type
HP .....	18500	---	---
MP .....	12000		
Attack .....	13		
Defense .....	110		Status Immunity
Evasion .....	0		Poison       Imp
Magic .....	9	Weak Against	Petrify      Death
Magic Defense ....	150	---	Berserk      Confusion
Magic Evasion .....	0		Sleep
Gil .....	0		
EXP .....	0		

Steal	Absorbs
Holy Lance	Holy
X-Potion	

Drops  
---

+-----+

Gigantuar \_\_\_\_\_ ^[BEST.345]

=====

Level .....	91	Immune To	Type
HP .....	30000	Fire	---
MP .....	4500		
Attack .....	15		
Defense .....	200		Status Immunity
Evasion .....	200		Darkness    Poison
Magic .....	18	Weak Against	Imp        Petrify
Magic Defense ....	200	---	Death       Silence
Magic Evasion ....	200		Berserk      Confusion



MP ..... 9700  
Attack ..... 13  
Defense ..... 130  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 145  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Weak Against  
Lightning

Status Immunity  
Poison Imp  
Petrify Death  
Silence Berserk  
Confusion Sleep  
Stop

Steal  
Ice Shield

Absorbs  
Fire

Drops  
---

+-----+

Rahu \_\_\_\_\_ ^[BEST.349]

=====

Level ..... 67  
HP ..... 8000  
MP ..... 770  
Attack ..... 13  
Defense ..... 80  
Evasion ..... 0  
Magic ..... 10  
Magic Defense .... 190  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
---

Weak Against  
Ice

Status Immunity  
Darkness Poison  
Imp Silence  
Berserk Confusion  
Sleep

Steal  
Flame Shield

Absorbs  
Lightning

Drops  
---

+-----+

Ketu \_\_\_\_\_ ^[BEST.350]

=====

Level ..... 67  
HP ..... 11000  
MP ..... 2600  
Attack ..... 13  
Defense ..... 75  
Evasion ..... 0  
Magic ..... 7  
Magic Defense .... 185  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
---

Type  
---

Weak Against  
Fire

Status Immunity  
Darkness Poison  
Imp Silence  
Berserk Confusion  
Sleep

Steal  
Ice Shield

Absorbs  
Ice

Drops  
---

+-----+

Ultima Buster \_\_\_\_\_ ^[BEST.351]

=====

Level .....	67	Immune To	Type
HP .....	55000	---	---
MP .....	19000		
Attack .....	20		
Defense .....	75		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	10	Weak Against	Petrify Death
Magic Defense .....	70	---	Silence Berserk
Magic Evasion .....	0		Confusion Sleep
Gil .....	0		Stop
EXP .....	0		

Steal	Absorbs
Crystal Orb	Poison Wind
Blood Sword	Holy Earth
Drops	Water
---	

+-----+

Guardian \_\_\_\_\_ ^[BEST.352]

=====

Level .....	67	Immune To	Type
HP .....	60000	---	---
MP .....	5200		
Attack .....	13		
Defense .....	150		Status Immunity
Evasion .....	0		Darkness Poison
Magic .....	25	Weak Against	Imp Petrify
Magic Defense .....	150	Lightning Water	Death Silence
Magic Evasion .....	0		Berserk Confusion
Gil .....	0		Sleep Stop
EXP .....	0		

Steal	Absorbs
Ribbon	---
Force Armor	
Drops	
---	

+-----+

Fiend \_\_\_\_\_ ^[BEST.353]

=====

Level .....	73	Immune To	Type
HP .....	63000	---	---
MP .....	4800		
Attack .....	60		
Defense .....	110		Status Immunity
Evasion .....	0		Poison Imp
Magic .....	9	Weak Against	Petrify Death
Magic Defense .....	160	Holy	Silence Berserk
Magic Evasion .....	0		Confusion Sleep
Gil .....	0		Stop
EXP .....	0		





Evasion ..... 10  
Magic ..... 10  
Magic Defense .... 155  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Weak Against  
Water

Darkness    Poison  
Imp            Petrify  
Death        Confusion  
Sleep        Stop

Steal  
  Elixer

Absorbs  
  ---

Drops  
  ---

-----+

Long Arm

\_\_\_\_\_ ^[BEST.357]

=====

Level ..... 73  
HP ..... 33000  
MP ..... 10000  
Attack ..... 35  
Defense ..... 110  
Evasion ..... 5  
Magic ..... 30  
Magic Defense .... 150  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
  ---

Type  
  ---

Status Immunity  
  Darkness    Poison  
  Imp            Death  
  Silence      Confusion  
  Sleep        Slow  
  Stop

Steal  
  Elixer

Absorbs  
  ---

Drops  
  ---

-----+

Visage

\_\_\_\_\_ ^[BEST.358]

=====

Level ..... 74  
HP ..... 30000  
MP ..... 10000  
Attack ..... 63  
Defense ..... 140  
Evasion ..... 10  
Magic ..... 12  
Magic Defense .... 140  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 0

Immune To  
  Earth

Type  
  Humanoid

Status Immunity  
  Poison      Imp  
  Petrify     Silence  
  Berserk     Confusion  
  Sleep       Slow  
  Stop

Steal  
  Elixer

Absorbs  
  ---

Drops  
  ---

-----+

Tiger

\_\_\_\_\_ ^[BEST.359]

```

=====
Level ..... 70          Immune To          Type
HP ..... 30000         ---            ---
MP ..... 10000
Attack ..... 13
Defense ..... 120
Evasion ..... 0
Magic ..... 7          Weak Against    Status Immunity
Magic Defense .... 153  Ice            Darkness      Imp
Magic Evasion ..... 0  Petrify       Death
Gil ..... 0           Silence       Berserk
EXP ..... 0           Confusion     Sleep
Slow          Stop

Steal
  Elixer          Absorbs
                  Earth

Drops
  ---

```

+-----+

```

Machine          _____ ^[BEST.360]
=====
Level ..... 73          Immune To          Type
HP ..... 24000         ---            ---
MP ..... 10000
Attack ..... 13
Defense ..... 105
Evasion ..... 0
Magic ..... 10         Weak Against    Status Immunity
Magic Defense .... 153  Lightning       Darkness      Poison
Magic Evasion ..... 0  Imp            Petrify
Gil ..... 0           Silence       Berserk
EXP ..... 0           Confusion     Sleep

Steal
  Elixer          Absorbs
                  ---

Drops
  ---

```

+-----+

```

Magic          _____ ^[BEST.361]
=====
Level ..... 72          Immune To          Type
HP ..... 41000         ---            Humanoid
MP ..... 10000
Attack ..... 1
Defense ..... 145
Evasion ..... 0
Magic ..... 8          Weak Against    Status Immunity
Magic Defense .... 153  Earth          Darkness      Poison
Magic Evasion ..... 0  Imp            Petrify
Gil ..... 0           Death         Berserk
EXP ..... 0           Confusion     Sleep
Slow          Stop

Steal
  Elixer          Absorbs
                  ---

```

Drops  
---

+-----+

Power \_\_\_\_\_ ^[BEST.362]

=====

Level .....	73	Immune To	Type
HP .....	28000	---	Humanoid
MP .....	10000		
Attack .....	6		
Defense .....	115		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	9	Weak Against	Imp        Petrify
Magic Defense ....	153	Poison	Death     Silence
Magic Evasion .....	0		Confusion    Sleep
Gil .....	0		
EXP .....	0		

Steal	Absorbs
Elixer	---

Drops  
---

+-----+

Lady \_\_\_\_\_ ^[BEST.363]

=====

Level .....	48	Immune To	Type
HP .....	9999	---	---
MP .....	10000		
Attack .....	73		
Defense .....	115		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	9	Weak Against	Imp        Petrify
Magic Defense ....	155	---	Death     Silence
Magic Evasion .....	0		Berserk    Confusion
Gil .....	0		Sleep      Slow
EXP .....	0		Stop

Steal	Absorbs
Ragnarok	Fire        Ice
	Lightning    Poison
Drops	Wind        Holy
---	Earth       Water

+-----+

Rest \_\_\_\_\_ ^[BEST.364]

=====

Level .....	71	Immune To	Type
HP .....	40000	---	Humanoid
MP .....	10000		
Attack .....	63		
Defense .....	140		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	9	Weak Against	Imp        Petrify
Magic Defense ....	120	---	Death     Silence
Magic Evasion .....	0		Berserk    Confusion



Attack ..... 13  
Defense ..... 250  
Evasion ..... 0  
Magic ..... 15  
Magic Defense .... 100  
Magic Evasion ..... 0  
Gil ..... 11111  
EXP ..... 5000

Water  
  
Weak Against  
Fire

Status Immunity  
Darkness    Poison  
Imp            Petrify  
Stop

Steal  
  Megalixer  
  Super Ball  
Drops  
  Oborozuki

Absorbs  
---

+-----+

Neslug  
=====

\_\_\_\_\_ ^[BEST.368]

Level ..... 97  
HP ..... 62000  
MP ..... 62000  
Attack ..... 60  
Defense ..... 255  
Evasion ..... 0  
Magic ..... 20  
Magic Defense .... 255  
Magic Evasion ..... 0  
Gil ..... 50000  
EXP ..... 0

Immune To  
---  
  
Weak Against  
Fire

Type  
---  
  
Status Immunity  
Darkness    Poison  
Imp            Petrify  
Death        Silence  
Berserk      Confusion  
Sleep        Slow  
Stop

Steal  
  ---  
  
Drops  
  ---

Absorbs  
Ice            Lightning  
Water

+-----+

Neslug  
=====

\_\_\_\_\_ ^[BEST.369]

Level ..... 97  
HP ..... 62000  
MP ..... 62000  
Attack ..... 50  
Defense ..... 180  
Evasion ..... 50  
Magic ..... 20  
Magic Defense .... 195  
Magic Evasion ..... 50  
Gil ..... 50000  
EXP ..... 0

Immune To  
---  
  
Weak Against  
Fire

Type  
---  
  
Status Immunity  
Darkness    Poison  
Imp            Petrify  
Death        Silence  
Berserk      Confusion  
Sleep        Slow  
Stop

Steal  
  ---  
  
Drops  
  Gungnir

Absorbs  
Ice            Lightning  
Water

+-----+

Earth Eater

\_\_\_\_ ^[BEST.370]

=====

Level ..... 97  
HP ..... 36000  
MP ..... 1400  
Attack ..... 70  
Defense ..... 10  
Evasion ..... 0  
Magic ..... 30  
Magic Defense ..... 80  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 5000

Immune To  
---

Type  
---

Weak Against  
Holy

Status Immunity  
Darkness    Poison  
Imp            Petrify  
Death        Silence  
Sleep

Steal  
  Teleport Stone

Absorbs  
---

Drops  
---

+-----+

Gargantua

\_\_\_\_ ^[BEST.371]

=====

Level ..... 85  
HP ..... 30000  
MP ..... 1500  
Attack ..... 67  
Defense ..... 100  
Evasion ..... 55  
Magic ..... 0  
Magic Defense ..... 100  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 5000

Immune To  
---

Type  
Humanoid

Weak Against  
Poison

Status Immunity  
Imp            Petrify  
Death        Silence  
Stop

Steal  
---

Absorbs  
---

Drops  
  Growth Egg

+-----+

Malboro Menace

\_\_\_\_ ^[BEST.372]

=====

Level ..... 92  
HP ..... 15000  
MP ..... 2000  
Attack ..... 13  
Defense ..... 144  
Evasion ..... 0  
Magic ..... 9  
Magic Defense ..... 109  
Magic Evasion ..... 0  
Gil ..... 0  
EXP ..... 5000

Immune To  
---

Type  
---

Weak Against  
Fire

Status Immunity  
Darkness    Imp  
Petrify     Silence  
Berserk     Confusion  
Stop

Steal

Absorbs

Hi-Potion	Ice	Lightning
Potion	Poison	Wind
Drops	Holy	Earth
Potion	Water	

-----+

Abyss Worm \_\_\_\_\_ ^[BEST.373]

=====

Level .....	91	Immune To	Type
HP .....	34000	Fire	Lightning
MP .....	60000	Poison	Wind
Attack .....	23	Earth	Water
Defense .....	180		Status Immunity
Evasion .....	0		Darkness
Magic .....	10	Weak Against	Poison
Magic Defense ....	150	Holy	Imp
Magic Evasion .....	0		Petrify
Gil .....	0		Death
EXP .....	5000		Silence
			Berserk
			Confusion
			Sleep
			Slow
			Stop

Steal	Absorbs
Elixir	Ice

Drops  
Phoenix Down

-----+

Dark Behemoth \_\_\_\_\_ ^[BEST.374]

=====

Level .....	91	Immune To	Type
HP .....	38000	---	---
MP .....	9999		
Attack .....	27		
Defense .....	115		Status Immunity
Evasion .....	0		Poison
Magic .....	15	Weak Against	Imp
Magic Defense ....	151	Fire	Petrify
Magic Evasion .....	0	Holy	Silence
Gil .....	0		Berserk
EXP .....	5000		Confusion
			Sleep
			Slow
			Stop

Steal	Absorbs
Behemoth Suit	Poison
Phoenix Down	

Drops  
Phoenix Down

-----+

Red Dragon \_\_\_\_\_ ^[BEST.375]

=====

Level .....	97	Immune To	Type
HP .....	59000	---	---
MP .....	12000		
Attack .....	40		
Defense .....	150		Status Immunity
Evasion .....	20		Darkness
Magic .....	15	Weak Against	Poison
			Imp
			Petrify



Magic Defense .... 150	Ice	Water	Death	Silence
Magic Evasion ..... 10			Berserk	Confusion
Gil ..... 0			Sleep	Slow
EXP ..... 0			Stop	

Steal	Absorbs
X-Ether	Fire

Drops  
  Apocalypse

-----+

Blue Dragon                    \_\_\_\_\_ ^[BEST.376]

=====

Level ..... 97	Immune To	Type	
HP ..... 57000	---	---	
MP ..... 16000			
Attack ..... 40			
Defense ..... 150		Status Immunity	
Evasion ..... 20		Imp	Petrify
Magic ..... 15	Weak Against	Death	Silence
Magic Defense .... 150	Lightning	Berserk	Confusion
Magic Evasion ..... 10		Sleep	Stop
Gil ..... 0			
EXP ..... 0			

Steal	Absorbs
X-Potion	Water

Drops  
  Save the Queen

-----+

Gold Dragon                    \_\_\_\_\_ ^[BEST.377]

=====

Level ..... 97	Immune To	Type	
HP ..... 60000	---	---	
MP ..... 18000			
Attack ..... 40			
Defense ..... 150		Status Immunity	
Evasion ..... 20		Darkness	Poison
Magic ..... 15	Weak Against	Imp	Petrify
Magic Defense .... 150	Water	Death	Silence
Magic Evasion ..... 10		Berserk	Confusion
Gil ..... 0		Sleep	Slow
EXP ..... 0		Stop	

Steal	Absorbs
X-Ether	Lightning

Drops  
  Zwill Crossblade

-----+

Ice Dragon                    \_\_\_\_\_ ^[BEST.378]

=====

Level ..... 97	Immune To	Type
----------------	-----------	------

HP ..... 32000  
MP ..... 20000  
Attack ..... 40  
Defense ..... 150  
Evasion ..... 20  
Magic ..... 15  
Magic Defense .... 150  
Magic Evasion .... 20  
Gil ..... 0  
EXP ..... 0

---  
Weak Against  
Fire

---  
Status Immunity  
Darkness Poison  
Imp Petrify  
Death Silence  
Berserk Confusion  
Sleep Slow  
Stop

Steal  
---

Absorbs  
Ice

Drops  
Final Trump

+-----+

Storm Dragon

\_\_\_\_\_ ^[BEST.379]

=====

Level ..... 97  
HP ..... 62000  
MP ..... 10000  
Attack ..... 40  
Defense ..... 150  
Evasion ..... 200  
Magic ..... 12  
Magic Defense .... 150  
Magic Evasion .... 80  
Gil ..... 0  
EXP ..... 0

Immune To  
---  
Weak Against  
Lightning

Type  
---  
Status Immunity  
Darkness Poison  
Imp Petrify  
Death Silence  
Berserk Confusion  
Sleep Slow  
Stop

Steal  
Hi-Ether

Absorbs  
Wind

Drops  
Longinus

+-----+

Earth Dragon

\_\_\_\_\_ ^[BEST.380]

=====

Level ..... 97  
HP ..... 58000  
MP ..... 24000  
Attack ..... 100  
Defense ..... 220  
Evasion ..... 10  
Magic ..... 18  
Magic Defense .... 150  
Magic Evasion .... 20  
Gil ..... 0  
EXP ..... 0

Immune To  
---  
Weak Against  
Wind Water

Type  
---  
Status Immunity  
Darkness Poison  
Imp Petrify  
Death Silence  
Berserk Confusion  
Sleep Slow  
Stop

Steal  
X-Potion

Absorbs  
Earth

Drops  
Godhand

-----+

Skull Dragon \_\_\_\_\_ ^[BEST.381]

=====

Level .....	97	Immune To	Type
HP .....	61000	---	---
MP .....	14000		
Attack .....	40		
Defense .....	200		Status Immunity
Evasion .....	0		Darkness    Poison
Magic .....	15	Weak Against	Imp        Petrify
Magic Defense ....	120	Fire        Holy	Death      Silence
Magic Evasion .....	20		Berserk    Confusion
Gil .....	0		Sleep      Slow
EXP .....	0		Stop

Steal	Absorbs
Holy Water	Poison

Drops  
  Scorpion Tail

-----+

Holy Dragon \_\_\_\_\_ ^[BEST.382]

=====

Level .....	97	Immune To	Type
HP .....	55000	---	---
MP .....	22000		
Attack .....	30		
Defense .....	150		Status Immunity
Evasion .....	10		Darkness    Poison
Magic .....	22	Weak Against	Imp        Petrify
Magic Defense ....	200	Ice        Water	Death      Silence
Magic Evasion .....	40		Berserk    Confusion
Gil .....	0		Sleep      Slow
EXP .....	0		Stop

Steal	Absorbs
Elixir	Fire

Drops  
  Zanmato

-----+

Kaiser Dragon \_\_\_\_\_ ^[BEST.383]

=====

Level .....	???	Immune To	Type
HP .....	???	???	???
MP .....	???		
Attack .....	???		
Defense .....	???		Status Immunity
Evasion .....	???		???
Magic .....	???	Weak Against	
Magic Defense ....	???	???	
Magic Evasion .....	???		
Gil .....	???		
EXP .....	???		

Steal  
???

Absorbs  
???

Drops  
???

+-----+

Omega Weapon \_\_\_\_\_ ^[BEST.384]

=====

Level .....	97	Immune To		Type	
HP .....	65000	---		---	
MP .....	65000				
Attack .....	111				
Defense .....	222			Status Immunity	
Evasion .....	55			Darkness	Poison
Magic .....	30	Weak Against		Imp	Petrify
Magic Defense ....	222	---		Death	Silence
Magic Evasion ....	55			Berserk	Confusion
Gil .....	0			Sleep	Slow
EXP .....	0			Stop	

Steal  
Megalixer

Absorbs  
---

Drops  
Murakumo

+-----+

```

O-----O-----O-----O
|   _   | F I N A L   F A N T A S Y   V I   |
|  / \  | O-----O-----O-----O
| /  \  | A P P E N D I X                   |
| | / \ | O-----O-----O-----O
| | / \ | | I N D E X                       |
| | / \ | O-----O-----O-----O-----O
| | / \ | |                                     | ^[APPX.000] |
|   _   | |                                     | O-----O
O-----O

```

This area is your one-stop shop for all the stuff in the game. Everything from Items to Armor to Dances; it's all here. Relics work oddly (read more in the Relics section), but they're here as well. Remember, if there's a list in the game, there's a very good chance you'll find it here. At any rate, here's what you'll find in the appendices:

- > Appendix A: Items ..... [APPX.001]
- > Appendix B: Weapons ..... [APPX.002]
- > Appendix C: Armor ..... [APPX.003]
- > Appendix D: Relics ..... [APPX.004]
- > Appendix E: Espers ..... [APPX.005]
- > Appendix F: Magic ..... [APPX.006]
- > Appendix G: Bushido ..... [APPX.007]

- > Appendix H: Blitz ..... [APPX.008]
- > Appendix I: Lore ..... [APPX.009]
- > Appendix J: Rage ..... [APPX.010]
- > Appendix K: Dance ..... [APPX.011]
- > Appendix L: Shop List (World of Balance) ..... [APPX.012]
- > Appendix M: Shop List (World of Ruin)..... [APPX.013]

When browsing, don't forget the carat (^)!

```

O-----O-----
|         | F I N A L   F A N T A S Y   V I         |
|  /  \   O-----O-----
| /  \ \ | A P P E N D I X   A                       |
| | /  \ | O-----O-----
| | /  \ | | I T E M S                               |
| | /  \ | O-----O-----O-----O-----
| | /    \ | |                                         | ^ [APPX.001] |
|         |                                         O-----O-----
O-----O-----

```

This appendix will give you a listing of every item available in the game. Keep in mind that this list does NOT include any weapons or armor (they each have their own separate appendix), so only come here if you want to view items.

-----+

Item : Potion

Effect : Restores 50 HP.

Notes : None

-----+

Item : Hi-Potion

Effect : Restores 250 HP.

Notes : None

-----+

Item : X-Potion

Effect : Fully restores HP.

Notes : None

-----+

Item : Ether

Effect : Restores 50 MP.

Notes : None

+-----+  
Item : Hi-Ether

Effect : Restores 150 MP.

Notes : None  
+-----+

Item : X-Ether

Effect : Fully restores MP.

Notes : None  
+-----+

Item : Elixer

Effect : Fully restores HP and MP.

Notes : None  
+-----+

Item : Megalixer

Effect : Fully restores the entire party's HP and MP.

Notes : Can only be used in battle.  
+-----+

Item : Phoenix Down

Effect : Cures KO status.

Notes : None  
+-----+

Item : Holy Water

Effect : Cures Zombie status.

Notes : None  
+-----+

Item : Antidote

Effect : Cures poison.

Notes : None  
+-----+

Item : Eye Drops

Effect : Cures darkness.

Notes : None

+-----+

Item : Echo Screen

Effect : Cures silence.

Notes : Can only be used in battle.

+-----+

Item : Gold Needle

Effect : Cures petrification.

Notes : None

+-----+

Item : Green Cherry

Effect : Cures imp status.

Notes : None

+-----+

Item : Remedy

Effect : Cures all status ailments except zombie and KO.

Notes : None

+-----+

Item : Magicite Shard

Effect : Summons a random esper.  
May even summon espers not in the party's possession.

Notes : Can only be used in battle.

+-----+

Item : Super Ball

Effect : Bounces around the battlefield when thrown.  
Deals damage to all enemies.

Notes : Can only be used in battle.

+-----+

Item : Smoke Bomb

Effect : Releases a cloud of thick smoke when thrown.  
Allows the party to escape from battle.

Notes : Can only be used in battle.

+-----+

Item : Teleport Stone

Effect : Enchanted with the Teleport spell.  
Teleports the party out of a dungeon or battle.

Notes : Cannot be used everywhere, only in certain areas of dungeons.  
Can be used at any time in battle.

+-----+

Item : Dried Meat

Effect : Cures an empty stomach.

Notes : Required to recruit Gau the first time.  
Restores 150 HP when used in battle.

+-----+

Item : Sleeping Bag

Effect : Fully restores one person's HP and MP.  
Can be used outdoors.

Notes : Can be used on Save Points as well.

+-----+

Item : Tent

Effect : Fully restores the entire party's HP and MP.  
Can be used outdoors.

Notes : Can be used on Save Points as well.

+-----+

```

O-----O-----O
|       | F I N A L   F A N T A S Y   V I       |
|  / \  | O-----O-----O
| / / \ | A P P E N D I X   B                   |
| | / \ | O-----O-----O
| | / \ | | W E A P O N S                       |
| | / \ | O-----O-----O
| | / \ | |                                     | ^ [APPX.002] |
|       |                                     | O-----O
O-----O

```

This appendix will give you a listing of every weapon available in the game. Keep in mind that this list does NOT include any items or armor (they each have their own separate appendix), so only come here if you want to view weapons.







+-----+

Name : Dagger

Description :

Light and well-balanced dagger.

Damage Type : N/A

Equipped by : Terra      Locke      Shadow      Edgar  
                  Celes      Strago      Relm      Setzer  
                  Mog      Gogo

Strength .... + 0                      Attack ..... 26  
Speed ..... + 0                      Defense ..... 0  
Stamina ..... + 0                     Evasion ..... + 0  
Magic ..... + 0                      Magic Defense .... 0  
  Magic Evasion .... + 0

Bushido        : NO  
Runic          : OK  
Two-handed    : OK

+-----+

Name : Mythril Knife

Description :

Sturdy adventurer's knife forged from pure mythril.

Damage Type : N/A

Equipped by : Terra      Locke      Shadow      Celes  
                  Celes      Strago      Relm      Setzer  
                  Mog      Gogo

Strength .... + 0                      Attack ..... 30  
Speed ..... + 0                      Defense ..... 0  
Stamina ..... + 10                     Evasion ..... + 0  
Magic ..... + 0                      Magic Defense .... 0  
  Magic Evasion .... + 0

Bushido        : NO  
Runic          : OK  
Two-handed    : OK

+-----+

Name : Main Gauche

Description :

Short dagger that sometimes parries enemy attacks.

Damage Type : N/A

Equipped by : Locke

Strength .... + 0                      Attack ..... 59  
Speed ..... + 4                      Defense ..... 0  
Stamina ..... + 0                     Evasion ..... + 10  
Magic ..... + 0                      Magic Defense .... 0  
  Magic Evasion .... + 0

Bushido        : NO  
Runic          : OK  
Two-handed    : OK

+-----+



Celes      Strago      Relm      Setzer  
Mog              Gogo

Strength .... + 0                      Attack ..... 146  
Speed ..... + 0                      Defense ..... 0  
Stamina ..... + 0                      Evasion ..... + 0  
Magic ..... + 0                      Magic Defense .... 0  
    Magic Evasion .... + 10

Bushido        : NO  
Runic           : OK  
Two-handed    : OK

-----+

Name : Swordbreaker                      Description :  
    Shortsword that sometimes deflects  
Damage Type : N/A                      enemy attacks.

Equipped by : Locke      Shadow      Strago      Relm  
    Gogo

Strength .... + 0                      Attack ..... 164  
Speed ..... + 0                      Defense ..... 0  
Stamina ..... + 0                      Evasion ..... + 30  
Magic ..... + 0                      Magic Defense .... 0  
    Magic Evasion .... + 0

Bushido        : OK  
Runic           : OK  
Two-handed    : OK

-----+

Name : Gladius                              Description :  
    Blessed dagger with the power to  
Damage Type : Holy                      smite evil foes.

Equipped by : Terra      Locke      Shadow      Edgar  
    Celes      Strago      Relm      Setzer  
    Mog              Gogo

Strength .... + 0                      Attack ..... 204  
Speed ..... + 0                      Defense ..... 0  
Stamina ..... + 0                      Evasion ..... + 10  
Magic ..... + 0                      Magic Defense .... 0  
    Magic Evasion .... + 0

Bushido        : OK  
Runic           : OK  
Two-handed    : OK

-----+

Name : Zwill Crossblade                      Description :  
    Twin-bladed dagger sought by a  
Damage Type : Wind                      legendary adventurer.

Equipped by : Locke

Strength .... + 3  
Speed ..... + 7  
Stamina ..... + 3  
Magic ..... + 0

Attack ..... 220  
Defense ..... 0  
Evasion ..... + 30  
Magic Defense .... 0  
Magic Evasion .... + 20

Bushido : NO  
Runic : OK  
Two-handed : OK

+-----+

Name : Valiant Knife

Description :

Knife that grows in power as its  
wielder's HP dwindles.

Damage Type : N/A

Equipped by : Locke

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 145  
Defense ..... 0  
Evasion ..... + 10  
Magic Defense .... 0  
Magic Evasion .... + 0

Bushido : NO  
Runic : OK  
Two-handed : OK

+-----+

Name : Kunai

Description :

Basic, straight-bladed ninja dagger.

Damage Type : N/A

Equipped by : Shadow

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 82  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

Bushido : NO  
Runic : OK  
Two-handed : OK

+-----+

Name : Kodachi

Description :

Lightweight ninja sword with a  
medium-length blade.

Damage Type : N/A

Equipped by : Shadow

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 93  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

Bushido : NO  
Runic : OK  
Two-handed : OK

+-----+

Name : Sakura Description :  
Ninja sword imbued with the power of  
wind.  
Damage Type : Wind  
Equipped by : Shadow

Strength	.... + 0	Attack	..... 112
Speed	..... + 0	Defense	..... 0
Stamina	..... + 0	Evasion	..... + 0
Magic	..... + 0	Magic Defense	.... 0
		Magic Evasion	.... + 0

Bushido : NO  
Runic : OK  
Two-handed : OK

+-----+

Name : Sasuke Description :  
Blade thought to have belonged to a  
famous ninja.  
Damage Type : N/A

Equipped by : Terra      Locke      Shadow      Edgar  
                  Celes      Strago      Relm      Setzer  
                  Mog      Gogo

Strength	.... + 0	Attack	..... 121
Speed	..... + 0	Defense	..... 0
Stamina	..... + 0	Evasion	..... + 0
Magic	..... + 0	Magic Defense	.... 0
		Magic Evasion	.... + 0

Bushido : NO  
Runic : OK  
Two-handed : OK

+-----+

Name : Ichigeki Description :  
May randomly dispatch an enemy in one  
hit.  
Damage Type : N/A

Equipped by : Terra      Locke      Shadow      Edgar  
                  Celes      Strago      Relm      Setzer  
                  Mog      Gogo

Strength	.... + 0	Attack	..... 190
Speed	..... + 0	Defense	..... 0
Stamina	..... + 0	Evasion	..... + 0
Magic	..... + 0	Magic Defense	.... 0
		Magic Evasion	.... + 0

Bushido : NO  
Runic : OK

Two-handed : OK

+-----+

Name : Kagenui

Description :

Ninja sword that may cast Stop upon striking an enemy.

Damage Type : N/A

Equipped by : Shadow

Strength .... + 0

Attack ..... 220

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : NO

Runic : OK

Two-handed : OK

+-----+

Name : Oborozuki

Description :

Ninja blade that shines silver like the moon.

Damage Type : N/A

Equipped by : Shadow

Strength .... + 7

Attack ..... 225

Speed ..... + 7

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 50

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 10

Bushido : NO

Runic : OK

Two-handed : OK

+-----+

S W O R D S

+-----+

Name : Excalipoor

Description :

Legendary holy sword ... ?

Damage Type : N/A

Equipped by : Terra

Locke

Edgar

Celes

Strength .... + 0

Attack ..... 1

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : OK

Runic : OK

Two-handed : OK



+-----+

Name : Mythril Sword

Description :

Simple sword forged from mythril

Damage Type : N/A

Equipped by : Terra      Locke      Edgar      Celes

Strength .... + 0	Attack .....	38
Speed .....	Defense .....	0
Stamina .....	Evasion .....	+ 0
Magic .....	Magic Defense ....	0
	Magic Evasion .... +	0

Bushido      : OK  
Runic         : OK  
Two-handed   : OK

+-----+

Name : Flametongue

Description :

Sword that may cast Fire upon striking an enemy.

Damage Type : Fire

Equipped by : Terra      Locke      Edgar      Celes

Strength .... + 0	Attack .....	108
Speed .....	Defense .....	0
Stamina .....	Evasion .....	+ 0
Magic .....	Magic Defense ....	0
	Magic Evasion .... +	0

Bushido      : OK  
Runic         : OK  
Two-handed   : OK

+-----+

Name : Icebrand

Description :

Sword that may cast Blizzard upon striking an enemy.

Damage Type : Ice

Equipped by : Terra      Locke      Edgar      Celes

Strength .... + 0	Attack .....	108
Speed .....	Defense .....	0
Stamina .....	Evasion .....	+ 0
Magic .....	Magic Defense ....	0
	Magic Evasion .... +	0

Bushido      : OK  
Runic         : OK  
Two-handed   : OK

+-----+

Name : Thunder Blade

Description :

Sword that may cast Thunder upon striking an enemy.

Damage Type : Lightning



Bushido : OK  
Runic : OK  
Two-handed : OK

+-----+

Name : Ragnarok Description :  
Sword that may cast Flare upon  
striking an enemy.

Damage Type : N/A

Equipped by : Terra Locke Edgar Celes

Strength .... + 7 Attack ..... 255  
Speed ..... + 3 Defense ..... 0  
Stamina ..... + 7 Evasion ..... + 30  
Magic ..... + 7 Magic Defense .... 0  
Magic Evasion .... + 30

Bushido : OK  
Runic : OK  
Two-handed : OK

+-----+

Name : Lightbringer Description :  
Legendary sword of the heavens.  
Randomly casts Holy.

Damage Type : N/A

Equipped by : Terra Locke Edgar Celes

Strength .... + 7 Attack ..... 255  
Speed ..... + 7 Defense ..... 0  
Stamina ..... + 7 Evasion ..... + 50  
Magic ..... + 7 Magic Defense .... 0  
Magic Evasion .... + 50

Bushido : OK  
Runic : OK  
Two-handed : OK

+-----+

Name : Ultima Weapon Description :  
Sword whose attack power is bound to  
its wielder's HP.

Damage Type : N/A

Equipped by : Terra Locke Edgar Celes

Strength .... + 0 Attack ..... ???  
Speed ..... + 0 Defense ..... 0  
Stamina ..... + 0 Evasion ..... + 0  
Magic ..... + 0 Magic Defense .... 0  
Magic Evasion .... + 0

Bushido : NO  
Runic : NO  
Two-handed : NO





Equipped by : Edgar Mog

Strength .... + 0	Attack ..... 70
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Bushido : NO  
Runic : OK  
Two-handed : OK

+-----+

Name : Trident Description :  
Three-pronged military spear.

Damage Type : Water

Equipped by : Edgar Mog

Strength .... + 0	Attack ..... 93
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Bushido : NO  
Runic : OK  
Two-handed : OK

+-----+

Name : Heavy Lance Description :  
Heavy lance used primarily by mounted soldiers.

Damage Type : N/A

Equipped by : Edgar Mog

Strength .... + 0	Attack ..... 112
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Bushido : NO  
Runic : OK  
Two-handed : OK

+-----+

Name : Partisan Description :  
Ornate spear with a twin-headed axe blade on its head.

Damage Type : N/A

Equipped by : Edgar Mog

Strength .... + 0	Attack ..... 150
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0



Name : Gungnir

Description :

Legendary lance of the gods.

Damage Type : N/A

Equipped by : Edgar Mog

Strength .... + 0

Attack ..... 240

Speed ..... + 0

Defense ..... 0

Stamina ..... + 7

Evasion ..... + 0

Magic ..... + 7

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : NO

Runic : OK

Two-handed : OK

Name : Longinus

Description :

Legendary spear said to hold sway over the world.

Damage Type : N/A

Equipped by : Edgar Mog

Strength .... + 7

Attack ..... 235

Speed ..... + 3

Defense ..... 0

Stamina ..... + 3

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : NO

Runic : OK

Two-handed : OK

Name : Impartisan

Description :

Crude, crescent-tipped fishing spear used by imps.

Damage Type : N/A

Equipped by : Terra Locke Cyan Shadow  
Edgar Sabin Celes Strago  
Relm Setzer Mog Gau  
Gogo

Strength .... + 0

Attack ..... 253

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : NO

Runic : OK

Two-handed : OK



+-----+

Name : Ashura

Description :

Katana named for an avatar of war.

Damage Type : N/A

Equipped by : Cyan

Strength .... + 0

Attack ..... 57

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : OK

Runic : OK

Two-handed : OK

+-----+

Name : Kotetsu

Description :

Modest katana designed for ease of use.

Damage Type : N/A

Equipped by : Cyan

Strength .... + 0

Attack ..... 66

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : OK

Runic : OK

Two-handed : OK

+-----+

Name : Kiku-ichimonji

Description :

Elegant katana with a chrysanthemum scabbard motif.

Damage Type : N/A

Equipped by : Cyan

Strength .... + 0

Attack ..... 81

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : OK

Runic : OK

Two-handed : OK

+-----+

Name : Kazekiri

Description :

May invoke a razor gale upon striking an enemy.

Damage Type : Wind

Equipped by : Cyan

Strength .... + 0	Attack ..... 101
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Bushido : OK  
Runic : OK  
Two-handed : OK

-----+

Name : Murasame

Description :

Dancing blade that helps deflect  
enemy attacks.

Damage Type : N/A

Equipped by : Cyan

Strength .... + 0	Attack ..... 110
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 10
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Bushido : OK  
Runic : OK  
Two-handed : OK

-----+

Name : Masamune

Description :

Masterfully made katana

Damage Type : N/A

Equipped by : Cyan

Strength .... + 0	Attack ..... 162
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Bushido : OK  
Runic : OK  
Two-handed : OK

-----+

Name : Murakumo

Description :

Ancient Doman blade lost during the  
War of the Magi.

Damage Type : N/A

Equipped by : Cyan

Strength .... + 0	Attack ..... 199
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : OK

Runic : OK

Two-handed : OK

-----+

Name : Mutsunokami

Description :

Mysterious katana that sometimes  
deflects attacks.

Damage Type : N/A

Equipped by : Cyan

Strength .... + 0

Attack ..... 215

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 20

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : OK

Runic : OK

Two-handed : OK

-----+

Name : Zanmato

Description :

Legendary katana tempered in the  
depths of the earth.

Damage Type : Holy

Equipped by : Cyan

Strength .... + 7

Attack ..... 245

Speed ..... + 0

Defense ..... 0

Stamina ..... + 7

Evasion ..... + 30

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : OK

Runic : OK

Two-handed : OK

-----+

R O D S

-----+

Name : Mythril Rod

Description :

Plain rod forged from mythril.

Damage Type : N/A

Equipped by : Strago      Relm      Gogo

Strength .... + 0

Attack ..... 60

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 2

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : NO  
Runic : NO  
Two-handed : OK

-----+

Name : Flame Rod Description :  
Rod containing the power of Fira.

Damage Type : Fire

Equipped by : Strago Relm Gogo

Strength .... + 0	Attack .....	79
Speed .....	Defense .....	0
Stamina .....	Evasion .....	+ 0
Magic .....	Magic Defense ....	0
	Magic Evasion ....	+ 0

Bushido : NO  
Runic : NO  
Two-handed : OK

-----+

Name : Ice Rod Description :  
Rod containing the power of Blizzara.

Damage Type : Ice

Equipped by : Strago Relm Gogo

Strength .... + 0	Attack .....	79
Speed .....	Defense .....	0
Stamina .....	Evasion .....	+ 0
Magic .....	Magic Defense ....	0
	Magic Evasion ....	+ 0

Bushido : NO  
Runic : NO  
Two-handed : OK

-----+

Name : Thunder Rod Description :  
Rod containing the power of Thundara.

Damage Type : Lightning

Equipped by : Strago Relm Gogo

Strength .... + 0	Attack .....	79
Speed .....	Defense .....	0
Stamina .....	Evasion .....	+ 0
Magic .....	Magic Defense ....	0
	Magic Evasion ....	+ 0

Bushido : NO  
Runic : NO  
Two-handed : OK

-----+











Two-handed : OK

+-----+

Name : Moonring Blade

Description :

Steel throwing ring with a sharpened  
outer edge.

Damage Type : N/A

Equipped by : Locke

Strength .... + 0

Attack ..... 95

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : NO

Runic : NO

Two-handed : NO

+-----+

Name : Morning Star

Description :

Weapon with a heavy, steel ball at  
the end of its chain.

Damage Type : N/A

Equipped by : Terra  
Gogo

Celes

Strago

Relm

Strength .... + 0

Attack ..... 109

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : NO

Runic : NO

Two-handed : OK

+-----+

Name : Boomerang

Description :

Curved, wooden throwing weapon.

Damage Type : N/A

Equipped by : Terra  
Celes  
Mog

Locke

Shadow

Edgar

Strago

Relm

Setzer

Gogo

Strength .... + 0

Attack ..... 102

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Bushido : NO

Runic : NO

Two-handed : NO

+-----+







Bushido : NO  
Runic : NO  
Two-handed : NO

+-----+

Name : Final Trump Description :  
Legendary gambler's lucky deck.

Damage Type : N/A

Equipped by : Setzer

Strength .... + 3	Attack ..... 215
Speed ..... + 4	Defense ..... 0
Stamina ..... + 4	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Bushido : NO  
Runic : NO  
Two-handed : NO

+-----+

Name : Dice Description :  
Pair of dice that deal more damage  
the higher they roll.

Damage Type : N/A

Equipped by : Setzer

Strength .... + 0	Attack ..... ???
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Bushido : NO  
Runic : NO  
Two-handed : NO

+-----+

Name : Fixed Dice Description :  
Trio of dice that deal more damage  
the higher they roll.

Damage Type : N/A

Equipped by : Setzer

Strength .... + 0	Attack ..... ???
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Bushido : NO  
Runic : NO  
Two-handed : NO

+-----+



Damage Type : Poison

Claws that may cast Poison upon striking an enemy.

Equipped by : Sabin

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 95  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

Bushido : NO  
Runic : NO  
Two-handed : NO

+-----+

Name : Burning Fist

Description :

Knuckles that may cast Fire upon striking an enemy.

Damage Type : Fire

Equipped by : Sabin

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 122  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

Bushido : NO  
Runic : NO  
Two-handed : NO

+-----+

Name : Dragon Claws

Description :

Claws infused with holy power.

Damage Type : Holy

Equipped by : Sabin

Strength .... + 2  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 1

Attack ..... 188  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

Bushido : NO  
Runic : NO  
Two-handed : NO

+-----+

Name : Tigerfang

Description :

Long, incredibly sharp fighting claws.

Damage Type : N/A

Equipped by : Sabin

Strength .... + 3

Attack ..... 215

Speed ..... + 2  
Stamina ..... + 2  
Magic ..... + 3

Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

Bushido : NO  
Runic : NO  
Two-handed : NO

-----+

Name : Godhand

Description :

Legendary fighting knuckles imbued  
with holy might.

Damage Type : Holy

Equipped by : Sabin

Strength .... + 7  
Speed ..... + 3  
Stamina ..... + 7  
Magic ..... + 0

Attack ..... 220  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

Bushido : NO  
Runic : NO  
Two-handed : NO

-----+

```
O-----O-----O-----O-----O
|      _      | F I N A L   F A N T A S Y   V I      | | | |
|  /  \  \   | O-----O-----O-----O-----O   |
| / / \ \   | A P P E N D I X   C                   |
| | /  \ |  | O-----O-----O-----O-----O   |
| | / \ |  | A R M O R                               |
| | /  \ |  | O-----O-----O-----O-----O   |
| | /    \ |  |                                     | ^ [APPX.003] |
|          |  |                                     O-----O   |
O-----O-----O-----O-----O
```

This appendix will give you a listing of every piece of armor available in the game. Keep in mind that this list does NOT include any items or weapons (they each have their own separate appendix), so only come here if you want to view armor.

This appendix is set up like you see on the Item Subscreen after using the Sort option. You'll see it in this order:

- Shields
- Helmets
- Body Armor

-----+

S H I E L D S



```

+-----+
Name : Cursed Shield                Description :
                                     Bloodstained shield that inflicts
Halves :                             various status ailments.
  N/A

Negates :                             Equipped by :
  N/A                                Terra      Locke      Cyan      Shadow
                                     Edgar      Sabin      Celes     Strago
                                     Relm      Setzer     Mog       Gau

Absorbs :                             Gogo
  N/A

Increases :
  Water      Earth      Poison
  Lightning  Ice        Fire

Strength .... - 7                    Attack ..... 0
Speed ..... - 7                      Defense ..... 0
Stamina ..... - 7                    Evasion ..... + 0
Magic ..... - 7                      Magic Defense ... 0
                                     Magic Evasion .... + 0
+-----+

```

```

+-----+
Name : Buckler                      Description :
                                     Light and simple shield.

Halves :
  N/A

Negates :                             Equipped by :
  N/A                                Terra      Locke      Cyan      Shadow
                                     Edgar      Sabin      Celes     Strago
                                     Relm      Setzer     Mog       Gau

Absorbs :                             Gogo
  N/A

Increases :
  N/A

Strength .... + 0                    Attack ..... 0
Speed ..... + 0                      Defense ..... 16
Stamina ..... + 0                    Evasion ..... + 10
Magic ..... + 0                      Magic Defense ... 10
                                     Magic Evasion .... + 0
+-----+

```

```

+-----+
Name : Heavy Shield                 Description :
                                     Large, sturdy shield made of steel.

Halves :
  N/A

Negates :                             Equipped by :
  N/A                                Terra      Locke      Cyan      Edgar
                                     Celes     Setzer

Absorbs :
  N/A

Increases :
  N/A
+-----+

```

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	22
Stamina .....	+ 0	Evasion .....	+ 10
Magic .....	+ 0	Magic Defense ....	14
		Magic Evasion ....	+ 0

-----+

Name : Mythril Shield	Description :
	Elegant and lightweight shield forged from mythril.
Halves :	
N/A	
Negates :	Equipped by :
N/A	Terra      Locke      Cyan      Shadow
	Edgar      Sabin      Celes      Strago
	Relm      Setzer      Mog      Gau
Absorbs :	Gogo
N/A	
Increases :	
N/A	

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	27
Stamina .....	+ 0	Evasion .....	+ 10
Magic .....	+ 0	Magic Defense ....	18
		Magic Evasion ....	+ 0

-----+

Name : Golden Shield	Description :
	Brilliant shield made of solid gold.
Halves :	
N/A	
Negates :	Equipped by :
N/A	Terra      Cyan      Edgar      Celes
	Setzer      Mog
Absorbs :	
N/A	
Increases :	
N/A	

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	34
Stamina .....	+ 0	Evasion .....	+ 10
Magic .....	+ 0	Magic Defense ....	23
		Magic Evasion ....	+ 0

-----+

Name : Diamond Shield	Description :
	Baroque shield with large inlaid diamonds.
Halves :	
N/A	
Negates :	Equipped by :
N/A	Terra      Cyan      Edgar      Celes
	Setzer

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 40  
Evasion ..... + 10  
Magic Defense .... 27  
Magic Evasion .... + 0

+-----+

Name : Flame Shield

Description :

Shield containing the power of  
Firaga.

Halves :

N/A

Equipped by :

Negates :

Ice

Terra     Locke     Cyan     Shadow  
Edgar     Sabin     Celes     Strago  
Relm     Setzer     Mog     gau

Absorbs :

Fire

Gogo

Increases :

Water

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 41  
Evasion ..... + 20  
Magic Defense .... 28  
Magic Evasion .... + 10

Fira                    :    x 5

+-----+

Name : Ice Shield

Description :

Shield containing the power of  
Blizzaga.

Halves :

N/A

Equipped by :

Negates :

Fire

Terra     Locke     Cyan     Shadow  
Edgar     Sabin     Celes     Strago  
Relm     Setzer     Mog     gau

Absorbs :

Ice

Gogo

Increases :

Wind

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 42  
Evasion ..... + 20  
Magic Defense .... 28  
Magic Evasion .... + 10

Blizzara                :    x 5

+-----+

Name : Thunder Shield

Description :

Shield containing the power of  
Thundaga.

Halves :

Ice            Fire

Equipped by :

Negates :

Wind

Terra        Locke        Cyan        Shadow  
Edgar        Sabin        Celes        Strago  
Relm         Setzer       Mog         gau

Absorbs :

Lightning

Gogo

Increases :

Water

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 43

Stamina ..... + 0

Evasion ..... + 20

Magic ..... + 0

Magic Defense .... 28

Magic Evasion .... + 10

Thundara            :    x 5

+-----+

Name : Aegis Shield

Description :

Powerful shield that sometimes repels  
magic attacks.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra        Locke        Cyan        Shadow  
Edgar        Sabin        Celes        Strago  
Relm         Setzer       Mog         gau

Absorbs :

N/A

Gogo

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 46

Stamina ..... + 0

Evasion ..... + 20

Magic ..... + 0

Magic Defense .... 52

Magic Evasion .... + 40

+-----+

Name : Crystal Shield

Description :

Glimmering shield cut from a single,  
enormous crystal.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra        Cyan        Edgar        Celes  
Setzer

Absorbs :

Ice            Fire

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 50  
Evasion ..... + 10  
Magic Defense .... 34  
Magic Evasion .... + 0

-----+

Name : Genji Shield

Description :

Ancient shield from a foreign land.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra     Locke     Cyan     Shadow  
Edgar     Sabin     Celes     Strago  
Relm     Setzer     Mog     Gau  
Gogo

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 54  
Evasion ..... + 20  
Magic Defense .... 50  
Magic Evasion .... + 20

-----+

Name : Paladin's Shield

Description :

Wondrous shield that blocks a variety of attacks.

Halves :

N/A

Equipped by :

Negates :

Water     Earth     Wind  
Poison

Terra     Locke     Cyan     Shadow  
Edgar     Sabin     Celes     Strago  
Relm     Setzer     Mog     Gau  
Gogo

Absorbs :

Holy     Lightning     Ice  
Fire

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 59  
Evasion ..... + 40  
Magic Defense .... 59  
Magic Evasion .... + 40

Ultima     :     x 1

-----+

Name : Force Shield

Description :

Shield that only defends against magic.

Halves :  
 Water Earth Wind  
 Lightning Ice Fire

Negates :  
 N/A

Absorbs :  
 N/A

Increases :  
 N/A

Equipped by :  
 Terra Locke Cyan Shadow  
 Edgar Sabin Celes Strago  
 Relm Setzer Mog Gau  
 Gogo

Strength .... + 0      Attack ..... 0  
 Speed ..... + 0      Defense ..... 0  
 Stamina ..... + 0      Evasion ..... + 0  
 Magic ..... + 0      Magic Defense .... 70  
                                  Magic Evasion .... + 50

Shell : x 5

-----+

Name : Tortoise Shell      Description :  
                                  Crude turtle shell used by imps.

Halves :  
 N/A

Negates :  
 N/A

Absorbs :  
 Water

Increases :  
 N/A

Equipped by :  
 Terra Locke Cyan Shadow  
 Edgar Sabin Celes Strago  
 Relm Setzer Mog Gau  
 Gogo

Strength .... + 0      Attack ..... 0  
 Speed ..... + 0      Defense ..... 66  
 Stamina ..... + 0      Evasion ..... + 30  
 Magic ..... + 0      Magic Defense .... 66  
                                  Magic Evasion .... + 30

Imp : x 1

-----+

H E L M E T S

-----+

Name : Leather Cap      Description :  
                                  Lightweight, stitched leather cap.

Halves :  
 N/A

Negates :  
 N/A

Equipped by :  
 Terra Locke Cyan Shadow  
 Edgar Sabin Celes Strago

Absorbs :

Gogo

N/A

Increases :

N/A

Strength .... + 0  
 Speed ..... + 0  
 Stamina ..... + 0  
 Magic ..... + 0

Attack ..... 0  
 Defense ..... 11  
 Evasion ..... + 0  
 Magic Defense .... 7  
 Magic Evasion .... + 0

-----+

Name : Plumed Hat

Description :

Silk hat adorned with a flashy chocobo plume.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra        Locke        Cyan        Shadow  
 Edgar       Sabin       Celes       Strago  
 Relm        Setzer       Mog        Gau

Absorbs :

Gogo

N/A

Increases :

N/A

Strength .... + 0  
 Speed ..... + 0  
 Stamina ..... + 0  
 Magic ..... + 0

Attack ..... 0  
 Defense ..... 14  
 Evasion ..... + 0  
 Magic Defense .... 9  
 Magic Evasion .... + 0

-----+

Name : Magus Hat

Description :

Conical hat made from cloth with magical properties.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra        Celes        Strago       Relm  
 Mog        Gogo

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
 Speed ..... + 0  
 Stamina ..... + 0  
 Magic ..... + 5

Attack ..... 0  
 Defense ..... 15  
 Evasion ..... + 0  
 Magic Defense .... 16  
 Magic Evasion .... + 0

-----+

Name : Bandana

Description :

Durable bandana woven from behemoth hair.

Halves :  
N/A

Equipped by :  
Terra      Locke      Sabin      Celes  
Relm      Gau

Absorbs :  
N/A

Increases :  
N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 16  
Evasion ..... + 0  
Magic Defense .... 10  
Magic Evasion .... + 0

-----+

Name : Priest's Miter

Description :

Hat that provides a 12.5% bonus to maximum MP.

Halves :  
N/A

Equipped by :

Negates :  
N/A

Terra      Locke      Cyan      Shadow  
Edgar      Sabin      Celes      Strago  
Relm      Setzer      Mog      Gau  
Gogo

Absorbs :  
N/A

Increases :  
N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 19  
Evasion ..... + 0  
Magic Defense .... 21  
Magic Evasion .... + 10

-----+

Name : Green Beret

Description :

Cap that provides a 12.5% bonus to maximum HP.

Halves :  
N/A

Equipped by :

Negates :  
N/A

Terra      Locke      Cyan      Shadow  
Edgar      Sabin      Celes      Strago  
Relm      Setzer      Mog      Gau  
Gogo

Absorbs :  
N/A

Increases :  
N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0

Attack ..... 0  
Defense ..... 19  
Evasion ..... + 10



Magic ..... + 0

Magic Defense .... 13

Magic Evasion .... + 0

+-----+

Name : Red Cap

Description :

Cap that provides a 25% bonus to maximum HP.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau

Absorbs :

N/A

Gogo

Increases :

N/A

Strength ..... + 4

Attack ..... 0

Speed ..... + 3

Defense ..... 24

Stamina ..... + 2

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 17

Magic Evasion .... + 0

+-----+

Name : Twist Headband

Description :

Headband often worn by martial artists.

Halves :

N/A

Equipped by :

Negates :

N/A

Locke	Cyan	Shadow	Sabin
Mog	Gau		

Absorbs :

N/A

Increases :

N/A

Strength ..... + 3

Attack ..... 0

Speed ..... + 1

Defense ..... 16

Stamina ..... + 2

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 10

Magic Evasion .... + 0

+-----+

Name : Tiger Mask

Description :

Mask shaped like a roaring tiger's head.

Halves :

N/A

Equipped by :

Negates :

N/A

Sabin Gau

Absorbs :

N/A

Increases :

N/A

Strength .... + 3  
Speed ..... + 2  
Stamina ..... + 1  
Magic ..... + 0

Attack ..... 0  
Defense ..... 21  
Evasion ..... + 0  
Magic Defense .... 13  
Magic Evasion .... + 0

-----+

Name : Black Cowl

Description :

Solid black hood from a distant land.

Halves :

N/A

Equipped by :

Negates :

N/A

Locke      Shadow      Sabin      Mog  
Gau          Gogo

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 26  
Evasion ..... + 0  
Magic Defense .... 17  
Magic Evasion .... + 0

-----+

Name : Royal Crown

Description :

Crown that can only be worn by those  
of royal blood.

Halves :

N/A

Equipped by :

Negates :

N/A

Edgar      Sabin

Absorbs :

N/A

Increases :

N/A

Strength .... + 1  
Speed ..... + 1  
Stamina ..... + 1  
Magic ..... + 1

Attack ..... 0  
Defense ..... 28  
Evasion ..... + 0  
Magic Defense .... 23  
Magic Evasion .... + 0

-----+

Name : Dueling Mask

Description :

Fearsome battle mask that arouses  
one's fighting spirit.

Halves :

Water      Earth      Holy  
Wind      Poison      Lightning

Equipped by :

Ice Fire

Gau

Negates :

N/A

Absorbs :

N/A

Increases :

N/A

Strength .... + 6  
Speed ..... + 6  
Stamina ..... + 6  
Magic ..... + 6

Attack ..... 0  
Defense ..... 40  
Evasion ..... + 10  
Magic Defense .... 40  
Magic Evasion .... + 10

-----+

Name : Hairband

Description :

Female's hairband.

Halves :

N/A

Equipped by :

Terra Celes Relm

Negates :

N/A

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 12  
Evasion ..... + 0  
Magic Defense .... 8  
Magic Evasion .... + 0

-----+

Name : Beret

Description :

Cap that increases the success rate of Sketch.

Halves :

N/A

Equipped by :

Relm

Negates :

N/A

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 3

Attack ..... 0  
Defense ..... 21  
Evasion ..... + 0  
Magic Defense .... 21  
Magic Evasion .... + 0

+-----+

Name : Tiara  
Description :  
Female's tiara that provides a boost  
to magic.  
Halves :  
N/A  
Equipped by :  
Negates : Terra Celes Relm  
N/A  
Absorbs :  
N/A  
Increases :  
N/A  
Strength .... + 0                    Attack .....    0  
Speed ..... + 0                    Defense .....    22  
Stamina ..... + 0                   Evasion ..... + 0  
Magic ..... + 2                    Magic Defense ... 20  
   Magic Evasion ... + 0

+-----+

Name : Hypno Crown  
Description :  
Crown that raises the success rate of  
Control.  
Halves :  
N/A  
Equipped by :  
Negates : Relm  
N/A  
Absorbs :  
N/A  
Increases :  
N/A  
Strength .... + 0                    Attack .....    0  
Speed ..... + 2                    Defense .....    23  
Stamina ..... + 0                   Evasion ..... + 0  
Magic ..... + 4                    Magic Defense ... 23  
   Magic Evasion ... + 0

+-----+

Name : Mystery Veil  
Description :  
Female dancer's veil.  
Halves :  
N/A  
Equipped by :  
Negates : Terra Celes Relm  
N/A  
Absorbs :  
N/A  
Increases :  
N/A

Strength .....	+ 0	Attack .....	0
Speed .....	+ 1	Defense .....	24
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 3	Magic Defense ....	25
		Magic Evasion ....	+ 10

-----+

Name : Oath Veil	Description :
	White bridal veil.
Halves :	
N/A	
	Equipped by :
Negates :	Terra      Celes      Relm
N/A	
Absorbs :	
N/A	
Increases :	
N/A	

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	32
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	31
		Magic Evasion ....	+ 0

-----+

Name : Cat-Ear Hood	Description :
	Hood that doubles the amount of gil obtained after battle.
Halves :	
Earth      Holy      Wind	
Lightning   Ice      Fire	Equipped by :
	Relm
Negates :	
N/A	
Absorbs :	
N/A	
Increases :	
N/A	

Strength .....	+ 0	Attack .....	0
Speed .....	+ 2	Defense .....	33
Stamina .....	+ 0	Evasion .....	+ 10
Magic .....	+ 4	Magic Defense ....	33
		Magic Evasion ....	+ 10

-----+

Name : Iron Helm	Description :
	Heavy iron helm.
Halves :	
N/A	
	Equipped by :
Negates :	Terra      Locke      Cyan      Edgar

N/A

Celes

Setzer

Gau

Absorbs :

N/A

Increases :

N/A

Strength ..... + 0  
 Speed ..... + 0  
 Stamina ..... + 0  
 Magic ..... + 0

Attack ..... 0  
 Defense ..... 18  
 Evasion ..... + 0  
 Magic Defense .... 12  
 Magic Evasion .... + 0

-----+

Name : Mythril Helm

Description :

Light but strong helm forged from mythril.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra	Locke	Cyan	Shadow
Edgar	Celes	Setzer	Gau
Gogo			

Absorbs :

N/A

Increases :

N/A

Strength ..... + 0  
 Speed ..... + 0  
 Stamina ..... + 0  
 Magic ..... + 0

Attack ..... 0  
 Defense ..... 20  
 Evasion ..... + 0  
 Magic Defense .... 13  
 Magic Evasion .... + 0

-----+

Name : Golden Helm

Description :

Tough, steel helm plated with brilliant gold.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra	Cyan	Edgar	Celes
Mog			

Absorbs :

N/A

Increases :

N/A

Strength ..... + 0  
 Speed ..... + 0  
 Stamina ..... + 0  
 Magic ..... + 0

Attack ..... 0  
 Defense ..... 22  
 Evasion ..... + 0  
 Magic Defense .... 15  
 Magic Evasion .... + 0

-----+

Name : Circlet

Description :

Metal band that boosts the wearer's attributes

Halves :

N/A

Equipped by :

Negates :

N/A

Terra      Locke      Cyan      Shadow

Edgar      Sabin      Celes      Strago

Relm      Setzer      Mog      Gau

Absorbs :

N/A

Gogo

Increases :

N/A

Strength .... + 2

Attack ..... 0

Speed ..... + 1

Defense ..... 25

Stamina ..... + 3

Evasion ..... + 0

Magic ..... + 4

Magic Defense .... 19

Magic Evasion .... + 0

+-----+

Name : Diamond Helm

Description :

Helm studded with diamonds of exceptional hardness.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra      Cyan      Edgar      Celes

Setzer

Absorbs :

N/A

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 27

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 18

Magic Evasion .... + 0

+-----+

Name : Crystal Helm

Description :

Helm constructed of fused crystal shards.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra      Locke      Celes      Setzer

Absorbs :

N/A

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 29

Stamina ..... + 0  
Magic ..... + 0

Evasion ..... + 0  
Magic Defense .... 19  
Magic Evasion .... + 0

-----+

Name : Genji Helm

Description :

Exotic helm from a foreign land.

Halves :  
N/A

Equipped by :

Negates :  
N/A

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau

Absorbs :  
N/A

Increases :  
N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 36  
Evasion ..... + 0  
Magic Defense .... 38  
Magic Evasion .... + 0

-----+

Name : Thornlet

Description :

Cursed crown that gradually drains the wearer's HP.

Halves :  
N/A

Equipped by :

Negates :  
N/A

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau

Absorbs :  
N/A

Increases :  
N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 38  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Saucer

Description :

Shallow saucer often seen on the heads of imps.

Halves :  
N/A

Equipped by :

Negates :  
N/A

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau

Absorbs :  
N/A



Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 42  
Evasion ..... + 0  
Magic Defense .... 42  
Magic Evasion .... + 0

Imp : x 1

-----+

B O D Y A R M O R

-----+

Name : Gaia Gear

Description :

Clothing that absorbs earth damage.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra Locke Shadow Sabin  
Celes Strago Relm Setzer  
Mog Gau Gogo

Absorbs :

Earth

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 53  
Evasion ..... + 0  
Magic Defense .... 43  
Magic Evasion .... + 0

-----+

Name : Mirage Vest

Description :

Vest that creates illusionary images of the wearer.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra Locke Cyan Shadow  
Edgar Sabin Celes Strago  
Relm Setzer Mog Gau  
Gogo

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 6  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 48  
Evasion ..... + 0  
Magic Defense .... 36  
Magic Evasion .... + 10

```

+-----+
Name : Diamond Vest                                Description :
                                                Breastplate with large diamonds set
Halves :                                           in its surface.
  N/A
                                                Equipped by :
Negates :                                         Terra      Locke      Cyan      Shadow
  N/A                                             Edgar      Sabin      Celes     Setzer
                                                Mog        Gau        Gogo
Absorbs :
  N/A
Increases :
  N/A

Strength .... + 0                                Attack ..... 0
Speed ..... + 0                                Defense ..... 65
Stamina ..... + 0                              Evasion ..... + 0
Magic ..... + 0                                Magic Defense .... 44
                                                Magic Evasion .... + 0

```

```

+-----+
Name : Kenpo Gi                                    Description :
                                                Martial arts uniform that offers
Halves :                                           excellent mobility.
  N/A
                                                Equipped by :
Negates :                                         Locke      Shadow     Sabin      Gau
  N/A
Absorbs :
  N/A
Increases :
  N/A

Strength .... + 0                                Attack ..... 0
Speed ..... + 0                                Defense ..... 34
Stamina ..... + 0                              Evasion ..... + 0
Magic ..... + 0                                Magic Defense .... 23
                                                Magic Evasion .... + 0

```

```

+-----+
Name : Ninja Gear                                  Description :
                                                Ninja clothing from a faraway land.
Halves :
  N/A
                                                Equipped by :
Negates :                                         Locke      Shadow     Sabin      Setzer
  N/A                                             Gau        Gogo
Absorbs :
  N/A
Increases :
  N/A

```

Strength .... + 0  
Speed ..... + 2  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 47  
Evasion ..... + 0  
Magic Defense .... 32  
Magic Evasion .... + 0

+-----+

Name : Power Sash

Description :

Sash that strengthens the wearer.

Halves :

N/A

Equipped by :

Negates :

N/A

Locke      Cyan      Shadow      Sabin  
Gau

Absorbs :

N/A

Increases :

N/A

Strength .... + 5  
Speed ..... + 1  
Stamina ..... + 5  
Magic ..... + 0

Attack ..... 0  
Defense ..... 52  
Evasion ..... + 0  
Magic Defense .... 35  
Magic Evasion .... + 0

+-----+

Name : Black Garb

Description :

Solid black clothing from a distant land.

Halves :

N/A

Equipped by :

Negates :

N/A

Locke      Shadow      Sabin      Setzer  
Gau      Gogo

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 6  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 68  
Evasion ..... + 0  
Magic Defense .... 46  
Magic Evasion .... + 0

+-----+

Name : Red Jacket

Description :

Prized armor that negates fire damage.

Halves :

N/A

Equipped by :

Negates :

Frie

Edgar      Sabin

Absorbs :

N/A

Increases :

N/A

Strength .... + 5  
Speed ..... + 2  
Stamina ..... + 4  
Magic ..... + 1

Attack ..... 0  
Defense ..... 78  
Evasion ..... + 0  
Magic Defense .... 55  
Magic Evasion .... + 0

+-----+

Name : Snow Scarf

Description :

Scarf that absorbs ice damage.

Halves :

Fire

Equipped by :

Negates :

N/A

Mog            Gau            Umaro

Absorbs :

Ice

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 128  
Evasion ..... + 10  
Magic Defense .... 90  
Magic Evasion .... + 10

+-----+

Name : White Dress

Description :

Attractive white dress that boosts the wearer's magic.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra        Celes        Relm

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 5

Attack ..... 0  
Defense ..... 47  
Evasion ..... + 0  
Magic Defense .... 35  
Magic Evasion .... + 0

+-----+

Name : Regal Gown

Description :

Elegant dress designed to protect a

Halves : princess

N/A

Equipped by :

Relm

Negates :

N/A

Absorbs :

N/A

Increases :

N/A

Strength .... + 1

Speed ..... + 2

Stamina ..... + 2

Magic ..... + 3

Attack ..... 0

Defense ..... 70

Evasion ..... + 0

Magic Defense .... 64

Magic Evasion .... + 0

+-----+

Name : Minerva Bustier

Description :

Breastplate that provides a 25% bonus to maximum MP.

Halves :

Water Earth Holy

Poison

Equipped by :

Terra Celes

Negates :

Wind Lightning Ice

Fire

Absorbs :

N/A

Increases :

N/A

Strength .... + 1

Speed ..... + 2

Stamina ..... + 1

Magic ..... + 4

Attack ..... 0

Defense ..... 88

Evasion ..... + 0

Magic Defense .... 70

Magic Evasion .... + 10

+-----+

Name : Cotton Robe

Description :

Multilayered cotton robe.

Halves :

N/A

Equipped by :

Terra Strago Relm Gogo

Negates :

N/A

Absorbs :

N/A

Increases :

N/A

Strength .... + 0

Speed ..... + 0

Attack ..... 0

Defense ..... 32

Stamina ..... + 0  
Magic ..... + 0

Evasion ..... + 0  
Magic Defense .... 21  
Magic Evasion .... + 0

+-----+

Name : Silk Robe

Description :

Simple, lightweight silken robe.

Halves :  
N/A

Equipped by :

Negates :  
N/A

Terra      Celes      Strago      Relm  
Mog          Gogo

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 0  
Stamina ..... + 0  
Magic ..... + 1

Attack ..... 39  
Evasion ..... + 0  
Magic Defense .... 29  
Magic Evasion .... + 0

+-----+

Name : Luminous Robe

Description :

Robe that shines with a mysterious inner light.

Halves :  
N/A

Equipped by :

Negates :  
N/A

Strago      Relm      Gogo

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 2

Attack ..... 0  
Defense ..... 60  
Evasion ..... + 0  
Magic Defense .... 43  
Magic Evasion .... + 0

+-----+

Name : Magus Robe

Description :

Remnant from the age when magic still flourished.

Halves :  
N/A

Equipped by :

Negates :  
N/A

Strago      Relm      Gogo

Absorbs :  
N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 5

Attack ..... 0  
Defense ..... 68  
Evasion ..... + 0  
Magic Defense .... 50  
Magic Evasion .... + 10

-----+

Name : Tabby Suit

Description :

Cat suit that negates poison damage.

Halves :

N/A

Equipped by :

Negates :

Poison

Strago Relm

Absorbs :

N/A

Increases :

N/A

Strength .... + 2  
Speed ..... + 2  
Stamina ..... + 2  
Magic ..... + 2

Attack ..... 0  
Defense ..... 54  
Evasion ..... + 0  
Magic Defense .... 36  
Magic Evasion .... + 0

-----+

Name : Chocobo Suit

Description :

Negates poison ... and brings out  
one's inner chocobo.

Halves :

N/A

Equipped by :

Negates :

Poison

Strago Relm

Absorbs :

N/A

Increases :

N/A

Strength .... + 3  
Speed ..... + 6  
Stamina ..... + 2  
Magic ..... + 0

Attack ..... 0  
Defense ..... 56  
Evasion ..... + 0  
Magic Defense .... 38  
Magic Evasion .... + 0

-----+

Name : Moogle Suit

Description :

Looks just like a moogle and negates  
poison, kupo!

Halves :

N/A

Equipped by :

Negates : Strago Relm  
Poison

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 58
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 5	Magic Defense .... 52
	Magic Evasion .... + 0

-----+

Name : Nutkin Suit

Description :  
Oversized squirrel costume.

Halves :  
N/A

Equipped by :  
Strago Relm

Negates :  
N/A

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 7	Defense ..... 86
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 3	Magic Defense .... 67
	Magic Evasion .... + 0

-----+

Name : Behemoth Suit

Description :  
Costume made from an actual behemoth  
hide.

Halves :  
N/A

Equipped by :  
Strago Relm

Negates :  
N/A

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 6	Attack ..... 0
Speed ..... + 6	Defense ..... 94
Stamina ..... + 6	Evasion ..... + 0
Magic ..... + 6	Magic Defense .... 73
	Magic Evasion .... + 0

-----+



Name : Leather Armor

Description :

Armor made of hardened leather.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra	Locke	Cyan	Shadow
Edgar	Celes	Strago	Relm
Setzer	Mog	Gau	Gogo

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
 Speed ..... + 0  
 Stamina ..... + 0  
 Magic ..... + 0

Attack ..... 0  
 Defense ..... 28  
 Evasion ..... + 0  
 Magic Defense .... 19  
 Magic Evasion .... + 0

+-----+

Name :

Description :

a

Halves :

N/A

Equipped by :

Negates :

N/A

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo			

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
 Speed ..... + 0  
 Stamina ..... + 0  
 Magic ..... + 0

Attack ..... 0  
 Defense ..... 0  
 Evasion ..... + 0  
 Magic Defense .... 0  
 Magic Evasion .... + 0

+-----+

Name : Iron Armor

Description :

Suit of heavy iron armor.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra	Locke	Cyan	Edgar
Celes	Setzer		

Absorbs :

N/A

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... - 2  
Stamina ..... + 0  
Magic ..... + 0

Defense ..... 40  
Evasion ..... + 0  
Magic Defense .... 27  
Magic Evasion .... + 0

-----+

Name : Mythril Vest

Description :

Incredibly lightweight mythril vest.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra Locke Cyan Shadow  
Edgar Sabin Celes Strago  
Relm Setzer Mog Gau

Absorbs :

N/A

Gogo

Increases :

N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 45  
Evasion ..... + 0  
Magic Defense .... 30  
Magic Evasion .... + 0

-----+

Name : Mythril Mail

Description :

Dazzling plate mail forged entirely from mythril.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra Locke Cyan Edgar  
Celes Setzer

Absorbs :

N/A

Increases :

N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 51  
Evasion ..... + 0  
Magic Defense .... 34  
Magic Evasion .... + 0

-----+

Name : Golden Armor

Description :

Brilliant golden armor emblazoned with a rearing unicorn.

Halves :

N/A

Equipped by :

Negates :

N/A

Terra Cyan Edgar Celes  
Setzer Mog

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 55  
Evasion ..... + 0  
Magic Defense .... 37  
Magic Evasion .... + 0

+-----+

Name : Force Armor

Description :

Armor that halves damage of multiple elements.

Halves :

Earth        Wind        Lightning  
Ice         Fire

Equipped by :

Terra        Locke        Cyan        Shadow  
Edgar        Sabin        Celes        Strago  
Relm         Setzer       Mog         Gau  
Gogo

Negates :

N/A

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 69  
Evasion ..... + 0  
Magic Defense .... 68  
Magic Evasion .... + 30

+-----+

Name : Diamond Armor

Description :

Brilliant suit of diamond-plated armor.

Halves :

N/A

Equipped by :

Terra        Cyan        Edgar        Celes  
Setzer

Negates :

N/A

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 70  
Evasion ..... + 0  
Magic Defense .... 47  
Magic Evasion .... + 0

+-----+

Name : Crystal Mail

Description :

Resplendent suit of crystal plate

Halves : mail.  
N/A

Equipped by :  
Negates : Terra Locke Cyan Edgar  
N/A Celes Setzer

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 72
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 49
	Magic Evasion .... + 0

+-----+

Name : Genji Armor

Description :

Masterwork armor from a foreign land.

Halves :  
N/A

Equipped by :  
Negates : Terra Locke Cyan Shadow  
N/A Edgar Celes Setzer

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 5	Attack ..... 0
Speed ..... + 3	Defense ..... 90
Stamina ..... + 2	Evasion ..... + 0
Magic ..... + 3	Magic Defense .... 80
	Magic Evasion .... + 0

+-----+

Name : Reed Cloak

Description :

Cloak made of reeds that is often worn by imps.

Halves :  
N/A

Equipped by :  
Negates : Terra Locke Cyan Shadow  
N/A Edgar Sabin Celes Strago  
Relm Setzer Mog Gau

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 100
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 100



Negates :	Equipped by :			
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro		

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

-----+

Name : Dragon Horn	Description :
	Horn inhabited by the spirit of a dragoon. Makes the effect of the Jump command continuous.
Halves :	
N/A	

Negates :	Equipped by :			
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro		

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

-----+

Name : Gale Hairpin	Description :
	Hairpin imbued with the power of wind. Increases the frequency of preemptive strikes.
Halves :	
N/A	

Negates :	Equipped by :			
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro		

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Name : Silver Spectacles

Description :

Silver-rimmed spectacles. Prevents darkness.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :

N/A

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Name : Sniper Eye

Description :

Scope that allows the wearer to lock onto a target. Ensures that physical attacks never miss.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :

N/A

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Name : Earring

Description :

Earring that boosts the strength of the wearer's magic. Effect increases when worn in pairs.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :

N/A

Increases :

N/A

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

-----+

Name : Alarm Earring

Description :

Earring capable of deflecting enemy ambushes. Prevents back attacks and attacks from the sides.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :

N/A

Increases :

N/A

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

-----+

Name : Fake Mustache

Description :

Artificial mustache once worn by a circus ringmaster. Changes the Sketch command to Control.

Halves :

N/A

Negates :

N/A

Equipped by :

Relm	Gogo
------	------

Absorbs :

N/A

Increases :

N/A

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

-----+

Name : Star Pendant

Description :

Star-shaped pendant with a jewel at its center. Prevents poison.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago



Absorbs : Relm Setzer Mog Gau  
N/A Gogo Umaro

Increases :  
N/A

Strength	..... + 0	Attack	..... 0
Speed	..... + 0	Defense	..... 0
Stamina	..... + 0	Evasion	..... + 0
Magic	..... + 0	Magic Defense	.... 0
		Magic Evasion	.... + 0

-----+

Name : Amulet

Description :

Protective charm worn around the neck. Prevents poison, darkness and zombie.

Halves :  
N/A

Negates :  
N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umara		

Absorbs :  
N/A

Increases :  
N/A

Strength	..... + 0	Attack	..... 0
Speed	..... + 0	Defense	..... 0
Stamina	..... + 0	Evasion	..... + 0
Magic	..... + 0	Magic Defense	.... 0
		Magic Evasion	.... + 0

-----+

Name : Tintinnabulum

Description :

Collar with a small bell that rings as the wearer walks. Restores HP with each step taken.

Halves :  
N/A

Negates :  
N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umara		

Absorbs :  
N/A

Increases :  
N/A

Strength	..... + 0	Attack	..... 0
Speed	..... + 0	Defense	..... 0
Stamina	..... + 0	Evasion	..... + 0
Magic	..... + 0	Magic Defense	.... 0
		Magic Evasion	.... + 0

-----+

Name : White Cape

Description :

Flowing white silk cape. Prevents imp

Halves : andsilence.  
N/A

Negates : Equipped by :  
N/A Terra Locke Cyan Shadow  
Edgar Sabin Celes Strago  
Absorbs : Relm Setzer Mog Gau  
N/A Gogo Umaro

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 5
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 5
	Magic Evasion .... + 10

+-----+

Name : Angel Wings Description :  
Wings said to have been made from an  
Halves : angel's feathers. Casts Float on the  
N/A wearer.

Negates : Equipped by :  
N/A Terra Locke Cyan Shadow  
Edgar Sabin Celes Strago  
Absorbs : Relm Setzer Mog Gau  
N/A Gogo Umaro

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

+-----+

Name : Zephyr Cloak Description :  
Cloak inhabited by the spirit of a  
Halves : wind sprite. Boosts evasion and magic  
N/A evasion.

Negates : Equipped by :  
N/A Terra Locke Cyan Shadow  
Edgar Sabin Celes Strago  
Absorbs : Relm Setzer Mog Gau  
N/A Gogo Umaro

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 10
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0

-----+

Name : Merit Award	Description :
Halves :	Badge awarded in honor of great
N/A	achievements. Allows the wearer to
	equip any weapon or armor.
Negates :	Equipped by :
N/A	Terra      Locke      Cyan      Shadow
	Edgar      Sabin      Celes      Strago
Absorbs :	Relm      Setzer      Mog
N/A	
Increases :	
N/A	
Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina .... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

-----+

Name : Muscle Belt	Description :
Halves :	Belt worn by martial artists. Boosts
N/A	maximum HP by 50%.
Negates :	Equipped by :
N/A	Terra      Locke      Cyan      Shadow
	Edgar      Sabin      Celes      Strago
Absorbs :	Relm      Setzer      Mog      Gau
N/A	Gogo      Umario
Increases :	
N/A	
Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina .... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

-----+

Name : Black Belt	Description :
Halves :	Black cloth belt from a distant land.
N/A	Wearer will sometimes counter
	physical attacks.
Negates :	Equipped by :
N/A	Terra      Locke      Cyan      Shadow
	Edgar      Sabin      Celes      Strago
Absorbs :	Relm      Setzer      Mog      Gau
N/A	Gogo      Umario
Increases :	

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Mythril Glove

Description :

Lightweight glove made of mythril.  
Casts Protect when the wearer is  
critically wounded.

Halves :  
N/A

Negates :  
N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 6  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Gigas Glove

Description :

Glove said to have belonged to a  
mighty gigas. Boosts the wearer's  
physical attack power.

Halves :  
N/A

Negates :  
N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Thief's Bracer

Description :

Bracer inhabited by the spirit of a  
thief. Increases the success rate of  
the Steal command.

Halves :  
N/A

Negates :

Equipped by :

N/A

Locke

Gogo

Absorbs :

N/A

Increases :

N/A

Strength ..... + 0  
 Speed ..... + 5  
 Stamina ..... + 0  
 Magic ..... + 0

Attack ..... 0  
 Defense ..... 0  
 Evasion ..... + 0  
 Magic Defense .... 0  
 Magic Evasion .... + 0

-----+

Name : Guard Bracelet

Description :

Bracelet enchanted with a protective charm. Casts Protect and Shell on the wearer.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :

N/A

Increases :

N/A

Strength ..... + 0  
 Speed ..... + 0  
 Stamina ..... + 0  
 Magic ..... + 0

Attack ..... 0  
 Defense ..... 0  
 Evasion ..... + 0  
 Magic Defense .... 0  
 Magic Evasion .... + 0

-----+

Name : Brigand's Glove

Description :

Leather glove designed to aid in banditry. Changes the Steal command to Mug.

Halves :

N/A

Negates :

N/A

Equipped by :

Locke Gogo

Absorbs :

N/A

Increases :

N/A

Strength ..... + 0  
 Speed ..... + 0  
 Stamina ..... + 0  
 Magic ..... + 0

Attack ..... 0  
 Defense ..... 0  
 Evasion ..... + 0  
 Magic Defense .... 0  
 Magic Evasion .... + 0

-----+

Name : Gauntlet

Description :

Steel hand and forearm guard used by knights. Allows one weapon to be held with both hands

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :

N/A

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 5

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

-----+

Name : Genji Glove

Description :

Armored glove from a foreign land. Allows the wearer to equip a weapon in each hand.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo			

Absorbs :

N/A

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 5

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

-----+

Name : Hyper Wrist

Description :

Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :

N/A

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0  
Magic ..... + 0

Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Prayer Beads

Description :

Beads used in meditation by warriors  
of a foreign land. Boosts evasion.

Halves :  
N/A

Negates :  
N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :  
N/A

Increases :  
N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 0  
Evasion ..... + 20  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Ward Bangle

Description :

Bronze wristband enchanted with a  
protective ward. Lowers the rate of  
random enemy encounters.

Halves :  
N/A

Negates :  
N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :  
N/A

Increases :  
N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Bone Wrist

Description :

Carved bone wristband that grants  
yetis great power.

Halves :  
N/A

Negates :  
N/A

Equipped by :

Umaro

Absorbs :  
N/A

Increases :

N/A

Strength .... + 5  
Speed ..... + 5  
Stamina ..... + 5  
Magic ..... + 5

Attack ..... 0  
Defense ..... 10  
Evasion ..... + 10  
Magic Defense .... 10  
Magic Evasion .... + 10

-----+

Name : Peace Ring

Description :

Ring that soothes the wearer's mind.  
Prevents berserk and confusion.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra      Locke      Cyan      Shadow  
Edgar      Sabin      Celes      Strago  
Relm      Setzer      Mog      Gau  
Gogo      Umaro

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Jeweled Ring

Description :

Handsome ring set with a large  
gemstone. Prevents petrification.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra      Locke      Cyan      Shadow  
Edgar      Sabin      Celes      Strago  
Relm      Setzer      Mog      Gau  
Gogo      Umaro

Absorbs :

N/A

Increases :

N/A

Strength .... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Fairy Ring

Description :

Ring imbued with a fairy's magic.  
Prevents poison and darkness.

Halves :

N/A



Negates :	Equipped by :			
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro		

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

-----+

Name : Barrier Ring	Description :
	Ring enchanted with a limited version of Shell. Casts Shell when the wearer is critically wounded.
Halves :	
N/A	

Negates :	Equipped by :			
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro		

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 2	Magic Defense .... 0
	Magic Evasion .... + 0

-----+

Name : Protect Ring	Description :
	Ring enchanted with Protect. Casts Protect on the wearer.
Halves :	
N/A	

Negates :	Equipped by :			
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro		

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

```

+-----+
Name : Reflect Ring                               Description :
                                                Lustrous silver ring enchanted with
Halves :                                         Reflect. Casts Reflect on the wearer.
  N/A

Negates :                                       Equipped by :
  N/A                                           Terra      Locke      Cyan      Shadow
                                                Edgar      Sabin      Celes     Strago
Absorbs :                                       Relm       Setzer     Mog       Gau
  N/A                                           Gogo       Umaro

Increases :
  N/A

Strength .... + 0                               Attack ..... 0
Speed ..... + 0                               Defense ..... 0
Stamina ..... + 0                             Evasion ..... + 0
Magic ..... + 0                               Magic Defense .... 0
                                                Magic Evasion .... + 0

```

```

+-----+
Name : Angel Ring                               Description :
                                                Ring adorned with a pair of silver
Halves :                                         angel wings. Casts Regen on the
  N/A                                           wearer.

Negates :                                       Equipped by :
  N/A                                           Terra      Locke      Cyan      Shadow
                                                Edgar      Sabin      Celes     Strago
Absorbs :                                       Relm       Setzer     Mog       Gau
  N/A                                           Gogo       Umaro

Increases :
  N/A

Strength .... + 0                               Attack ..... 0
Speed ..... + 0                               Defense ..... 0
Stamina ..... + 0                             Evasion ..... + 0
Magic ..... + 0                               Magic Defense .... 0
                                                Magic Evasion .... + 0

```

```

+-----+
Name : Princess Ring                           Description :
                                                Beautiful ring designed to protect a
Halves :                                         royal daughter. Casts Protect and
  N/A                                           Shell when critically wounded.

Negates :                                       Equipped by :
  N/A                                           Terra      Celes     Relm

Absorbs :
  N/A

Increases :
  N/A

```

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

-----+

Name : Cursed Ring	Description :
Halves :	Ring said to have been forged by
N/A	Death himself. Casts Doom on the
	wearer at the start of battle.
Negates :	Equipped by :
N/A	Terra      Locke      Cyan      Shadow
	Edgar      Sabin      Celes      Strago
Absorbs :	Relm      Setzer      Mog      Gau
N/A	Gogo      Umaro
Increases :	
N/A	

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

Banish : x 5

YOU CANNOT UNCURSE THE CURSED RING. It's not like the Cursed Shield.

-----+

Name : Berserker Ring	Description :
Halves :	Deep crimson ring that absorbs fire
N/A	damage. Equip on a yeti and see what
	happens.
Negates :	Equipped by :
Lightning	Umaro
Absorbs :	
Fire	
Increases :	
N/A	

Strength .....	+ 5	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

-----+

Name : Hero's Ring	Description :
Halves :	Golden ring once worn by an ancient
N/A	hero. Boosts both physical and
	magical attack power.

Negates :	Equipped by :			
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro		

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

-----+

Name : Memento Ring	Description :
	Ring blessed by departed mother's love. Prevents petrification, zombie and instant death.

Negates :	Equipped by :
N/A	Shadow Relm

Absorbs :  
N/A

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

-----+

Name : Lich Ring	Description :
	Ring affected by a curse from beyond the grave. Makes the wearer undead.

Negates :	Equipped by :			
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro		

Increases :  
N/A

Strength .... + 0	Attack ..... 0
Speed ..... + 0	Defense ..... 0
Stamina ..... + 0	Evasion ..... + 0
Magic ..... + 0	Magic Defense .... 0
	Magic Evasion .... + 0

Name : Knight's Code

Description :

Book detailing knighthood's moral code. Causes the bearer to cover critically wounded allies.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :

N/A

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 0

Magic Defense .... 0

Magic Evasion .... + 0

Name : Blizzard Orb

Description :

Dark, swirling orb that absorbs ice damage. Equip on a yeti and see what happens.

Halves :

N/A

Negates :

Fire

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :

Ice

Increases :

N/A

Strength .... + 0

Attack ..... 0

Speed ..... + 0

Defense ..... 0

Stamina ..... + 0

Evasion ..... + 0

Magic ..... + 5

Magic Defense .... 0

Magic Evasion .... + 0

Name : Crystal Orb

Description :

Powerful magic orb sealing away a mysterious power. Boosts maximum MP by 50%.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra	Locke	Cyan	Shadow
Edgar	Sabin	Celes	Strago
Relm	Setzer	Mog	Gau
Gogo	Umaro		

Absorbs :

N/A

Increases :

N/A

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

-----+

Name : Celestriad	Description :
Halves :	Necklace with three star-shaped bangles on its chain. Reduces the MP cost of all magic to 1.
N/A	
Negates :	Equipped by :
N/A	Terra      Locke      Cyan      Shadow
	Edgar      Sabin      Celes      Strago
Absorbs :	Relm      Setzer      Mog      Gau
N/A	Gogo      Umaro
Increases :	
N/A	

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

-----+

Name : Master's Scroll	Description :
Halves :	Proof of a warrior's weapon mastery. Allows the wearer to attack four times per turn.
N/A	
Negates :	Equipped by :
N/A	Terra      Locke      Cyan      Shadow
	Edgar      Sabin      Celes      Strago
Absorbs :	Relm      Setzer      Mog      Gau
N/A	Gogo      Umaro
Increases :	
N/A	

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

-----+

Name : Heiji's Jitte	Description :
Halves :	Exotic weapon from a foreign land. Changes the Slot command to Gil Toss.
N/A	
Negates :	Equipped by :
N/A	Setzer      Gogo

Absorbs :

N/A

Increases :

N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Soul of Thamasa

Description :

Ancient Thamasan orb enshrining a wondrous power. Changes the Magic command to Dualcast.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra      Locke      Cyan      Shadow  
Edgar      Sabin      Celes      Strago  
Relm      Setzer      Mog      Gau  
Gogo

Absorbs :

N/A

Increases :

N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Safety Bit

Description :

Tiny sphere that whirls around the owner's head. Prevents petrification, zombie, and instant death.

Halves :

N/A

Negates :

N/A

Equipped by :

Terra      Locke      Cyan      Shadow  
Edgar      Sabin      Celes      Strago  
Relm      Setzer      Mog      Gau  
Gogo      Umario

Absorbs :

N/A

Increases :

N/A

Strength ..... + 0  
Speed ..... + 0  
Stamina ..... + 0  
Magic ..... + 0

Attack ..... 0  
Defense ..... 0  
Evasion ..... + 0  
Magic Defense .... 0  
Magic Evasion .... + 0

-----+

Name : Molulu's Charm

Description :

Mysterious moogles charm. Prevents all

Halves : random enemy encounters.  
N/A

Negates : Equipped by :  
N/A Mog

Absorbs :  
N/A

Increases :  
N/A

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

-----+

Name : Growth Egg Description :  
Strange egg with magical properties.  
Halves : Doubles the amount of EXP earned in  
N/A battle.

Negates : Equipped by :  
N/A Terra Locke Cyan Shadow  
Edgar Sabin Celes Strago  
Absorbs : Relm Setzer Mog Gau  
N/A Gogo Umaro

Increases :  
N/A

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0
		Magic Evasion ....	+ 0

-----+

Name : Hermes Sandals Description :  
Winged sandals enchanted with Haste.  
Halves : Casts Haste on the wearer.  
N/A

Negates : Equipped by :  
N/A Terra Locke Cyan Shadow  
Edgar Sabin Celes Strago  
Absorbs : Relm Setzer Mog Gau  
N/A Gogo Umaro

Increases :  
N/A

Strength .....	+ 0	Attack .....	0
Speed .....	+ 0	Defense .....	0
Stamina .....	+ 0	Evasion .....	+ 0
Magic .....	+ 0	Magic Defense ....	0





N/A

Strength	..... + 0	Attack	..... 0
Speed	..... + 0	Defense	..... 0
Stamina	..... + 0	Evasion	..... + 0
Magic	..... + 0	Magic Defense	.... 0
		Magic Evasion	.... + 0

-----+

```

O-----O-----
|         | F I N A L   F A N T A S Y   V I         |
|  /  \  | O-----O-----
| /  \  \ | A P P E N D I X   E                     |
| | /  \  | O-----O-----
| | /  \  | | E S P E R S                             |
| | /  \  | O-----O-----O-----O-----
| | /    \ | |                                     | ^[APPX.005] |
|         | |                                     O-----O
O-----O

```

This appendix will give you a listing of every esper available in the game. In addition, I'll give you a brief synopsis on the usefulness of the esper in question, as well as a rating for each world (out of 5 stars).

Here's what you'll see in each section:

- |             |      |                                  |
|-------------|------|----------------------------------|
| (1) Ramuh   |      | (3) At level up:                 |
| =====       |      | Stamina +1                       |
| (2) Thunder | x 10 | (4) Judgement Bolt (25 MP)       |
| Thundara    | x 2  | Bathes all enemies in lightning. |
| Poison      | x 5  |                                  |

Ramuh is one of the first four espers you get and works well when you get him. However, Ramuh will become more useless when you get espers who teach the same spells quicker (Bismarck teaches all the base-level spells at 20x and Maduin teaches all the -ra level spells at 3x). (5)

Obtained in : Zozo (6)

- (7) Rating (WoB) : \*\*\*
- (8) Rating (WoR) : \*

And here's what these all mean:

- (1) : The esper's name
- (2) : The spells the esper will teach you and the rate that those spells are taught
- (3) : Stats that can increase when you level up with the esper equipped
- (4) : The effect the esper will have when used in battle
- (5) : My synopsis on the esper
- (6) : Where you find the esper's magicite
- (7) : My rating in the World of Balance
- (8) : My rating in the World of Ruin

+-----+

Ramuh		At level up:
=-----=		Stamina +1
Thunder	x 10	
Thundara	x 2	Judgement Bolt (25 MP)
Poison	x 5	Bathes all enemies in lightning.

Ramuh is one of the first four espers you get and works well when you get him. However, Ramuh will become more useless when you get espers who teach the same spells quicker (Bismarck teaches all the base-level spells at 20x and Maduin teaches all the -ra level spells at 3x).

Obtained in : Zozo

Rating (WoB) : \*\*\*

Rating (WoR) : \*

+-----+

Kirin		At level up:
=-----=		N/A
Cure	x 5	
Cura	x 1	Holy Aura (18 MP)
Regen	x 3	Gradually restores the party's HP.
Poisona	x 4	
Libra	x 5	

Kirin teaches you vital spells at the earliest point that you can use them. At that point, Kirin is one of the best espers to have, but is outdone by espers who can teach the same spells at higher rates (Seraph teaches Cura at 8x).

Obtained in : Zozo

Rating (WoB) : \*\*\*\*

Rating (WoR) : \*\*

+-----+

Siren		At level up:
=-----=		HP +10%
Sleep	x 10	
Silence	x 8	Lunatic Voice (16 MP)
Slow	x 7	Silences all enemies.
Fire	x 6	

Siren teaches status-affecting spells more than actual attack spells. If you like to inflict status effects, then Siren teaches you three of the big ones at a fairly decent rate. However, many times these spells can't or won't hit bosses. It's up to you whether or not you want to use the spells Siren is capable of teaching.

Obtained in : Zozo

Rating (WoB) : \*\*\*

Rating (WoR) : \*\*\*

+-----+

Cait Sith  
 =====  
 Confuse           x 7  
 Imp               x 5  
 Float             x 2

At level up:  
 Magic +1  
 Cat Rain (28 MP)  
 Confuses all enemies.

Confuse, when used surgically, can easily be one of the deadliest spells in the game, with its capability to turn allies against each other. In addition, the other two spells Cait Sith teaches you are useful in their own rights. I suggest using Cait Sith liberally if you like to Confuse your enemies.

Obtained in : Zozo

Rating (WoB) : \*\*\*\*

Rating (WoR) : \*\*\*

-----+

Ifrit  
 =====  
 Fire               x 10  
 Fira               x 5  
 Drain              x 1

At level up:  
 Strength +1  
 Hellfire (26 MP)  
 Scorches all enemies in a fiery blaze.

If you need Fire spells, Ifrit's your esper. He can attack for some nice Fire damage and he teaches you all the Fire family spells except Firaga. Definitely a must-have.

Obtained in : Magitek Research Facility

Rating (WoB) : \*\*\*\*

Rating (WoR) : \*\*\*

-----+

Shiva  
 =====  
 Blizzard           x 10  
 Blizzara           x 5  
 Rasp               x 4  
 Osmose             x 4  
 Cure               x 3

At level up:  
 N/A  
 Diamond Dust (27 MP)  
 Envelops all enemies in an arctic chill.

Ifrit is to Fire as Shiva is to Ice. As the Ice Queen, Shiva teaches you a large assortment of Blizzard based spells and her attack will do some nice Ice damage. As with Ifrit, Shiva does not teach you Blizzaga (the highest-level Ice spell), but her usefulness otherwise makes up for it.

Obtained in : Magitek Research Facility

Rating (WoB) : \*\*\*\*

Rating (WoR) : \*\*\*

-----+

Unicorn  
 =====  
 Cura               x 4  
 Esuna              x 3

At level up:  
 N/A  
 Healing Horn (30 MP)

Dispel	x	2	Cures party of most status ailments.
Protect	x	1	
Shell	x	1	

Unicorn's overall usefulness ... well, Unicorn really isn't that useful for much of the game. Even though Unicorn teaches you new spells when you get it, you'll find other espers who can teach you the same spells in significantly less time (Seraph teaches Cura at 8x and Esuna at 4x, Alexander teaches the other three spells at 10x). It's more worth it to wait a few hours and get the better espers.

Obtained in : Magitek Research Facility

Rating (WoB) : \*\*  
 Rating (WoR) : \*

-----+

Maduin			At level up:
=====			Magic +1
Fira	x	3	
Blizzara	x	3	Chaos Wave (44 MP)
Thundara	x	3	Unleashes a tide of anger on enemies.

Maduin may not teach his three spells as fast as other espers, but he is the only one who teaches all three at the same time AND his esper attack is effective as well since it's non-elemential.

Obtained in : Magitek Research Facility

Rating (WoB) : \*\*\*\*  
 Rating (WoR) : \*\*\*\*

-----+

Catoblepas			At level up:
=====			HP +10%
Bio	x	8	
Break	x	5	Demon Eye (45 MP)
Death	x	2	Petrifies all enemies.

Catoblepas teaches some nifty spells and is the only esper who teaches those spells. Although none of the spells are really necessary, they are rather nice to have and work well against many enemies.

Obtained in : Magitek Research Facility

Rating (WoB) : \*\*\*  
 Rating (WoR) : \*\*\*

-----+

Phantom			At level up:
=====			MP +10%
Berserk	x	3	
Vanish	x	3	Ghostly Veil (38 MP)
Gravity	x	5	Turns all allies invisible.

Vanish is one of the sweeter spells in the game; it allows you to evade all

physical attacks directed towards a character. Phantom's esper power does this to all your allies. Even though you can learn Vanish at 10x from Cactuar, you won't get that esper until much later in the game.

Obtained in : Magitek Research Facility

Rating (WoB) : \*\*\*\*

Rating (WoR) : \*\*\*

-----+

Carbuncle			At level up:
-----			MP +10%
Reflect	x	5	
Haste	x	3	Ruby Light (36 MP)
Shell	x	2	Casts Reflect on all allies.
Protect	x	2	
Teleport	x	2	

Carbuncle teaches some great spells at the point when you get the esper. However, later on, in the World of Ruin, you can learn all the spells (sans Reflect) at faster rates. Despite that, Carbuncle is a worthy esper and you'll most likely want to teach Reflect to multiple characters.

Obtained in : Magitek Research Facility

Rating (WoB) : \*\*\*\*

Rating (WoR) : \*\*\*\*

-----+

Bismarck			At level up:
-----			Strength +2
Fire	x	20	
Blizzard	x	20	Breach Blast (50 MP)
Thunder	x	20	Slams all enemies with giant bubbles.
Raise	x	2	

If you're looking to teach the basic elemental spells to anyone, Bismarck is definitely the esper you want. Bismarck teaches all three spells faster than any other esper and has a rather nifty esper attack to boot. In the World of Ruin, you may want to skip the basic spells, but that's a decision that's entirely up to you (I like to teach them to my characters anyways).

Obtained in : Magitek Research Facility

Rating (WoB) : \*\*\*\*\*

Rating (WoR) : \*\*\*\*

-----+

Golem			At level up:
-----			Stamina +2
Protect	x	5	
Stop	x	5	Earthen Wall (33 MP)
Cura	x	5	Protects party from physical attacks.

Golem has a very good balance of everything: spells, spell rates, level up bonuses, even his esper attack is definitely worth the MP it costs. Golem is

a great overall esper. Even though you can learn the spells at faster rates later on, Earthen Wall is a great spell to significantly reduce physical attack damage that you can use throughout the game

Obtained in : Jidoor Auction House

Rating (WoB) : \*\*\*\*\*

Rating (WoR) : \*\*\*\*

-----+

Zona Seeker		At level up:
-----		Magic +2
Rasp	x 20	
Osmose	x 15	Magic Shield (30 MP)
Shell	x 5	Increases the party's magic defense.

Zona Seeker teaches some great spells. Rasp and Osmose are great spells against magic wielding enemies and Osmose in itself is a great spell for when you're running low on MP. In addition, its esper attack is great at helping you out in magic defense. Between Zona Seeker and Golem, you have a solid and reliable defense against most any attack.

Obtained in : Jidoor Auction House

Rating (WoB) : \*\*\*\*\*

Rating (WoR) : \*\*\*\*

-----+

Seraph		At level up:
-----		N/A
Raise	x 5	
Cura	x 8	Angel Feathers (40 MP)
Cure	x 20	Restores HP to all allies.
Regen	x 10	
Esuna	x 4	

Seraph teaches a lot of useful spells, and you can obtain it fairly early in the World of Balance. In addition, you can only learn these spells in the World of Balance from Seraph (Raise, Esuna). Even though you get better espers later on, Seraph is easily one of the best espers available in the World of Balance.

Obtained in : Tzen

Rating (WoB) : \*\*\*\*\*

Rating (WoR) : \*\*\*

-----+

Quetzalli		At level up:
-----		N/A
Haste	x 20	
Slow	x 20	Sonic Dive (31 MP)
Hastega	x 2	Lifts the party up for an aerial
Slowga	x 2	attack.
Float	x 5	

Quetzalli allows for a good variety of spells. For characters who don't know Haste, Quetzalli can teach it quickly; for characters who want learn Hastega,

Quetzalli ... well .. teaches it. In addition, Sonic Dive can be extremely useful against any enemy with a final attack like Ultima or 10,000 Needles; since your characters are in the air with Sonic Dive, those attacks will miss.

Obtained in : Solitary Island

Rating (WoB) : N/A

Rating (WoR) : \*\*\*\*

-----+

Fenrir		At level up:
-----=		MP +30%
Teleport	x 10	
Banish	x 5	Howling Moon (35 MP)
Stop	x 3	Creates illusionary images of the party.

Howling Moon works extremely well against physical attacks because it increases your evasion. In addition, until you get the Crusader magicite, Fenrir's MP +30% esper bonus is the best MP bonus available. Banish can be a useful spell in its own right, but overall, you can find much better attack spells. However, it still pays for at least one character to learn it in the rare case that it can win a boss battle for you.

Obtained in : Mobliz

Rating (WoB) : N/A

Rating (WoR) : \*\*\*\*

-----+

Valigarmanda		At level up:
-----=		Magic +2
Firaga	x 1	
Blizzaga	x 1	Tri-Disaster (34 MP)
Thundaga	x 1	Hits enemies with fire, ice and lightning.

Valigarmanda is the ONLY esper who can teach you Blizzaga and Thundaga (the Phoenix esper will teach you Firaga). With that said, it seems fitting that Valigarmanda should be a part of every player's team since the -ga level spells are pretty much the most devastating spells for quite some time (until you get spells like Meteor, Flare, Holy and Ultima). Even then, if an enemy is weak to a particular element, a -ga level spell can sometimes be more devastating than a high level spell (this is especially apparent at lower levels).

Obtained in : Narshe

Rating (WoB) : N/A

Rating (WoR) : \*\*\*\*\*

-----+

Midgardsormr		At level up:
-----=		HP +30%
Quake	x 10	
Graviga	x 5	Abyssal Maw (20 MP)
Tornado	x 3	Crushes enemies with seismic waves.



Quake is one of the quirky spells in the game. It can deal out massive damage, but hurts your own team at the same time, unless you've casted Float on your party (learned from Cait Sith and Quetzalli). Depending on your laziness level, Quake can either be a pain in the ass, or one of the better spells in the game. Tornado is the exact same way, only it cannot be avoided by simply casting another spell; it'll have a chance to reduce EVERYONE to critical HP levels. With that said, I still think both spells are worth learning and if used surgically, can be very devastating to unsuspecting enemies.

Obtained in : Narshe Mines

Rating (WoB) : N/A

Rating (WoR) : \*\*\*\*

-----+

Lakshmi		At level up:
=-----=		Stamina +2
Cure	x 25	
Cura	x 16	Alluring Embrace (37 MP)
Curaga	x 1	Restores HP to all allies.
Regen	x 20	
Esuna	x 20	

Lakshmi is hard to judge. On one hand, she teaches Curaga and is one of two espers who does so. In addition, she teaches every other spell at a very accelerated rate. However, her level up bonus is terrible (since high Stamina can actually harm you), another esper teaches Curaga at a faster rate (Phoenix teaches it at x2) and her esper attack is just a glorified Curaga. With that said, Lakshmi is still a fairly decent esper overall and can quickly bring old and unused characters back up to speed with the rate they'll learn the lower-level spells. In addition, the level up bonus becomes non-existent if you do your Magic AP grinding on the Veldt (where you always gain 0 EXP).

Obtained in : Owzer's Mansion

Rating (WoB) : N/A

Rating (WoR) : \*\*\*\*

-----+

Alexander		At level up:
=-----=		N/A
Holy	x 2	
Shell	x 10	Divine Judgement (45 MP)
Protect	x 10	Sears enemies with a beam of holy light.
Dispel	x 10	
Esuna	x 15	

Alexander is another esper that's hard to judge. Shell and Protect are both very good spells, but in Final Fantasy VI, both those spells are negligible. Holy is a very good spell and even carries its own element, but by the time you get it, you'll probably have access to Ultima, a much more damaging spell. In addition, you have to complete a rather large series of events to even get Alexander, which kind of makes him a pain in the keister to get (Ragnarok is MUCH easier overall).

Obtained in : Doma Castle

Rating (WoB) : N/A

Rating (WoR) : \*\*\*

+-----+

Phoenix		At level up:
=====		N/A
Raise	x 10	
Arise	x 2	Flame of Rebirth (55 MP)
Reraise	x 1	Revives all KO'd allies.
Curaga	x 2	
Firaga	x 3	

Hands down, Phoenix is one of THE best espers in the game. Phoenix is the ONLY esper who teaches the Reraise spell (formerly known as Life 3), which is a must-have spell for pretty much anyone. In addition, Phoenix teaches all other spells faster than the other espers (albeit not that much faster) and its esper attack can save your ass in a pinch. The only thing that works against Phoenix is its lack of a level up bonus. However, that still doesn't stop Phoenix from being a must-have esper.

Obtained in : Phoenix Cave

Rating (WoB) : N/A

Rating (WoR) : \*\*\*\*\*

+-----+

Odin		At level up:
=====		Speed +1
Meteor	x 1	
		Zantetsuken (35 MP)
		Cleaves all enemies in two.

Odin isn't that great. Meteor pales in comparison to other high-level spells AND it's taught much faster by the Crusader (at 10x, no less). Odin's level up bonus is overshadowed by another esper (Cactuar gives you a +2 to Speed). Lastly, Zantetsuken can be upgraded to Shin-Zantetsuken. It really pays more to go a little farther and upgrade Odin to Raiden.

Obtained in : Ancient Castle

Rating (WoB) : N/A

Rating (WoR) : \*\*

+-----+

Bahamut		At level up:
=====		HP +50%
Flare	x 2	
		Mega Flare (43 MP)
		Hits all enemies with a nuclear blast.

Bahamut is a staple to the Final Fantasy series. With that said, everything about Bahamut kicks a lot of ass, but isn't the best esper in the game. Despite that, Bahamut is a very good esper with a lot to offer: a pretty decent spell, a fairly good level up bonus and an esper attack that every FF fan should love.

Obtained in : Overworld (after defeating Deathgaze)

Rating (WoB) : N/A  
Rating (WoR) : \*\*\*\*

+-----+

Ragnarok  
=====

Ultima x 1

At level up:  
N/A

Metamorphose (3 MP)  
Turns one enemy into an item.

Ragnarok is, hands down, THE esper to have. Ragnarok (the magicite) is one of TWO items in the game that teaches you the Ultima spell, which cuts through pretty much anything and everything you'll run into. Metamorphose is also an excellent ability since you can get a lot of rare items available only through Metamorphose. Ragnarok gives no level up bonus, but you won't be needing it with Ultima at your disposal. Besides, you can gain your level up bonuses using other espers.

Obtained in : Narshe (with Locke)

Rating (WoB) : N/A  
Rating (WoR) : \*\*\*\*\*

+-----+

Crusader  
=====

Meltdown x 1  
Meteor x 10

At level up:  
MP +50%

Cleansing (48 MP)  
Greatly damages all enemies and allies.

Crusader has some benefits and deficits as well. For example, Meltdown and Meteor are both pretty good spells overall. In addition, having a 50% MP bonus never hurts. However, Cleansing harms everyone on the battle field, including your own teammates. In addition, by the time you get Crusader, better spells are available.

Obtained in : After defeating all 8 Dragons

Rating (WoB) : N/A  
Rating (WoR) : \*\*\*\*

+-----+

Raiden  
=====

Quick x 1

At level up:  
Strength +2

Shin-Zantetsuken (40 MP)  
Cleaves all enemies in two.

Raiden, when compared to Odin, kicks Odin in the ass in every way. Quick is a much better spell, Shin-Zantetsuken works better for only 5 more MP and Raiden's level up bonus is a better overall bonus when compared to Odin's Speed +1 (not to mention that Raiden is one of two espers who gives you a Strength +2 bonus). It really pays to convert Odin to Raiden in the long run. Given, you'll have a blank spot on your Esper list, but you'll have blank spots no matter what you do (there's two at the very bottom anyways).

Obtained in : Ancient Castle

Rating (WoB) : N/A  
Rating (WoR) : \*\*\*\*

+-----+

Leviathan  
=-----=  
Flood                   x   2

At level up:  
Stamina +2  
  
Tidal Wave (35 MP)  
Deluges enemies with a giant wave.

Leviathan has too many things that work against it for it to be an excellent esper. Flood is a fairly decent spell and is Water-elemential, but very few enemies are actually weak to Water. Also, by the time you actually obtain Leviathan, Flood becomes more or less obsolete. Lastly, the Stamina +2 level up bonus isn't worth it since Stamina works against you.

Obtained in : Ferry between South Figaro and Nikeah

Rating (WoB) : N/A  
Rating (WoR) : \*\*\*

+-----+

Cactuar  
=-----=  
Teleport               x  20  
Vanish                 x  10  
Hastega                x   5

At level up:  
Speed +2  
  
1000 Needles (25 MP)  
Damages all enemies. Or,  
sometimes ...

Cactuar is one of those one-of-a-kind espers you can obtain. It teaches spells that can be learned from other espers, but it teaches them faster. Its level up bonus is the best Speed bonus available in the game. Lastly, 1000 Needles will always do 1000 damage, or occasionally it'll do 9999 damage. Overall, Cactuar is a great esper. Even though getting it is a pain in the ass, it'll pay off in the long run.

Obtained in : Desert southwest of Maranda

Rating (WoB) : N/A  
Rating (WoR) : \*\*\*\*\*

+-----+

Diabolos  
=-----=  
Graviga                x   5  
Gravija                x   3

At level up:  
HP +100%  
  
Dark Messenger (45 MP)  
Critically wounds all enemies.

There is a very good reason that you have to defeat Kaiser Dragon to get this magicite. Everything about Diabolos rocks (well, except the Graviga spell, but Gravija more than makes up for it). Gravija reduces enemies HP to 1/16 and is guaranteed to hit nearly 100% of the time. The level up gain is THE best way to gain HP. Dark Messenger is a kickass esper attack. Also, if you've noticed, I gave Diabolos six stars; trust me, it definitely lives up to every single one of them.

Obtained in : Dragon's Den

Rating (WoB) : N/A

Rating (WoR) : \*\*\*\*\*

+-----+

```

Gilgamesh
=====
Quick          x  1
Valor          x  5

```

```

At level up:
Strength +2
??? (50 MP)
Summons a legendary swordsman.

```

Gilgamesh is a hard esper to obtain, but the payoff is well worth it. Gilgamesh teaches two of the best support spells in the game: Quick and Valor. Quick gives you two free turns and Valor can turn the wimpiest of warriors into a fighter capable of dealing 9999 damage constantly. Gilgamesh is one of two espers who give you a Strength +2 bonus.

Obtained in : Coliseum (bet Excalipoor)

Rating (WoB) : N/A

Rating (WoR) : \*\*\*\*\*

+-----+

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|         | F I N A L   F A N T A S Y   V I         |
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| /  / \  | A P P E N D I X   F         |
| | /  \ | O-----O-----O-----O-----O-----O-----O-----O-----O
| | /  \ | | M A G I C         |
| | /  \ | O-----O-----O-----O-----O-----O-----O-----O-----O
| | /  \ | |         |         | ^[APPX.006] |         |
|         |         |         |         |         |         |         |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This appendix will give you a listing of every magic spell available in the game. In addition, I'll give you the in-game description and how much MP each spell uses.

NOTE: This Appendix doesn't take any Relics into consideration, so if you're only seeing 1 MP required for any spells, it's nothing to fret about.

If you want to see what espers teach each spell, use Appendix D.

First off ... here's the entire Magic listing:

```

Cure          Cura
Curaga       Raise
Arise         Poisona
Esuna         Regen
Reraise

Fire          Blizzard

```

Thunder	Poison
Drain	Fira
Blizzara	Thundara
Bio	Firaga
Blizzaga	Thundaga
Break	Death
Holy	Flare
Gravity	Graviga
Banish	Meteor
Ultima	Quake
Tornado	Meltdown
Flood	Gravija

Libra	Slow
Rasp	Silence
Protect	Sleep
Confuse	Haste
Stop	Berserk
Float	Imp
Reflect	Shell
Vanish	Hastega
Slowga	Osmose
Teleport	Quick
Dispel	Valor

+-----+

H E A L I N G   M A G I C

+-----+

Spell       : Cure

Effect       : Restores HP

MP Used     : 5 MP

+-----+

Spell       : Cura

Effect       : Restores HP

MP Used     : 25 MP

+-----+

Spell       : Curaga

Effect       : Restores HP

MP Used     : 40 MP

+-----+

Spell       : Raise

Effect       : Revives a KO'd target

MP Used     : 30 MP

+-----+

Spell : Arise

Effect : Revives and fully restores the HP of a KO'd target

MP Used : 60 MP

+-----+

Spell : Poisons

Effect : Removes poison status from the target

MP Used : 3 MP

+-----+

Spell : Esuna

Effect : Removes most status ailments from the target

MP Used : 15 MP

+-----+

Spell : Regen

Effect : Gradually restores the target's HP.

MP Used : 10 MP

+-----+

Spell : Reraise

Effect : Gradually restores the target's HP

MP Used : 10 MP

+-----+

A T T A C K M A G I C

+-----+

Spell : Fire

Effect : Attacks with fire

MP Used : 4 MP

+-----+

Spell : Blizzard

Effect : Attacks with ice

MP Used : 5 MP

+-----+

Spell : Thunder

Effect : Attacks with lightning

MP Used : 6 MP

+-----+

Spell : Poison

Effect : Inflicts poison on the target

MP Used : 3 MP

+-----+

Spell : Drain

Effect : Absorbs HP from the target

MP Used : 15 MP

+-----+

Spell : Fira

Effect : Attacks with fire

MP Used : 20 MP

+-----+

Spell : Blizzara

Effect : Attacks with ice

MP Used : 21 MP

+-----+

Spell : Thundara

Effect : Attacks with lightning

MP Used : 22 MP

+-----+

Spell : Bio

Effect : Releases a bacterial cloud

MP Used : 26 MP

+-----+

Spell : Firaga



Effect : Attacks with fire

MP Used : 51 MP

+-----+

Spell : Blizzaga

Effect : Attacks with ice

MP Used : 52 MP

+-----+

Spell : Thundaga

Effect : Attacks with lightning

MP Used : 53 MP

+-----+

Spell : Break

Effect : Inflicts petrification on the target

MP Used : 25 MP

+-----+

Spell : Death

Effect : KO's the target

MP Used : 35 MP

+-----+

Spell : Holy

Effect : Attacks with holy energy

MP Used : 40 MP

+-----+

Spell : Flare

Effect : Blasts the target with concentrated thermal explosions

MP Used : 45 MP

+-----+

Spell : Gravity

Effect : Reduces the target's HP by 1/2

MP Used : 33 MP

+-----+

Spell : Graviga

Effect : Reduces the target's HP by 3/4

MP Used : 48 MP

+-----+

Spell : Banish

Effect : Banishes enemies to another dimension

MP Used : 53 MP

+-----+

Spell : Meteor

Effect : Rains meteors down upon enemies for massive damage

MP Used : 62 MP

+-----+

Spell : Ultima

Effect : Attacks all enemies with powerful, lost magic

MP Used : 80 MP

+-----+

Spell : Quake

Effect : Opens a rift in the earth that swallows up and damages all enemies and allies

MP Used : 50 MP

+-----+

Spell : Tornado

Effect : Evokes scouring winds that reduce all enemies and allies to critical HP levels

MP Used : 75 MP

+-----+

Spell : Meltdown

Effect : Envelops all enemies and allies in ultra-hot flame

MP Used : 85 MP

+-----+

Spell : Flood

Effect : Traps enemies in a violent, damaging stream of water

MP Used : 60 MP

---

Spell : Gravija

Effect : Reduces the Hp of all enemies by 7/8

MP Used : 70 MP

---

E F F E C T M A G I C

---

Spell : Libra

Effect : Reveals teh target's level, HP, MP, and elemental weakness

MP Used : 3 MP

---

Spell : Slow

Effect : Reduces the target's speed

MP Used : 5 MP

---

Spell : Rasp

Effect : Damages the target's MP

MP Used : 12 MP

---

Spell : Silence

Effect : Inflicts silence on the target

MP Used : 8 MP

---

Spell : Protect

Effect : Places a magical shield around the target that boosts physical defense

MP Used : 12 MP

+-----+  
Spell : Sleep

Effect : Inflicts sleep on the target

MP Used : 5 MP  
+-----+

Spell : Confuse

Effect : Inflicts confusion on the target

MP Used : 8 MP  
+-----+

Spell : Haste

Effect : Increases the target's speed

MP Used : 10 MP  
+-----+

Spell : Stop

Effect : Stops the flow of time around the target, preventing it from attacking

MP Used : 10 MP  
+-----+

Spell : Berserk

Effect : Inflicts berserk status on the target

MP Used : 16 MP  
+-----+

Spell : Float

Effect : Causes teh target to float in midair

MP Used : 17 MP  
+-----+

Spell : Imp

Effect : Inflicts imp status on the target, or removes it if already inflicted

MP Used : 10 MP  
+-----+

Spell : Reflect

Effect : Places a barrier around the target that reflects magic back at its caster

MP Used : 22 MP

---

Spell : Shell

Effect : Places a magical shield around the target that boosts magic defense

MP Used : 15 MP

---

Spell : Vanish

Effect : Turns the target invisible

MP Used : 18 MP

---

Spell : Hastega

Effect : Increase all allies' speed

MP Used : 38 MP

---

Spell : Slowgra

Effect : Reduces all enemies' speed

MP Used : 26 MP

---

Spell : Osmose

Effect : Absorbs MP from an enemy

MP Used : 1 MP

---

Spell : Teleport

Effect : Teleports the party out of a dungeon or battle

MP Used : 20 MP

---

Spell : Quick



+-----+

Bushido : Sky

Effect : Readies a devastating counterattack to unleash when next attacked.

Learned at : Level 6

+-----+

Bushido : Tiger

Effect : Channels focused ki energy through the samurai's blade to halve a single enemy's HP.

Learned at : Level 12

+-----+

Bushido : Flurry

Effect : Performs a flowing, 4-strike combo while floating gracefully among enemies.

Learned at : Level 15

+-----+

Bushido : Dragon

Effect : Manipulates the flow of ki energy to draw HP and MP from a single enemy.

Learned at : Level 24

+-----+

Bushido : Eclipse

Effect : Shapes ki energy into a shower of blades, which rains down upon all enemies.

Learned at : Level 34

+-----+

Bushido : Tempest

Effect : Unleashes a powerful, 4-strike combo against multiple enemies.

Learned at : Level 44

+-----+

Bushido : Oblivion

Effect : Cleaves all enemies in two.

Learned at : Level 70

```

+-----+
O-----O-----
|      | F I N A L   F A N T A S Y   V I      |
|  /  \  | O-----O-----
| /  \  \ | A P P E N D I X   H      |
| | /  \  | O-----O-----
| | /  \  | | B L I T Z      |
| | /  \  | O-----O-----O-----O-----
| | /  \  | | ^[APPX.008] |
| | /  \  | | O-----O-----
O-----O-----

```

This appendix will give you a listing of every Blitz available in the game. In addition, I'll tell you what level you'll learn each Blitz at and give a short description of how to perform the Blitz.

If you want an in-depth guide on Blitzing, check out Yoshi6400's Blitz Guide, found on GameFAQs.

NOTE: This guide is built with the GBA's ... err ... abnormalities in mind. I only have the buttons you NEED to push, not the ones the game has you thinking you need to push.

Here's the entire Blitz listing:

- |               |                |
|---------------|----------------|
| Raging Fist   | Aura Cannon    |
| Meteor Strike | Rising Phoenix |
| Chakra        | Razor Gale     |
| Soul Spiral   | Phantom Rush   |

```

+-----+

Blitz      : Raging Fist

Effect     : Unleashes a flurry of blows on a single enemy.

Learned at : Level 1

Command    : Left , Right , Left , A button

+-----+

Blitz      : Aura Cannon

Effect     : Blasts a single enemy with a bolt of holy energy.

Learned at : Level 6

Command    : Down , Down , Left , A button

+-----+

Blitz      : Meteor Strike

```



Effect : Hurls a single enemy into the ground.

Learned at : Level 10

Command : L button , R button , Down , Up , A button

+-----+

Blitz : Rising Phoenix

Effect : Engulfs all enemies in spiritual flame.

Learned at : Level 15

Command : Left , Left , Down , Down , Right , A button

+-----+

Blitz : Chakra

Effect : Restores some HP to all other party members.

Learned at : Level 23

Command : R button , L button , R button , L button , Down , Up , A button

+-----+

Blitz : Razor Gale

Effect : Slashes all enemies with a cutting wind.

Learned at : Level 30

Command : Up , Up , Right , Right , Down , Down , Left , A button

+-----+

Blitz : Soul Spiral

Effect : Sacrifices self to fully heal all other party members.

Learned at : Level 42

Command : R button , L button , Up , Down , Right , Left , A button

+-----+

Blitz : Phantom Rush

Effect : Deals massive damage to a single enemy.

Learned at : Level 70 or Duncan's House

Command : Left , Left , Up , Up , Right , Right , Down , Down , Left ,  
A button

+-----+

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|      |      | F I N A L   F A N T A S Y   V I      |      |
|  /  \  | O-----O-----O-----O-----O-----O-----O-----O-----O
| /  \  \ | A P P E N D I X   I      |      |
| | /  \  | O-----O-----O-----O-----O-----O-----O-----O-----O
| | /  \  | | L O R E      |      |
| | /  \  | O-----O-----O-----O-----O-----O-----O-----O-----O
| | /  \  | |      |      |      |      |      |      |      |      |      |      |
| | /  \  | |      |      |      |      |      |      |      |      |      |      |
| | /  \  | |      |      |      |      |      |      |      |      |      |      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This appendix will give you a listing of every Lore available in the game. In addition, I'll tell you what enemies can give you those Lores and where these enemies are located.

First off ... here's the entire Lore listing:

Doom	Roulette	Tsunami
Aqua Breath	Aero	1000 Needles
Mighty Guard	Revenge Blast	White Wind
Lv. 5 Death	Lv. 4 Flare	Lv. 3 Confuse
Reflect ???	Lv. ? Holy	Traveler
Force Field	Dischord	Bad Breath
Transfusion	Ripper	Stone
Quasar	Grand Delta	Self-Destruct

Here's what you'll see in each section:

Doom (20 MP) (1)  
 Dooms an enemy to be KO'd in twenty seconds. (2)

Learned from	Location (3)	WoB / WoR
Ahriman	Kefka's Tower (Gold Dragon's Room)	WoR
	Dragon's Den (Dragon Temple Treasure Room)	WoR
Alluring Rider	Cyan's Dream	WoR
Death Warden	Cave on the Veldt (Monster-in-a-box)	WoR
Nelapa	Floating Continent (escape)	WoB
Skull Dragon	Kefka's Tower (Party #3)	WoR
Rest	Kefka's Tower (Party #3)	WoR

And here's what these all mean:

- (1) : Lore name and MP required for the Lore
- (2) : Description of the Lore
- (3) : A listing of enemies that will give you the Lore, where the monster is located and what world the location can be found in

```

+-----+
Doom (20 MP)
Dooms an enemy to be KO'd in twenty seconds.

Learned from      Location      WoB / WoR
=====

```

Ahriman	Kefka's Tower (Gold Dragon's Room)	WoR
	Dragon's Den (Dragon Temple Treasure Room)	WoR
Alluring Rider	Cyan's Dream	WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Death Warden	Cave on the Veldt (Monster-in-a-box)	WoR
Fiend	Kefka's Tower (after defeating Demon)	WoR
Nelapa	Floating Continent (escape)	WoB
Skull Dragon	Kefka's Tower (Party #3)	WoR
Rest	Kefka's Tower (Final Battle part 3)	WoR
Still Life	Owzer's Mansion	WoR

-----+

Roulette (10 MP)

Spins a roulette wheel that KO's the enemy or ally on which it stops.

Learned from	Location	WoB / WoR
Ahriman	Kefka's Tower (Gold Dragon's Room)	WoR
	Dragon's Den (Dragon Temple Treasure Room)	WoR
Alluring Rider	Cyan's Dream	WoR
Onion Knight	Vector	WoB
	Magitek Research Facility	WoB
Nelapa	Floating Continent (escape)	WoB
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR

-----+

Tsunami (20 MP)

Deluges enemies with a powerful tidal wave.

Learned from	Location	WoB / WoR
Blue Dragon	Ancient Castle (Queen's Basement)	WoR
Enuo	Cave to the Ancient Castle	WoR
Master Tonberry	Cave to the Ancient Castle (Monster-in-a-Box)	WoR
Ultima Weapon	Floating Continent	WoB
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR

-----+

Aqua Breath (22 MP)

Engulfs enemies in a stream of bubbles, dealing both wind and water damage.

Learned from	Location	WoB / WoR
Strago comes with this Lore learned.		

-----+

Aero (41 MP)

Creates a crushing gravitational vortex around enemies.

Learned from	Location	WoB / WoR
Deathgaze	Airship	WoR
Marchosias	Kohlingen Area	WoR

Vasegiatta	Thamasa Area	WoR
Demon	Kefka's Tower (After Guardian)	WoR
Storm Dragon	Dragon's Den (Burning Labyrinth)	WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Gorgimera	Cave on the Veldt	WoR
Sprinter	Plains on South-Western Continent	WoR
	Plains around North-Eastern Continent	WoR
Tyrannosaur	Forest north of Veldt & East of Gau's Father's House	WoR

-----+

1000 Needles (50 MP)

Creates a crushing gravitational vortex around enemies.

Learned from	Location	WoB / WoR
Brainpan	Floating Continent	WoB
Cactuar	Maranda Area (southern desert)	WoR
Face	Phoenix Cave	WoR
Samurai Soul	Ancient Castle	WoR
Mover	Kefka's Tower	WoR
Angler Whelk (shell section)	Darill's Tomb	WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR

-----+

Mighty Guard (80 MP)

Casts Protect and Shell on all allies.

Learned from	Location	WoB / WoR
Mover	Kefka's Tower	WoR
Land Ray	Solitary Island (Desert)	WoR
Guardian	Kefka's Tower	WoR

-----+

Revenge Blast (31 MP)

Deals damage to an enemy equal to the caster's current amount of HP loss.

Learned from	Location	WoB / WoR
Strago comes with this Lore learned.		

-----+

White Wind (45 MP)

Restores all allies' HP by an amount equal to the caster's current HP.

Learned from	Location	WoB / WoR
Venobennu	Esper Caves	WoB
Curlax	Cyan's Dream	WoR
Lady	Kefka's Tower (Final Battle)	WoR
Marchosias	Kohlingen Area	WoR
Peeper	Solitary Island	WoR

	Deserts near Tzen	WoR
Sprinter	Plains on South-Western Continent	WoR
	Plains around North-Eastern Continent	WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Kamui	Zone Eater's Belly	WoR
Storm Dragon	Mt. Zozo	WoR

-----+

Lv. 5 Death (22 MP)

Casts Death on enemies whose levels are divisible by 5.

Learned from	Location	WoB / WoR
Apocrypha	Floating Continent	WoB
Daedalus	Kefka's Tower	WoR
Deathgaze	Airship	WoR
Duel Armor	Kefka's Tower	WoR
Devil	Cave to the Ancient Castle	WoR
	Ancient Castle	WoR
Death Machine	Kefka's Tower	WoR
Trapper	Magitek Research Facility	WoB
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR

-----+

Lv. 4 Flare (42 MP)

Casts Flare on enemies whose levels are divisible by 4.

Learned from	Location	WoB / WoR
Apocrypha	Floating Continent	WoB
Duel Armor	Kefka's Tower	WoR
Devil	Cave to the Ancient Castle	WoR
	Ancient Castle	WoR
Trapper	Magitek Research Facility	WoB
Red Dragon	Phoenix Cave	WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Magna Roder (Brown)	Narshe Mines	WoR

-----+

Lv. 3 Confuse (28 MP)

Casts Confuse on enemies whose levels are divisible by 3.

Learned from	Location	WoB / WoR
Apocrypha	Floating Continent	WoB
Dante	South Figaro Cave	WoR
	Figaro Castle (Basement & Engine Room)	WoR
Devil	Cave to the Ancient Castle	WoR
	Ancient Castle	WoR
Trapper	Magitek Research Facility	WoB
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR

Reflect ??? (0 MP)

Inflicts various status ailments on enemies protected by Reflect.

Learned from	Location	WoB / WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Daedalus	Kefka's Tower	WoR

Lv. ? Holy (50 MP) \*

Casts Holy on enemies whose levels are divisible by ?.

Learned from	Location	WoB / WoR
Alluring Rider	Cyan's Dream	WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
InnoSent	Kefka's Tower	WoR
Red Dragon	Phoenix Cave	WoR

\* The ? in Lv. ? Holy denotes the last digit in your Gil. If you have 1337 Gil, you'll have a Lv. 7 Holy. Keep the number at 1 to have an all-hitting Holy. (thanks to the GameFAQs user kanime\_yuta for explaining this to me)

Traveler (26 MP)

Deals damage to an enemy equal to 1/32 of the party's total steps taken.

Learned from	Location	WoB / WoR
Brachiosaur	Forest north of Veldt & East of Gau's Father's House	WoR
Crawler	Plains around Maranda	WoR
	Plains around North-Eastern Continent	WoR
	Plains around Narshe	WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Unseelie	South Figaro Area	WoB
	Returner Hideout Area (after Mt. Kolts)	WoB
	Nikeah Area	WoB
Intangir	Triangle Island	WoB/WoR
Master Tonberry	Cave to the Ancient Castle (Monster-in-a-Box)	WoR
Fafnir	Plains on Southern Continent	WoR
Tonberry	Yeti's Cave	WoR
Onion Dasher	Yeti's Cave (Umaro's Room)	WoR

Force Field (24 MP)

Constructs a magic barrier that negates damage of a random element.

Learned from	Location	WoB / WoR
Fiend	Kefka's Tower	WoR

-----+

Dischord (68 MP)

Unleashes sound waves of a special frequency that halve an enemy's level.

Learned from	Location	WoB / WoR
Chaser	Vector	WoB
Crawler	Plains around Maranda	WoR
	Plains around North-Eastern Continent	WoR
	Plains around Narshe	WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Figaro Lizard	Cave to the Ancient Castle	WoR
	Ancient Castle	WoR
Metal Hitman	Kefka's Tower	WoR
Lizard	Serpent Trench	WoR
Gamma	Kefka's Tower	WoR
Satellite	Veldt *	WoB

\* You find the Satellite in a Monster-in-a-Box encounter at the Imperial Camp. To get Dischord from this monster, you have to re-find it on the Veldt.

-----+

Bad Breath (32 MP)

Spews foul breath that inflicts various status ailments on enemies.

Learned from	Location	WoB / WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Great Malboro	Kefka's Tower	WoR
	Dragon's Den	WoR
Malboro	Darill's Tomb	WoR

-----+

Transfusion (1 MP)

Fully heals an ally at the cost of the caster's own life and all MP.

Learned from	Location	WoB / WoR
Intangir	Triangle Island	WoB/WoR
Junk	Kefka's Tower	WoR
Mousse	Kohlingen Area	WoR

-----+

Rippler (66 MP)

Exchanges an enemy's status effects with those of the caster.

Learned from	Location	WoB / WoR
Blue Dragon	Ancient Castle (Queen's Basement)	WoR
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Leap Frog	Maranda Area	WoR
	Narshe Area	WoR

Stone (22 MP)

Throws stones at enemies, dealing damage and inflicting confusion.

Learned from	Location	WoB / WoR
--------------	----------	-----------

=====		
Strago comes with this Lore learned.		

Quasar (50 MP)

Calls down debris from outer space, dealing massive damage to all enemies.

Learned from	Location	WoB / WoR
--------------	----------	-----------

=====		
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Lady	Kefka's Tower (Final Battle)	WoR

Grand Delta (64 MP)

Creates a triangular energy field that deals massive damage to all enemies.

Learned from	Location	WoB / WoR
--------------	----------	-----------

=====		
Hidon	Ebot's Rock	WoR

Self Destruct (1 MP)

Deals damage to an enemy at the cost of the caster's own life.

Learned from	Location	WoB / WoR
--------------	----------	-----------

=====		
Balloon	Thamasa (Burning House)	WoB
Bomb	Phantom Train	WoB
	Forest to the West of Veldt	WoB
Dark Force	Kefka's Tower	WoR
	Dragon's Den	WoR
Grenade	Forest to the West of Veldt	WoB
Junk	Kefka's Tower	WoR
Onion Knight	Vector	WoB
Bandit	Narshe Mines	WoB
Gamma	Kefka's Tower	WoR
Wartpuck	Zone Eater's Belly	WoR



```

| | / \ | | O-----O-----O
| | / \ | | | ^[APPX.010] |
| | | | O-----O-----O
O-----O

```

This section is still under construction. I am trying to come up with something better than a simple checklist to figure out what Rages you have.

```

O-----O-----O-----O
| | / \ | | F I N A L F A N T A S Y V I |
| | / \ | | O-----O-----O-----O
| | / \ | | A P P E N D I X K |
| | / \ | | O-----O-----O-----O
| | / \ | | D A N C E |
| | / \ | | O-----O-----O-----O
| | / \ | | | ^[APPX.011] |
| | | | O-----O-----O
O-----O

```

This appendix will give you a listing of every Dance available in the game. In addition, I'll tell you what patches of land will teach you those Dances.

Here's the entire Dance listing:

Wind Rhapsody	Forest Nocturne
Desert Lullaby	Love Serenade
Earth Blues	Water Harmony
Twilight Requiem	Snowman Rondo

```

+-----+
Dance      : Wind Rhapsody

Learned on : Any grassland (WoB), any patch of dark grassland (WoR)
+-----+

Dance      : Forest Nocturne

Learned on : Any forest (WoB & WoR)
+-----+

Dance      : Desert Lullaby

Learned on : Any desert (WoB & WoR)
+-----+

Dance      : Love Serenade

Learned on : Any city area or other inhabited area (WoB & WoR)
+-----+

Dance      : Earth Blues

```

Learned on : Any mountain, in open areas; not inside a cave (WoB & WoR)

+-----+

Dance : Water Harmony

Learned on : Lethe River, Serpent Trench (WoB) or the battle with Leviathan (WoR)

+-----+

Dance : Twilight Requiem

Learned on : Inside any cavern; inside a cave (WoB & WoR)  
\* Mog comes with this Dance

+-----+

Dance : Snowman Rondo

Learned on : Snowfield of Narshe (WoR)

+-----+

```

O-----O-----O-----O-----O
|      | F I N A L   F A N T A S Y   V I      |
| / \  | O-----O-----O-----O-----O
| / \ \ | A P P E N D I X   L      |
| | / \ | O-----O-----O-----O-----O
| | / \ | | S H O P   L I S T   ( W O R L D   O F   B A L A N C E )      |
| | / \ | O-----O-----O-----O-----O
| | / \ | |                                     | ^[APPX.012] |
|      | |                                     | O-----O-----O
O-----O-----O-----O-----O

```

This appendix will give you a listing of every shop available in the game (in the World of Balance). It DOES NOT include treasures for any area whatsoever. It is laid out in accordance to my FAQ above, so if you have followed that, you will see these shops in that order. In addition, I have included the section in my FAQ where you will find the shop in question. Lastly, don't email me on stuff that I have missed because I skipped all the repeat shops but included shops that change.

```

O-----O-----O-----O-----O
| F I G A R O   C A S T L E                                     [WALK.005] |
O-----O-----O-----O-----O
| Item Shop (east)           | Item Shop (west)           | Inn           Free |
O-----O-----O-----O-----O
| Auto Crossbow ..... 250 | Potion ..... 50 |
| Noiseblaster ..... 500 | Ether ..... 1500 |
| Bioblaster ..... 750 | Antidote ..... 50 |
O-----O-----O-----O-----O
| Gold Needle ..... 200 |
| Echo Screen ..... 120 |
| Phoenix Down ..... 500 |

```

| Sleeping Bag ..... 500 |  
| Tent ..... 1200 |  
O-----O

O-----O  
| S O U T H F I G A R O [WALK.007] |  
O-----O

| Weapon Shop | Armor Shop | Inn 80 Gil |  
O-----O  
Dagger ..... 150	Buckler ..... 200
Mythril Knife ..... 300	Heavy Shield ..... 400
Mythril Sword ..... 450	Hairband ..... 150
Great Sword ..... 800	Plumed Hat ..... 250
Noiseblaster ..... 500	Cotton Robe ..... 200
Bioblaster ..... 750	Kenpo Gi ..... 250
O-----O

O-----O  
| Item Shop | Relic Shop |  
O-----O  
Potion ..... 50	Sprint Shoes ..... 1500
Antidote ..... 50	Silver Spectacles ..... 500
Gold Needle ..... 200	Star Pendant ..... 500
Eye Drops ..... 50	Jeweled Ring ..... 1000
Echo Screen ..... 120	Knight's Code ..... 1000
Phoenix Down ..... 500 O-----O	
Sleeping Bag ..... 500	
Tent ..... 1200	
O-----O

O-----O  
| R E T U R N E R H I D E O U T [WALK.012] |  
O-----O

| Returner Shop | Inn 80 Gil |  
O-----O  
| Eye Drops ..... 50 |  
| Potion ..... 50 |  
| Hi-Potion ..... 300 |  
| Ether ..... 1500 |  
| Echo Screen ..... 120 |  
| Sleeping Bag ..... 500 |  
| Tent ..... 1200 |  
| Sprint Shoes ..... 1500 |  
O-----O

O-----O  
| C A B I N (found in Sabin's Scenario) [WALK.016] |  
O-----O

| Wandering Merchant | Inn Free |  
O-----O  
| Potion ..... 50 |

Phoenix Down .....	500	
Tent .....	1200	
Plumed Hat .....	250	
Shuriken .....	30	
Invisibility Scroll ...	200	
Shadow Scroll .....	400	
Sprint Shoes .....	1500	

O-----O

O-----O  
| M O B L I Z [WALK.022] |

O-----O  
| Weapon Shop | Armor Shop | Inn 100 Gil |

O-----O  
Mythril Knife ..... 300	Buckler ..... 200
Mythril Sword ..... 450	Heavy Shield ..... 400
Mythril Claws ..... 800	Plumed Hat ..... 250
Kotetsu ..... 800	Magus Hat ..... 600
O-----O Bandana ..... 800	
Iron Helm ..... 1000	
Kenpo Gi ..... 250	
Iron Armor ..... 700	
O-----O

O-----O  
| Item Shop | Relic Shop |

O-----O  
| Dried Meat ..... 150 | Sprint Shoes ..... 1500 |  
| Potion ..... 50 | White Cape ..... 5000 |  
| Hi-Potion ..... 300 O-----O  
| Eye Drops ..... 50 |  
| Green Cherry ..... 150 |  
| Phoenix Down ..... 500 |  
| Sleeping Bag ..... 500 |  
| Tent ..... 1200 |  
O-----O

O-----O  
| N I K E A H [WALK.026] |

O-----O  
| Weapon Shop | Armor Shop | Inn 150 Gil |

O-----O  
| Mythril Claws ..... 800 | Heavy Shield ..... 400 | Chocobo 80 Gil |  
| Kotetsu ..... 800 | Plumed Hat ..... 250 O-----O  
| Mythril Spear ..... 800 | Magus Hat ..... 600 |  
O-----O Bandana ..... 800 |  
| Iron Helm ..... 1000 |  
| Kenpo Gi ..... 250 |  
| Silk Robe ..... 600 |  
| Iron Armor ..... 700 |  
O-----O

O-----O  
| Item Shop | Relic Shop |

```

O-----O-----O
| Potion ..... 50 | Silver Spectacles ..... 500 |
| Hi-Potion ..... 300 | Star Pendant ..... 500 |
| Echo Screen ..... 120 | White Cape ..... 5000 |
| Smoke Bomb ..... 300 | Fairy Ring ..... 1500 |
| Green Cherry ..... 150 O-----O
| Phoenix Down ..... 500 |
| Sleeping Bag ..... 500 |
| Tent ..... 1200 |
O-----O

```

```

O-----O-----O
| N A R S H E [WALK.031] |
O-----O-----O
| Weapon Shop | Armor Shop | Inn 200 Gil |
O-----O-----O
| Great Sword ..... 800 | Mythril Shield ..... 1200 |
| Mythril Claws ..... 800 | Magus Hat ..... 600 |
| Kotetsu ..... 800 | Iron Helm ..... 1000 |
| Mythril Spear ..... 800 | Silk Robe ..... 600 |
| Air Knife ..... 950 | Iron Armor ..... 700 |
| Chain Flail ..... 2000 O-----O
| Moonring Blade ..... 2500 |
O-----O

```

```

O-----O-----O
| Item Shop | Relic Shop |
O-----O-----O
| Potion ..... 50 | Sprint Shoes ..... 1500 |
| Hi-Potion ..... 300 | Jeweled Ring ..... 1000 |
| Ether ..... 1500 | Fairy Ring ..... 1500 |
| Gold Needle ..... 200 | Barrier Ring ..... 500 |
| Phoenix Down ..... 500 | Mythril Glove ..... 700 |
| Smoke Bomb ..... 300 | Knight's Code ..... 1000 |
| Sleeping Bag ..... 500 O-----O
| Tent ..... 1200 |
O-----O

```

```

O-----O-----O
| F I G A R O C A S T L E [WALK.032] |
O-----O-----O
| Item Shop (east) | Item Shop (west) | Inn Free |
O-----O-----O
| Auto Crossbow ..... 250 | Hi-Potion ..... 300 |
| Noiseblaster ..... 500 | Ether ..... 1500 |
| Bioblaster ..... 750 | Phoenix Down ..... 500 |
| Flash ..... 1000 | Holy Water ..... 300 |
| Drill ..... 3000 | Antidote ..... 50 |
O-----O Eye Drops ..... 50 |
| Gold Needle ..... 200 |
| Tent ..... 1200 |
O-----O

```

```

O-----O
| K O H L I N G E N                                     [WALK.033] |
O-----O-----O-----O-----O
| Weapon Shop           | Armor Shop           | Inn           200 Gil |
O-----O-----O-----O-----O
| Air Knife ..... 950 | Mythril Shield ..... 1200 |
| Chain Flail ..... 2000 | Magus Hat ..... 600 |
| Moonring Blade ..... 2500 | Bandana ..... 800 |
| Shuriken ..... 30 | Twist Headband ..... 1600 |
| Flame Scroll ..... 500 | Iron Helm ..... 1000 |
| Water Scroll ..... 500 | Silk Robe ..... 600 |
| Lightning Scroll ..... 500 | Iron Armor ..... 700 |
| Invisibility Scroll ... 200 O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Shop           | Relic Shop           |
O-----O-----O-----O-----O
| Hi-Potion ..... 300 | Sprint Shoes ..... 1500 |
| Ether ..... 1500 | Jeweled Ring ..... 1000 |
| Holy Water ..... 300 | Fairy Ring ..... 1500 |
| Antidote ..... 50 | Barrier Ring ..... 500 |
| Green Cherry ..... 150 | Mythril Glove ..... 700 |
| Phoenix Down ..... 500 | Knight's Code ..... 1000 |
| Sleeping Bag ..... 500 O-----O
| Tent ..... 1200 |
O-----O

```

```

O-----O-----O-----O-----O
| J I D O O R                                     [WALK.033] |
O-----O-----O-----O-----O
| Weapon Shop           | Armor Shop           | Inn           250 Gil |
O-----O-----O-----O-----O
| Kiku-ichimonji ..... 1200 | Mythril Shield ..... 1200 | Chocobo 250 Gil |
| Kaiser Knuckles ..... 1000 | Twist Headband ..... 1600 O-----O
| Kodachi ..... 1200 | Mythril Vest ..... 1200 |
| Moonring Blade ..... 2500 | Ninja Gear ..... 1100 |
| Flame Scroll ..... 500 | White Dress ..... 2200 |
| Water Scroll ..... 500 O-----O
| Lightning Scroll ..... 500 |
| Shadow Scroll ..... 400 |
O-----O

```

```

O-----O-----O-----O-----O
| Item Shop           | Relic Shop           |
O-----O-----O-----O-----O
| Hi-Potion ..... 300 | Peace Ring ..... 3000 |
| Ether ..... 1500 | Barrier Ring ..... 500 |
| Antidote ..... 50 | Mythril Glove ..... 700 |
| Gold Needle ..... 200 | Earring ..... 5000 |
| Holy Water ..... 300 | Knight's Code ..... 1000 |
| Phoenix Down ..... 500 | Sniper Eye ..... 3000 |
| Echo Screen ..... 120 O-----O
| Tent ..... 1200 |
O-----O

```

0-----0

0-----0  
| B L A C K J A C K [WALK.040] |

0-----0

| Blackjack's Merchant | Inn Free |

0-----0

| Hi-Potion ..... 300 |

| Ether ..... 1500 |

| Holy Water ..... 300 |

| Phoenix Down ..... 500 |

| Remedy ..... 1000 |

| Smoke Bomb ..... 300 |

| Teleport Stone ..... 700 |

| Tent ..... 1200 |

0-----0

0-----0  
| A L B R O O K [WALK.041] |

0-----0

| Weapon Shop | Armor Shop | Inn 300 Gil |

0-----0

| Kiku-ichimonji ..... 1200 | Twist Headband ..... 1600 |

| Venom Claws ..... 2500 | Priest's Miter ..... 3000 |

| Bastard Sword ..... 3000 | Mythril Vest ..... 1200 |

| Sakura ..... 3200 | Ninja Gear ..... 1100 |

| Shuriken ..... 30 | White Dress ..... 2200 |

| Flame Scroll ..... 500 0-----0

| Water Scroll ..... 500 |

| Lightning Scroll ..... 500 |

0-----0

0-----0  
| Item Shop | Relic Shop |

0-----0

| Hi-Potion ..... 300 | Silver Spectacles ..... 500 |

| Ether ..... 1500 | Peace Ring ..... 3000 |

| Eye Drops ..... 50 | Earring ..... 5000 |

| Remedy ..... 1000 | Sniper Eye ..... 3000 |

| Holy Water ..... 300 | Reflect Ring ..... 6000 |

| Phoenix Down ..... 500 | Amulet ..... 5000 |

| Tent ..... 1200 0-----0

| Teleport Stone ..... 700 |

0-----0

0-----0  
| M A R A N D A [WALK.043] |

0-----0

| Weapon Shop | Armor Shop | Inn 200 Gil |

0-----0

| Mythril Spear ..... 800 | Priest's Miter ..... 3000 |

Trident .....	1700	Green Beret .....	3000	
Venom Claws .....	2500	Mythril Helm .....	2000	
Bastard Sword .....	3000	Mythril Vest .....	1200	
Boomerang .....	4500	Mythril Mail .....	3500	

0-----0-----0

0-----0-----0

T Z E N				[WALK.044]	
---------	--	--	--	------------	--

0-----0-----0

Weapon Shop		Armor Shop		Inn	350 Gil	
-------------	--	------------	--	-----	---------	--

0-----0-----0

Air Knife .....	950	Priest's Miter .....	3000	
Moonring Blade .....	2500	Mythril Helm .....	2000	
Bastard Sword .....	3000	Mythril Vest .....	1200	
Boomerang .....	4500	Ninja Gear .....	1100	

0-----0 White Dress..... 2200 |

0-----0

0-----0-----0

Item Shop		Relic Shop		
-----------	--	------------	--	--

0-----0-----0

Hi-Potion .....	300	Earring .....	5000	
Ether .....	1500	Hermes Sandals .....	7000	
Eye Drops .....	50	Black Belt .....	5000	
Green Cherry .....	150	Amulet .....	5000	
Echo Screen .....	120			0-----0
Holy Water .....	300			
Phoenix Down .....	500			
Tent .....	1200			

0-----0

0-----0-----0

V E C T O R				[WALK.045]	
-------------	--	--	--	------------	--

0-----0-----0

Weapon Shop		Armor Shop		Inn	1000 Gil	
-------------	--	------------	--	-----	----------	--

0-----0-----0

Kiku-ichimonji .....	1200	Twist Headband .....	1600	
Venom Claws .....	2500	Priest's Miter .....	3000	
Bastard Sword .....	3000	Mythril Vest .....	1200	
Sakura .....	3200	Ninja Gear .....	1100	

0-----0 White Dress..... 2200 |

0-----0

0-----0-----0

T H A M A S A				[WALK.061]	
---------------	--	--	--	------------	--

0-----0-----0

Weapon Shop		Armor Shop		Inn	1500 Gil	
-------------	--	------------	--	-----	----------	--

0-----0-----0

Mythril Rod .....	500	Golden Shield .....	2500	
Flame Rod .....	3000	Tiger Mask .....	2500	
Ice Rod .....	3000	Tiara .....	3000	



```

| Thunder Rod ..... 3000 | Golden Helm ..... 4000 |
| Morning Star ..... 5000 | Mystery Veil ..... 5500 |
| Hawkeye ..... 6000 | Power Sash ..... 5000 |
| Heavy Lance ..... 10000 | Gaia Gear ..... 6000 |
| Darts ..... 10000 | Golden Armor ..... 10000 |
O-----O-----O

```

```

O-----O-----O
| Item Shop          | Relic Shop          |
O-----O-----O
| Potion ..... 50 | Earring ..... 5000 |
| Hi-Potion ..... 300 | Sniper Eye ..... 3000 |
| Ether ..... 1500 | Hermes Sandals ..... 7000 |
| Remedy ..... 1000 | Reflect Ring ..... 6000 |
| Teleport Stone ..... 700 | Black Belt ..... 5000 |
| Holy Water ..... 300 | Dragoon Boots ..... 9000 |
| Phoenix Down ..... 500 | Sprint Shoes ..... 1500 |
| Tent ..... 1200 O-----O
O-----O

```

```

O-----O-----O
|      _      | F I N A L   F A N T A S Y   V I      |
|   /  \     | O-----O-----O
|  /  \ \    | A P P E N D I X   L                |
| | /  \ |   | O-----O-----O
| | /  \ |   | S H O P   L I S T   ( W O R L D   O F   R U I N )      |
| | /  \ |   | O-----O-----O-----O-----O
| | /    \ | |                                     | ^[APPX.013] |
|           | |                                     O-----O
O-----O

```

This appendix will give you a listing of every shop available in the game (in the World of Ruin). It DOES NOT include treasures for any area whatsoever. It is laid out in accordance to my FAQ above, so if you have followed that, you will see these shops in that order. In addition, I have included the section in my FAQ where you will find the shop in question. Lastly, don't email me on stuff that I have missed because I skipped all the repeat shops but included shops that change.

```

O-----O-----O
| A L B R O O K                                           [WALK.102] |
O-----O-----O
| Weapon Shop          | Armor Shop          | Inn      300 Gil |
O-----O-----O
| Flametongue ..... 7000 | Golden Shield ..... 2500 |
| Icebrand ..... 7000 | Priest's Miter ..... 3000 |
| Thunder Blade ..... 7000 | Green Beret ..... 3000 |
O-----O-----O Golden Helm ..... 4000 |
|                               | Golden Armor ..... 10000 |
O-----O-----O
O-----O-----O
| Item Shop          | Relic Shop          |
O-----O-----O
| Hi-Potion ..... 300 | Sprint Shoes ..... 1500 |

```

Ether .....	1500	Gigas Glove .....	5000	
Phoenix Down .....	500	Earring .....	5000	
Holy Water .....	300	Barrier Ring .....	500	
Remedy .....	1000	Mythril Glove .....	700	
Sleeping Bag .....	500	Knight's Code .....	1000	
Smoke Bomb .....	300	Reflect Ring .....	6000	
Teleport Stone .....	700	Jeweled Ring .....	1000	

-----O  
 | T Z E N [WALK.103] |

Weapon Shop	Armor Shop	Inn	300 Gil	
-------------	------------	-----	---------	--

Kaiser Knuckles .....	1000	Golden Shield .....	2500	
Venom Claws .....	2500	Beret .....	3500	
Flametongue .....	7000	Tiger Mask .....	2500	
Icebrand .....	7000	Golden Helm .....	4000	
Thunder Blade .....	7000	Power Sash .....	5000	
Burning Fist .....	10000	Golden Armor .....	10000	

-----O  
 | Item Shop | Relic Shop |

Hi-Potion .....	300	Dragoon Boots .....	9000	
Ether .....	1500	Thief's Bracer .....	3000	
Green Cherry .....	150	Black Belt .....	5000	
Phoenix Down .....	500	Alarm Earring .....	7000	
Echo Screen .....	120	Sniper Eye .....	3000	
Holy Water .....	300	Peace Ring .....	3000	
Sleeping Bag .....	500	Jeweled Ring .....	1000	
Super Ball .....	10000	Amulet .....	5000	

-----O  
 | N I K E A H [WALK.106] |

Weapon Shop	Armor Shop	Inn	150 Gil	
-------------	------------	-----	---------	--

Rune Blade .....	7500	Diamond Shield .....	3500	
Flametongue .....	7000	Priest's Miter .....	3000	
Icebrand .....	7000	Green Beret .....	3000	
Thunder Blade .....	7000	Diamond Helm .....	8000	
Enhancer .....	10000	Gaia Gear .....	6000	
		Power Sash .....	5000	
		Diamond Vest .....	12000	

-----O  
 | Item Shop | Relic Shop |

Hi-Potion .....	300	White Cape .....	5000	
Ether .....	1500	Angel Wing .....	8000	

Gold Needle .....	200	Zephyr Cloak .....	7000	
Phoenix Down .....	500	Gale Hairpin .....	8000	
Holy Water .....	300	Hyper Wrist .....	8000	
Remedy .....	1000	Prayer Beads .....	4000	
Sleeping Bag .....	500	Amulet .....	5000	
Tent .....	1200	Princess Ring .....	3000	

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| S O U T H F I G A R O [WALK.107] |

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Weapon Shop	Armor Shop	Inn	80 Gil	
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Trident .....	1700	Diamond Shield .....	3500	
Heavy Lance .....	10000	Priest's Miter .....	3000	
Enhancer .....	10000	Green Beret .....	3000	
Golden Spear .....	12000	Diamond Helm .....	8000	
		Gaia Gear .....	6000	
		Diamond Vest .....	12000	
		Diamond Armor .....	15000	

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Item Shop	Relic Shop	
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Hi-Potion .....	300	Silver Spectacles .....	500	
Ether .....	1500	Star Pendant .....	500	
Eye Drops .....	50	Fairy Ring .....	1500	
Echo Screen .....	120	Amulet .....	5000	
Phoenix Down .....	500	Hermes Sandals .....	7000	
Holy Water .....	300	Reflect Ring .....	6000	
Remedy .....	1000	Angel Ring .....	8000	
Tent .....	1200	Princess Ring .....	3000	

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| F I G A R O C A S T L E [WALK.111] |

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Item Shop (east)	Item Shop (west)	Inn	Free	
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Auto Crossbow .....	250	Hi-Potion .....	300	
Noiseblaster .....	500	Ether .....	1500	
Bioblaster .....	750	Antidote .....	50	
Flash .....	1000	Eye Drops .....	50	
Debilitator .....	5000	Echo Screen .....	120	
Drill .....	3000	Phoenix Down .....	500	
		Remedy .....	1000	
		Tent .....	1200	

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| Hi-Potion ..... 300 | Princess Ring ..... 3000 |
| Ether ..... 1500 | Protect Ring ..... 5000 |
| Phoenix Down ..... 500 | Gigas Glove ..... 5000 |
| Holy Water ..... 300 | Angel Wings ..... 6300 |
| Remedy ..... 1000 O-----O
| Teleport Stone ..... 700 |
| Sleeping Bag ..... 500 |
| Tent ..... 1200 |
O-----O

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| T H A M A S A [WALK.144] |
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| Weapon Shop | Armor Shop | Inn | 1 Gil |
O-----O
| Da Vinci Brush ..... 7000 | Mystery Veil ..... 5500 |
| Gravity Rod ..... 13000 | Circlet ..... 7000 |
| Holy Rod ..... 12000 | Black Cowl ..... 7500 |
| Viper Darts ..... 13000 | Luminous Robe ..... 11000 |
| Golden Spear ..... 12000 | Diamond Vest ..... 12000 |
| Man-Eater ..... 11000 O-----O
| Shuriken ..... 30 |
| Fuma Shuriken ..... 500 |
O-----O

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O-----O
| Item Shop | Relic Shop |
O-----O
| Hi-Potion ..... 300 | Barrier Ring ..... 500 |
| Ether ..... 1500 | Fairy Ring ..... 1500 |
| Phoenix Down ..... 500 | Reflect Ring ..... 6000 |
| Holy Water ..... 300 | Jeweled Ring ..... 1000 |
| Remedy ..... 1000 | Princess Ring ..... 3000 |
| Smoke Bomb ..... 300 | Protect Ring ..... 5000 |
| Sleeping Bag ..... 500 | Peace Ring ..... 3000 |
| Tent ..... 1200 | Angel Ring ..... 8000 |
O-----O

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O-----O
| _ _ | F I N A L F A N T A S Y V I |
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0.9 - Completed: Monday, May 14 @ 1:37 AM. Size: 1,361,120 bytes.  
- Walkthrough complete through Kefka (100%)  
- Bestiary complete (100%)

- Appendices included (about 90% done)
- Rage Appendix not complete
- Dragon's Den not complete
- Soul Shrine not complete
- Coliseum not complete
- FAQ section not complete (0% done)
- Characters section not complete (0% done)
- Mechanics section not complete (0% done)

0.8 - Completed: Friday, March 23 @ 6:03 AM. Size: 912,807 bytes (891k)

- FIRST PUBLIC RELEASE!
- Walkthrough not complete (about 80% done)
- Bestiary not complete (about 72% done)
- Appendices not included (about 80% done)
- FAQ section not complete (0% done)
- Characters section not complete (0% done)
- Mechanics section not complete (0% done)

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|   _____   | F I N A L   F A N T A S Y   V I   |
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| | |   _____ | C O P Y R I G H T S ,   D I S C L A I M E R S ,   E T C .   |
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| | |   _____ |                                     | ^[COPYRIGHT] |
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I swear that all of this FAQ was written by ME. This document is based solely on my knowledge of Final Fantasy VI Advance. I did NOT claim any info as my own if I did not obtain it on my own. I expect you to do the same. Don't copy this FAQ or any information inside. You may NOT post this FAQ on a site without my consent. I assure you, I'll do my best to protect my work with the full extent of the law, if need be. I will not tolerate any illegal copies of this document without my permission.

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A few special thanks before I close this FAQ (in alphabetical order):

Action <-- Yeah! I thank me first and foremost, and not just because my name

just so happens to be alphabetically first. I took a lot of pride and time to make this thing great, moreso than I ever have before. So I'd like to thank me for writing this.

Anubis IV <-- For creation of the Keyword System used in this FAQ

Arctic <-- For designs from his Final Fantasy VII FAQ and being the inspiration for my first big FAQ/Walkthrough for Final Fantasy II

Djibriel <-- For his awesome SNES Final Fantasy III FAQ/Walkthrough, that I used a lot to cross-check this FAQ

FFVI Advance Instruction Booklet <-- I used information from it in the intro sections and in the Controls & Mechanics sections

GameFAQs/CJayC <-- For hosting many great FAQs/Walkthroughs/etc.

joshua\_g <-- The man behind a large portion of the help Lufia\_Maxim gave me, including the attacks of the final bosses

Lufia\_Maxim <-- For helping me out on various sections, providing help in MANY other areas and being a good pal overall :)

moronic\_acid <-- No, I'm not calling him names, but his Dragon's Den maps helped me a lot in that area

Skoobouy <-- Lores Acquisition Guide on the FF3 board. It rocks.

Squaresoft LTD <-- For making the original Final Fantasy VI. Without it, there wouldn't be a FFVI Advance for me to write on. ^\_^

SquareEnix <-- For making Final Fantasy VI Advance, and for giving me a game to write on.

Ted Woolsey <-- Yeah, all you haters read me right. Without Woosley, we would NOT have gotten the translation of Final Fantasy III that we saw on the SNES. Without Woolsey, accurate Japanese <-> English translations wouldn't be what they are today.

The following users for their help in making my guide better. Whether or not I answered your emails (due to Gmail being stupid), keep in mind I always read them!

NOTE: This won't be updated until version 1.0.

In alphabetical order:

blusiryn <-- Pointed out to me that Gigantuar uses 1000 Needles twice every turn and four times every third turn

Da\_Naminator

Megan Moogles <-- Pointed out my error about Edgar getting 50% off at Figaro Castle

Skipster108 <-- I hate it when I trail off on sentences @\_@

TheEnigmaFacade <-- Pointed out a VERY large error that I had written down about The Veldt

Final Fantasy VI FAQ/Walkthrough

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Action/R Jackson

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- F I N -

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