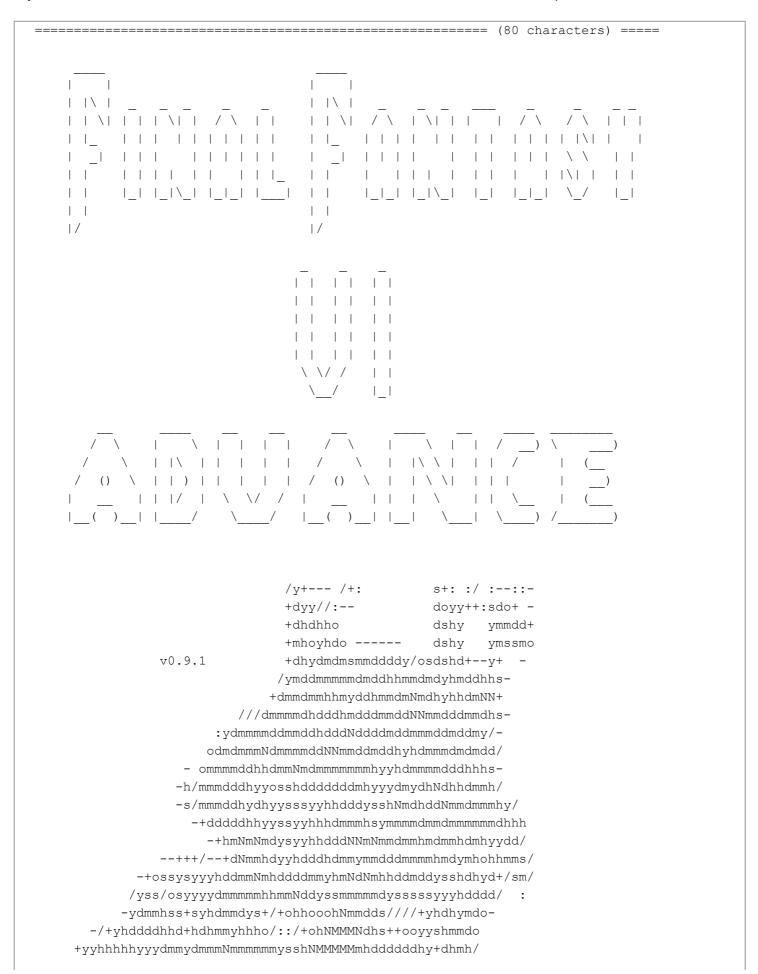
# Final Fantasy VI Advance FAQ/Walkthrough

by Action

Updated to v0.91 on Jun 6, 2008



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#### FINAL FANTASY VI ADVANCE

## FAQ/WALKTHROUGH

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Email: actionjman (dot) faqs (at) gmail (dot) com
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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):

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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.

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**************************************
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.</spoilers>
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 seperate. Lastly, please include your screen name so I know who to give credit to, should I place new information inside. :)
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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.

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

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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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I believe I've nearly perfected my Anti Plagiarism Format. It's embedded into the FAQ itself, so anyone who tries to steal it would have to basically rewrite a very large portion of the document. I also decided to drop the dummy tags since they were too obvious a trick (and a thief would have to be totally stupid to fall for them). Besides, the REAL format is far better that the tags could ever be. I know the formula for it and you don't. Oh yeah ... and I have documentation in case a court of law ever needs it.

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-> Appendix B: Weapons ...... [APPX.002]

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If you have the manual, you should RTFM. If you need to ask what it means, you shouldn't be asking in the first place.

If you're using an emulator, shame on you. Pirating is bad, etc. At any rate, here's the controls. Normally I'd use some ASCII, but if you REALLY can't figure out where these buttons are on the GBA (or DS), you're probably too damn stupid to own one anyways.

# Overworld / Town / Dungeon

-----

- -> D-Pad ..... Move around
- -> A button ..... Examine / Talk / Confirm choice
- -> B button ...... Cancel choice / Move faster (hold to activate,)

(doesn't work on overworld)

- -> L button ..... Not used
- -> R button ..... Not used
- -> Start ..... Bring up Status Screen
- -> Select ...... Switch teams (only when teams are available)

## Menu / Battle

-----

- -> D-Pad ..... Move cursor
- -> A button ..... Confirm choice
- -> B button ...... Cancel choice / Move back one screen
- -> L button ...... Switch characters left (menu) / Attack all (battle)
- -> R button ...... Switch characters right (menu) / Attack all (battle)
- -> Start ..... Pause
- -> Select ..... Skip character's turn (does not reset their ATB bar)

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When you enter a battle (and some of the best FF battle music starts playing), you'll see the following screen.

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- [1] : Battle Message Instructions or descriptions can be found here
- [2] : Background There's really nothing going on here, it's just the background
- [3] : BG's (bad-guys) Kill them!
- [4] : Enemies Names All the enemies names and how many there are can be seen here
- [5] : Teammates Your team is here. Use these guys to kill everyone at #3
- [6] : Current HP Current HP of your team
- [7] : Max HP You can't get more HP than this
- [8] : Current MP How much MP you have to cast spells
- [9] : Attack Use the current weapon to attack physically
- [10] : Runic For other characters, this ability will vary; this is where each character's special skill will be.
- [11] : Magic Use a magic spell to help your team or hurt the other
- [12] : Items Use an item
- [13] : Pac-Man Go play it. Now. Although it'll keep you from Final Fantasy VI and nobody wants that.

In case you're wondering ... this IS the same ASCII that I use in my Final Fantasy II Mechanics section. It just works well for this game as well. :)

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The Menu Screen is accessed by pressing Start. When you access it, you'll be shown a lot of information: your characters' HP and MP, their formation, your location, play time, steps taken and Gil obtained. You'll also be able to select from the following items:

#### ITEMS

\_\_\_\_

This menu allows you to view and use items, equipment and Relics you have obtained throughout the course of the game. In addition, you can see the Rare Items you have obtained.

For a complete listing of items available, check section [APPX.001] For a complete listing of equipment available, check sections [APPX.002] and [APPX.003]

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

## ABILITIES

\_\_\_\_\_

This menu allows you to view any abilities that a party member possesses. This includes the option of using/viewing Magic and equipping Espers.

When you want to equip an Esper, select the Esper menu and then press A twice on the Esper you wish to equip. To unequip an Esper, simply select a blank spot and press A twice to unequip any Esper you have equipped.

When viewing the Magic menu, spells you can use outside of battle will be displayed in white text (with their respective color sphere next to it). Spells you cannot use outside of battle will appear to be grayed out. Spells you are learning will have a percentage counter next to them, denoting how much of the spell you have learned.

When viewing other skills, it pays to note that the character in question is able to USE those skills to begin with. For example, Setzer can't Rage, so don't try and view his Rages because you can't.

# EQUIP

----

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

Inside the menu, select EQUIP to change their equipment manually; select

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 apprear 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, Poisona 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

Signs: Character is outlined in white

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

instead

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

status or the other

Status: Stop

Effect: Speed is stopped and character cannot act

Signs: Character is outlined in pink/purple

Cure: None, let it wear off

Notes: Stop status is unaffected by both Slow and Haste



This section will show you the order of every spell in the game. This section will use the Healing/Attack/Effect setup (the game's default setup).

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 Ouake Tornado Meltdown Flood Gravija

Slow Libra Rasp Silence Protect Sleep Confuse Haste Stop Berserk Float Imp Reflect Shell Vanish Hastega Slowga Osmose

Teleport	Quick
Dispel	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, safe 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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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).

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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:

MINIBOSS - Ymir	0			#276 & #277
Level 6	0		 Туре	
HP 1600	1			
MP 1000				
Attack 22				
Defense 100			Status Immu	nity
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				
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Hi-Potion				
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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.

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

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		Monster		ЦΒ	MD	7 177	DEE	C÷1	EVD	Weakness	
	#	monster		пг	MF	AIV	DET	GII	EAF	weakness	
	006	Bandit		35	0	19	90	25	25	Poison	
		Guard		40			100		48	Poison	
		Megalodoth		115			75	90	50	Fire	
		Silver Lobo		27		20	80				
		Spritzer		15	0		95	29	23		
		Wererat		24	0	13	100	22	21	Fire	

<sup>\*</sup> 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 "treausre 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.

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.

0	0	0	0
TEAM 1	TEAM 2	TEAM 3	
0	0	0	0
Locke	Mog	Mogsy	
Moglin	Molulu	Mogwin	
Mogret	Moghan	Mugmug	
Moggie	Moguel	Cosmog	
0	0	0	0

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 duing 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		 Туре	
HP 420		Humanoid	
MP 150			
Attack 60			
Defense 110		Status Immunity	
Evasion 0		Poison	
Magic 9	Weak Against		
Magic Defense 140	Poison		
Magic Evasion 0			
Gil 350			
EXP 0			
1			
Steal	Absorbs		
Mythril Knife			
I			
Drops			
Hi-Potion			
1			

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.

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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.

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nis section covers monsters f	ound	in the	· Nars	she and	Figaro	areas	
onsters encountered  Monster	НР			DEF			Weakness
010 Alacran	87				94		
_ 008 Darkwind	34	0			41		Fire
<del>_</del>		0 10			45 54		Fire, Water Ice, Water
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Item Checklist	_	_					ty Members
Potion	Nor					Ter	
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Antidote Gold Needle	 					Edg 0	ar 
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Item Shop (east)	Ite	em Shop	(wes	st)		Inn	Free
Auto Crossbow 250	•					•	
Noiseblaster 500							
Bioblaster 750							
					200		
	•				500	•	
					500		
	•				1200		
	0					0	

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:

BOSS - Magitek Armor (x				#279
O	0	Tmmune To	Type	
HP 210			1 4 5 0	
•	•			
MP 250	•			
Attack 18	3			
Defense 30	)		Status Imm	unity
Evasion	)		Poison	Imp
Magic 3	3	Weak Against	Petrify	Death
Magic Defense 130	)	Lightning		
Magic Evasion (	)			
Gil	)			
EXP	)			
1				
Steal		Absorbs		
Hi-Potion				
Potion				
Drops				
Hi-Potion				

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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.

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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.

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O   Item Checklist	Equipment Checklist	Party Members
O   Item Checklist O	Equipment Checklist	Party Members Terra
O   Item Checklist O   Ether *	Equipment Checklist 	Party Members Terra

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

Х	#	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

013 Urok 122 0 13 45 120 71 Fir

\* 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.

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Item Checklist	O(   Equipment Checklist O(	Party Members
Potion Potion Potion Antidote Eye Drops Gold Needle Green Cherry Teleport Stone		Terra     Locke     Edgar    0
Weapon Shop	0(	Inn
Dagger 150   Mythril Knife 300   Mythril Sword 450   Great Sword 800   Noiseblaster 500	Buckler	

	<i>)</i>
0(	)0
Item Shop	Relic Shop
0	)0
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 C	)0
Sleeping Bag 500	
Tent 1200	
0	

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 southeast 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.

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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

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1 1 1 \ \	DUNCAN'	S CABIN	I
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0	0		
0		0	00
Item Che	ecklist	Equipment Checklist	Party Members
0		0	00
Pot	tion	None	Terra
0		0	O Locke
			Edgar
			00

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).

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Item Che		Equipment Checklist	
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Ter	nt	Main Gauche	Terra
Ter	nt	Gigas Glove	Locke
0		0	0 Edgar
			Sabin
			0

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 We	
020 Cirpius 134 100 13 80 102 82	_
019 Gorgias 270 100 28 100 102 163 Fi	re
018 Trillium 147 100 13 102 134 97 Fi	re
017 Zaghrem 137 100 14 100 87 79 Ice	е

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:

1	BOSS - Vargas				#28	0
0-		-0				0
	Level 12	1	Immune To	Type		
	нр 11600	1				
	MP 220	1				
	Attack 13	1				
	Defense 85	1		Status Immur	nity	
	Evasion 0	1		Poison	Imp	
	Magic 10	1	Weak Against	Petrify	Death	
	Magic Defense 150	1	Poison	Silence	Berserk	
	Magic Evasion 0	1		Confusion	Sleep	
	Gil 0	1				
	EXP 0	1				
		1				
	Steal	1	Absorbs			
	Mythril Claws	1				
	Potion	1				
	Drops	1				
		1				
		1				
0-		-0				0

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 GameFAOs.

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.

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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.

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		THE RETURNERS	
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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:

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Bestiary			
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#001 - #020			
#276 - #281			
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Espers	Lore	Rage	Dance
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Item Checklist	Equipment Checklist	Party Members
0	0	-00
Hi-Potion	Air Knife	Terra
Ether	Knight's Code	Edgar
Phoenix Down	 0	-O Sabin
   Antidote	I	0
Green Cherry	I	
0	0	
0	00	
Returner Shop	Inn Free	
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Eye Drops 50	1	
Potion 50		
Hi-Potion 300		
Ether 1500		
Echo Screen 120		
Sleeping Bag 500		
Tent 1200		
Sprint Shoes 1500		
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The Returner Hideout is just north of where you exit Mt. Kolts. It's about halfway up the valley on the east side. It's like the entrance of Mt. Kolts; it's hidden in the mountain, so scour closely to find it.

Upon entering the Returner Hideout, talk to the guard in front and he'll lead you to a door, which you should enter. There's a Save Point inside the room, but the real reason you're here is to talk to the man at the south end of the room and he'll be introducted to you as Banon. Watch the scene here.

Once you regain control, you'll be in control of Terra. You're free to talk to anyone you like, but all I'll do is lead you to the treasures.

From where you regain control, open the chest to the east and take the PHOENIX DOWN. Exit the room on the south side and then jag west and then head north, right into another area. Head north and you'll find three treasure chests which contain a KNIGHT'S CODE, PHOENIX DOWN and an AIR KNIFE. Before leaving, check the bucket to the north to pick up an ANTIDTOE and check the pot to find an ETHER. Exit to the south and then head to the southeast corner of the Hideout. Go slightly north and you'll see a suit of armor and a pot beside it; check the pot for a GREEN CHERRY. Head north farther to find Banon's room again. Inside you'll find a HI-POTION inside a chest.

After ransacking everything here, exit out the southwest corner of the area by talking to the guard.

Before talking to Banon, keep in mind that there's two Relics to obtain here and you will gain them according to your answers.

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.

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		Lesser Lopros			70			325			
		Nautiloid		36	100		100			Fire, L	it
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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.

On the river, you'll be posed with splits in the path. For the first split, it doesn't matter which way you go since you'll always pass by the Save Point. However, I think it's important to note that you face less battles if you choose "Left" the first time.

After passing by the Save Point (which you should use), you'll be posed with another path, either Up or Left. Choosing "Up" will bring you back around and right back to the same path, so choose "Left" instead. The path will bring you to another Save Point, (which I suggest using as well). After jumping back on the raft, you'll have to heal up in-battle because you're about to face:

	BOSS - Ultros	-0				#28	
	Level 13	Ū			Type		0 
Ī	нр 3000	Ī					ĺ
1	MP 640	1					1
1	Attack 15						-
1	Defense 40				Status Immu	nity	-
	Evasion 0				Poison	Imp	
	Magic 3		Weak Agains	st	Petrify	Death	
	Magic Defense 140		Fire	Lightning	Silence	Berserk	-
	Magic Evasion 0				Confusion	Sleep	-
	Gil 0						-
-	EXP 0						-
		1					- 1
	Steal		Absorbs				
			Water				
	Drops						
							-

Ultros can be a very lage pain. He can blast one character with his Ink attack (that can also cause Darkness). He can also attack your entire crew with his Tentacle attack. He'll also attack certain characters with his Tentacle attack based upon what he says beforehand.

Edgar: Ultros never attacked Edgar. Seriously.

Terra: "Oh, that one's a tasty morsel! I'd love to get my tentacles around her...\*sluuuuurp\*!"

Sabin: "Muscle heads? Hate 'em!"

Banon: "Your ugly mug gives me the creeps!"

Hopefully you have Banon in the back row. Otherwise you might as well turn off your system after Ultros says his pre-Banon attack. However, sometimes Ultros will simply get two lucky hits on Banon. In which case there's really nothing you can do except restart the game and face him again.

To counter this assault, have Edgar use any Tool, Sabin use either Blitz (Aura Cannon does more damage than Raging Fist), Terra should either use Cure or Fire, depending on how bad the team's health is and how close Banon is to getting a turn. Banon should use Pray every round.

If you keep it up, Ultros will submerge after a while and a scene will occur.

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	TASY VI	
\		
	CENARIO ~ SOUTH	FIGARO
/		^[WALK.053]     00
00		
	Equipment Checklist   	Party Members
X-Potion   Hi-Ether   Elixer	Great Sword   Heavy Shield	Locke
Phoenix Down   500 Gil   1000 Gil	Earring	
O	Armor Shop	Inn 80 Gil
	Heavy Shield 400     Hairband 150     Plumed Hat 250     Cotton Robe 200     Kenpo Gi 250	
Item Shop	OC   Relic Shop	
O	Sprint Shoes 1500     Silver Spectacles 500     Star Pendant 500     Jeweled Ring 1000     Knight's Code 1000	
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 totatlly pwn the hell out you. You'll then reapprear 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  $\dots >= )$ 

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 fouth 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.

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	Equipment Checklist	<del>=</del>
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	·	Locke
0	00	Celes
	0	0
Hopefully you remember how to	backtrack? The South Figaro Cav	e is located to
the northwest from South Figar	0.	

## Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness	
	028	Acrophies	145	0	13	50	115	90	Lit	_
	027	Cartagra	150	20	11	90	135	105		
	029	Gold Bear	275	10	13	40	185	160		

Remember the chests you may or may not have left behind the last time? They've changed now. If you decide to leave them yet again, they'll change in the World of Ruin:

1st Ether -> Thunder Rod -> Hero's Ring
2nd Ether -> Ether -> Hi-Ether
Phoenix Down -> X-Potion -> X-Potion

From the entrance (previously an exit), head north and around. In the next area, circle around the east and head north, then jag west and take the path north. In the next area, use the recovery spring because when you try to exit, you'll be attacked:

0				
BOSS - Tunnel Armor				#283
0	0-			
Level 16		Immune To	Type	
HP 1300				
MP 900				1
Attack 10				1
Defense 29	1		Status Immu	nity
Evasion C			Darkess	Poison
Magic 15	1	Weak Against	Imp	Petrify
Magic Defense 145	- 1	Lightning Water	Death	Silence
Magic Evasion 0			Berserk	Confusion
Gil 250			Sleep	Slow
EXP			Stop	1
1				1
Steal		Absorbs		
Bioblaster				1
Air Knife				
Drops	-			

$\cap$		<u> </u>	)
	Elixer		

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 occassional 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.

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	CENARIO ~ CABIN	1
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	Equipment Checklist	-
	0	
None	None	Sabin
0	00	Shadow
	0	0
0	00	
Wandering Merchant		
0	ŭ v	
Potion 50		
Phoenix Down 500		

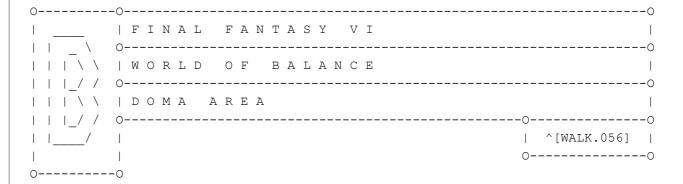
	Tent 1200	
	Plumed Hat 250	-
	Shuriken 30	
	Invisibility Scroll 200	
	Shadow Scroll 400	
	Sprint Shoes 1500	
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The Cabin is located just east of where Sabin ends up on the Overworld.

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.



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	

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0										-0		0	
Item Checklist			E	qui	.pme	ent	Chec	cklist		Par	Party Members		
				00								0	
	Rem	edy	1	Green Beret   Sab				in	-				
0				-O Star Pendant					Shadow				
			_		-					Cya:	n	- 1	
			_		-							0	
Mons	ters e	ncountered											
X	#	Monster	HE		M	ſΡ	ATK	DEF	Gil	EXP	Weakness		
	037	Imperial Soldi	ier 100	)	1	. 5	12	80	48	0	Poison		
	038	Templar	205	)	5	0 0	16	50	96	0	Poison		
	039	Satellite *	1800	)	25	0 0	20	120	0	0	Lit, Water		

- ~ Kefka! Wait! ~ Sabin
- ~ "Wait," he says ... Do I look like a waiter? ~ Kefka

The Imperial Camp is located on the way to Doma. From the Cabin, head southeast until you hit some mountains. Follow the west side of the mountains until you see a small patch of desert. Walk on it and go towards the bridge to find the Imperial Camp.

Try walking into the camp and you'll automatically hide. Watch the scene and the scene will shift. You'll also get to name Cyan, and then you'll take control of him to face off against a Captain. You can fight the Imperial Soldiers if you want, but there's really no point to it since you're forced to get their Bestiary entires later. At any rate, I'd normally put an enemy like the Captain in its own miniboss section, but the Captain is easy enough to defeat without any real strategy whatsoever. Just attack it or use Cyan's Bushido Lv 1 Skill: Fang. His Lv 2 Skill: Sky works as well, but it works as a counter-attack. Besides, the Captain only has 456 HP.

After winning the battle, the scene shifts back to Sabin. From the entrance, enter the right tent and open the chest on the right. You can either kick it, hit it or leave it. Hitting it will result in a scene but kicking it will result in a fight with three Dobermans (which apparently have no Bestiary entries). In both cases, open the chest again to recieve a STAR PENDANT.

The soldiers in the Imperial Camp ... well .. let's just say they'd do pretty horribly in a Metal Gear Solid game. They won't attack you until you talk to them, so you can feel free to wander around as you please.

Head south from the first two tents to see a scene with General Leo. After it completes, try heading south again to see another scene. You'll then face off against Kefka! However, it's not a real battle since it doesn't name him. Just attack him once and watch the scene that follows. Chase after him and battle him again. After the battle is through, don't give chase quite yet. Head north

<sup>\*</sup>Only found in a Monster-in-a-Box encounter

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.

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0	0	
0	0	
Item Ch	ecklist   Equipment Checkli	st   Party Members
0	0	
None	None	Sabin
0	0	O Shadow
		Cyan
		0

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

Χ	#	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:

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O   Item Checklist	-	quipment				-	ty Members	O	
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Phoenix Down		-	Snip				Sab		Ī
Phoenix Down			Earr				Sha	dow	ĺ
			Hyper Wrist   Cyan					n	1
							-0		0
0		0							
Ghost Merchant		1							
0		0							
Potion	5	0							
Hi-Potion	30	0							
Antidote	5	0							
Green Cherry	15	0							
Phoenix Down									
Sleeping Bag	50	0							
Shuriken									
0									
Monsters encountered	∍d								
X # Monster		HP	MP	ATK	DEF	Gil	EXP	Weakness	
043 Angel Whi	=	230	90	12	85	125	42	Fire, Holy	
047 Apparitio	)n *	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 De	∍ad	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		

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.

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

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:

0				
BOSS - Phantom Train				#284
0	0-			
Level 14		Immune To	Туре	1
HP 1900			Undead	1

	MP 350						
	Attack 10						
	Defense 30				Status Immur	nity	
	Evasion 0				Darkess	Poison	
	Magic 5		Weak Agains	st	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						
0-		-0					0

Unless you've changed your rows, your characters will default to the back row since the Phantom Train is on the right side of the screen and you're on the left side. However, it's actually better if your characters are in the new "back" row since they'll take less physical damage.

The Phantom Train has a plethora of attacks, including its normal physical attack, a Wheel attack, in which it sends a wheel at you. It also has an Acid Rain attack, which causes the Sap status, which will slowly drain your HP. Lastly is the Diabolic Whistle, which causes various status effects, which can include anything as minor as Poison to something as major as Death.

Hopefully you've stocked up on Hi-Potions since you have no way of healing your team via magic. Use them to heal your teammates quickly and effectively.

Any character who needs healing should be healed, no matter whose turn is next. I suggest that if your HP is lower than 100, heal the character. Other than that, use Sabin's Blitzes (Raging Fist and Aura Cannon are both effective), Shadow should throw Shurikens (come on ... they're only 30 Gil) and Cyan's Bushido skills (Fang works wonders, believe it or not). With constant attacks and healing when necessary, the Phantom Train's 1900 HP will whittle down to nothing.

If you really want to be cheap (or just suck that badly), use a Phoenix Down for a quick win.

After you beat the Phantom Train and watch the scene afterwards, head out.

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\	CAVE TO BAREN FALLS	1
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0	-0	-0-		-0
Item Checklist	Equipment Checklist		Party Members	
0	-0	-0-		-0
None	None		Sabin	
0	-0	-0	Cyan	
		0-		-0

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
0			
Level 9	Immune To	Type	
HP 10			
MP 60			
Attack 13			
Defense 100		Status Immu	ınity
Evasion 0		Poison	Imp
Magic 10	Weak Against	Petrify	
Magic Defense 150	Lightning		
Magic Evasion 0	-		
Gil 0			
EXP 0			
1			
Steal	Absorbs		
	Poison		
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Drong			
Drops			
Potion			
1			

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:

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	BOSS - Rhizopas				#285
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	Level 13	1	Immune To	Type	
	HP 775	1			
	MP 39	1			
	Attack 14	1			
	Defense 110	1		Status Immunity	
	Evasion 0	1		Poison Imp	
	Magic 3	1	Weak Against	Petrify Death	
	Magic Defense 175		Lightning	Silence	
	Magic Evasion 0				

1	Gil 0	1	I
	EXP 0	1	I
		1	I
	Steal	1	Absorbs
		1	Water
		1	I
	Drops	1	I
	Remedy	1	I
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Rhizopas has a rather large array of attacks, including Bite, which causes 50-60 damage, Megavolt, which causes about 90-100 damage; Blizzard which causes 90-100 damage. However, the attack that will really kill you is El Nino, which can easily take out both characters if their HP is lower than 250. In the case of a lower-level team, you could be in real trouble. My team was Lv. 11 and I had to redo the battle a few times before finishing it.

Keep your team at max HP if at all possible to avoid El Nino's devestating effects. Or you can finish the battle quickly to simply avoid El Nino; Rhizopas only has 775 HP, so it shouldn't take too many attacks to finish it off. The biggest thing is to keep your team ALIVE.

After you win, watch the scene that follows and head south once you regain control.

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	-O Bandana 800		
	Iron Helm 1000		
	Kenpo Gi		
	Iron Armor 700		
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	Item Shop		Relic Shop
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	Dried Meat 150		Sprint Shoes 1500
	Potion 50		White Cape 5000
	Hi-Potion 300	0-	0
	Eye Drops 50		
	Green Cherry 150		
	Phoenix Down 500		
	Sleeping Bag 500		
	Tent 1200		

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Sabin and Cyan could both probably benefit from upgrades in Mobliz. If Sabin is still using his Metal Knuckles, he'll benefit from a Mythril Claws. Cyan most likely is still using his Ashura and will benefit from the Kotetsu. In addition, probably everyone could benefit from the armor available in Mobliz. The White Cape in the Relic Shop is also a new item as well.

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In the Item Shop, the Dried Meat is first for a reason. Buy a few because you WILL need at least one to advance in the game. However, I highly suggest buying at least 4-5 in case you mess up the first time.

The Inn costs 100 Gil, but you can save the cash if you go to the Relic Shop and step into the bed in the back.

Lastly, there's a few random acts of kindness you can perform, but it'll cost some Gil. Talk to the wounded soldier (found in an unmarked house on the north-eastern side of Mobliz). Bring him his letter and he'll wish that he could send out a letter. Talk to the man inside the carrier pigeon house (located in the center of the town; it has the pigeons by it) and he'll ask for 500 Gil to send the message out. Inside the house, you can also pick up the ELIXER found in the clock by the man.

It doesn't end there. If you want to, you can even get a Tintinnabulum Relic from that man. There's six sets of events, but to activate the next one, you have to perform a certain event, such as sleeping at an Inn or talking to any Shop Keeper. Then you can go back to the injured man and complete another set of events. Keep doing this and after so many series of events, he'll fork over the TINTINNABULUM.

With all that done, head out and back onto the Veldt.

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Item Checklist	Equip	ment	Check	klist		Par	ty Members	
0	0				(	)		0
None	None					Sab	in	
0	0				(	O Cya	n	
						Gau		
					(	)		0
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.

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Pot				None		Sabin	
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						Gau	
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Crescent Mountain is located on the south end of the Veldt. It gets its name

from the fact that it's, well, shaped like a crescent. The entrance to the cave is located in the inner part of the crescent.

Crescent Mountain Cave is nice because you can explore around without any enemy encounters. So feel free to walk around.

Gau forgets where his "shiny shiny" object is, which forces you to wander around like a fool until Gau finds it. From the entrance, head north to see a scene, then west onto the edge for Gau to find a POTION. Head northeast and up the ledge for a rather hilarious scene, but keep in mind that you'll lose 500 Gil in the process (I say it's worth it just to see it). Continue northeast to follow a path where Gau will find his "shiny shiny". After doing so, your party will immediately jump into:

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		Potion									
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									Gau		
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Mons	sters e	encountered									
Χ	#	Monster		HP	MP	ATK	DEF	Gil	EXP	Weakness	
	052	Actinian		230	98	13	100	125	57	Fire, Lit	
	050	Anguiform		315	150	14	80	358	96	Lit	
	051	Asniran		220	330	2	100	115	48	Fire	

You'll fight a series of battles in the Serpent Trench. You can also pick up a few items in here. Hang a right at the first split and you'll find an X-POTION. Head outside and at the next turn, hang another right to hit another cave. Head north from the entrance and into the next area. Then head south and step on a switch to lower the water level, which will allow you to jump down and head north to find a GREEN BERET. Exit through the south to continue.

Healing in the Serpent Trench can be difficult since you can't do it outside of battle. However, you can do it inside of battle and you now have three characters to heal with, so it shouldn't be too tough. I fought anywhere between 3-6 battles during all the times I ran through the Serpent Trench.

Eventually you'll get through the Serpent Trench and reach:

FINAL FAN     _ \ O       \ \   WORLD OF       \ / O       \ \   NIKEAH       / / O	BALANCE	 
Item Checklist	OC   Equipment Checklist	Party Members
X-Potion	·	Sabin
Weapon Shop	OC   Armor Shop	Inn 150 Gil
Mythril Claws 800   Kotetsu 800   Mythril Spear 800   O	Heavy Shield	Chocobo 80 Gil
Item Shop	0C   Relic Shop	
Smoke Bomb 300	Star Pendant 500     White Cape 5000     Fairy Ring 1500     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.

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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

Χ	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
		Exocite	196						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.

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0	-0	0	-0
Item Checklist	Equipment Checklist	Party Members	
0	-0	0	-0
None	Rune Blade	Terra	
0	-0	·O Edgar	-
		Banon	
		0	_

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

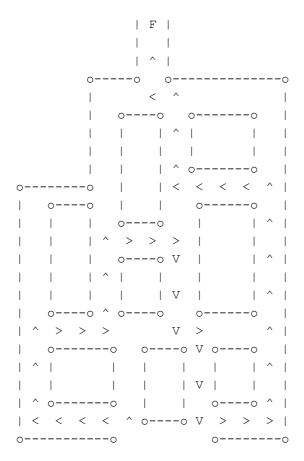
### Monsters encountered

Χ	#	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 steps west, one step north and you'll be at the Finish. Take the door and continue on.

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After passing through the door, head on up the path and you'll pass by a door. Enter it and you'll find that you're in the first multi-party battle area. Go to the back of the room and go through the door. You'll find a room full of Moogles, but that's not what you came here for. Go to the northwest corner of the room and circle around to find a RUNE BLADE. Follow the path to the east and you'll find yourself back on the path you want. Follow it to the southeast and head out the cave.

From here, I think you can make your way back to Arvis' house. I mean ... it's not like the beginning of the game was THAT far back.

This concludes Terra's scenario, so choose another if you need to. Or you can proceed to section [WALK.029] and continue on in the story if Terra's scenario was your last (which it should be if you've been following this FAQ).

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~ There's a reason "oppose" rhymes with "dispose" ... If they get in your way, kill them! ~ Kefka

Watch the scene and prepare yourself for battle!

Before the battle begins, you'll be in control of Terra. You can use her to save using the Save Point above, equip her with anything you want or use her to switch out to another character and do the same with them. Terra's going to leave the party after the battle and you won't have a chance to take her equipment away, so I highly suggest unequipping her and using her gear for other characters.

Once you're ready to go, talk to Banon.

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/ G R O U P B A T T L E /
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 $\sim$  Defeat Kefka before his men reach Banon, or the battle is lost!  $\sim$ 

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TEAM 1	TEAM 2	TEAM 3	
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Celes	Cyan	Terra	
Locke	Gau		
Sabin	1		
Edgar	1		
0	0	0	-0

#### Monsters encountered

Χ	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	054	Corporal	255	60	15	100	96	90	Poison
	053	Fidor	355	80	25	55	180	160	Fire
	024	Heavy Armor	495	150	53	150	195	80	Lit, Water
	286	Hell's Rider	1300	170	48	120	1290	400	Fire, Poison
	055	Hunting Hound	285	50	16	75	55	115	Fire

Yes, you read those teams right. I highly suggest putting your hardest hitters in one team (Locke had the Genji Glove equipped, so he got two weapons instead of just one). The reason for this is simple: you can use Team 1 to attack anyone in your way to Kefka and use Teams 2 and 3 as backup. Cyan and Gau are both formidable enough to handle themselves and Terra shouldn't even have to battle if you play your cards right. She's leaving soon anyways, so I try to keep her equipment as generic as possible or strip her completely if you want to see her nekkid (okay, you really don't).

If you like Cyan and/or Gau better than someone in Team 1, by all means replace them. The point is to make the team that works best for you.

Once the attack begins, immediately move Teams 2 and 3 right beside Banon. That way, if you manage to mess up and a group of enemies gets too close, they'll be forced to fight before they can reach Banon.

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Fight your way through the enemies until you reach:

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	3000	•		Humanoid		i
•	3000	i				i
•	tack 25	i				i
l De	fense 55	i		Status Immu	nity	i
Ev	rasion 30	İ		Darkness	Poison	i
Ma	gic 9	Ì	Weak Against	Imp	Petrify	i
	gic Defense 160		<del>-</del>	Death	Silence	ĺ
Ma	gic Evasion 30	1		Berserk	Confusion	
Gi	1 0	1		Sleep		-
EX	IP 0	1		_		-
1		1				-
St	eal	1	Absorbs			-
1	Elixer	1				-
1	Hi-Ether	1				1
Dr	ops	I				
1	Peace Ring	1				

Kefka has an assortment of magic attacks, including Blizzara, Drain, Lightning, Poison and Confuse. However, if you brought Celes along for your attack team, Runic should prove all these spells useless. Simply have her Runic every turn and you'll only have to face Kefka's physical attack, which isn't very intimidating at all.

Since Celes is the only teammate (other than Terra, who shouldn't be in your attack party) who can use Magic, your other teammates are free to do as they please. If you brought Locke/Edgar/Sabin along, have Locke Steal a treasure off of Kefka and have Edgar use any Tool and Sabin Blitz.

Any teammate who needs healing should receive it ASAP. So you should divert any character to healing duty EXCEPT CELES. Keep her Runic status up so that Kefka doesn't blast you with a spell while she's healing. As long as you keep Kefka's spells away from your team, life is good. Have your other teammates attack and heal and Kefka will eventually flee, ending the battle.

Watch the scene that follows.

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\ \	THE SEARCH FOR TERRA	
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It seems that Terra has reacted to the esper in Narshe and has flown off into the distance; Celes mentions that Terra herself looked like ... an Esper???? Left behind is the rest of her teammates, wondering what the hell is going on and wondering moreso about her well-being. It seems that Terra has flown off far to the west, in the direction of Kohlingen and Jidoor. Assemble the forces and head out to search for her!

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

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| Bestiary
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| #001 - #055
| #276 - #287
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           | Rage *
| Espers
   | Lore
                 | Dance
| N/A
     | N/A
           | #001 - #052
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\* 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.

FINAL FAN     _ \	BALANCE	
Item Checklist	Earring  Thief's Bracer  Hyper Wrist	Party Members   OO
Weapon Shop O	Mythril Shield	Inn 200 Gil     O         
Potion	Relic Shop   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 damge 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.

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Item Checklist	-O	Party Members
None	None -O	Locke
Item Shop (east)	-O	Inn Free
Auto Crossbow	Hi-Potion 300   Ether 1500   Phoenix Down 500   Holy Water 300   Antidote 50 -O Eye Drops 50   Gold Needle 200   Tent 1200	

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.

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		N T A S Y V I	
	WORLD OF		
	KOHLINGE		
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Item Checkl	ist	-O   Equipment Checklist	Party Members
Elixer		-0 Green Beret	Locke
			Edgar   Sabin
0		-0	0
Weapon Shop			Inn 200 Gil
Air Knife .   Chain Flail   Moonring Bl   Shuriken   Flame Scrol   Water Scrol   Lightning S	950 2000 ade 2500 30 500 500 croll 500	Mythril Shield	 
Item Shop		-O	I
Hi-Potion . Ether Holy Water Antidote Green Cherr Phoenix Dow		Sprint Shoes	-    - 

Hey, guess what? Shadow's here and you can recruit him if you have an open character slot. If you do, that's great. If not, don't worry about it, it has no rammifications on the game.

If you do recruit Shadow, then you can make use of the various Throw items that you can purchase in Kohlingen. The Twist Headband is the only new item here, and Shadow can use that as well. The Item Shop has nothing new, but you can pick up some stuff if you forgot to earlier.

If you have Locke in your party, head to the northwest corner house to see a scene. If you don't have Locke, just go there and pick up the ELIXER in the clock. Head to the northwest corner house and enter it from its hidden back door to pick up the GREEN BERET inside the chest behind the armor. Circle around to the front and head downstairs (with Locke in the party) and talk to the old man for another scene. Having Celes along will add to the scene.

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.

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	FINAL FANTASY VI	1
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\ \	WORLD OF BALANCE	1
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\ \	KOHLINGEN AREA	1
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/		^[WALK.104]
		00
0	-0	

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

### Monsters encountered

Χ	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	010 059	Alacran Bloodfang	87 325	15 20	20 13	80 95	94 185	37 135	Ice, Water
	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

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l	FINAL F	ANTASY VI	Ī
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\	WORLD O	F BALANCE	1
_/ /	0		0
\ \	DRAGON'	S NECK CABIN	1
_/ /	0		0
/	1		^[WALK.105]
1			00
0	-0		
0		0	0
Item Che	cklist	Equipment Checklist	Party Members
0		0	0
None		Hero's Ring	Locke
0		0	O Celes
			Edgar
			Sabin
			00

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.

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/		^[WALK.106]
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0	0	00
	Equipment Checklist	
		Locke
	0	
		Edgar
		Sabin
		00
0	.0	.00
		Inn
0	0	-00
	Mythril Shield 1200	
	Twist Headband 1600	
	Mythril Vest 1200	
<del>-</del>	Ninja Gear 1100	
	White Dress 2200	
	0	.0
Lightning Scroll 500   Shadow Scroll 400		
O		
0	0	-0
Item Shop	Relic Shop	
•	Peace Ring 3000	•
	Barrier Ring 500	
	Mythril Glove 700	
	Earring 5000	
Holy Water 300	Knight's Code 1000	
	Sniper Eye 3000	
Echo Screen 120	0	·O
Tent 1200		
0	·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.

N T A S Y V I	I
BALANCE	I
	0
	^[WALK.107]
	0
-0	0
Equipment Checklist	Party Members
-0	0
Burning Fist	Locke
Chainsaw Tool	Celes
Chainsaw 1001	Ceres
Brigand's Glove	Edgar
· ———	·
Brigand's Glove	Edgar     Sabin
Brigand's Glove Hermes Sandals	Edgar     Sabin
Brigand's Glove Hermes Sandals	Edgar     Sabin
	B A L A N C E

~ 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.

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 recieve. 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:

0			0
BOSS - Dadaluma			#288
0	0		0
Level 22	Immune To	Type	1
HP 3270		Humanoid	1
MP 1005			1

	Attack 12				1
	Defense 85			Status Immur	nity
	Evasion 0			Poison	Berserk
	Magic 3		Weak Against	Confusion	1
	Magic Defense 143		Poison		
	Magic Evasion 10				1
	Gil 1210				
	EXP 0				1
	Steal		Absorbs		1
	Thief's Bracer				
	Jeweled Ring				
	Drops				
	Thief's Knife				
	Twist Headband				1
0-		-0			0

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 occassionally 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.

FINAL FAN		     
Item Checklist O    None	0	Party Members
Weapon Shop  O	O	Inn
Item Shop O	Barrier Ring 500   Mythril Glove 700   Earring 5000   Knight's Code 1000   Sniper Eye 3000	 

Hopefully you remember how to get back to Jidoor from Zozo? Just circle around the mountain and head back.

Nothing has changed in Jidoor. Except for one thing. Head to the giant mansion on the northern end of the town and you'll see Owzer's Mansion. Talk to the Impresario inside and a scene will occur. Head out ... but wait ... seems the Impresario dropped something. Read it and suddenly you have a way to your next destination.

Head out when you're ready. There's really nothing more to be found for the moment.

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\ \	O P E R A	H O U S E			
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/				^[WALK.109]	
1				0	0
0	-0				
0				0	0
Item Che	cklist	Equi	pment Checklist	Party Members	
0				0	0
None		None		Locke	
0				O Celes	
				Edgar	
				Sabin	
				0	0

~ 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 -> 0 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 Ralse wil win Celes's hand! It is I, Locke, the world's premier adventurer, who shall take her as my wife! ~ Locke
- $\sim$  Hmm ... Might as well make the most of this. MUSIC!  $\sim$  Impresario

#### Monsters encountered

Χ	#	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:

0-	BOSS - Ultros					#28	
0-		0					0
	Level 19				Type		- 1
	HP 2550						
	MP 500						
	Attack 13	1					
	Defense 105	-			Status Immur	nity	
	Evasion 0	1			Poison	Imp	
	Magic 4	1	Weak Agains	st	Petrify	Death	
	Magic Defense 150		Fire	Lightning	Silence	Berserk	
	Magic Evasion 0	1			Confusion	Sleep	
	Gil 2	1					
	EXP 0	1					
		1					
	Steal	1	Absorbs				
		-	Water				
		-					
	Drops	1					
		1					
		1					
0-		-0					0

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.

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   | FINAL FANTASY VI
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                      | ^[WALK.040] |
                      0-----
0----0
| Item Checklist | Equipment Checklist | Party Members |
| None
                     | Locke
O-----O Celes
                     | Edgar
                     | Sabin
                     0----0
0-----
| Blackjack's Merchant | Inn
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
```

~ 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 addtion, 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.

FINAL FAN     _ \		 
Item Checklist	Equipment Checklist	Party Members
Hi-Potion	0(    -0	Locke
Weapon Shop	·	Inn 300 Gil
Kiku-ichimonji	L	 
·	O(   Relic Shop	)   
Phoenix Down 500	Peace Ring 3000   Earring 5000   Sniper Eye 3000   Reflect Ring 6000   Amulet 5000	 

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.

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\ \	A L B R O O K A R E A	1
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0	-0	

This section covers monsters found in the Albrook area.

### Monsters encountered

Χ	#	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	Grasswyrm	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.

0	-0	
	FINAL FANTASY VI	1
_ \	0	
\ \	WORLD OF BALANCE	1
_/ /	0	0
\ \	M A R A N D A	1
_/ /	0	00
/		^[WALK.113]
		00

0	-0		
Item Chec	cklist	O   Equipment Checklist	Party Members
Holy   Reme	y Water	0	Locke
Weapon Sh	пор	O   Armor Shop	Inn 200 Gil
Mythril S Trident . Venom Cla Bastard S Boomerand	Spear       800          1700         aws       2500         Sword       3000         g       4500	O	          -0
own. To ge s located	et there, you actual	west of Albrook. It's another ly have to go out of your way ook) and then go west from Ve	from Vector (which
	completely optional e, if you want to.	, but it has some new Weapons	and Armor for you
		nd check the south box for a find two more crates; the so	
	=	able, and it's here, in Marand Blade if you have that equip	=
Mythril Hel Beret has well but	Im has better defens (not to mention the lacks the other st	expensive but fairly worthwhe, but lacks in the Evasion be HP boost). The Mythril Mail hat bonuses that other armor courchase them if you feel the	onus that the Green as better defense arries. However,
n Maranda?	? She's here, in the	dier in Mobliz who was writing house on the east side of too othing too important to say.	
)	-0		
	F I N A L	TASY VI	
_ 	W O R L D O F O	BALANCE	
\ \	V E C T O R		
/			^[WALK.114]
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00			
0	-0	.0	0
Item Checklist	Equipment Checklist	Party Members	
0	0	0	0
None	None	Locke	
0	0	O Celes	
		Edgar	
		Sabin	
		0	0
0	0	·O	0
Weapon Shop	Armor Shop	Inn 1000 Gil	
0	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 | O------ White Dress ...... 2200 | 0-----0

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

Χ	#	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.

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	_/ /	M A G I T E K	R E S				: I L I	T Y		C   C
	/								^[WALK.115	]
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I	tem Che	cklist	Eq	uipment	Chec	klist		Par	ty Members	c 
1	Eth		Ŭ	Flam				Loc		c 
_	 X-P	otion		—— Thun	der B	lade		Cel	es	ĺ
; -	Rem			Gold				Eda		i
; -	Ten			Gold				Sab		' 
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Mon	sters e	ncountered								
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

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				#2
Level 21			Type	
· · · · · · · · · · · · · · · · · · ·	Lightning	Poison		
MP 600				
Attack	Earth	=		
Defense 215	Earth	Water	Ctatua Immus	o i + + + +
Evasion			Status Immur Poison	
· ·	Moole Accinc	. +		Imp Death
Magic 7   Magic Defense 115	5	i L	Petrify Silence	
	Ice			
Magic Evasion 0			Confusion	Sleep
Gil 0			Stop	
EXP 0				
Steal	Absorbs			
	Fire			
i i	1110			
Drops				
0000 - Shiva				#2
OSS - Shiva C Level 21	Immune To			#2
COSS - ShivaC Level	Immune To Lightning			#2
GOSS - Shiva	Immune To Lightning			#2
DOSS - Shiva	Immune To Lightning Wind	Poison		#2
Defense	Immune To Lightning Wind	Poison Holy		#2
Defense 200    Evasion 200SS - Shiva	Immune To Lightning Wind Earth	Poison Holy Water	Type Status Immur	#2
Defense 200    Evasion 20    Magic 7	Immune To Lightning Wind Earth	Poison Holy Water	Type Status Immur Poison Petrify	#2  nity Imp
SOSS - Shiva   SoSS	Immune To Lightning Wind Earth	Poison Holy Water	Type Status Immur	#2
SOSS - Shiva   Soss - Shiva   Soss - Soss - Shiva   Soss - S	Immune To Lightning Wind Earth Weak Agains	Poison Holy Water	Type Status Immur Poison Petrify	#2 nity Imp Death
SOSS - Shiva   Soss - So	Immune To Lightning Wind Earth Weak Agains	Poison Holy Water	Type Status Immur Poison Petrify Silence	#2 nity Imp Death Berserk
SOSS - Shiva   Soss - So	Immune To Lightning Wind Earth Weak Agains	Poison Holy Water	Type Status Immur Poison Petrify Silence Confusion	#2 nity Imp Death Berserk
SOSS - Shiva   Soss - Shiva   Soss - Soss - Shiva   Soss - Soss - Soss - Shiva   Soss - Soss - Shiva   S	Immune To Lightning Wind Earth  Weak Agains Fire	Poison Holy Water	Type Status Immur Poison Petrify Silence Confusion	#2 nity Imp Death Berserk
SOSS - Shiva   Soss - So	Immune To Lightning Wind Earth  Weak Agains Fire  Absorbs	Poison Holy Water	Type Status Immur Poison Petrify Silence Confusion	#2 nity Imp Death Berserk
SOSS - Shiva   Soss - Shiva   Soss - Soss - Shiva   Soss - Soss - Soss - Shiva   Soss - Soss - Shiva   S	Immune To Lightning Wind Earth  Weak Agains Fire	Poison Holy Water	Type Status Immur Poison Petrify Silence Confusion	#2 nity Imp Death Berserk
Soss - Shiva	Immune To Lightning Wind Earth  Weak Agains Fire  Absorbs	Poison Holy Water	Type Status Immur Poison Petrify Silence Confusion	#2 nity Imp Death Berserk
SOSS - Shiva	Immune To Lightning Wind Earth  Weak Agains Fire  Absorbs	Poison Holy Water	Type Status Immur Poison Petrify Silence Confusion	#2 nity Imp Death Berserk
Steal	Immune To Lightning Wind Earth  Weak Agains Fire  Absorbs	Poison Holy Water	Type Status Immur Poison Petrify Silence Confusion	#2 nity Imp Death Berserk

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 counterattacking 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 itembased 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:

	BOSS - Number 024				#292	2
0-		-0		 		0
	Level 24	-	Immune To	Type		
	HP 4777	-	???	Humanoid		
	MP 777					
	Attack 20					
	Defense 170			Status Immur	nity	
	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					
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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 elemential 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 elemential strengths can't even defend against physical attacks. Which makes them the most sure-fire way to deal damage. Attack and heal and the

battle will be over before you know it. But before you finish off Number 024, try to Steal one of its treasures.

After defeating Number 024, head north and into the next room.

UNEQUIP CELES. SHE WILL LEAVE THE PARTY SOON.

Head to the far north and flip the switch. Watch the scene that ensues. You'll obtain the UNICORN, MADUIN, CATOBLEPAS, PHANTOM, CARBUNCLE and BISMARCK magicite.

NOTE: Okay ... this scene STILL confuses the hell out of me. Kefka's lying and Celes doesn't even try to refute anything he's saying. What the hell? Given, she DOES help out, but what good is that when your image is tarnished?

After regaining control, head east and jump on the elevator.

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First things first. Save at the Save Point. Next thing, assess your Esper situation. I suggest equipping Kirin for the healing properties and then two attack Espers, like Shiva, Ifrit, Ramuh or Maduin.

Talk to Cid when you're ready to go and you'll face off against a hoarde of enemies.

## Monsters encountered

X	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	086	Chaser	1202	140	13	200	380	691	Lit, Water
	084	Magna Roader	420	100	12	25	277	232	Fire
	085	Magna Roader	250	100	10	20	300	198	Ice
	079	Trapper	555	80	13	180	200	235	Lit, Water

After a few battles (I fought 5 battles), you'll face off against:

0-		-0			0
	Level 23		Immune To	Type	
	нр 3276				
	MP 810				
	Attack 13				
	Defense 120			Status Immur	nity
	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				
0-		-0			0

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:

0-						-0
	BOSS - Crane (left)				#296	
0-		-0				-0
	Level 23	1	Immune To	Type		
	нр 1800	1				
	MP 447	1				
	Attack 14	1				
	Defense 145	1		Status Immu	nity	
	Evasion 0	1		Darkness	Poison	
	Magic 4	1	Weak Against	Imp	Petrify	
	Magic Defense 120	1	Water	Death	Silence	
	Magic Evasion 0			Berserk	Confusion	
	Gil 0			Sleep	Stop	
	EXP 0					
	Steal		Absorbs			
	Noiseblaster	1	Lightning			

Drops			
I			
BOSS - Crane (right)			#29
C Level 24		Type	
HP 2300			
MP 447			
Attack 14			
Defense 125		Status Immu	nity
Evasion 0		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			
1			
Steal	Absorbs		
Debilitator	Fire		
Hi-Potion			
Drops			

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.

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Item Chec	cklist	I	Equipment Che	cklist   I	Party Members
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None		I	None	1	None
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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.

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All of your work up until now was to get Terra back to normal; it looks like your mission was a success. Seems that Terra is half-human and half-esper, which explains her transformation and her natural magical power. However, the war against the Empire is just beginning. Everyone should return to Narshe so the Returners can plan their next move.

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

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Bestiary			
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#001 - #072			
#074 - #086			
#276 - #297			
0	0		
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Espers	Lore	Rage	Dance
0	0		0
Ramuh	N/A	#001 - #052 *	N/A
Kirin	0		0
Siren			
Cait Sith	* Even the	ough you have Bestiary	entries up to #086 (with
Ifrit	the exc	eption of #073 (Grenade	e) since it's found on
Shiva	the Velo	dt), you haven't had a	chance to get back there
Unicorn	yet to	grab the remaining ones	. Also, this listing
Maduin	doesn't	include the possible E	Boss entries because you
Catoblepas	haven't	been able to return to	the Veldt.
Phantom			
Carbuncle			
Bismarck			

One thing to note. From here on, I'll only include required party members in the "Party Members" sections. You can bring along anyone else you like after including the required characters.

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None		None	Any
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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.

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	Mythril Helm 2000	
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	Ninja Gear 1100	
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Hi-Potion 300	Earring 5000	
Ether 1500	Hermes Sandals 7000	
Eye Drops 50	Black Belt 5000	
Green Cherry 150		
Echo Screen 120	0	0
Holy Water 300	I	
Phoenix Down 500	I	
Tent 1200	Ī	
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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.

FINAL FAN		 
	Equipment Checklist	
None	-O	Any
Weapon Shop	-OC   Armor Shop	Inn 250 Gil
Kaiser Knuckles 1000   Kodachi 1200   Moonring Blade 2500   Flame Scroll 500	1	)
Item Shop	Earring 5000     Knight's Code 1000	)

	Echo	Screen	120	0
	Tent		1200	
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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 \* \* 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.

Zona Seeker magicite (10,000 Gil) Golem magicite (20,000 Gil)

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.

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X #									Weakness	
	Bomb		L60				80			
073	Grenade	3(	000	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.

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Thamasa is located on the far east end of the world, just east of the Veldt.

There's (almost) nothing to do in Thamasa until later. However, you can loot the treasures inside. Also ... don't stay at the Inn; it's a total ripoff for now.

Check the barrels east of the Item Shop. The middle one contains an EYE DROPS. Head east and check the bottom barrel that's east of the Relic Shop to find a GOLD NEEDLE. Head north of the Relic Shop and slightly northwest from the giant mansion; check the barrel to find a GREEN CHERRY. Head west and up the hill and then check the upper barrel next to the house to find an ECHO SCREEN. That's the only treasures I could find here.

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The Imperial Observation Post is east from Albrook. On the southern continent,

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.

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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

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## = 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 seperate 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:

 $^{\sim}$  And I was just about to claim all the treasure buried in the ground beneath the big stairway for my own ...  $^{\sim}$ 

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 totatlly 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.

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Item Checklist	Equipment Checklist	Party Members
0	-0	0
None	None	Any
0	-0	00
0	-0	00
Weapon Shop	Armor Shop	Inn 200 Gil
0	-0	0
Mythril Spear 800	Priest's Miter 3000	
Trident 1700	Green Beret 3000	
Venom Claws 2500	Mythril Helm 2000	1
Bastard Sword 3000	Mythril Vest 1200	
Boomerang 4500	Mythril Mail 3500	
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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,

rest and talk to the citizens. Even though you could do all that back on the Blackjack.

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Item Checklist	Equipment Checklist	Party Members
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None		Locke
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From Maranda, Vector is located northeast. To get there, travel north from Maranda and then east, through the mountains and finally to Vector. Or you can just use the hidden Chocobo Stable to the southeast (it's closer to the Blackjack than it is Maranda).

# Monsters encountered

Χ	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	054	Corporal	255	60	 15	100	96	90	Poison
	093	Mega Armor	1000	50	19	120	0	350	Lit, Water

Inside, you'll find the Returners and the Narshe Guards. Talk to them if you want, but your real goal is to head all the way north and to the Imperial Palace. The Emperor wants to see you, so follow the red guard and he'll take you to the front door of the Emperor.

Go inside and talk to Gestahl. Cid will appear and assign you to talk to all the soldiers. You'll now have to talk to all the soldiers you can (there's 24 of them total and you have to fight some of them). Hopefully you have the Sprint Shoes equipped so you can zoom around quickly.

SPECIAL NOTE: In order to get a fight to count for your Guard Total, you must

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 southwest. 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.  $d(^{\circ})b$ 

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

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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 rammifications, 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.

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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.

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Hi-E		Angel Wings	
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8000		Angel Ring	1
1300	00 Gil	Hermes Sandals	1
2000	00 Gil	Flametounge	I
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		Ninja Gear 1100	· [

	Shuriken 30		White Dress 2200	
	Flame Scroll 500	0-		-0
	Water Scroll 500			
	Lightning Scroll 500	-		
0		-0		
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	Item Shop	-	Relic Shop	
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	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		

## ~ Bleeeuuuugh!!! ~ 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.

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Item Che	cklist	Equipment Checklist	Party Members
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Teleport Stone	None -0		Terra Locke	
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Weapon Shop	Armor Shop		Inn	1500 Gil
Mythril Rod 500		O		0
Flame Rod 3000				
Ice Rod 3000	<del>-</del>			
Thunder Rod 3000	Golden Helm 40	000		
Morning Star 5000				
Hawkeye 6000	Power Sash 50	000		
Heavy Lance 10000	Gaia Gear 60	000		
Darts 10000	Golden Armor 100	000		
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Item Shop	Relic Shop			
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Potion 50				
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Holy Water 300	<del>-</del>			
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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 grand-daughter, 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

Χ	#	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:

BOSS - Flame Eater	-0			#298
Level 24	Ü		Туре	
HP 8400	1	Lightning Poison		
MP 480	1	Holy Earth		
Attack 13	1			
Defense 105			Status Immu	nity
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				
	1			

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-

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nsters encountered # Monster	НР	MP	ATK	DEF	Gil	EXP	Weakness
094 Briareus	750	100	17	110	458	465	
_ 096 Chimera 095 Devourer	2237 420	100 100				1144 214	
0							
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Item Checklist	Equi	.pment	Chec	klist		Par	ty Members
X-Potion	I	Heali	ng R	lod		Ter	ra
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nsters encountered # Monster			ATK	DEF	Gil	EXP	Weakness
 101 Adamankary			22	225	189	1450	

side. Shadow leaves the party now, so hopefully you unequipped him. Head out

when you're ready.

 099	Bonnacon	505	20	12	50	270	232	Fire	
 100	Land Grillon	977	80	15	115	410	292	Fire, Wi	nd
 102	Mandrake	1150	104	16	115	450	378	Fire	
103	Venobennu	860	82	16	125	525	485		

From the entrance, head northwest, but divert your attention towards the HEALING ROD just off the path. Continue to the north, but when you're posed with a split in the path, don't go north or south (they lead back to each other). Instead, head east and through the doorway. Outside, follow the path until you're led back inside. Inside, there's not a whole lot to do except follow the path and ... see a familiar face? At any rate, continue on and walk up towards the three statues to see a scene. Before heading back out, heal up because you're about to face:

O					#29	9
Level 25	•			 Туре		U
I HP 22000				-7F -		i
MP 750	i					i
Attack 22	i					i
Defense 95	i			Status Immur	nity	i
Evasion 0	i			Poison	_	i
Magic 7	i	Weak Again	st	Petrify	Death	i
Magic Defense 155		Fire	Lightning	Silence	Berserk	-
Magic Evasion 0				Confusion	Sleep	-
Gil 3						
EXP 0						
Steal		Absorbs				
White Cape		Water				
Drops						
0	-0					0

This guy again? He seriously needs a hobby or something ...

Ultros uses his usual repertoire of attacks ... Ink, Tentacle, the works. There are differences though. After you attack him with so many magic attacks, he'll change into a red color and back, and a message will appear on the screen. I suggest you follow its directions and STOP using all elemential magic because Ultros will counter-attack with an even bigger elemential spell (you cast Fira, he'll cast Firaga). Needless to say, it hurts. Ultros also has his Hailstone attack, which drops ice boulders on your head. Lastly, Ultros can throw a Stone at you and Confuse a character.

First off, I suggest attacking Ultros with all the Fira and Thundara spells you can get until he turns red and the message pops up. After that, hit him with all the physical attacks you can muster. I had dual Hawkeyes on Locke and he could do anywhere between 500-1600 damage per turn. Strago's Lores didn't help me that much, but he was still useful as a healer and/or revival unit. Terra was easily capable of healing virtually all of the damage Ultros could do (it's worth noting that both Terra and Locke had the Cura and Cure spells). Also, I managed to get a Stop spell to hit Ultros, which stalled Ultros from turning red. A

After dealing so much damage to Ultros, Relm will show up and a scene will occur (yes, mid battle). After the scene, you have one of two choices: to beat

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.

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		Equipment Checklist	•
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None		None	Terra
0		0	0 Locke
			Strago
			Relm
			00

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

follow. When you regain control, enter the airship and watch the scenes that take place.

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Certainly the situation at the moment is grim. Everything Gestahl fed you at the banquet was a flat out lie. Leo is dead; Kefka and Gestahl have their own magicite and are now in control of the Warring Triad. Everything you've worked so hard to achieve has been trashed in the blink of an eye. So now it's time to pay back both Gestahl AND Kefka for their deceit and lies!

Here is a list of what you are capable of having at this point in time (I've led you to less entries, but more are possible):

0	-0	-0	<b></b>
Espers	Lore *	Rage *	Dance
0	-0	-0	00
Ramuh	Roulette	#001 - #103	N/A
Kirin	Aqua Breath	#278	00
Siren	Revenge Blast	#279	
Cait Sith	White Wind	#296	
Ifrit	Traveler	0	0
Shiva	Dischord	I	
Unicorn	Transfusion	I	
Maduin	Stone	I	
Catoblepas	Self Destruct	I	
Phantom	0	-0	
Carbuncle			
Bismarck			
Golen			
Zona Seeker			
Seraph			
0	-0		

<sup>\*</sup> In order for you to have Bestiary/Rage #073 (Grenade), you must not have been following this guide. In addition, in order for you to have all the Lores listed, you must not have been following my guide. Of course, I'll lead you to them, but I simply haven't yet.

The following Bestiary entires have no Rage Entries:

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

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\	N A R S H E		
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/			^[WALK.201]
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0	-0		
0		-0	0
Item Che	cklist	Equipment Checklist	Party Members
0		-0	0
None		Gold Hairpin *	Any
0			0

\* 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.

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0				-0					-0		0
Monst	ers e	encountered									
Χ	#	Monster		HP	MP	ATK	DEF	Gil	EXP	Weakness	
	800	Darkwind		34	0	13	55	41	28	Fire	
	007	Leaf Bunny		33	0	13	60	45	24	Fire, Water	

The real objective here is the small triangular island on the northeast corner of the world map. Upon landing on it, SAVE YOUR GAME. You should definitely have the Stop spell on at least two characters (for insurance). I was also told that Slow works in conjunction with Stop.

If you want Magic AP for the spells, go to the Veldt (if you don't want to gain any EXP) or the forest around Vector (for about 2-3 AP per battle).

Walking around this triangular island will result in a bunch of smaller battles. However, eventually you'll run into:

0-	BOSS - Intangir					#097	-0
0-		-0					-0
	Level 26		Immune To		Туре		
	нр 32000						
	MP 16000						
	Attack 25						
	Defense 150				Status Immu	nity	
	Evasion 50				Darkness	Poison	
	Magic 10		Weak Agains	t	Imp	Petrify	
	Magic Defense 150	1			Death	Silence	
	Magic Evasion 0	1			Berserk	Confusion	
	Gil 0				Sleep		
	EXP 0						
	Steal		Absorbs				
	Magicite Shard		Fire	Ice			
			Lightning	Poison			
	Drops		Wind	Holy			
	Antidote		Earth	Water			
0-		-0					-0

Intangir has no attacks. Just counter-attacks. He absorbs all magic elements and starts the battle in a Vanish state. If you attack with a non-elemential attack, he'll counter with Meteor. If you nullify his Vanish state (via any magic spell) and attack him physically, he'll counter with Meteor.

Honstly ... Ingtangir 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.

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\ \	LORE HUNTIN	G	1
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Item Che	cklist   Equ	uipment Checklist	Party Members
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None	Nor	ne I	Strago
0	0	(	Relm
		I	Gau (sometimes)
			)

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.

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.

#### Roulet.t.e

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.

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	e every monster po	ssible so far, you can get th	e following Rages on			
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g learns	dances quite easi	ly. All you have to do is fig	ht a battle on anv			
		on a certain patch of land, M				
		for you, Action's guide is f				
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nd Rhapso	ody					
Fight ard	ound Narshe in any	grassland area (you'll see w	hy I suggested Narshe			
ry soon).						
rest Noct	turne					
Fight in	the forest south	of Narshe.				
sert Lull	Laby					
Fight in	the desert betwee	n Narshe and Figaro Castle.				
ve Serena	ade					

Head to Zozo and fight inside the city to learn this Dance.

## 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.

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Item Checklist	Equipment Checklist	Party Members
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Hi-Ether	Prayer Beads	Any
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X-Potion	0	)(
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Elixer	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.

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0	-0	OC
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None	None	Any
0	-0	OC

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	Fl	oating	Continent)	١.

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None		·						Any	
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~ No, re	eally! This is ou	r last batt	le! Ho	nest!	~ Ult	ros			
Monsters	s encountered								
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		900							
	5 Snitfire							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:

00											
BOSS - Ultros											
0	0					0					
Level 26		Immune T	0	Туре		- 1					
HP 17000						1					
MP 8000											
Attack 10						1					
Defense 20				Status Immu	nity						
Evasion 0				Poison	Imp						
Magic 3		Weak Aga	inst	Petrify	Death	1					
Magic Defense 10		Fire	Poison	Silence	Berser	ς					

	Magic Evasion 0			Confusion	Sleep	
	Gil 0			Stop		
	EXP 0					1
						1
	Steal		Absorbs			
	Dried Meat		Water			1
						1
	Drops					
0-		0		 		-0

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					ŧ300
Level 26			Туре		(
HP 10000					
MP 40000					
Attack 13					
Defense 100			Status Immu	nity	
Evasion 0			Poison	Imp	
Magic 10	Weak Agai	nst	Petrify	Death	
Magic Defense 55	Ice	Water	Confusion		
Magic Evasion 0					
Gil 0					
EXP 0					
1					
Steal	Absorbs				
Dagger	Fire				
1					
Drops					
1					
0	)				

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
C			0			
	Level	25		Immune To	Туре	1

	HP 8000						
	MP 750						
	Attack 10						
	Defense 150				Status Immur	nity	
	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						
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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.

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None	1
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Monsters	encountered
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Χ	#	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  $\dots$  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		Туре	
HP 24000			
MP 5000			
Attack 45			
Defense 142		Status Immur	nity
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			
I			
Steal	Absorbs		
Ribbon			
Elixer			
Drops			
Elixer			
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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 putiing 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.

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\ \   FLOATING	CONTINENT ESCAP	E
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You only have six minutes to escape, so get to it!

Start by heading southeast. Once stopped, go north and follow the path east, skipping the first path south and taking the next path with stairs south. Don't head east immediately or the floor will break and you'll be cut off from the ELIXER in the chest. Instead, go south and around, then head up and approach the chest from the east side.

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You'll run into a glowing star that initiates a battle:

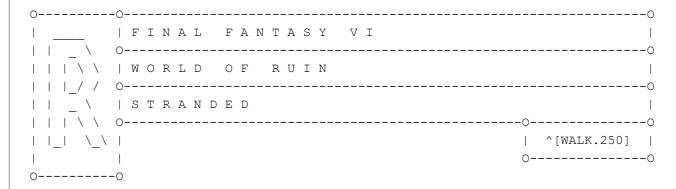
BOSS - Nelapa				#308
Level 26			 Туре	ا ۔۔۔۔۔۔۔۔۔۔۔۔۔۔۔
НР 2800	Poison	Wind	Humanoid	Ī
MP 280	Earth	Water		
Attack 11				I
Defense 105			Status Immu	nity
Evasion 0			Darkness	Poison
Magic 10	Weak Agai	nst	Imp	Petrify
Magic Defense 150	Ice	Lightning	Silence	Sleep
Magic Evasion 0	Holy		Slow	I
Gil 0				
EXP 0				
Steal	Absorbs			
	Fire			
Drops				I
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Nelapa will start the battle by casting Doom on your entire team. In addition, Nelapa starts the battle in Reflect status, meaning all spells directed towards it will be reflected back at you. However, you can defeat Nelapa far easier than Ultima considering Nelapa only has 2800 HP. A few well-placed physical attacks are more than enough to do in Nelapa, even considering the severe time constraints that Doom places on you.

Between Edgar's Tools and everyone else's physical attacks, Nelapa should pose no threat to you or your team. If you have someone with a Genji Glove, it'll only make the battle easier.

Continue east and you'll see the airship below. You can jump, but you INSTANTLY LOSE ACCESS TO SHADOW FOR THE REST OF THE GAME. WAIT! 
In case you didn't get the message here, you should Wait when prompted.

To get Shadow later, simply wait around by the exit. It takes a LONG time, but if you wait until 0:05, Shadow will pop up and the timer will disappear. He'll jump off with you. Watch the scenes that ensue.



Kefka ... won? Even though Kefka betrayed Gestahl and changed the face of the entire planet in the process, Kefka seems to have won. Facing off did no good, although it's not like you really had the chance to battle him. Killing Leo, poisoning Doma and defacing the planet ... seems Kefka has a high list of crimes to account for. At any rate, the Blackjack is toast and the entire team is seperated ... it's time to really get the lead out.

Here is a list of what you are capable of having at this point in time (although you probably won't have all the Lores listed unless you brought Strago along for the whole Floating Continent ride):

```
O-----O
| Bestiary |
O-----O
| #001 - #113 |
| #276 - #308 |
O------O
```

0	0	0	0	0
Espers	Lore	Rage	Dance	
0	0	0	0	0
Ramuh	Doom	#001 - #112	Wind Rhapsody	
Kirin	Roulette	#278	Forest Nocture	
Siren	Aqua Breath	#279	Desert Lullaby	
Cait Sith	1000 Needles	#296	Love Serenade	-

Ifrit	Revenge Blast	#306	Earth Blues
Shiva	White Wind	0	O Water Harmony
Unicorn	Lv. 5 Death	1	Twilight Requiem
Maduin	Lv. 4 Flare	1	00
Catoblepas	Lv. 3 Confuse	1	
Phantom	Traveler	1	
Carbuncle	Dischord	1	
Bismarck	Transfusion	1	
Golen	Stone	1	
Zona Seeker	Self Destruct	1	
Seraph	0	-0	
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Item Che		Equipment Checklist	· -
0		0	OC
None		None	Celes
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Celes is your only character here. And now you're charged with saving Cid's life through the only means possible: feeding him fish.

I've been running through Djibriel's guide on this scenario and the mechanics have not changed. Check his guide on the SNES Final Fantasy III game board for more details.

However, for the purposes of this document, I'll only give you the vital details:

There are four types of fish; they appear under your Rare Items screen.

Fish - A delicious fish Fish - An ordinary fish Fish - A fish

Fish - A foul-tasting fish

The first two types of fish will heal Cid. The other two types will kill him. Whether or not you kill Cid has no giant impact on final outcome of the game. I personally kill him every time because I like the scene better. However, if you REALLY want to save Cid, feel free to do so.

No matter what happens, when you return to the cottage, you'll find either a letter from Cid or himself. Take the stairway and use the item there to head out.

FINAL FAN		 
Item Checklist	Equipment Checklist	Party Members
None		Celes
Weapon Shop	O(   Armor Shop	Inn 300 Gil
Icebrand 7000   Thunder Blade 7000	Golden Shield 2500   Priest's Miter 3000   Green Beret 3000   Golden Helm 4000   Golden Armor 10000	 
0	0	O
<u>-</u>	Relic Shop	
Hi-Potion	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.

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Item Checklist	Equipment Checklist	Party Members
0	·O	00
None	·	Celes
0	-0	00
	-0	00
		Inn
	-0	
	Golden Shield 2500	
Venom Claws 2500	Beret 3500	
Flametongue 7000	Tiger Mask 2500	
	Golden Helm 4000	
Thunder Blade 7000	Power Sash 5000	
	Golden Armor 10000	
0	·O	0
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	Relic Shop	
0	-0	0
Hi-Potion 300	Dragoon Boots 9000	
	Thief's Bracer 3000	
Green Cherry 150	Black Belt 5000	
	Alarm Earring 7000	
Echo Screen 120	Sniper Eye 3000	
Holy Water 300		
	Jeweled Ring 1000	
	Amulet 5000	
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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	

<sup>\*</sup> 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.

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

## Monsters encountered

Χ	#	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 122 Rukh	1 850	19 100		5 105	0 596		Ice, Ice	Water
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This section covers monsters f	found i	n the	e Nike	ah and	Mobliz	areas	•	
					Gil			
121 Black Dragon 4		 600		102			Fire,	
126 Delta Beetle	612	80	11	220	211	288	Fire	
129 Devoahan 2	2252	218	15	100	458	562	Fire,	Water
128 Lizard 1	280	70	14	102	356	297	Ice	
127 Vampire Thorn	12	400		254			Fire	
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O	-							0 mbers
O   None	-0					-O   Cel		
O	•							l I
	O							0
	Armo	r Sho	p			Inn		150 Gil
O	Diame	ond S st's n Ber	Shield Miter		3500 3000 3000	 		0

Enhancer 10000	Gaia Gear 6000
0	-O Power Sash 5000
	Diamond Vest 12000
	00
0	-00
Item Shop	Relic Shop
0	-00
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
0	-00

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.

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Item Che	cklist	Equipment Checklist	Party Members
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Potion	None	Celes
X-Potion	0	-O Sabin
Elixer	1	0
Phoenix Down	1	
Holy Water		
Remedy	1	
Tent	1	
Tent		
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	Armor Shop	Inn
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	Diamond Shield 3500	·
<del>-</del>	Priest's Miter 3000	
	Green Beret 3000	
	Diamond Helm 8000	
0	-O Gaia Gear 6000	
	Diamond Vest 12000	
	Diamond Armor 15000	•
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		-0
	Relic Shop -0	
	Silver Spectacles 500	·
	Star Pendant 500	
	Fairy Ring 1500	
	Amulet 5000	
	Hermes Sandals 7000	
	Reflect Ring 6000	
_	Angel Ring 8000	
	Princess Ring 3000	
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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.

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his secti	on covers mon	sters found	in the	Sout	th Figa	iro area	ā.	
ionstors o	ncountered							
	Monster	НР	MP	ATK	DEF	Gil	EXP	Weakness
131	Cancer	952	100	15	110	576	360	Ice, Lit,
								Water
	Desert Hare	75		7		0		Water
	Oceanus	1700					612	Lit
130	Sandhorse	1025	100	15	135	726	475	Ice, Water
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onsters e	ncountered							
	Monster	HP			DEF	Gil	EXP	Weakness
	Cruller	1334						Fire, Holy
	Dante	1945						
	Humpty			8		326		=
	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.

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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.

= 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: 0------| BOSS - Tentacle (lower-right) #310 I 0-----0 Level ..... 31 | Immune To Type | HP ..... 7000 | | MP ..... 800 | | Attack ..... 13 | | Defense ..... 102 | Status Immunity | Evasion ..... 0 | Death Imp | Magic ..... 8 | Confusion Weak Against Berserk | Magic Defense .... 153 | Ice Water Stop | Magic Evasion ..... 0 | | Gil ..... 0 | EXP ..... 0 | Steal Absorbs Fire | Drops 0-----0------| BOSS - Tentacle (upper-right) #311 | 0-----0 | Level ..... 33 | Immune To Type HP ..... 5000 | | MP ..... 600 | | Attack ..... 13 | Defense ..... 102 | Status Immunity | Evasion ..... 0 | Imp Death | Magic ..... 8 | Weak Against Confusion Berserk | Magic Defense .... 153 | Stop | Magic Evasion ..... 0 | Gil ..... 0 | EXP ..... 0 | Steal Absorbs Lightning Water Drops 0------0 | BOSS - Tentacle (lower-left) #312 I 0-----0 | Level ..... 32 | Immune To Type HP .... 6000 |

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

MP	Weak Against Fire	Status Immur Imp Silence Confusion Stop	Petrify Berserk
Steal	Absorbs Ice Water		
Drops	)		
30SS - Tentacle (upper-lef	t) 		#313
BOSS - Tentacle (upper-lef Level	it) Immune To		#313
BOSS - Tentacle (upper-left	it) Immune To	Type Status Immus	#313 
BOSS - Tentacle (upper-left	It) Immune To	 Туре 	#313 
BOSS - Tentacle (upper-left	it) Immune To	Type Status Immus Darkness	#313 nity Poison Death
BOSS - Tentacle (upper-left	It) Immune To	Type Status Immus Darkness Imp	#313 nity Poison Death Berserk
BOSS - Tentacle (upper-left	It) Immune To	Type Status Immus Darkness Imp Silence	#313 nity Poison Death Berserk
BOSS - Tentacle (upper-left	Immune To   Weak Against	Type Status Immus Darkness Imp Silence	#313 nity Poison Death Berserk
BOSS - Tentacle (upper-left	It) Immune To	Type Status Immus Darkness Imp Silence	#313 nity Poison Death Berserk
BOSS - Tentacle (upper-left	Immune To Weak Against Absorbs	Type Status Immus Darkness Imp Silence	#313 nity Poison Death Berserk

Well, I thought about it and the only logical way to do this section was to give each tentacle its own Boss section. :/

Each of the Tentacles has its own physical attack and from my experience, they like to gang up on lone team members. Each Tentacle can also Stun or Entwine a character, but both attacks usually missed for me. I also saw them cast Bio. Lastly, it's possible that a Tentacle will Grab one of your characters. It will drain their HP, so you'll have to either let them KO that character or defeat the Tentacle quickly.

I think the easiest way to defeat them is to reduce their numbers. Use their own ganging-up technique and take out the upper-left Tentacle first. It only has 4000 HP, so between Edgar's Chainsaw and Celes casting strong magic, it should go down within a few turns. After that, I suggest going against the lower-left Tentacle since it's weak to Fire. You can use Sabin's Rising Phoenix Blitz and some well-placed Fira spells to make short work of it. You'll be healing the lower-right Tentacle, but it won't matter if you haven't done any damage to it. Once you take out two Tentacles, it's almost free pickings between the last two.

The biggest thing to NOT do is accidentally cast an elemential spell on a Tentacle that absorbs that element. Casting Blizzara on the lower-left Tentacle isn't really a good idea. Concentrate on their weaknesses (which I've so graciously given you) and exploit them. You can also hit them up with a few status effects (like Slow) if any tentacle in particular starts giving you trouble.

With Celes alone, this battle might be hard, but with Sabin along you shouldn't have too much trouble. Once the Tentacles die off, watch the scenes that ensue. However, before leaving, take some time out of your day to go inside the treasure room and take the SOUL SABRE from the suit of armor.

Also ... before you leave, if you're a Bestiary perfectionist, you'll find #136 (Dropper) in the Engine Room. It's also the only place I found it, so keep that in mind.

You have to walk your way back to the first floor (hell no .. can't use a simple Teleport Stone ... that would be too easy), so walk there at your own leisure.

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Auto Crossbow				
Noiseblaster			•	
Bioblaster				
Flash				
Debilitator				
Drill				
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		Tent		
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Once you're back up top, the good news is that Figaro Castle has resurfaced. Even better? That annoying old man won't prevent THE KING from entering the

basement of his own castle. The bad news? Well ... you still have no airship.

However ... Figaro Castle is back in action! You should take some time to restock your supplies. If you don't have at least one of every Tool available, GET THEM HERE.

The castle is yours for the viewing. Wander around like a fool if you wish, but the real objective here is to move Figaro Castle over to Kohlingen.

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	Equipment Checklist	
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Darts 10000	Diamond Shield 3500	
	Priest's Miter 3000	
Viper Darts 13000	Green Beret 3000	
Enhancer 10000	Diamond Helm 8000	
	Diamond Vest 12000	
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	None	
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Phoenix Down 500		
Holy Water 300	1	
Remedy 1000	I	
Sleeping Bag 500	I	
Tent 1200	1	
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From where Figaro Castle emerges, Kohlingen is northwest. You'll see two dots in that general area and Kohlingen is the one to the northeast.

There's some nice items in Kohlingen. However, you've seen everything in the Armor Shop before. The Dice and Viper Darts are new though. You might be tempted to go with the cheaper Dice; however, from my experience, they're far inferior when compared to the Viper Darts. Unless you're feeling extremely lucky, I'd go with the Viper Darts any day of the week.

Setzer's in the Pub. Talk to him and he'll show you your next destination ... and he'll join the party to boot.

Head out of Kohlingen when you're ready.

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This section covers monsters found in the Kohlingen area.

### Monsters encountered

Χ	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	139	Bogy	1318	100	15	102	1200	532	
	131	Cancer	952	100	15	110	576	360	Ice, Lit, Water
	141	Deepeye	1334	100	14	100	485	385	Fire
	140	Marchosias	1418	100	19	102	909	449	Wind
	142	Mousse	900	100	11	110	287	189	
	130	Sandhorse	1025	100	15	135	726	475	Ice, Water

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I	F I N A L	F A N T A S Y V I	1
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Item Che	cklist	Equipment Checklist	Party Members
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	 Growth Egg	0-		0
	 Crystal Mail		Setzer	
	 Regal Gown		Sabin	
00	 Genji Helm		Edgar	

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

#### Monsters encountered

Χ	#	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.

Take the southern door and retake the turtle express. Once you emerge, hit the switch to raise the water and take the second turtle across. Enter the doorway. Inside, you'll see a Save Point. I highly recommend saving on this Save Point, especially if you're planning on opening either of the chests just north of it. The left chest contains a Monster-in-a-box with an Angler Whelk (much like the Ymir you faced at the beginning of the game). I don't intend to give the Angler Whelk its own Boss section because it's not immune to Death, meaning Edgar's Chainsaw can make instant mincemeat out of the shell section. The right chest contains a MAN-EATER. Take the door into the next room.

In here, walk up to the purple gravestone, but don't talk to it quite yet. Heal up your HP and MP. You may also want to stick a Hermes Sandals on Celes. When you talk to the gravestone, you'll face:

-	BOSS - Dullahan				#31	6
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	Level 37	1	Immune To	Type		
	нр 23450	1				
	MP 1721	1				
	Attack 55	1				
	Defense 130	1		Status Immur	nity	
	Evasion 10	1		Poison	Imp	
	Magic 7	1	Weak Against	Petrify	Death	
	Magic Defense 160	1	Fire	Silence	Berserk	
	Magic Evasion 0	1		Confusion	Sleep	
	Gil 0			Stop		
-	EXP 0	1				
		1				
-	Steal	1	Absorbs			
-	Genji Glove		Ice			
-	X-Potion	1				
-	Drops	1				
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Dullahan will start the battle by casting Lv. ? Holy. The ? is the last digit of your Gil, so if it's anything less than a 5, you might want to go gain some Gil. My number was a 9, which means there's almost no chance that I'd get hit, especially considering my levels were 21-22.

The first thing you'll probably want to do is slap Dullahan with some status effects. Slow works great (if you can get it to conect), as does Darkness. Slow can be achieved via its spell and Darkness can be attained by using Edgar's Flash Tool.

Dullahan's physical attack can deal some nasty damage; however, it can only be directed towards one character. Dullahan will also cast Blizzara, Blizzaga and Holy. Dullahan will also try to heal himself via Cura. I also saw a Northern Cross attack that acted exactly like Blizzara and a Morning Star attack that simply caused physical damage. Dullahan can also (rarely) use Absolute Zero, hitting everyone for at least 400-500+ damage.

You can go about this battle two ways. You can try pounding the hell out of Dullahan with Fira spells. However, this tactic falls flat due to the fact that Dullahan's HP will last long enough for his spells to damage you (and most likely kill you). Which leads me to my tactic:

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.



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:

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	#276	-	#316	1
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Espers	Lore *	Rage *	Dance *
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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	0	O Water Harmony
Unicorn	White Wind		Twilight Requiem
Maduin	Lv. 5 Death		00
Catoblepas	Lv. 4 Flare		
Phantom	Lv. 3 Confuse		
Carbuncle	Traveler		
Bismarck	Dischord		
Golen	Transfusion		
Zona Seeker	Stone		
Seraph	Self Destruct		
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\* 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.

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	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				

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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).

| Invisibility Scroll ... 200 0-----0

| Shadow Scroll ...... 400 |

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.

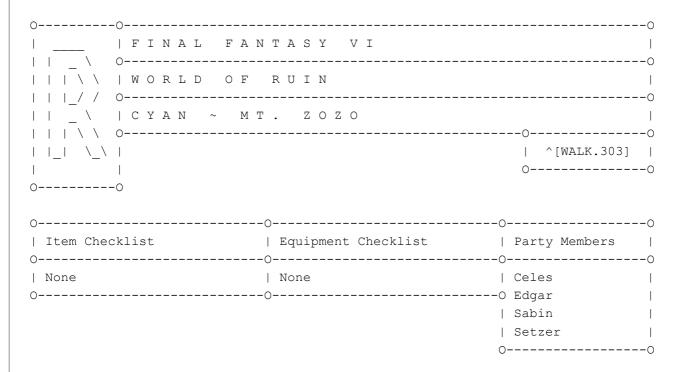
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Boy ... of all the places you DON'T want to be, why Zozo? Anyways, Zozo is located on the same continent as Maranda, but it's the northern-most white dot on the continent. If you go to the middle one, you'll end up in Jidoor.

Χ	#	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

Inside Zozo, talk to the carrier pigeon and watch where it flies. You want to enter the "Pub" building just to the southwest, but the door you need to pass through is rusted shut. Oh bother.

However, talk to the guy next to the "Inn" and he'll sell you some Rust-Rid (what a name) for 1000 Gil. Hopefully you have it, otherwise fight some enemies to get the Gil you need. Once you have the Rust-Rid (it's a Rare Item), go to the top of the Pub and use it on the rusted door.



 ${\scriptstyle \sim}$  Oh ... ! Must thou embarrass me so!?  ${\scriptstyle \sim}$  Cyan

NOTE: The enemies in Mt. Zozo have an abnormally high Evasion stat. A Sniper Eye Relic puts all your fears to rest. When used with a Genji Glove, any one of your characters becomes a killing machine here. In addition, Edgar's Chainsaw works well here, as do Sabin's Blitzes. Or you could just stick two Earrings on Celes and have her use magic; with her already high Magic stat, she'll be able to pwn pretty much anything in your path. Lastly, if you have Super Balls (the ones you could buy in Tzen for 10000 Gil), they really work well here since they can easily deal thousands of damage with just a few smashes.

### Monsters encountered

Х	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	149	Devil Fist	1759	68	10	125	2000	797	
	152	Glasya Labolas	4771	590	23	150	2500	2953	Poison
	150	Luridan	2079	122	12	210	1000	707	Fire, Wind
	148	Mugbear	2409	74	15	165	2000	882	Fire
	151	Punisher	2191	136	28	100	3000	1242	Posion

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:

BOSS - Storm Dragon				#34	11
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Level 74		Immune To	Type		-
HP 42000					- 1
MP 1250					- 1
Attack 13					-
Defense 110			Status Immu	nity	-
Evasion 0			Poison	Imp	-
Magic 9		Weak Against	Petrify	Death	
Magic Defense 150		Lightning	Silence	Berserk	-
Magic Evasion 0			Confusion	Sleep	1
Gil 0			Slow	Stop	
EXP 0					
Steal		Absorbs			1
		Wind			
1					
Drops					
Force Armor					1
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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 (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.

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None		None	Celes
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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.

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None	None	Celes	
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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.

0-	BOSS - Humbaba				#30	9
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	Level 31		Immune To	Type		
	нр 26000					
	MP 10000					
	Attack 15					
	Defense 100			Status Immur	nity	
	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			



Humbaba likes to use Thundara and Thundaga. If you have the Thunder Shield equipped, the character will absorb the attack and restore HP (a major plus). Humbaba also has a Solar Plexus attack, which works just like a stronger physical attack. For the most part, Humbaba will stick to those three attacks (Thundara, Thundaga and Solar Plexus, occasionally a normal physical attack). I didn't see Humbaba use anything else.

If you have Bio learned, it works wonders against Humbaba. Poison simply pales in comparison to it. You can also try and cast Sleep on Humbaba, but it's only effective if your level is high enough. If you don't have Bio, you just increased the time for this battle by at least 200%. Seriously, Bio kicks Humbaba in the ass like there's no tomorrow.

If you have Reflect Rings on anyone, healing them becomes harder since you're limited to Hi-Potions. However, with a Reflect Ring, the only threat to them is a physical attack or the Solar Plexus attack. About 2-3 Hi-Potions will cure most anything Humbaba throws their way. A character with the Aegis Shield won't need a Reflect Ring, but they will need small amounts of healing since the Aegis Shield diminishes most but not all of a spell's damage.

After Humbaba's HP drops significantly, he'll use a Humbaba Breath attack to boot two characters out of the battle. After that, Terra will join in with the remaining two characters.

After Terra joins, keep up your strategy of Bio and healing. Humbaba can also gain a few extra attacks, including 1000 Needles. The battle is harder since Humbaba has a wider array of attacks to bite through a Reflect status and seems to use them more often. It's also harder because you're down two characters (who might have Bio) and gain Terra (who may or may not have Bio). However, Terra's already Morphed and stays that way for the remainder of the battle, meaning her physical attack can easily do over 1000 damage.

As long as one character has Bio, you should be able to deal out enough damage to do Humbaba in. You might have to eat through a few Phoenix Downs and Hi-Potions, but the battle can be won with enough determination (and a little luck).

Once Humbaba goes down, watch the scene as Terra is added to your roster.

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Weapon Shop	<u>-</u>	Inn 250 Gil
Man-Eater	Circlet	Chocobo 250 Gil
O	Relic Shop	
Hi-Potion 300     Ether 1500     Phoenix Down 500     Holy Water 300     Remedy 1000 0   Teleport Stone 700     Sleeping Bag 500     Tent 1200     O	Protect Ring 5000   Gigas Glove 5000   Angel Wings 6300	

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 ...

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Owzer's Mansion is located at the north end of Jidoor. You came here earlier and met the Impresario.

### Monsters encountered

Χ	#	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	Coeurl 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 Coeurl 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:

0------

BOSS - Chadarnook (Lakshmi			#319
Level 37     HP 56000     MP 9400     Attack 13	•	Type 	
Defense 140     Evasion 0     Magic 10     Magic Defense 150     Magic Evasion 0     Gil 0     EXP 0	Weak Against Fire	Status Immun Poison Petrify Silence Confusion Stop	Imp   Death   Berserk
Steal	Absorbs Holy Water		          0
O    BOSS - Chadarnook (Chadarr	nook form)		#319
Level 41   HP 30000   MP 7600   Attack 18		Type 	     
Defense 135     Evasion 0     Magic 10     Magic Defense 130     Magic Evasion 0     Gil 0		Status Immun Poison Petrify Silence Confusion Stop	Imp   Death   Berserk

	EXP 0		
- 1	I		
- 1	Steal	Absorbs	
- 1		Lightning	
- 1	1		
- 1	Drops		
- 1			
- 1			
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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.

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0		0	-00
Item Chec	cklist	Equipment Checklist	Party Members
0		0	-00

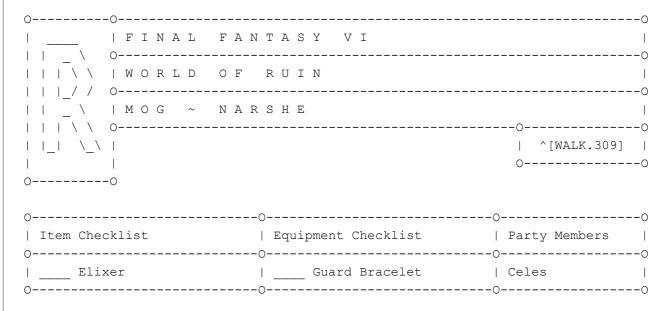
None	None	Relm	
0			0

~ 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.



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.

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F I N A L F A	N T A S Y V I	
	RUIN	
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	NARSHE	
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00		
0	-0	00
Item Checklist	Equipment Checklist	Party Members
0	-0	00
Valigarmanda Magicite	None	Mog
0	-0	00

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

 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:

0-	BOSS - Ice Dragon				#340
0-		-0			
	Level 74	1	Immune To	Type	
	HP 24400	1			1
	MP 9000	1			1
	Attack 13	1			1
	Defense 110	1		Status	Immunity
	Evasion 0	1		Imp	Petrify
	Magic 10	1	Weak Against	Sleep	Stop
	Magic Defense 150	1	Fire		1
	Magic Evasion 0	1			1
	Gil 0	1			1
	EXP 0				1
					1
	Steal		Absorbs		1
			Ice		1
		1			1
	Drops				1
	Force Shield	1			1
		-			
0-		-0			

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.

BOSS - Valigarmanda					# 3
	-0				
Level 74		Immune To		Type	
HP 30000		Lightning	Poison		
MP 50000		Wind	Holy		
Attack 19		Earth	Water		
Defense 254				Status Immu	nity
Evasion 0				Poison	Imp
Magic 4		Weak Agains	t	Petrify	Death
Magic Defense 70		Fire		Silence	Berserk
Magic Evasion 0				Confusion	Sleep
Gil 0				Slow	Stop
EXP 0					
Steal		Absorbs			
		Ice			
Drops					

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 recieve the VALIGARMANDA magicite and a hole will open in the cliff. Hop into it and you'll find yourself in ...

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OX-Ether   Midgardsormr Magicite O	0	_ Gaunt	tlet			Mog	
In here, you might notice par surrounding floor. These dark level, so DON'T STEP ON THEM.	er col						
Monsters encountered X # Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
192 Illuyankas 193 Knotty 190 Onion Dasher 189 Tonberry	2000	100	10 10 5 10 13	115 130 120 150 150	850		Fire Fire
The Tonberry enemy is a pain anywhere between 1500-2500 da In addition, it'll counter wi it. The key to defeating it i its attacks. Instead the Tonb time instead, which is easily	mage, th Kni s to coerry w	depend: fe to grant Important	ing o just p on oceed	n how about it, nu	many st everyth allifyin se criti	eps yo ing yo g virt cal at	u've taken. u can throw at ually all of tacks all the
From where you fall, take the	door	slight	ly to	the r	northwes	t of y	ou.
Before opening the chest here This time it's not up to deba HP) to survive this battle. I Slow and Vanish. I highly sug sold at Figaro Castle for 100 you might just want to skip to marker if you opt for avoiding find a Monster- in-a-box with	ite In addi Igest b O Gil) Chis bo	you all tion, ( ringing . If you x for a	lmost Curag g Edg our l now.	NEED a is a ar alc evel i Skip a	Firaga must, ong (and sanyth the ad to	(and a as wel his Fing lother the *	few thousand l as Silence, lash Tool, wer than 30, CONTINUE*

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0-				 		-0
	BOSS - Tonberries				#320	
0-		-0		 		-0
	Level 99		Immune To	Туре		
	HP 14001					
	MP 11000					
	Attack 5					
	Defense 100			Status Imm	unity	
	Evasion 150			Petrify	Death	
	Magic 1		Weak Against	Berserk	Confusion	
	Magic Defense 150		Fire	Sleep	Stop	
	Magic Evasion 0					
	Gil 0					

	EXP 0			
	Steal		Absorbs	
	Minerva Bustier		Water	
	Drops	1		
	Minerva Bustier	1		
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No joke. These guys are damn tough. Out of all the bosses I've written for thus far, I'd say these guys take the cake. If you try and take these guys head on, you'll lose. Plain and simple. They're the most ruthless and relentless bosses I've faced so far. Oh yeah, and EACH Tonberry in the pack has 14001 HP.

The Tonberries each step a little bit and attack you; attacking with a spell causes them to retaliate with Holy. If you let them get too close, they'll use Knife, an attack that can easily KO anyone with less than 3000-4000 HP. However, after using Knife, they'll teleport back to the left side of the screen, meaning they won't use Knife again until they slowly step back

Despite all this, you can turn the tables on the Tonberries, and it's not as hard as you might think. First priority is to hit them with Darkness; Edgar's Flash Tool does the trick for that. Second thing to do is cast Silence on them. Third thing you want to do is cast Slow on them. Lastly, use Vanish on your teammates to make the physical attacks of the Tonberries null and void (although you can't dodge Knife with Vanish alone).

If you have the status effects in place (Darkness/Silence/Slow on the enemies and Vanish on your team), you've made this battle 100% easier; however, you're not out of the water yet. Even with those status effects, the Tonberries can still be pretty deadly with their Knife attack (which instantly KO's a teammate).

If you have Vanish on your team, you won't need to worry about healing anyone until a Knife connects with them. If they're KO'd, then revive them, heal them up and cast Vanish on them.

Focus all your Firaga spells on one Tonberry until it dies. Then focus all your spells on another Tonberry. Chances are that at least one (or even two) of them will get close enough to use Knife. With Darkness on them, it's possible that they can miss or your character will defend against it.

This battle IS hard, make no mistake (my characters were Lv. 27-28 and I had to redo it a few times). However, the Tonberries are not invincible and WILL die with enough patience and enough healing items/spells.

Once the Tonberries die, you'll have a chance to get the Minerva Bustier, an excellent piece of armor for Celes and/or Terra that provides a 25% increase in Max MP AND boosts most other stats. It's an excellent piece of equipment that really makes this battle worth fighting. Whether or not you get it, head back through the door (heading north drops you down a floor) and back to where you first fell through the floor.

# \*CONTINUE\*

Back at the spot where you started, head to the northeast door (the closer one) and enter it. Follow the path and take the first west path to find an X-ETHER. From here, head northeast and take the path downstairs.

Downstairs, you'll find a small stairway that leads to an upper ledge. Take it and follow the path to the southwest, picking up the GAUNTLET along the way. Follow the path east, then north and up the stairs.

Upstairs, follow the path east, skipping the first switch and flipping the second one. You'll fall into a new area. Head north and inspect the bone statue to find the MIDGARDSORMR magicite. You'll then be attacked by:

BOSS - Yeti	0				#322
Level 33	Ŭ			Туре	
НР 17000	)			Humanoid	1
MP 6990	)				1
Attack 25	5				1
Defense 100	)			Status Immu	nity
Evasion 0	)			Imp	Petrify
Magic 11	.	Weak Against		Death	Silence
Magic Defense 150	)	Fire	Poison	Confusion	Sleep
Magic Evasion 0	)				1
Gil 10	)				
EXP	)				
I					
Steal	-	Absorbs			
	-	Ice			
	-				
Drops	-				
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The Yeti can deal out major damage with its Tackle ability, hit your team with its Snowstorm and Avalanche attacks. In addition, the Yeti can Jump (yes, Jump as in Dragoon Boots Jump), but it doesn't do massive damage since the Yeti doesn't have a Polearm-type weapon equipped. Lastly, the Yeti will use a Green Cherry on itself and energize itself, increasing its Defense, Magic Defense, Speed and Healing.

You can use status effects against the Yeti just like you could against the Tonberries. Darkness (via Edgar's Flash Tool), Slow and even Stop will work against it.

Use your highest level Fire spells for dealing damage. You can get some lucky critical attacks in, but using magic is a far more reliable method of attack. You shouldn't need to concentrate on healing lone characters as much since a lot of the Yeti's attacks will hit everyone.

The Yeti isn't a huge challenge. After you defeat it, talk to it and Mog will convince Umaro to join the team. Once you're ready, take the exit to the north. Or you could just use a Teleport Stone or the Teleport spell to exit right away.



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Item Checklist	Equipment Checklist	Party Members
0	-00-	0
None	Ichigeki	Celes
0	-O Berserker Ring O-	0
	00	
NOTE: IF YOU WANT SHADOW, YOU	MUST HAVE SAVED HIM BACK IN THE	WORLD OF

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

Χ	#	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:

0				
BOSS - Behemoth King				#317
0	-0			0
Level 33		Immune To	Туре	1
HP 19000				1
MP 1600				1
Attack 11				1

- 1	Defense 120				Status Immur	nity	
- 1	Evasion 0				Poison	Petrify	
- 1	Magic 9	-	Weak Agains	st	Silence	Berserk	
	Magic Defense 130	1	Fire	Poison	Confusion	Sleep	
- 1	Magic Evasion 0	1					
	Gil 0	1					
	EXP 0	1					
		1					
- 1	Steal		Absorbs				
- 1	Murasame		Ice				
- 1							
- 1	Drops						
- 1	Behemoth Suit						
- 1							
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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 apear behind you:

BOSS - Behemoth King #318									
0	0					-0			
Level 33		Immune T	0	Type					
НР 19000				Undead					
MP 9999									
Attack 27									
Defense 105				Status Immu	unity				
Evasion 0				Poison	Imp				
Magic 10		Weak Aga	inst	Petrify	Silence				
Magic Defense 150		Fire	Holy	Berserk	Confusion				
Magic Evasion 0				Sleep	Slow				
Gil 0				Stop					
EXP 0									
1									
Steal		Absorbs							
		Poison							
1									
Drops									
Behemoth Suit									
0	0					-0			

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.

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	DRAGON'S NECK C	O L I S E U M
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Item Checklist	Equipment Checklist	Party Members
0	-0(	)
None	None	Celes
0	-0(	)0

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).

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Item Checklist	Equipment Checklist	Party Members	-
0	0	0	0
X-Potion	Valiant Knife	Celes	
X-Ether	Wing Edge	0	0
Elixer	Flame Shield		
Phoenix Down	Dragon Horn		
Teleport Stone	Ribbon		
Phoenix Magicite	0	0	
0	0		

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

Χ	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	170	Chaos Dragon	9013	1300	13	5	1000	4881	Ice
	169	Clymenus	3815	9900	13	120	826	1698	Holy
	164	Face	4550	1700	11	105	890	2600	Ice
	167	Galypdes	6013	820	13	120	906	2781	Ice
	163	Ouroboros	50	760	13	252	390	1780	Ice
	168	Necromancer	3525	900	13	100	791	1510	Fire, Holy
	166	Seaflower	4200	200	13	135	670	1315	Ice, Lit
	165	Zeveak	2077	500	13	80	674	1620	Ice

The Galypdes enemy is extremely rare, just to let you know. The Chaos Dragon is another rare enemy, but Galypdes 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.

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:

BOSS - Red Dragon	0				#33
Level 67	0			Туре	
нр 30000	1			Undead	
MP 1780					
Attack 13					
Defense 110				Status Imm	unity
Evasion 0				Imp	Petrify
Magic 10		Weak Agai	nst	Death	Silence
Magic Defense 150		Ice	Water	Berserk	Sleep
Magic Evasion 0				Stop	
Gil 0					
EXP 0					
Steal		Absorbs			
		Fire			
Drops					
Murakumo					

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 treasues 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.

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Item Checklist	Equipment Checklist	Party Members	
0		0	0
Hi-Ether	Pinwheel	Celes	
0	O Magical Brush	0	0
	Thunder Shield	I	
	Red Jacket	I	
	Genji Armor	I	
	Fake Mustache	I	
	Zephyr Cloak	1	
	Hero's Ring	I	
	0	0	

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

	Χ	#	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.

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	FINAL FANTASY VI	I
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_ \	MAGICITE HUNTING & LOOSE	E N D S
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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 orde 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:

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Bestiary *				
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#001 - #170				
#182 - #195	1			
#199 - #204				
#276 - #316				
0	0			
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Espers *	Lore *	Rage *	Dance *	
0	0	-0	0	-0
Ramuh	Doom	#001 - #112	Wind Rhapsody	1
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	0	O Water Harmony
Unicorn	White Wind		Twilight Requiem
Maduin	Lv. 5 Death		00
Catoblepas	Lv. 4 Flare		
Phantom	Lv. 3 Confuse		
Carbuncle	Traveler		
Bismarck	Dischord		
Golen	Transfusion		
Zona Seeker	Stone		
Seraph	Self Destruct		
Fenrir	0	0	
Valigarmanda			
Midgardsormr			
Lakshmi	[		
Phoenix	[		
0	0		

\* Yeah yeah ... I know more stuff is fully available, but this is just what I've led you to so far. Don't worry friends, you'll be getting all the other CRAP available out there in the world.

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0	0	-00
Item Checklist	Equipment Checklist	Party Members
0	0	-00
Quetzalli Magicite	None	Celes
0	0	-00

Return to the island where you met Cid (it's the ONLY island on the southwest corner of the map) and go back into the Cabin. You can either find Cid (if you left him alive) or his note (if you were a bastard and killed him off). Like anyone could even move his note anyways.

\*ahem\* Anyways, go to the beach. You'll find the QUETZALLI magicite washed up on the beach. It's yours for the taking!

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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

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## = CYAN'S DREAM SEQUENCE =

## Monsters encountered

Χ	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	211	Alluring Rider	1200	330	13	125	531	1323	
	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
	208	Weredragon	3000	300	10	105	731	953	Fire, Holy

I started out with the third character on my list (in my case, Edgar). Use the Save Point if you wish and then head north and along the path. When you're faced with three doors, take the left one to find your first character (in my case, this was Celes). Talk to them to bring them back to your party. Head north and into the door.

When you reappear, head north and into the northern door. Then go into the right-hand door. You'll see your second teammate (in my case, Locke). Talk to them and you'll have your entire team reassembled. Head northwest and into the door.

When you reappear, you can head into the door directly north of you to go back to the Save Point, or you can go west to find another door, which you should go through. If you opt to go back to the Save Point, take the middle door to reappear to this location, then go west to find the door you need to advance through.

From here, head south, but before heading into the door, heal up and equip your most powerful espers. Also, you'll want to put on equipment that defends or absorbs elemential attacks (the Minerva Bustier, Thunder Shield, Force Shield, Flame Shield, etc.) When you attempt to go through the door, you'll face:

BOSS - Curlax					#32	3
	-0					
Level 47		Immune To		Type		
HP 15000	1			Humanoid		
MP 2000						
Attack 1	1					
Defense 110				Status Immu	nity	
Evasion 0				Poison	Imp	
Magic 4		Weak Aga:	inst	Petrify	Death	
Magic Defense 110		Ice	Water	Silence	Berserk	
Magic Evasion 0				Confusion	Slow	
Gil 0				Stop		
EXP 0						
Steal		Absorbs				
		Fire				
Drops						

0SS - Laragorn			
Level 47	Immune To	Туре	
HP 10000		Humanoid	
MP 2000			
Attack 2			
Defense 90		Status Immu	
Evasion 0		Poison	Imp
Magic 5	Weak Against	Petrify	
Magic Defense 120	Fire	Sleep	Stop
Magic Evasion 0			
Gil 0			
EXP 0			
Steal	Absorbs		
	Ice Wind		
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OSS - Moebius	)Immune To	Type	#32
OSS - MoebiusC Level	)Immune To	Type	#32
OSS - Moebius	)Immune To	Type	#3:
OSS - Moebius	)Immune To	Type Humanoid	#32
OSS - Moebius	Immune To	Type Humanoid  Status Immu	#32
OSS - Moebius	Immune To	Type Humanoid  Status Immu	#3.  nnity Imp Death
OSS - Moebius	Immune To	Type Humanoid  Status Immu Poison Petrify	#3:  unity Imp Death
OSS - Moebius	Immune To	Type Humanoid  Status Immu Poison Petrify Silence	#3: unity Imp Death Confusion
OSS - Moebius	Immune To	Type Humanoid  Status Immu Poison Petrify Silence	#3: unity Imp Death Confusion
OSS - Moebius	Immune To Weak Against	Type Humanoid  Status Immu Poison Petrify Silence	#3: unity Imp Death Confusion
	Immune To Weak Against Absorbs	Type Humanoid  Status Immu Poison Petrify Silence	#32 unity Imp Death Confusion
OSS - Moebius	Immune To Weak Against	Type Humanoid  Status Immu Poison Petrify Silence	#32 unity Imp Death Confusion
OSS - Moebius	Immune To Weak Against Absorbs	Type Humanoid  Status Immu Poison Petrify Silence	#32 unity Imp Death Confusion
OSS - Moebius	Immune To Weak Against Absorbs	Type Humanoid  Status Immu Poison Petrify Silence	#32 unity Imp Death Confusion

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)  $\star$ .

\* 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.

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# = 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)

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# = CAVE SEQUENCE =

## Monsters encountered

Х	#	Monster	НР	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.

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# = DOMA CASTLE SEQUENCE =

# Monsters encountered

Х	#	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:

0-					0
1	BOSS - Wrexsoul				#325
0-		-0			0
	Level 47		Immune To	Туре	
	НР 23066	1			
	MP 5066	-			
	Attack 27	-			
	Defense 70	-		Status Immunity	1
	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						
1	Steal		Absorbs				1
	Memento Ring		Fire	Holy			-
							-
	Drops						
	Guard Bracelet						-
1							-
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  $\dots$  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 reposesses 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.

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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

Х	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	219	Devil	5555 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	-0			#328
Level 73	•		Туре	
нр 22000		???		
MP 1200				
Attack 13				
Defense 100			Status Imm	unity
Evasion 0			Imp	Petrify
Magic 6		Weak Against	Death	Silence
Magic Defense 165		???	Berserk	Confusion
Magic Evasion 0			Stop	
Gil 0				
EXP 0				
Steal		Absorbs		
Megalixer		353		
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 elemential 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

Χ	#	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:

0-						0
-	BOSS - Samurai Soul				#329	<b>∂</b>
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	Level 61		Immune To	Type		
	НР 37620			Humanoid		
	MP 7400					- 1
	Attack 25					
	Defense 115			Status Immur	nity	
	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					
- 1						- 1

	Steal		Absorbs	
	Murakumo			
	Murasame			
	Drops			
	Master's Scroll			
		1		
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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 ...

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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:

1	BOSS - Blue Dragon					#338	
0-		-0					-0
	Level 65		Immune To	Туре			
	HP 26900						
	MP 3800						
	Attack 13	1					
	Defense 110	1		Status	Immun	ity	
	Evasion 0	1		Imp		Petrify	
	Magic 10	1	Weak Against	Death		Silence	
-	Magic Defense 150		Lightning	Berse	rk	Confusion	
-	Magic Evasion 0			Sleep		Stop	
	Gil 0						-
	EXP 0						-
							-
	Steal	1	Absorbs				
		1	Water				
		1					
	Drops	1					
1	Zantetsuken	1					
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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.

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Bahamut Magi	cite	None	Celes
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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:

BOSS - Deathgaze					#309
	0				
Level 31		Immune To		Type	
HP 55555					
MP 38000					
Attack 35					
Defense 150				Status Immu	nity
Evasion 30				Darkness	Poison
Magic 8		Weak Agai	inst	Imp	Petrify
Magic Defense 170		Fire	Holy	Death	Silence
Magic Evasion 30	1			Berserk	Confusion
Gil 0				Sleep	Slow
EXP 0				Stop	
Steal		Absorbs			
		Ice	Poison		
Drops	1				

Before we begin the strategy here, there's one thing you should keep in the front of your mind. DEATHGAZE CANNOT HEAL HIMSELF BETWEEN BATTLES. Meaning that you WILL beat him eventually if you hunt him down, unless he manages to kick the crap out of your team with one battle.

Deathgaze starts the battle by casting Lv. 5 Death. After that, Deathgaze will assault you with his physical attack (which does insane damage), Blizzaga, Death and its Flee ability.

While Deathgaze pounds away at you with his spells and physical attacks, do the same to him via Firaga and/or Holy spells. I suggest not worrying about healing your team until after the battle ends. I suggest this because after Deathgaze runs off, finding him again becomes a major pain, meaning that your top priority should be defeating Deathgaze ASAP (you probably won't be able to do so in one battle, but dealing more damage per battle will result in less times you have to go find Deathgaze).

Eventually, Deathgaze WILL use his Flee ability and run off. Deathgaze then positions himself on at a new fixed position on the map. Revive/heal your team and repeat the strategy for finding him (listed above).

If you deal more damage per battle, you should be able to defeat Death Gaze within 3-5 battles. If you do it in less, that's awesome; if you need more battles, then don't worry too much about it, just calm yourself and go after him again.

After Deathgaze dies, the BAHAMUT magicite will land on the deck of the Falcon. Congratulations!

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Monsters encountered

Χ	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	188	Garm	1510	110	10	155	412	687	

Narshe hasn't moved if you already have Mog. It's still located on the north-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).

 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.

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Item Checklist	Equipment Checklist	Party Members	
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Leviathan Magicite	None	Celes	
0	0	0	0

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 devestating 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:

0-	BOSS - Leviathan				#346
0-		-0			0
	Level 65	1	Immune To	Type	
	нр 32000				
	MP 7000	-			1
	Attack 22				
	Defense 140	-		Status Immunity	
	Evasion 20	-		Darkness Poiso	on
	Magic 14	-	Weak Against	Imp Petr:	Lfy
	Magic Defense 120	-		Death Siler	ice
	Magic Evasion 20	-		Berserk Confi	ısion
	Gil 10000	-		Sleep Slow	1
	EXP 0	-		Stop	
		-			
	Steal	-	Absorbs		
		-	Water		
		-			
	Drops	-			
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I found it puzzling too, but Leviathan ISN'T weak against Lightning.

Leviathan has very few but very devestating 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 devestating 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 recieve the LEVIATHAN magicite. Use the ship again to get back to the Falcon.

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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 southeast 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:

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	BOSS - Gigantuar				#345
0-		-0			0
	Level 91		Immune To	Туре	
	нр 30000		Fire		
	MP 4500	-			
	Attack 15				
	Defense 200	1		Status Immunity	
	Evasion 200			Darkness Pois	on
	Magic 18		Weak Against	Imp Petr	ify
	Magic Defense 200			Death Sile	nce
	Magic Evasion 200			Berserk Conf	usion
	Gil 1111			Sleep Slow	·
	EXP 0			Stop	
	Steal		Absorbs		
			Water		
	Drops	-			
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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 recieve 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.

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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 aslo 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

ability.

Go up to the north door and talk to the man there. Bet the Excalipoor and you'll fight an Onion Dasher, which is easily dispatched. However, after you complete the battle (doesn't matter if you win or lose, but you'll get a Merit Award if you win), you'll face:

BOSS - Gilgamesh	0			#347
Level	Ŭ		Type	
HP 3	8000		Humanoid	
MP	3200			
Attack	. 51			
Defense	173		Status Immu	nity
Evasion	. 45		Darkness	Poison
Magic	8	Weak Against	Imp	Petrify
Magic Defense	212		Death	Silence
Magic Evasion	. 30		Berserk	Confusion
Gil	0		Sleep	Slow
EXP	0		Stop	
I	1			
Steal	1	Absorbs		
Genji Shield	1			
Genji Glove	1			
Drops	1			
Genji Armor				
Genji Helm	1			

Gilgamesh has an impressive array of attacks, including Aero, 1000 Needles, Stone, Revenge Blast, Aqua Breath, Dischord (Strago could have a field day if you don't have these Lores); spells like Meteor, Haste, Protect and Shell, as well as his physical attack, which is rather brutal in its own right.

I suggest Stealing one of the sweet treasures Gilgamesh carries. They rock, plain and simple.

Since Gilgamesh is not weak to any status effect or any element, you should instead focus on beefing up your own defenses. If you equipped Golem, Zona Seeker or Fenrir, proceed to use them ASAP. After doing so, have at Gilgamesh using your absolute strongest spells.

Even though Gilgamesh's stats are higher, he seems to be an easier boss overall as compared to Gigantuar due to the fact that Gilgamesh's primary attack ISN'T 1000 Needles and Gilgamesh doesn't counter with anything upon death.

After dying, Gilgamesh will give you his own magicite. Mission accomplished.

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	CULTISTS ' TOWER	

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Item Checklist	Equipment Checklist	Party Members	
0	0	0	0
None	Kagenui	Celes	
0	Genji Shield	0	0
	Force Armor	1	
	Air Anchor	I	
	Soul of Thamasa	I	
	Safety Bit	I	
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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 recurit Umaro 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 elemential 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 occassional Quake spell, which could potentially whoop your team.

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Monsters	encountered	*
MONDICETS		

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:

BOSS - Holy Dragon				#344
Level	Ŭ		Type	
HP 1	8500			
MP 1:	2000			
Attack	. 13			
Defense	110		Status Imm	unity
Evasion	0		Poison	Imp
Magic	9	Weak Against	Petrify	Death
Magic Defense	150		Berserk	Confusion
Magic Evasion	0		Sleep	
Gil	0			
EXP	0			
1	1			
Steal	1	Absorbs		
Holy Lance	1	Holy		
X-Potion	1			
Drops	1			
	1			
I	1			

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:

BOSS	0			#33	0
Level 68	0		Type		C
нр 50000	i	353	Humanoid		ĺ
MP 50000	Ī				ĺ
Attack 1					1
Defense 250	1		Status Immu	nity	
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					- 1
Steal		Absorbs			- 1
Crystal Orb		355			- 1
Elixer					- 1
Drops					
Megalixer					

Magic Master, as his name might imply, is a master of magic. His repitoire 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 destory 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-elemential 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.

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None		None	Sabin
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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.

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Remember the crotchety old man who's constantly looking for a repaiman? His house is located east from Narshe on the northeast continent (not the triangular .

Inside, talk to him (you can't talk to him from the side or else it won't work) and then a scene will occur. I won't go into the details, but I'll just say that it's one of the funniest and saddest scenes in the game.

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	Protect Ring 5000	
	Peace Ring 3000	
	Angel Ring 8000	
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Thamasa is located on the far southeast corner of the world. It's on an island all by itself. Head on inside and you'll watch a scene with Strago, Relm and Strago's old friend, Gungho.

Thamasa shouldn't offer any new equipment for you, or rather, Thamasa shouldn't offer any BETTER equipment than the stuff you've found so far. If you DO manage

to find something better, go ahead and buy it. Otherwise, just restock and move out.

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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).

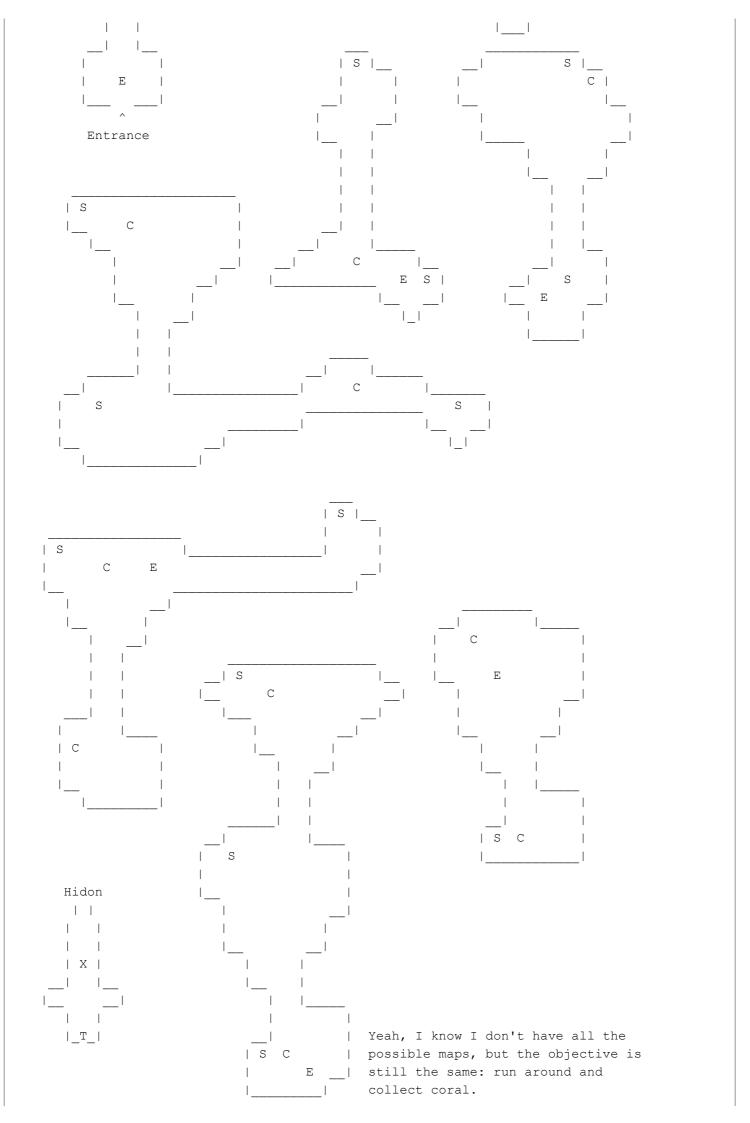
## Monsters encountered

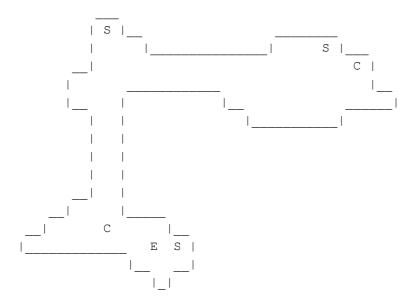
Χ	#	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness	
	237	Aspidochelon	3210	514	22	135	519	1270	Fire, Holy	
	235	Creature	2470	145	13	110	550	775	Lit	
	232	Mahadeva	3826	1327	13	150	393	1510	Fire, Holy	
	234	Medusa Chicken	2366	185	13	105	422	770	Ice	
	236	Moonform	2444	82	15	115	669	981	Fire, Holy	
	233	Sorath	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

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You'll see at chest at point X that demands coral to feed its coral needs (coral of all things). It'll demand 22 pieces of coral, even though it doesn't explicitly tell you that. Basically you'll run around like a mofo and collect coral pieces. Once you have 22 or more pieces of coral, go back to the chest and it'll let you pass. If you try to feed 21 or less pieces, it'll send you back AND it'll reduce your coral # back down to 0.

Head straight north and heal up because you'll fight:

BOSS - Hi	don 	-0-				#330	·
		0			Туре		-
HP	25000				Undead		
MP	12500	-					
Attack .	13						
Defense	110	-			Status Immu	nity	
Evasion	0				Darkness	Poison	
Magic	10		Weak Aga:	inst	Imp	Petrify	
Magic De	fense 160		Fire	Earth	Death	Silence	
Magic Ev	asion 0		Holy		Berserk	Confusion	
Gil	0				Sleep	Stop	
EXP	0						
1							
Steal			Absorbs				
Thornl	et		Poison				
Telepo	rt Stone						
Drops							
Telepo	rt Stone						

Hidon comes with four Erebus enemies. They each have 3500 HP and are each weak against different elements. Quickest way to solve your Erebus problem is one Ultima cast from your strongest mage. No Erebus means no Erebus problem.:) If you don't have Ultima or let the Erebus come back, none of them can absorb Earth-type attacks, so have at them with a Quake spell (after casting Float on your own team).

Hidon comes with an array of odd attacks, but the one to really watch for is Grand Delta, a Lore for Strago. Hidon can also use Poison, Venomist (which uses a Poison-type attack against everyone) and Leech (a Drain-type attack). Every

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.

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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).

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X #	Monster	HP	MP	ATK	DEF	Gil	EXP	Weakness
	 Brachiosaur					0	14396	Ice
172	Tyrannosaur	12770	420	33	125	0	8800	Ice
See the	next section for	help on	the Di	inosaı	ır For	est.		
aina ara	ound Dinogour For	0.0+						
lains ard K #	ound Dinosaur For Monster	est HP	MP	ATK	DEF	Gil	EXP	Weakness
	Tumbleweed							Fire
	Sprinter					1420		
	Lyacon					1524		Water
_ 101	Greater Mantis	4300	420	180	143	501	4612	Fire
	Forest around Mar					617		
	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
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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.

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 ...

BOSS - Brachiosaur	0			#17
Level 68	Ū		 Туре	
НР 46050				
MP 51420				
Attack 55				
Defense 190			Status Immu	nity
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				

Brachiosaur is the cream of the crop. It can use massive attacks such as Disaster, Meteor, Ultima (yes, as a NORMAL attack)

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Item Che					-				Party Members	
•					-			(	)	0
None					No				Celes	
0					-0			(	)	0

If you've been following my FAQ, you've found and beaten the following dragons:
Red Dragon -> Phoenix Cave (section [WALK.314] )
Blue Dragon -> Ancient Castle (section [WALK.354] )

Ice Dragon -> Narshe (section [WALK.310] )

Storm Dragon -> Mt. Zozo (section [WALK.303] )

Holy Dragon -> Cultists' Tower (section [WALK.360] )

The Gold Dragon and Skull Dragon are both found in Kefka's Tower, which you shouldn't go to ... yet. However, that still leaves one out there: the Earth Dragon. It's located at the Opera House, so head there (and you thought it had no real purpose anymore).

The Opera House is located west of Maranda and south of Jidoor. It's on the southwest corner of, well, the southwest continent. Head inside and talk to the Impresario (who amazingly enough hasn't moved too far from the last position you saw him in) and he'll tell you about the dragon.

Head northeast from the Impresario and you'll see the orchestra playing (which really raises the question of just WHY they're playing when there's a dragon smack dab in the middle of the stage). Continue to the northeast room and talk to the stage manager guy. Toss the third switch from the left (second from the right) and you'll appear right in front of:

BOSS - Earth Dragon				#342
Level 53			Туре	
нр 28500				
MP 16500				
Attack 23				
Defense 110			Status Imm	unity
Evasion 0			Imp	Petrify
Magic 12	Weak Agai	nst	Death	Silence
Magic Defense 150	Wind	Water	Berserk	Confusion
Magic Evasion 0			Stop	
Gil 0				
EXP 0				
I				
Steal	Absorbs			
X-Potion				
I				
Drops				
Magus Rod				
I				

In case you didn't figure it out, Earth Dragon has a lot of earth-based attacks, including Landslide, Quake, Magnitude 8 and 50 Gs (which cancels out Float), Honed Tusk (a stronger physical attack) as well as its normal physical attack

The first thing you'll want to do is cast Float and keep it on your team as much as possible. With Float on your team, you become immune to all of Earth Dragon's attacks (minus the physical attack) and 50 Gs (which only grounds your team). You can also hit Earth Dragon with some status effects, including Sleep

and Slow in particular.

If you have either Gau or Strago along, they can both hit hard with their Wind and/or Water based Rages/Lores. However, if you don't, then you're limited to Flood as an elemential attack.

Earth Dragon isn't exactly hard (I thought Gigantuar and Brachiosaur were both significantly harder). Just smack it with your strongest spells or use some status effects if you're having trouble. Kill it and you'll see that there's only 2 dragons left.

Of course, you don't get jack crap from the Impresario. What a cheapwad.

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The time to face Kefka has come. Everything you've worked for up until now has been helpful in the upcoming fight against Kefka. Remember, when facing off against someone who's defaced the planet (among many other atrocities), there's no such thing as a "cheap trick". Rip out all the stops and feel free to use anything and everything in your magical arsenal, be it Quick, Ultima, Valor, anything you've got that can put an end to Kefka's reign of terror. All the world has its eyes on you, so let's get down to business.

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This section is dedicated to your team setup for the next section. Read here

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:

0	-0	-00
TEAM 1	TEAM 2	TEAM 3
0	-0	-00
Shadow	Celes	Setzer
Relm	Locke	Edgar
Strago	Terra	Sabin
Mog	Cyan	Gau
0	-0	-00

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 elemential 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.

Once you're well prepared, head on down to the next section.

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Item Checklist	Equipment Checklist	Party Members
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None	None	Any
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NOTE: IF YOU NEED TO LEAVE, USE YOUR TELEPORT STONE THAT YOU SHOULD HAVE BROUGHT ALONG.

NOTE: Doorways in Kefka's Tower kinda blend in with the surrounding area. They have a small orange block on top with an arrow pointing in. It may take you a few times to really catch on to what they look like, so keep that in mind.

Kefka's Tower is located on the southern continent, smack dab in the middle of it. You can tell where it is because it's the only tower-like structure on the southern continent.

Monsters	encountered							
	Monster				DEF			Weakness
	Tower Area ~							
	Fiend Dragon	18008	10000	13	110	2700	8500	
	Vector Lythos			13		350	1400	Ice, Water
246	Primeval Dragon	10050	12850	15	130	1200	3000	Ice, water
247	3		1300	13	80	0	4600	Ice
	Landworm			13	115			
249	Great Malboro		500	_	_	1320	2800	Fire
253	Great Behemoth			7	90	2900	4100	
	Vector Chimera	7500	880	22	110	900	2900	
~ Magitek								
239	Yojimbo	7050	2600	13	100	2000	2300	Poison
240	Dark Force	8940	700	12	105	600	2950	Holy
241	Muud Suud	25000	350	13	5	100	4200	Holy
243	Mover	120	10500	20	115	0	1500	
244	Cherry	8150	900	8	100	700	2200	Poison
248	Gamma	27000	9000	13	175	0	9000	Lit, Water
250	Outsider	8050	400	15	105	2800	2600	Holy
251	Demon Knight	6800	1600	12	110	200	3090	
252	Duel Armor	7200	1600	13	185	800	2500	Lit, Water
255	Fortis	9800	700	5	160	250	3500	Lit, Water
256	Junk	2000	200	2	190	1100	2200	Lit, Water
257	InnoSent	6600	390	13	155	1950	2400	Lit, Water

 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:

BOSS	- Ultima Buster						#3	51
0		-0						0
Leve	el 67	-	Immune To		Type			
HP	55000							1
MP	19000							
Atta	ack 20	-						
Defe	ense 75				Status	Immun	ity	
Evas	sion 0	-			Poison		Imp	
Mag:	ic 10		Weak Against		Petrif	У	Death	
Mag:	ic Defense 70	-			Silenc	е	Berserk	
Mag:	ic Evasion 0				Confus	ion	Sleep	
Gil		-			Stop			
EXP	0							
Stea	al		Absorbs					
C:	rystal Orb		Poison	Wind				
B	lood Sword		Holy	Earth				
Drop	ps		Water					
		-						
1								
0		-0						0

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 elemential spells (Fire, Blizzard, Thunder) or non-elemential 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.

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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 backtrack 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:

0-						0
	BOSS - Gold Dragon				#33	39
0-		-0				0
	Level 62		Immune To	Туре		
	НР 32400					
	MP 4000					
	Attack 13					
	Defense 110			Status Imr	munity	
	Evasion 0			Imp	Petrify	
	Magic 10		Weak Against	Death	Silence	
	Magic Defense 150		Water	Confusion	n Sleep	
	Magic Evasion 0			Slow	Stop	
	Gil 0					
	EXP 0					
	Steal		Absorbs			
			Lightning			
	Drops					
	Crystal Orb					-
						-
0-		-0				0

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.

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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	0			#34	
)- 	Level 67	0		Type		U
İ	нр 30800					i
ĺ	MP 9700	Ī				Ī
	Attack 13	1				1
	Defense 130			Status Immu	nity	1
	Evasion 0			Poison	Imp	1
	Magic 10		Weak Against	Petrify	Death	1
	Magic Defense 145	-	Lightning	Silence	Berserk	- 1
	Magic Evasion 0	1		Confusion	Sleep	- 1
	Gil 0			Stop		-
	EXP 0	-				- 1
		- 1				- 1
	Steal	-	Absorbs			- 1
	Ice Shield	-	Fire			
		I				- 1
	Drops	I				- 1
-						
-		-				

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 defiite 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.

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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:

	BOSS - Skull Dragon	-0				#34	- '
1	Level 62	Ū			Туре		U
Ī	нр 32800	Ī					
1	MP 1999	1					1
-	Attack 15	1					
-1	Defense 140	1			Status Immu	nity	
-	Evasion 0	1			Darkness	Poison	
-1	Magic 10	1	Weak Agai	nst	Imp	Petrify	
-1	Magic Defense 120	1	Fire	Holy	Silence	Berserk	
-	Magic Evasion 0				Confusion	Sleep	
-	Gil 0	-			Slow	Stop	
-	EXP 0	-					
- [		-					-
	Steal	-	Absorbs				
- [			Poison				
- 1							
- [	Drops	-					- 1
- [	Muscle Belt	-					- 1
-1		-					

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 ...

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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  $\operatorname{\mathsf{Goddess}}$ 

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:

BOSS - Guardian				#352	
ŭ .	0				-0
Level 62	l	Immune To	Туре		
HP 60000					
MP 5200					
Attack 13					
Defense 150	-		Status Immu	nity	-
Evasion 0			Darkness	Poison	-
Magic 25		Weak Against	Imp	Petrify	
Magic Defense 150	-	Lightning Water	Death	Silence	
Magic Evasion 0	1		Berserk	Confusion	
Gil 0	1		Sleep	Stop	-
EXP 0	1				1
I.	1				1
Steal	I	Absorbs			ı
Ribbon	I				ı
Force Armor	1				-
Drops	Ì				i
	i				j
T.	İ				ı

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
Diffractive Laser	Atomic Rays
Launcher	Magitek Laser
Magitek Laser	Missile

Wave Cannon Countdown

Dadaluma Battle Program

\_\_\_\_\_

Ashura Hi-Potion Magitek Barrier Mythril Knife Potion

Shockwave

Ultros Battle Program

\_\_\_\_\_

Ink
Entwine
Stone
Tentacle

Ultima Battle Program

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 your 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:

	BOSS - Demon	^					55
0-	Level 67	0			Type		0
			Illillulle 10		rype		
	HP 58000						
	MP 18900						
	Attack 15						-
	Defense 180	1			Status Immu	nity	- 1
	Evasion 0	1			Poison	Imp	- 1
	Magic 13	-	Weak Agains	st	Petrify	Death	- 1
	Magic Defense 145	-	Poison		Silence	Berserk	- 1
	Magic Evasion 0	-			Confusion	Sleep	- 1
	Gil 0	-					- 1
	EXP 0	-					- 1
		-					- 1
	Steal	-	Absorbs				
	Red Jacket	1	Fire	Wind			- 1
-	Drops	1					
1	Radiant Lance	1					- 1
1		1					1
0-		-0					0

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 exploiting Slow (for sure) and Stop (if you're really getting whooped).

Even without an elemential 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.

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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:

0					
-	BOSS - Fiend				#353
0		-0-			
- 1	Level 73		Immune To	Type	1
- 1	нр 63000				1
- 1	MP 4800				1
	Attack 60				1

	Defense 110				Status Immu	nity	
- 1	Evasion 0				Poison	Imp	- 1
	Magic 9		Weak Agair	nst	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						
0-		-0					0

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.

Ocassionally 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.

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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:

0-						-0
	BOSS - Goddess				#354	-
0-		-0				-0
	Level 68		Immune To	Type		
	HP 44000					
	MP 19000					
	Attack 13					
	Defense 85			Status Immu	nity	
	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					
0-		-0				-0

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 phsyical 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!

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~ 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.

The characters you brought along are on the left. Their participation order is on the right. "Reset" will reset all your settings. "Confirm" will finalize your order and start the fight.

I suggest placing your medium-strength characters first (slots 1-4), your most powerful characters more towards the middle (slots 5-10) and your weakest characters dead last. The reason I suggest this is because the fights get progressively harder, but most of the time you probably won't end up going through all 12 characters (unless your levels are extremely low and you end up getting owned a lot).

Set your lineup according to your own team's specifications. If you only line up a few characters and then hit "Confirm", the rest of the lineup will autoconfigure as shown on the left (it'll simply go from the top on down, selecting any character you have not selected already).

A few things to note. The following tie over to the next tier:

- HP & MP
- Status effects (including Sap)
- Esper summons (whether or not you used them)
- A character who has Jumped (or Quetzalli's Sonic Dive status)
- Float status

The following do NOT tie over to the next tier:

- Runic status
- Rage & Dance status
- Doom status (the status itself technically does carry over, but the counter will not carry over, so you will not be able to die due to Doom if they carry it over to the next tier)

The following will result in a character being switched out:

- They finish the battle in KO status
- They finish the battle in Petrified status
- They finish the battle in Zombie status

Lastly, as with every battle, if any team of four falls in battle (or is petrified, zombied, etc.), you'll get a Game Over. So be on your guard when fighting these final battles.

Once your team is set up (you won't have time to heal or re-equip, so I hope your teams are set up the way you want), select "Confirm" to begin the fight.

Let's get to it!

O-----O
| T I E R 1 |

Defense 140 Evasion 10		Status Immu	=
	Wools 7 coinct	Poison	=
Magic Defense 140	=	Petrify	
Magic Defense 140 Magic Evasion 0	Fire		Confusion
Gil 0	1	Sleep	SIOM
EXP 0	1	Stop	
LI21 U			
Steal	Absorbs		
Elixer			
Drops			
- 			
Attack Roster	-0		
Protect	Haste	Quake *1	
Dread Gaze *2	Magnitude 8	Reverse Pola	rity
Sapping Strike *3			
BOSS - Long Arm			#357
		_	
Level 73	Immune To	Туре	
Level	Immune To	_	
Level 73 HP	Immune To	_	
HP       33000         MP       10000         Attack       35	Immune To	Type 	
Level 73 HP	Immune To	Type  Status Immu	nity
Level	Immune To	Type  Status Immu Darkness	nity Poison
Level	Immune To	Type  Status Immu Darkness Imp	nity
Level	Immune To           Weak Against	Type  Status Immu Darkness Imp	nity Poison Death Confusion
Level	Immune To           Weak Against	Type Status Immu Darkness Imp Silence	nity Poison Death Confusion
Level	Immune To           Weak Against	Type Status Immu Darkness Imp Silence Sleep	nity Poison Death Confusion
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             Weak Against   Wind	Type Status Immu Darkness Imp Silence Sleep	nity Poison Death Confusion
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           Weak Against	Type Status Immu Darkness Imp Silence Sleep	nity Poison Death Confusion
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             Weak Against   Wind	Type Status Immu Darkness Imp Silence Sleep	nity Poison Death Confusion
Level 73 HP 33000 MP 10000 Attack 35 Defense 110 Evasion 5 Magic 30 Magic Defense 150 Magic Evasion 0 Gil 0 EXP 0 Steal Elixer	Immune To             Weak Against   Wind	Type Status Immu Darkness Imp Silence Sleep	nity Poison Death Confusion
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             Weak Against   Wind	Type Status Immu Darkness Imp Silence Sleep	nity Poison Death Confusion
Level	Immune To             Weak Against   Wind	Type Status Immu Darkness Imp Silence Sleep	nity Poison Death Confusion
Level 73 HP 33000 MP 10000 Attack 35 Defense 110 Evasion 5 Magic 30 Magic Defense 150 Magic Evasion 0 Gil 0 EXP 0  Steal Elixer  Drops	Immune To       Weak Against   Wind     Absorbs	Type Status Immu Darkness Imp Silence Sleep Stop	nity Poison Death Confusion Slow
Level 73  HP 33000  MP 10000  Attack 35  Defense 110  Evasion 5  Magic 30  Magic Defense 150  Magic Evasion 0  Gil 0  EXP 0  Steal  Elixer  Drops	Immune To       Weak Against   Wind   Absorbs	Type Status Immu Darkness Imp Silence Sleep Stop	nity Poison Death Confusion Slow
Level 73  HP 33000  MP 10000  Attack 35  Defense 110  Evasion 5  Magic 30  Magic Defense 150  Magic Evasion 0  Gil 0  EXP 0  Steal  Elixer  Drops  Attack Roster	Immune To       Weak Against   Wind     Absorbs	Type Status Immu Darkness Imp Silence Sleep Stop	nity Poison Death Confusion Slow
Level 73  HP 33000  MP 10000  Attack 35  Defense 110  Evasion 5  Magic 30  Magic Defense 150  Magic Evasion 0  Gil 0  EXP 0  Steal  Elixer  Drops  Attack Roster  Attack	Immune To       Weak Against   Wind     Absorbs	Type Status Immu Darkness Imp Silence Sleep Stop Stop	nity Poison Death Confusion Slow
Level 73  HP 33000  MP 10000  Attack 35  Defense 110  Evasion 5  Magic 30  Magic Defense 150  Magic Evasion 0  Gil 0  EXP 0  Steal  Elixer  Drops  Attack Roster  Attack	Immune To       Weak Against   Wind     Absorbs	Type Status Immu Darkness Imp Silence Sleep Stop Stop	nity Poison Death Confusion Slow
Level	Immune To       Weak Against   Wind   Absorbs         Shockwave	Type Status Immu Darkness Imp Silence Sleep Stop  Blood Claw *	nity Poison Death Confusion Slow
Level 73  HP 33000  MP 10000  Attack 35  Defense 110  Evasion 5  Magic 30  Magic Defense 150  Magic Evasion 0  Gil 0  EXP 0  Steal  Elixer  Drops  Attack Roster  Attack	Immune To       Weak Against   Wind     Absorbs           Shockwave	Type Status Immu Darkness Imp Silence Sleep Stop  Blood Claw *	nity Poison Death Confusion Slow

- 1	HP 27000					
- 1	MP 10000					
- 1	Attack 50					
- 1	Defense 115			Status Immu	nity	
- 1	Evasion 10			Darkness	Poison	
-	Magic 10		Weak Against	Imp	Petrify	
-	Magic Defense 155		Water	Death	Confusion	
- 1	Magic Evasion 0			Sleep	Stop	
	Gil 0					
- 1	EXP 0					
- 1						
- 1	Steal		Absorbs			
	Elixer					
- 1						
	Drops					
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	Attack Roster					
0-						-Ο
	Attack	Ra	azor Gale *1			
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### \*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 ...

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- 1	BOSS - Tiger				#359
0		-0-			
- 1	Level 74		Immune T	То Тур	pe
	HP 30000				1
	MP 10000				

Defense 85		Status Immur	ni t v
Evasion 0	1	Darkness	-
	West Acainst		Imp Death
-	Weak Against	Petrify Silence	
Magic Defense 150	Ice	Silence Confusion	
Magic Evasion 0			_
Gil 0		Slow	Stop
EXP 0			
Steal	Absorbs		
Elixer	Earth		
Drops			
	1		
Attack Roster	-0		
Flare Star	Northern Cross	Southern Cros	SS
Zombie Fang *1			
Infliata Zambia an tha	+		
- Inflicts Zombie on the	e target		
BOSS - Machine			#36
Level 73	·	Type	
MP 10000			
Attack 13			
Defense 105		Status Immur	
	i .		
Evasion 0	I	Darkness	
	   Weak Against	Imp	Petrify
Magic 10	   Weak Against   Lightning		Petrify
Magic 10		Imp	Petrify Berserk
Magic		Imp Silence	Petrify Berserk
Magic	Lightning       	Imp Silence	Petrify Berserk
Magic	Lightning           Absorbs	Imp Silence	Petrify Berserk
Magic	Lightning           Absorbs	Imp Silence	Petrify Berserk
Magic	Lightning           Absorbs	Imp Silence	Petrify Berserk
Magic	Lightning  Absorbs	Imp Silence Confusion	Petrify Berserk Sleep
Magic	Lightning  Absorbs	Imp Silence Confusion	Petrify Berserk Sleep
Magic	Lightning               Absorbs	Imp Silence Confusion	Petrify Berserk Sleep
Magic	Lightning               Absorbs	Imp Silence Confusion	Petrify Berserk Sleep
Magic	Lightning                 Absorbs                 Absorbs	Imp Silence Confusion	Petrify Berserk Sleep
Magic	Lightning                 Absorbs                 Absorbs	Imp Silence Confusion  Delta Attack	Petrify Berserk Sleep
Magic	Lightning               Absorbs                 Atomic Ray Gravity Bomb	Imp Silence Confusion  Delta Attack Magitek Laser	Petrify Berserk Sleep
Magic	Lightning               Absorbs                 Atomic Ray Gravity Bomb	Imp Silence Confusion  Delta Attack Magitek Laser	Petrify Berserk Sleep
Magic	Lightning               Absorbs                 Co	Imp Silence Confusion  Delta Attack Magitek Laser	Petrify Berserk Sleep
Magic	Lightning	Imp Silence Confusion  Delta Attack Magitek Laser	Petrify Berserk Sleep
Magic	Lightning  Absorbs  Absorbs  Absorbs  Atomic Ray  Gravity Bomb	Imp Silence Confusion  Delta Attack Magitek Laser	Petrify Berserk Sleep
Magic	Lightning                 Absorbs                     O Atomic Ray Gravity Bomb	Imp Silence Confusion  Delta Attack Magitek Laser	Petrify Berserk Sleep
Magic	Lightning                 Absorbs                     O Atomic Ray Gravity Bomb	Imp Silence Confusion  Delta Attack Magitek Laser	Petrify Berserk Sleep

Attack	1	Status Immur	nity
Evasion 0	1	Darkness	
Magic 8	Weak Against	Imp	
Magic Defense 155	Earth	Death	-
Magic Evasion 0		Confusion	
Gil 0		Slow	-
EXP 0		SIOW	~ ~ ~ P
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			#36
BOSS - Power Level		Type	#36
BOSS - Power  Level			#36
BOSS - Power  Level		Type	#36
BOSS - Power  Level		Type Humanoid	#36
BOSS - Power  Level		Type	#36
BOSS - Power  Level	-O	Type Humanoid Status Immur	#36
BOSS - Power  Level	-O	Type Humanoid Status Immur Darkness	#36  nity Poison Petrify
BOSS - Power  Level	-O	Type Humanoid Status Immur Darkness Imp	#36  mity  Poison  Petrify  Silence
Defense	-O	Type Humanoid  Status Immur Darkness Imp Death	#36  mity  Poison  Petrify  Silence
Devel	-O	Type Humanoid  Status Immur Darkness Imp Death	#36  mity  Poison  Petrify  Silence
Level	-O	Type Humanoid  Status Immur Darkness Imp Death	#36  mity  Poison  Petrify  Silence
Level	-O	Type Humanoid  Status Immur Darkness Imp Death	#36  mity  Poison  Petrify  Silence
Level	-O	Type Humanoid  Status Immur Darkness Imp Death	#36  mity  Poison  Petrify  Silence
BOSS - Power  Level	-O	Type Humanoid  Status Immur Darkness Imp Death Confusion	#36  mity Poison Petrify Silence Sleep
Level	-O	Type Humanoid  Status Immur Darkness Imp Death Confusion	#36  mity Poison Petrify Silence Sleep
BOSS - Power  Level	-O	Type Humanoid  Status Immur Darkness Imp Death Confusion	#36  mity Poison Petrify Silence Sleep
Level	-O	Type Humanoid  Status Immur Darkness Imp Death Confusion	#36  mity Poison Petrify Silence Sleep

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.

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	BOSS - Lady				#363
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	Level 58		Immune To	Туре	1
	НР 9999				
	MP 10000				1
	Attack 73				
	Defense 150			Status Immur	nity
	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	1

Steal	Absorbs			
Ragnarok	-	Ice		
	Lightning			
Drops	Wind	=		
	Earth	Water		
	 -0			
Attack Roster				
Arise	White Wind		Repose *1	
- Causes Sleep				
BOSS - Rest				#36
Level 71	· ·		 Туре	
HP 40000	·		Humanoid	
MP 10000	· 			
Attack 63				
Defense 140			Status Immu	nitv
Evasion 0			Darkness	=
Magic 6	Weak Agains	t	Imp	
Magic Defense 120		-	Death	_
Magic Evasion 0	· 			Confusion
Gil 0			Sleep	
EXP 0			Stop	○ ± ○ ₩
<u> </u>			БСОР	
Steal	Absorbs			
Ultima Weapon				
Drops				
	-0			
Attack Roster				
Flare Star	Northern Cross		Southern Cro	
			Southern Cro	

# \*1 - Causes Death (different than Lady's Repose)

Before I say anything, I'd like to point out that you can have Locke Steal two of the rarest weapons in the game (Ragnarok and Ultima Weapon)

Quickly notice that Lady's HP is incredibly low and Rest's HP is significantly higher. In addition, both their stats indicate that they're both resiliant against physical attacks, meaning magical attacks will do better damage.

If you have any espers equipped (Zona Seeker in particular), now's as good a time as any to use them. The Magic Defense boost is the best bonus from using Zona Seeker right now.

Lady's a support unit and Rest is the main attack unit. Kill off Rest first and Lady will use Arise; in addition, Lady will constantly be healing both herself

and Rest via White Wind. I suggest killing off Lady first so that Rest's support becomes nullified. However, if you use spells that hit both enemies, you can damage them both at once (hopefully at a higher rate than White Wind can heal for). Oh yes, and don't forget to heal your own team as well.

Lady goes down much faster than Rest and Rest will go down without his support. After both of them die, you'll move on to ...

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BOSS - Kefka		 #3	- <b></b> - 364
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Level ???	Immune To	Type	
HP???	???	333	
MP ???	1		
Attack ???	I		
Defense ???	I	Status Immunity	
Evasion ???	I	???	
Magic ???	Weak Against		
Magic Defense ???	????		
Magic Evasion ???	I		
Gil ???	I		
EXP ???	I		
1	I		
Steal	Absorbs		
	????		
1	I		
Drops	I		
	I		
I			
Attack Roster			
O   Attack	Firaga	Blizzaga	
Thundaga	Meteor	Ultima	
Forsaken	Havoc Wing	Havoc Wing *1	
Heartless Angel *2	Hyperdrive	Trine	
Vengeance	11-22-02-2-0	1110	
-			

<sup>\*1 -</sup> Does 4x damage

So ... you've finally reached the final boss. Of course, there's always the pre-battle speech, and then the fight begins.

Kefka starts off with Heartless Angel, which instantly reduces your team's HP levels to 1. If someone has the Sap status on them, this is very bad since Sap will most likely KO them before you can pull off a Curaga spell.

After Heartless Angel (which he will use multiple times throughout the battle), Kekfa will move on to -ga level spells and Hyperdrive. Hyperdrive is fairly brutal and can KO any lone character with less than 2500-3000 HP.

Once Kefka's HP gets lower, the message "The end draws near" and the ground will begin to shake. This means that Kefka is charging up an attack called

<sup>\*2 -</sup> Reduces all characters' HP to 1

Forsaken, which hits everyone for non-elemential damage. However, if your Magic Defense is high enough, the threat from Forsaken can be eliminated.

The final attack to watch out for is Vengeance, which acts like Dispel, but only targets the status effects that you would consider "good".

Since this is your final battle, throw EVERY rule out the window. Go ahead and spam Quick+Utima, use every cheap trick in the book. IT'S THE FINAL BATTLE. The only thing that matters here is victory.

Use Megalixers if you're in a pinch and need full HP/MP healing; use Osmose if you just need MP; use Quick+Ultima if you really want to. Use Reraise if you're worried about falling in battle (or if your HP is low).

Kefka is hard, but shouldn't be impossible. Bring him down and bring justice back to the world!!

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After defeating Kefka, you'll see the ending sequences. They depend on who you recruited (if you've been following this FAQ, you should have all of them).

I'm not going to spell out everything for you. You should see the endings for yourself. Suffice it to say, the ending in Final Fantasy VI is my personal favorite and I think you need to see it for yourself. Simply spelling out the ending doesn't do it justice.

After watching the ending and the credits (a good 20-30 minutes), you'll be prompted to save your game. SAVE YOUR GAME ON ANY FILE. When you reload it, you'll be back on the Falcon with Setzer as the only party member. There is NO New Game+ option in this game.

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I	FINAL FANTASY VI	1
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\ \	B E S T I A R Y	1
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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	r.999] (2)		
Level 58  HP 9999  MP 10000  Attack 73  Defense	Immune To	(4)	Type (5) Status Immu	nity (6)
Evasion 0 Magic 9 Magic Defense 155 Magic Evasion 0 Gil 0 EXP 0	Weak Agains 	st	Darkness Imp Death Berserk Sleep Stop	Poison Petrify Silence Confusion
Steal (3) Ragnarok	Absorbs Fire Lightning			
Drops	Wind Earth	Holy 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 quide 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
800	Darkwind	136	Dropper	264	Vilia
009	Sand Ray	137	Neck Hunter	265	Great Dragon
010	Alacran	138	Dante	266	Abaddon
011	Foper	139	Воду	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
	Cartagra	155	Death Warden	283	Tunnel Armor
028	Acrophies		Misty	284	Phantom Train
029	Gold Bear		Rafflesia		Rhizopas
	Valeor		Still Life		Hell's Rider
	Wild Rat		Coeurl Cat	-	Kefka
	Stray Cat		Crusher		Dadaluma
	Aepyornis		Blade Dancer		Ultros
	Nettlehopper		Caladrius		Ifrit
	Chippirabbit		Ouroboros	-	Shiva
	Captain		Face	_	Number 024
	Imperial Soldier		Zeveak		Number 128
	Templar		Seaflower		Left Blade
	Satellite		Galypdes		Right Blade
	Ghost		Necromancer		Crane
	Poplium		Clymenus	-	Crane
	Cloud		Chaos Dragon		Flame Eater
	Angel Whisper Oversoul		Brachiosaur		Ultros
			Tyrannosaur		Typhon
	Bomb	_	Tumbleweed		Ultros Air Force
	Living Dead Apparition		Leap Frog		Laser Gun
	Siegfried		Slagworm Cactuar		Missile Bay
	Opinicus Fish		Crawler		Bit
	Anguiform		Sprinter		Gigantos
	Aspiran		Basilisk		Ultima Weapon
	Actinian	_	Lycaon		Nelapa
	Fidor		Greater Mantis		Humbaba
	Corporal		Test Rider		Tentacle
	Hunting Hound		Wizard		Tentacle
	Fossil Dragon		Lukhavi		Tentacle
	Vulture		Magna Roader		Tentacle
	Iron Fist		Magna Roader		Angler Whelk
059	Bloodfang		Psychos		Angler Whelk

060	Rock Wasp	188	Garm		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	Tzakmaqiel	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
	Grasswyrm	200	Kamui	328	Master Tonberry
	Grenade	201	Wartpuck		Samurai Soul
074	Bug		Shambling Corpse	330	Magic Master
	Onion Knight		Amduscias		Deathgaze
	Sergeant		Baalzephon		Hidon
	Belzecue		Samurai		Erebus
	Proto Armor		Al Jabr		Erebus
	Trapper		Suriander		Erebus
	Flan		Weredragon		Erebus
	General		Schmidt		Red Dragon
	Destroyer		Pluto Armor		Blue Dragon
	<del>-</del>				<del>-</del>
	Lenergia Magna Roader		Alluring Rider Pandora		Gold Dragon
	=		Parasite		Ice Dragon
	Magna Roader	_			Storm Dragon
	Chaser		Coco		Earth Dragon
	Outcast	215			Skull Dragon
	Provoker		Armored Weapon		Holy Dragon
	Zombie Dragon		Lunatys		Gigantuar
	Antares		Figaro Lizard		Leviathan
	Lich		Devil		Gilgamesh
	Imperial Elite		Enuo		Inferno
	Mega Armor		Magic Urn		Rahu
	Briareus		Level 10 Magic		Ketu
	Devourer		Level 20 Magic		Ultima Buster
	Chimera		Level 30 Magic		Guardian
	Intangir		Level 40 Magic		Fiend
	Balloon		Level 50 Magic		Goddess
	Bonnacon		Level 60 Magic		Demon
	Land Grillon		Level 70 Magic		Short Arm
	Adamankary		Level 80 Magic		Long Arm
	Mandrake		Level 90 Magic		Visage
	Venobennu		Warlock		Tiger
	Sky Armor	232	Mahadeva	360	Machine
	Spitfire		Sorath		Magic
106	Brainpan	234	Medusa Chicken	362	Power
107	Misfit	235	Creature	363	Lady
108	Apocrypha	236	Moonform	364	Rest
	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

O Luna Wolf	248 Gamma	376 Blue Dragon
1 Black Dragon	249 Great Marlboro	377 Gold Dragon
2 Rukh	250 Outsider	378 Ice Dragon
3 Zokka	251 Demon Knight	_
4 Nightwalker	252 Duel Armor	380 Earth Dragon
5 Scorpion	253 Great Behemoth	381 Skull Dragon
6 Delta Beetle	254 Vector Chimera	382 Holy Dragon
7 Vampire Thorn	255 Fortis	383 Kaiser Dragon
8 Lizard	256 Junk	384 Omega Weapon
		+
Guard	^[BEST.001]	
Level 5		Туре
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	Туре
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	ADSOLDS	
Drops		
Potion		
		+
Megalodoth	^[BEST.003]	
Megalodoth	^[BEST.003]	
Megalodoth	^[BEST.003]	Туре

Attack		Status Immunity
Evasion 0		Sleep
Magic 0	Weak Against	
Magic Defense 160	Fire	
Magic Evasion 0		
Gil 90		
EXP 50		
Steal	Absorbs	
Hi-Potion		
Potion		
Drops		
Potion		
Wererat	^[BEST.004]	
=		
Level 4 HP 24	Immune To	Type
MP 0		<del></del>
Attack 13		
Defense 100		Status Immunity
Evasion 0		Darkness Sleep
Magic 10	Weak Against	
Magic Defense 150	Fire	
Magic Evasion 0		
Gil 22 EXP 21		
EAI		
Steal	Absorbs	
Potion	Poison	
Drops		
Potion		
Spritzer =	^[BEST.005]	
Level 5	Immune To	Type
HP 15		Undead
MP 0 Attack 13		
Defense 95		Status Immunity
Evasion 0		Darkness Poison
Magic 10	Weak Against	Imp Petrify
Magic Defense 150	Fire Holy	Silence Berserk
Magic Evasion 0		Sleep
Gil 29		
EXP 23		
EXP 23 Steal	Absorbs	
	Absorbs Lightning	

Bandit =	^[BEST.006]	
Level 5  HP 35  MP 0  Attack 19  Defense 90  Evasion 0	Immune To	Type Humanoid Status Immunity
Magic	Weak Against Poison	
Steal Potion	Absorbs	
Drops Potion		
Leaf Bunny	^[BEST.007]	
Level	Immune To	Туре 
Defense 60 Evasion 0		Status Immunity
Magic       10         Magic Defense       140         Magic Evasion       0         Gil       45         EXP       24	Weak Against Fire Water	
Steal Potion	Absorbs Ice	
Drops Potion		
Darkwind	^[BEST.008]	
Level	Immune To	Type 
Attack		Status Immunity Imp
Magic	Weak Against Fire	-
EXP 28		

Steal	Absorbs	
Potion		
Drops		
Sand Ray	^[BEST.009]	
Level 6	Immune To	Туре
нр 67		
MP 10		
Attack 20		
Defense 110		Status Immunity
Evasion 0		
Magic	Weak Against	
Magic Defense 145	Ice Water	
Magic Evasion 0 Gil 54		
EXP 41		
EVI		
Steal	Absorbs	
Antidote		
Drops		
Antidote		
Alacran	^[BEST.010]	
=		
Level 6	Immune To	Type
HP 87		
MP 15		
Attack 20		Objective Townson i bee
Defense 80 Evasion 0		Status Immunity
Magic 10	Weak Against	
Magic Defense 135	Ice Water	
Magic Evasion 0		
Gil 94		
EXP 37		
Steal	Absorbs	
Potion		
Drops		
Potion		
The same of the sa	A[DDGE 011]	
Foper 	^[BEST.011]	
Level 7	Immune To	Type
нР 119		
MP 10		
Attack 13		
Defense 100		Status Immunity
Evasion 0		

Magic 10 Magic Defense 155	Weak Against Fire	
Magic Evasion 0	1110	
Gil 80		
EXP 53		
Steal	Absorbs	
Potion		
Drops		
Potion		
Hornet	^[BEST.012]	
 Level 6	Immune To	Туре
нр 92		
MP 0		
Attack 16		
Defense 100		Status Immunity
Evasion 0	Week Accinct	Imp
Magic 10 Magic Defense 150	Weak Against Fire	
Magic Evasion 0	1110	
Gil 64		
EXP 48		
Steal	Absorbs	
Potion		
Drops		
Urok =	^[BEST.013]	
Level 7	Immune To	Туре
НР 122		
MP 0		
Attack 13		
Defense		Status Immunity
Evasion 0 Magic 10	Weak Against	
Magic Defense 155	Fire	
Magic Evasion 0	1110	
Gil 120		
EXP 71		
	Absorbs	
	Absorbs	
Steal		
Steal Remedy Potion Drops		
=		
Steal Remedy Potion Drops		

Level 8	Tempino Mo	Mr. roo
HP 232	Immune To	Type
MP 100		
Attack 25		
Defense 100		Status Immunity
Evasion 0		
	Track Decided	Petrify Slow
Magic 10	Weak Against	Stop
Magic Defense 155		
Magic Evasion 0		
Gil 186		
EXP 246		
Steal	Absorbs	
Mythril Claws	Lightning	
Potion		
Drops		
Hi-Potion		
Unseelie	^[BEST.015]	
		_
Level 8	Immune To	Type
HP 132		Humanoid
MP 100		
Attack		
Defense 100		Status Immunity
Evasion 0		
Magic 10	Weak Against	
Magic Defense 150	Poison	
Magic Evasion 0		
Gil 256		
EXP 53		
Steal	Absorbs	
Steal Buckler	Absorbs	
	Absorbs	
Buckler	Absorbs 	
Buckler Potion	Absorbs 	
Buckler Potion Drops	Absorbs 	
Buckler Potion Drops		
Buckler Potion Drops Mu		
Buckler Potion  Drops  Mu Level		Type
Buckler Potion  Drops  Mu Level 7 HP 119	^[BEST.016]	
Buckler Potion  Drops  Mu Level 7 HP 119 MP 100	^[BEST.016] Immune To	
Buckler Potion  Drops  Mu  Level 7  HP 119  MP 100  Attack 11	^[BEST.016] Immune To	Type 
Buckler         Potion         Drops            Mu         Level       7         HP       119         MP       100         Attack       11         Defense       100	^[BEST.016] Immune To	Type Status Immunity
Buckler         Potion         Drops            Mu         Level       7         HP       119         MP       100         Attack       11         Defense       100         Evasion       0	^[BEST.016]  Immune To	Type 
Buckler         Potion         Drops            Mu         Level       7         HP       119         MP       100         Attack       11         Defense       100         Evasion       0         Magic       10	^[BEST.016] Immune To	Type Status Immunity
Buckler         Potion         Drops            Mu         Level       7         HP       119         MP       100         Attack       11         Defense       100         Evasion       0         Magic       10         Magic Defense       155	^[BEST.016]  Immune To	Type Status Immunity Darkness Silence
Buckler Potion  Drops  Mu  Level	^[BEST.016]  Immune To	Type Status Immunity Darkness Silence
Buckler         Potion         Drops            Mu         Level       7         HP       119         MP       100         Attack       11         Defense       100         Evasion       0         Magic       155         Magic Evasion       0         Gil       80	^[BEST.016]  Immune To	Type Status Immunity Darkness Silence
Buckler Potion  Drops  Mu  Level	^[BEST.016]  Immune To	Type Status Immunity Darkness Silence
Buckler         Potion         Drops            Mu         Level       7         HP       119         MP       100         Attack       11         Defense       100         Evasion       0         Magic       10         Magic Defense       155         Magic Evasion       0         Gil       80	^[BEST.016]  Immune To	Type Status Immunity Darkness Silence
Buckler Potion Drops  Mu Level 7 HP 119 MP 100 Attack 11 Defense 100 Evasion 0 Magic 10 Magic Defense 155 Magic Evasion 0 Gil 80 EXP 59	^[BEST.016]  Immune To  Weak Against	Type Status Immunity Darkness Silence
Buckler Potion Drops  Mu  Level	^[BEST.016]  Immune To  Weak Against	Type Status Immunity Darkness Silence

Zaghrem	^[BEST.017]	
Level 9  HP	Immune To	Type Humanoid
Defense	Weak Against Ice	Status Immunity Poison
Steal Bandana	Absorbs Poison	
Drops Potion		
Trillium	^[BEST.018]	
Level 9  HP 147  MP 100  Attack 13	Immune To	Type 
Defense       102         Evasion       0         Magic       10         Magic Defense       170         Magic Evasion       0         Gil       134         EXP       97	Weak Against Fire	Status Immunity Imp
Steal Remedy Potion Drops	Absorbs Water	
Gorgias	^[BEST.019]	
Level	Immune To	Type Status Immunity
Evasion       0         Magic       10         Magic       Defense       135         Magic       Evasion       0         Gil       102	Weak Against Fire	

C+ccl	A b a a mb =	
Steal	Absorbs	
Hi-Potion Potion		
Drops Gold Needle		
dola necale		
Cirpius	^[BEST.020]	
Level 10	Immune To	Туре
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	ADS01D5	
Antidote		
Drops		
DIOPS		
Lesser Lopros	^[BEST.021]	
Level 12		
14	Immune To	Туре
HP 380	Immune To	Туре 
	Immune To	Туре 
HP 380	Immune To	Type 
HP 380 MP 70	Immune To	
HP       380         MP       70         Attack       25	Immune To	Type Status Immunity Imp
HP       380         MP       70         Attack       25         Defense       65	Immune To Weak Against	Status Immunity
HP       380         MP       70         Attack       25         Defense       65         Evasion       0		Status Immunity
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10	 Weak Against	Status Immunity
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180	 Weak Against	Status Immunity
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0	 Weak Against	Status Immunity
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0         Gil       325	 Weak Against	Status Immunity
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0         Gil       325         EXP       464	 Weak Against Fire	Status Immunity
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0         Gil       325         EXP       464	 Weak Against Fire	Status Immunity
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0         Gil       325         EXP       464         Steal       Main Gauche	 Weak Against Fire	Status Immunity
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0         Gil       325         EXP       464         Steal       Main Gauche         Mythril Knife	 Weak Against Fire	Status Immunity
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0         Gil       325         EXP       464         Steal       Main Gauche         Mythril Knife       Drops         Hi-Potion	Weak Against Fire  Absorbs	Status Immunity Imp
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0         Gil       325         EXP       464         Steal       Main Gauche         Mythril Knife         Drops       Hi-Potion         Nautiloid	Weak Against Fire  Absorbs	Status Immunity Imp
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0         Gil       325         EXP       464         Steal       Main Gauche         Mythril Knife       Drops         Hi-Potion	Weak Against Fire  Absorbs	Status Immunity Imp
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0         Gil       325         EXP       464         Steal       Main Gauche         Mythril Knife       Drops         Hi-Potion    Nautiloid	Weak Against Fire  Absorbs^[BEST.022]	Status Immunity Imp
HP       380         MP       70         Attack       25         Defense       65         Evasion       0         Magic       10         Magic Defense       180         Magic Evasion       0         Gil       325         EXP       464         Steal       Main Gauche         Mythril Knife       Drops         Hi-Potion       Hi-Potion         Nautiloid	Weak Against Fire  Absorbs^[BEST.022]	Status Immunity Imp

Defense 100 Evasion 0			Status Immunity
Magic 10	Weak Agair	ne+	Imp
Magic Defense 150		Lightning	
Magic Evasion 0	1110	штупсптпу	
Gil 173			
EXP 216			
<u> </u>			
Steal	Absorbs		
Hi-Potion	Water		
Potion			
Drops			
Eye Drops			
Exocite	^[BES	T.023]	
Level 11	Immune To		Туре
нр 196			
MP 100			
Attack 19			
Defense 100			Status Immunity
Evasion 0			Darkness Imp
Magic 10	Weak Agair		
Magic Defense 150	Fire	Lightning	
Magic Evasion 0			
Gil 153			
EXP 162			
Steal	Absorbs		
Mythirl Claws	Water		
Potion			
Drops			
Potion			
Heavy Armor	^[BES	GT.024]	
	^[BES	T.024]	Туре
=	<del></del>	T.024]	Туре 
= Level	Immune To	ST.024]	
Level	Immune To	T.024]	
Level	Immune To	ST.024]	
Level 13 HP 495 MP 150 Attack 53 Defense 150 Evasion 0	Immune To		Status Immunity Poison Imp
Level 13 HP 495 MP 150 Attack 53 Defense 150 Evasion 0 Magic 11	Immune To Weak Again	ıst	 Status Immunity
Level	Immune To	ıst	Status Immunity Poison Imp
Level	Immune To Weak Again	ıst	Status Immunity Poison Imp
Level	Immune To Weak Again	ıst	Status Immunity Poison Imp
Level	Immune To Weak Again	ıst	Status Immunity Poison Imp
Level	Immune To Weak Again	ıst	Status Immunity Poison Imp
Level	Immune To Weak Again Lightning	ıst	Status Immunity Poison Imp
Level	Immune To Weak Again Lightning	ıst	Status Immunity Poison Imp
Level	Immune To Weak Again Lightning	ıst	Status Immunity Poison Imp

Status Immunity

Defense ..... 100

Commander	^[BEST.025]	
Level	Immune To	Type Humanoid
Defense 100 Evasion 0		Status Immunity
Magic	Weak Against Poison	
Steal	Absorbs	
Potion		
Drops 		
Vector Hound	^[BEST.026]	
Level 11	Tmmuno To	Tuno
HP 166 MP 10 Attack 14	Immune To	Type 
Defense 80 Evasion 0		Status Immunity
Magic        10         Magic Defense        150         Magic Evasion        0         Gil        83         EXP        128	Weak Against Fire	
Steal	Absorbs	
Potion		
Drops 		
Cartagra	^[BEST.027]	
Level	Immune To	Туре
HP       150         MP       20         Attack       11		
Defense 90 Evasion 0		Status Immunity Imp
Magic        10         Magic       Defense        150         Magic       Evasion        0         Gil        135	Weak Against 	
EXP105		
EXP105 Steal	Absorbs	

Antidote

Magic Evasion 0 Gil 112 EXP 117		
Steal Potion	Absorbs	
Drops 		
Wild Rat		+
=	^[BEST.031]	
Level       12         HP       160         MP       10         Attack       10	Immune To	Type 
Defense 85 Evasion 0		Status Immunity
Magic	Weak Against Fire	
Steal Potion	Absorbs Poison	
Drops 		
Stray Cat	^[BEST.032]	
Level 10	Immune To	Туре
HP        156         MP        30         Attack        9		
Defense 10 Evasion 0		Status Immunity
Magic	Weak Against	
Steal Hi-Potion	Absorbs	
Drops Potion		
Aepyornis	^[BEST.033]	
Level	Immune To	Type

Nettlehopper= Level	Absorbs ^[BEST.034] Immune To	
Nettlehopper	^[BEST.034] Immune To	
Level       11         HP       243         MP       80         Attack       10         Defense       50         Evasion       0         Magic       10		
Defense 50 Evasion 0 Magic 10 Magic Defense 155		Type 
Magic Evasion 0 Gil 145 EXP 89	Weak Against Fire Wind	Status Immunity Imp Sleep
Steal Antidote	Absorbs	
Drops Hi-Potion		
Chippirabbit	^[BEST.035]	
Level 10  HP 135  MP 40  Attack 9  Defense 70	Immune To	Type Status Immunity
Evasion       0         Magic       10         Magic Defense       140         Magic Evasion       0         Gil       110         EXP       53	Weak Against Water	
Steal Hi-Potion	Absorbs	

Captain	^[BEST.036]	
Level	Immune To	Type Humanoid Status Immunity
Evasion 0		
Magic       10         Magic Defense       110         Magic Evasion       0         Gil       50         EXP       0	Weak Against	
Steal	Absorbs	
Drops Phoenix Down Black Belt		
Imperial Soldier	^[BEST.037]	
= Level 11	Immune To	Туре
HP       100         MP       15         Attack       12		Humanoid
Defense		Status Immunity Darkness Sleep
Magic	Weak Against Poison	
Steal	Absorbs	
Potion Hi-Potion Drops Potion		
Templar	^[BEST.038]	
= Level 11	Immune To	Type
HP       205         MP       50         Attack       16		Humanoid
Defense		Status Immunity
Magic	Weak Against Poison	

Steal	Absorbs	
Potion		
Drops		
Hi-Potion		
Satellite	^[BEST.039]	
Level 14	Immune To	Туре
НР 1800		
MP 250		
Attack 20		
Defense 120		Status Immunity
Evasion 0		Darkness Poison
Magic 13	Weak Against	Imp Petrify
Magic Defense 150	Lightning Water	Death Silence
Magic Evasion 0		Berserk Confusio
Gil 0		Sleep
EXP 0		
Steal	Absorbs	
X-Potion		
Drops		
Green Beret		
Ghost	^[BEST.040]	
Level 10	Immune To	Type
HP 226		TT11
HP 220		Undead
MP 70		Undead
MP 70 Attack 1		
MP		Status Immunity
MP		Status Immunity Darkness Poison
MP       70         Attack       1         Defense       105         Evasion       0         Magic       1	Weak Against	Status Immunity Darkness Poison Imp Petrify
MP       70         Attack       1         Defense       105         Evasion       0         Magic       1         Magic Defense       150	Weak Against Fire Holy	Status Immunity Darkness Poison Imp Petrify Silence Berserk
MP        70         Attack        1         Defense        105         Evasion        0         Magic        1         Magic Defense        150         Magic Evasion        0		Status Immunity Darkness Poison Imp Petrify
MP		Status Immunity Darkness Poison Imp Petrify Silence Berserk
MP	Fire Holy	Status Immunity Darkness Poison Imp Petrify Silence Berserk
MP	Fire Holy Absorbs	Status Immunity Darkness Poison Imp Petrify Silence Berserk
MP	Fire Holy	Status Immunity Darkness Poison Imp Petrify Silence Berserk
MP	Fire Holy Absorbs	Status Immunity Darkness Poison Imp Petrify Silence Berserk
MP	Fire Holy Absorbs	Status Immunity Darkness Poison Imp Petrify Silence Berserk
MP	Fire Holy  Absorbs  Poison	Status Immunity Darkness Poison Imp Petrify Silence Berserk
MP	Fire Holy  Absorbs  Poison	Status Immunity Darkness Poison Imp Petrify Silence Berserk Sleep
MP	Fire Holy  Absorbs  Poison	Status Immunity Darkness Poison Imp Petrify Silence Berserk Sleep
MP	Fire Holy  Absorbs  Poison	Status Immunity Darkness Poison Imp Petrify Silence Berserk Sleep  Type
MP	Fire Holy  Absorbs Poison ^[BEST.041]	Status Immunity Darkness Poison Imp Petrify Silence Berserk Sleep
MP	Fire Holy  Absorbs Poison ^[BEST.041]	Status Immunity Darkness Poison Imp Petrify Silence Berserk Sleep  Type

Evasion 0  Magic 10  Magic Defense 150  Magic Evasion 0	Weak Against Fire Holy	Darkness Poison Imp Petrify Silence Berserk Sleep
Gil 55 EXP 55		Отеер
Steal Hi-Potion	Absorbs Poison	
Drops Potion		
Cloud	^[BEST.042]	
Level	Immune To	Type Humanoid
Defense	Weak Against Holy	Status Immunity Imp Death
Steal Hi-Potion	Absorbs	
Drops Potion		
Angel Whisper	^[BEST.043]	
Level	Immune To	Type Undead
Defense	Weak Against Fire Holy	Status Immunity Darkess Poison Imp Petrify Silence Berserk Sleep
Steal Hi-Potion	Absorbs Poison	
Drops Gold Needle		

Level	Immune To	Type Undead	
MP 190			
Attack 12		Q	
Defense 55 Evasion 0		Status Immu Darkess	
Magic 7	Weak Against	Imp	Petrify
Magic Defense 150	Fire Holy	Silence	<del>-</del>
Magic Evasion 0	nory	Sleep	Delbelh
Gil 228		v-v-r	
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		Status Immu	
Evasion 0		Darkess -	
Magic 1	Weak Against	Imp	Petrify
Magic Defense 150	Ice Water		
Magic Evasion 0 Gil 80			
EXP 35			
Steal	Absorbs		
Hi-Potion	Fire		
Potion			
Drops			
Hi-Potion			
Living Dead	^[BEST.046]		
	Tanana a m	m -	
Level 12	Immune To	Type	II
HP 200 MP 84		Undead	Humanoid
MP 84 Attack 10			
Defense 100		Status Immu	ınitv
Evasion 0		Darkess	
Magic 10	Weak Against	Imp	
Magic Defense 150	Fire Holy	Silence	_
Magic Evasion 0	-		
Gil 135			
EXP 54			
Steal	Absorbs		

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 Confusio
Magic Defense 180	Fire Holy	Sleep Slow
Magic Evasion 0 Gil 0		Stop
EXP 0		
EAI		
Steal	Absorbs	
	Poison	
Drops		
Hyper Wrist		
Siegfried =	^[BEST.048]	
Level 7	Immune To	Туре
HP 100		
MP 5		
Attack 1		
Defense 50		Status Immunity
Evasion 0		Darkess Poison
Magic	Weak Against	Imp Petrify
Magic Defense 150		Death Silence
Magic Evasion 0		Berserk Confusio
Gil 1 EXP 0		Sleep
EAF		
Steal	Absorbs	
Drops		
Green Cherry		
Opinicus Fish	^[BEST.049]	
=	<del></del>	
Level 9	Immune To	Туре
HP 10		
MP 60		
Attack		Chahara Taran
Defense 100		Status Immunity Poison Imp
Evacion		
Evasion 0 Magic 10	Weak Against	Poison Imp Petrify

Magic Evasion 0 Gil 0		
EXP 0		
Steal	Absorbs	
	Poison	
Drops Potion		
Anguiform	^[BEST.050]	
Level 13	Immune To	Туре
HP       315         MP       150		
Attack		Status Immunity
Evasion 0		Imp
Magic 6 Magic Defense 150	Weak Against Lightning	
Magic Evasion 0	ттансштиа	
Gil 358		
EXP 96		
Steal	Absorbs	
Hi-Potion	Water	
Drops Phoenix Down		
Aspiran	^[BEST.051]	
Level 12	Immune To	Туре
НР 220		
MP 330 Attack 2		
Defense 100		Status Immunity
Evasion 0		Darkess Imp
Magic 2 Magic Defense 150	Weak Against Fire	Silence Confusion Sleep
Magic Evasion 0	1110	Б100р
Gil 115		
EXP 48		
Steal	Absorbs	
Potion	Water	
Drops X-Potion		
Actinian	^[BEST.052]	
Level 12	Immune To	Type
HP 230		

MP 98		
Attack 13		
Defense 100		Status Immunity
Evasion 0		Imp Silence
Magic 10	Weak Against	Berserk Confusio
Magic Defense 150	Fire Lightning	Sleep
Magic Evasion 0		
Gil 125		
EXP 57		
Steal	Absorbs	
Hi-Potion	Water	
Drops		
Fidor	^[BEST.053]	
Level 13	Immune To	Туре
нр 355		
MP 80		
Attack 25		
Defense 55		Status Immunity
Evasion 0		Petrify Sleep
Magic 10	Weak Against	
Magic Defense 170	Fire	
Magic Evasion 0		
Gil 180		
EXP 160		
Steal	Absorbs	
Hi-Potion		
Phoenix Down		
Drops		
Corporal	^[BEST.054]	
Level 13	Immune To	Type
	Immune To	Type Humanoid
HP 255	Immune To	
	Immune To	
HP       255         MP       60         Attack       15	Immune To	Humanoid
HP 255 MP 60	Immune To	
HP       255         MP       60         Attack       15         Defense       100         Evasion       0		Humanoid Status Immunity
HP       255         MP       60         Attack       15         Defense       100         Evasion       0         Magic       10	Immune To Weak Against Poison	Humanoid Status Immunity
HP       255         MP       60         Attack       15         Defense       100         Evasion       0         Magic       10         Magic Defense       125	 Weak Against	Humanoid Status Immunity
HP       255         MP       60         Attack       15         Defense       100         Evasion       0         Magic       10	 Weak Against	Humanoid Status Immunity
HP       255         MP       60         Attack       15         Defense       100         Evasion       0         Magic       10         Magic Defense       125         Magic Evasion       0	 Weak Against	Humanoid Status Immunity
HP       255         MP       60         Attack       15         Defense       100         Evasion       0         Magic       10         Magic Defense       125         Magic Evasion       0         Gil       96	 Weak Against	Humanoid Status Immunity
HP       255         MP       60         Attack       15         Defense       100         Evasion       0         Magic       10         Magic Defense       125         Magic Evasion       0         Gil       96         EXP       90	 Weak Against Poison	Humanoid Status Immunity
HP       255         MP       60         Attack       15         Defense       100         Evasion       0         Magic       10         Magic Defense       125         Magic Evasion       0         Gil       96         EXP       90    Steal	Weak Against Poison Absorbs	Humanoid Status Immunity
HP       255         MP       60         Attack       15         Defense       100         Evasion       0         Magic       10         Magic Defense       125         Magic Evasion       0         Gil       96         EXP       90         Steal       Mythril Sword	Weak Against Poison Absorbs	Humanoid Status Immunity

^[BEST.055]	
Immune To	Type
	Status Immunity
Weak Against Fire	
Absorbs	
^[BEST.056]	
Immune To	Type
	Undead
	Status Immunity
	Darkness Poison
Weak Against	Imp Petrify
Fire Ice	Silence Berserk
Holy Water	Sleep
Absorbs	
Poison	
^[BEST.057]	
	Type
Immune To	
Immune To	
	 Status Immunity
	Status Immunity
	Status Immunity
 Weak Against	Status Immunity
	Immune To Weak Against Fire  ^[BEST.056]  Immune To  Weak Against Fire Ice Holy Water  Absorbs Poison

Steal	Absorbs	
Phoenix Down		
Hi-Potion		
Drops		
Phoenix Down		
Iron Fist	^[BEST.058]	
Level 15	Immune To	Туре
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	FOISON	
Drops		
Mythril Knife		
1		
Bloodfang	^[BEST.059]	
=	[DES1:009]	
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		
01 1		
Steal Potion	Absorbs	
POCION		
Drops		
Dried Meat		
Rock Wasp	^[BEST.060]	
Level 15	Immune To	Туре
нр 290		
MP 100		
Attack 14		
Defense 105		Status Immunity
Evasion 0		Imp Sleep

Magic 10	Weak Against	
Magic Defense 165 Magic Evasion 0	Fire Wind	
Gil 168		
EXP 128		
Steal	Absorbs	
Potion		
Gold Needle		
Drops Gold Needle		
Paraladia	^[BEST.061]	
Level 15	Immune To	Туре
HP 492		
MP 100		
Attack 13		
Defense 125		Status Immunity
Evasion 0	Mool. Accinct	Darkness Imp Berserk Confusion
Magic 10 Magic Defense 125	Weak Against Fire	Berserk Confusion Sleep
Magic Evasion 0	1110	Бтеер
Gil 365		
EXP 219		
Steal	Absorbs	
Remedy		
Hi-Potion		
Drops		
Harvester	^[BEST.062]	
Level 16	Immune To	Type
HP 428		Humanoid
MP 85		
Attack		Objective Transcription
Evasion 0		Status Immunity 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]	
01940	[DD51.005]	

Level	Immune To	Type Humanoid
Attack		Status Immunity
Magic	Weak Against Poison	
Steal	Absorbs	
Gigas Glove	Earth	
Drops		
Gobbledygook	^[BEST.064]	+
Level 15	Immune To	Туре
HP		Humanoid
Defense 85		Status Immunity
Evasion 0 Magic 10	Weak Against	
Magic Defense 155	Poison	
Magic Evasion 0 Gil 126 EXP		
Steal Phoenix Down Eye Drops	Absorbs	
Drops		
Veil Dancer	^[BEST.065]	+
= Level 15	Tanana a Ma	Maria a
HP 392	Immune To	Type Humanoid
MP 120		
Attack		Chabus Immunitus
Evasion 0		Status Immunity Poison Imp
Magic	Weak Against Poison	Berserk Confusion
Gil 296 EXP 224		
Steal	Absorbs	
Thief's Knife Hi-Potion Drops		
T -		

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Stunner =	^[BEST.066]	
Level	Immune To	Type 
Defense 10 Evasion 0		Status Immunity
Magic       10         Magic Defense       160         Magic Evasion       0         Gil       156         EXP       108	Weak Against Fire	
Steal Hi-Potion	Absorbs Poison	
Drops 		
Goetia	^[BEST.067]	
Level	Immune To	Type 
Defense       120         Evasion       0         Magic       10         Magic Defense       190         Magic Evasion       0         Gil       235         EXP       145	Weak Against Ice	Status Immunity
Steal Antidote Hi-Potion Drops Hi-Potion	Absorbs Poison	
Litwor Chicken	^[BEST.068]	
Level	Immune To	Type
Defense       150         Evasion       0         Magic       3	Weak Against	Status Immunity Poison Imp Petrify Death
Magic Defense 150 Magic Evasion 0 Gil 279	Ice	Silence Sleep

2+021	Abaarba	
Steal Slooping Pag	Absorbs	
Sleeping Bag Potion		
Drops		
Joker	^[BEST.069]	
= Level 17	Immune To	Туре
HP 467		Humanoid
MP 90		1141114110 1 4
Attack 13		
Defense 125		Status Immunity
Evasion 0		Imp
Magic 10	Weak Against	<sub>P</sub>
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		·
Defense 135		Status Immunity
Evasion 0		Petrify
Magic 10	Weak Against	
Magic Dofonco 1/5		
Magic Defense 145		
Magic Evasion 0		
Magic Evasion 0 Gil 345		
Magic Evasion 0		
Magic Evasion 0 Gil 345	 Absorbs	
Magic Evasion 0 Gil 345 EXP 255	Absorbs	
Magic Evasion 0 Gil 345 EXP 255 Steal		
Magic Evasion 0 Gil 345 EXP 255 Steal Tiger Mask		
Magic Evasion 0 Gil 345 EXP 255  Steal Tiger Mask Potion		
Magic Evasion 0 Gil 345 EXP 255  Steal Tiger Mask Potion Drops Hi-Potion		
Magic Evasion 0 Gil 345 EXP 255  Steal Tiger Mask Potion Drops		
Magic Evasion 0 Gil 345 EXP 255  Steal Tiger Mask Potion Drops Hi-Potion  Wyvern		
Magic Evasion 0 Gil 345 EXP 255  Steal Tiger Mask Potion Drops Hi-Potion  Wyvern	^[BEST.071]	
Magic Evasion 0 Gil 345 EXP 255  Steal     Tiger Mask     Potion Drops     Hi-Potion  Wyvern		Туре 
Magic Evasion 0 Gil 345 EXP 255  Steal     Tiger Mask     Potion  Drops     Hi-Potion  Wyvern	^[BEST.071] Immune To	
Magic Evasion 0 Gil 345 EXP 255  Steal     Tiger Mask     Potion Drops     Hi-Potion  Wyvern	^[BEST.071] Immune To	

Defense 140		Status Immunity
Evasion 0	Nool Accinat	Imp
Magic	Weak Against	
Magic Defense 155	Ice	
Magic Evasion 0		
Gil 434		
EXP 484		
Steal	Absorbs	
Dragoon Boots		
Potion		
Drops		
Grasswyrm	^[BEST.072]	
=		
Level 17	Immune To	Туре
HP 480		
MP 20		
Attack 13		
Defense 115		Status Immunity
Evasion 0		Darkness Imp
Magic 10	Weak Against	Silence Sleep
Magic Defense 150	Fire Wind	
Magic Evasion 0		
Gil 234		
EXP 278		
Steal	Absorbs	
Antidote		
Drops Echo Screen		
Grenade =	^[BEST.073]	
Level 17	Immune To	Туре
HP 3000		
MP 500		
Attack 13		
Defense 0		Status Immunity
Evasion0		Imp Petrify
Magic 10	Weak Against	
Magic Defense 150	Ice Water	
Magic Evasion 0		
Gil 500		
311 300		
EXP 190	Absorbs	
EXP	Absorbs Fire	
EXP 190		

Status Immunity

Defense ..... 140

Bug	^[BEST.074]	
Level	Immune To	Type 
Defense 120 Evasion 0		Status Immunity Darkness Imp
Magic	Weak Against Ice Water	Silence Sleep
Steal Hi-Potion Gold Needle Drops	Absorbs 	
Onion Knight =	^[BEST.075]	
Level	Immune To	Type Humanoid
Defense 200 Evasion 0		Status Immunity Poison Imp
Magic        10         Magic Defense        150         Magic Evasion        0         Gil        100         EXP        115	Weak Against Lightning Water	Petrify
Steal Potion	Absorbs	
Drops 		
Sergeant	^[BEST.076]	
Level	Immune To	Type Humanoid
Defense 210 Evasion 0		Status Immunity Poison Imp
Magic	Weak Against Lightning Water	Petrify
EXP 252		

Drops Tent +-----+ Belzecue ^[BEST.077] =----= Level ..... 19 Immune To Туре HP ..... 615 MP ..... 45 Attack ..... 13 Defense ..... 220 Status Immunity Evasion ..... 0 Poison 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 ^[BEST.079] Trapper =----= 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

Tent

Magic Evasion 0		
Gil 200		
EXP 235		
Steal	Absorbs	
Auto Crossbow		
Drops		
Flan	^[BEST.080]	
Level 19	Immune To	Туре
HP 255	Poison Wind	
MP 110	Holy Earth	
Attack 13	Water	
Defense 13		Status Immunity
Evasion 0		Darkness Poison
Magic 10	Weak Against	Imp Petrify
Magic Defense 135	Fire	
Magic Evasion 0		
Gil 120		
EXP160		
Steal	Absorbs	
Magicite Shard		
Potion		
Drops		
General	^[BEST.081]	
=	[5261.001]	
Level 19	Immune To	Type
HP 650		Humanoid
MP 30		
Attack 13		
Defense 155		Status Immunity
Evasion 0		
Magic 10	Weak Against	
Magic Defense 105	Poison	
Magic Evasion 0 Gil 308		
EXP 232		
Steal	Absorbs	
Mythril Shield	WD20ID2	
Potion		
Drops		
Green Cherry		
Destroyer	^[BEST.082]	
=		
Level 19	Immune To	Туре
HP 800		

MP	Weak Against 	Status Immunity Petrify Death
Steal Flash	Absorbs Lightning	
riasii	штупсптпу	
Drops 		
Lenergia =	^[BEST.083]	
Level 19	Immune To	Туре
MP       470         MP       63         Attack       13         Defense       170		Status Immunity
Evasion       0         Magic       8         Magic Defense       120         Magic Evasion       0         Gil       250         EXP       438	Weak Against 	Imp
Steal	Absorbs	
Hi-Potion Green Cherry Drops		
Magna Roader	^[BEST.084]	
Level 19	Immune To	Туре
HP       420         MP       100         Attack       12		
Defense 25 Evasion 0		Status Immunity Imp Petrify
Magic	Weak Against Fire	Death Silence Confusion Sleep
Steal	Absorbs	
Shuriken Lightning Scroll Drops Water Scroll	Ice	

Magna Roader	^[BEST.085]	
Level 18	Immune To	Type
HP 250		
MP 100		
Attack 10		
Defense 20		Status Immunity
Evasion 0		Imp Petrify
	Mook Againgt	Death Silence
Magic 1	Weak Against	
Magic Defense 140	Ice	Sleep
Magic Evasion 0		
Gil 300 EXP 198		
Steal	Absorbs	
Shuriken		
Lightning Scroll		
Drops		
Flame Scroll		
Chaser	^[DECT_006]	
=	^[BEST.086]	
Level 19	Immune To	Туре
HP 1202		
MP 140		
Attack 13		
Defense 200		Status Immunity
Evasion0		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
Evasion0		Darkness Poison
Magic 12	Weak Against	Imp Petrify
Magic Defense 150	Holy Water	Silence Berserk
Magic Evasion 0		Sleep
Gil 442		
EXP 740		
LAP /40		

Steal Absorbs Amulet Fire Poison Drops Holy Water \_\_\_\_^[BEST.088] Provoker =----= Level ..... 20 Immune To Type HP ..... 781 Undead MP ..... 60 Attack ..... 17 Defense ..... 110 Status Immunity Evasion ..... 0 Darkness Poison Magic ..... 10 Weak Against Imp Petrify Magic Defense .... 150 Ice Holy Silence Berserk Magic Evasion ..... 0 Sleep Slow Gil ..... 300 Stop EXP ..... 415 Steal Absorbs Fire Poison Hi-Potion Holy Water Drops Holy Water +----+ ^[BEST.089] Zombie Dragon =----= Level ..... 21 Immune To Type HP ..... 1991 \_\_\_ Undead MP ..... 160 Attack ..... 29 Defense ..... 150 Status Immunity Evasion ..... 0 Darkness Poison Magic ..... 10 Weak Against Imp Petrify Magic Defense .... 100 Fire Holy Silence Berserk Magic Evasion ..... 0 Sleep Gil ..... 309 EXP ..... 1072 Steal Absorbs Hi-Potion Poison Phoenix Down Drops Phoenix Down +----+ Antares ^[BEST.090] =----= Level ..... 20 Immune To Type HP ..... 480 MP ..... 15 Attack ..... 20 Defense ..... 120 Status Immunity Evasion ..... 0 Darkness Imp

Level		30 Ice 0 70	Silence Confusion	Berserk Sleep
Lich ^[BEST.091]  Level	ote	Fire		
Level		^[BEST.091]		
Evasion         0         Darkness           Magic         10         Weak Against         Imp           Magic Defense         190         Holy         Silence           Magic Evasion         0         Sleep           Gil         350         Stop           EXP         374         Stop           Steal         Absorbs         Fire           Poison Rod         Fire         Poison           Green Cherry         Green Cherry         Fire           Imperial Elite        ^[BEST.092]		20 Immune To 90 90		
Poison Rod Green Cherry  Drops Green Cherry  Imperial Elite^[BEST.092]  Level 21 Immune To Type Humanoic MP 20 Attack 13 Defense 100 Status Im Darkness Magic 0 Weak Against Petrify Magic Defense 140 Poison Silence Magic Evasion 0 Confusic Gil 0 Slow  EXP 200		0 10 Weak Against 90 Holy 0 50	Silence Sleep	_
Imperial Elite      ^[BEST.092]	Cherry	Fire Poison		
Level       21       Immune To       Type         HP       700        Humanoid         MP       20         Attack       13         Defense       100       Status Immode         Evasion       0       Darkness         Magic       10       Weak Against       Petrify         Magic Defense       140       Poison       Silence         Magic Evasion       0       Confusion         Gil       0       Slow         EXP       200				
Defense		21 Immune To 00 20	Type Humanoid	
Steal Absorbs		00 0 10 Weak Against 40 Poison 0	Status Immur Darkness Petrify Silence Confusion Slow	Poison Death Berserk
Potion	ı	Absorbs		
Drops Magicite Shard	ite Shard			

Level	Immune To	Туре 
Defense 120		Status Immunity
Evasion 0		Poison Imp
Magic 10	Weak Against	Petrify
Magic Defense 100	Lightning Water	<u>-</u>
Magic Evasion 0		
Gil 0		
EXP 350		
Steal	Absorbs	
Hi-Potion		
Drops		
Briareus	^[BEST.094]	
Level 22	Immune To	Туре
HP 750		
MP 100		
Attack 17		
Defense 110		Status Immunity
Evasion 0	Frank Banking	Poison Death
Magic 10 Magic Defense 120	Weak Against	
Magic Evasion 0		
Gil 458		
EXP 465		
Steal	Absorbs	
Gaia Gear		
Drops		
Hi-Potion		
Devourer =	^[BEST.095]	
Level 21	Immune To	Туре
HP 420		
MP 100		
Attack		Ctatus Tomoraites
Evasion 0		Status Immunity Imp Death
Magic 10	Weak Against	Confusion
Magic Defense 140	Lightning	
Magic Evasion 0		
Gil 280		
EXP 214		
Steal	Absorbs	
Remedy		
Hi-Potion		
Drops		

Chimera	^[BEST	.096]		
Level 22 HP 2237 MP 100 Attack 25	Immune To		Type 	
Defense	Weak Agains 	t	Status Immur Darkness Imp Death Confusion Slow	Poison Petrify Silence
Steal Hyper Wrist	Absorbs			
Drops Golden Armor				
Intangir	^[BEST			
Level	Immune To		Type 	
Defense       150         Evasion       50         Magic       10         Magic Defense       150         Magic Evasion       0         Gil       0         EXP       0	Weak Agains 	t	Status Immur Darkness Imp Death Berserk Sleep	-
Steal	Absorbs			
Magicite Shard  Drops Antidote	Earth	Holy Water		
Balloon	^[BEST			
Level	Immune To		Type Status Immur	nity
Evasion 0 Magic 10	Weak Agains	+	Imp	Sleep
Magic Defense 130	weak Agains	Water		

Steal Phoenix Down	Absorbs Fire	
Drops 		
Bonnacon	^[BEST.099]	
Level 23 HP 505 MP 20 Attack 12	Immune To	Type 
Defense       50         Evasion       0         Magic       10         Magic Defense       50         Magic Evasion       0         Gil       270         EXP       232	Weak Against Fire	Status Immunity Darkness Imp Silence Berserk Confusion Sleep Slow Stop
Steal Hi-Potion	Absorbs	
Drops		
Land Grillon	^[BEST.100]	
Level	^[BEST.100]  Immune To	Type 
Level 23 HP 977 MP 80 Attack 15 Defense 115 Evasion 0 Magic 10 Magic Defense 155		 Status Immunity Darkness Imp
Level 23 HP 977 MP 80 Attack 15 Defense 115 Evasion 0 Magic 10 Magic Defense 155 Magic Evasion 0 Gil 410	Immune To Weak Against	Status Immunity Darkness Imp Silence Confusio
Level 23 HP 977 MP 80 Attack 15 Defense 115 Evasion 0 Magic 10 Magic Defense 155 Magic Evasion 0 Gil 410 EXP 292  Steal Echo Screen  Drops Smoke Bomb	Immune To Weak Against Fire Wind Absorbs	Status Immunity Darkness Imp Silence Confusion Sleep
Level 23 HP 977 MP 80 Attack 15 Defense 115 Evasion 0 Magic 10 Magic Defense 155 Magic Evasion 0 Gil 410 EXP 292  Steal Echo Screen  Drops Smoke Bomb	Immune To Weak Against Fire Wind Absorbs	Status Immunity Darkness Imp Silence Confusio

EXP ..... 369

Defense       225         Evasion       0         Magic       10         Magic Defense       45         Magic Evasion       0         Gil       189         EXP       1450	Weak Against 	Status Immu Petrify Confusion	
Steal Golden Shield	Absorbs		
Drops 			
Mandrake	^[BEST.102]		
Level 23 HP	Immune To	Type 	
Attack	Weak Against Fire	Status Immu Darkness Imp Death Berserk Sleep	Poison Petrify Silence
Steal Hi-Potion	Absorbs Water		
Drops Remedy			
Venobennu	^[BEST.103]		
Level 24 HP 860 MP 82 Attack 16	Immune To	Туре 	
Defense 125 Evasion 0		Status Immu Imp	
Magic	Weak Against 	Silence	<del>-</del>
Steal Antidote	Absorbs		
Drops Phoenix Down			

Sky Armor	^[BEST.104]	
Level	Immune To	Type
Defense          Evasion          Magic          Magic Defense          Magic Evasion          Gil          EXP	Weak Against Lightning Wind	Status Immunity Poison Imp Petrify
Steal Ether	Absorbs	
Drops 		
Spitfire =	^[BEST.105]	
Level       25         HP       1400         MP       180         Attack       17	Immune To	Type Undead
Defense 155 Evasion 0		Status Immunity Poison Imp
Magic        4         Magic Defense        130         Magic Evasion        0         Gil        300         EXP        550	Weak Against Lightning Wind	Petrify Slow Stop
Steal Elixer Ether Drops	Absorbs	
Ether		
Brainpan 	^[BEST.106]	
Level 25 HP 1300 MP 1000 Attack 24	Immune To	Type Undead
Defense 120 Evasion 0		Status Immunity Darkness Poison
Magic	Weak Against Fire Lightning Holy	Imp Silence Berserk Sleep

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Misfit	^[BEST.107]		
Level	Immune To	Type Undead	
MP 140 Attack 26			
Defense 105 Evasion 0		Status Immunit Darkness P	
Magic 10	Weak Against		ilence
Magic Defense 155	Fire Holy	-	
Magic Evasion 0			1
Gil 786			
EXP 750			
Steal	Absorbs		
Alarm Earring	Poison		
Drops 			
Apocrypha	^[BEST.108]		
=	[5251.100]		
Level 26	Immune To	Type	
HP 1900			
MP 195			
Attack		Status Immunit	7.7
Evasion 0			mp
Magic 10	Weak Against		erserk
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		a	
Defense 130 Evasion 40		Status Immunit	_
Lvasion 40		Imp P	etrify
Magic 10	Weak Against	Death S	ilence

Magic Evasion 0			
Gil 0			
EXP 2931			
Charl	Absorbs		
Steal Genji Glove	ADSOIDS		
Hi-Potion			
Drops			
			+
Platinum Dragon	^[BEST.110]		
Level 26	Immune To	Type	
нр 2802			
MP 200			
Attack 35			
Defense 150		Status Immu	unity
Evasion 0		Imp	
Magic 10	Weak Against		
Magic Defense 115			
Magic Evasion 0			
Gil 1300			
EXP 895			
Steal	Absorbs		
Dragoon Boots			
Dunas			
Drops			
			+
Behemoth	^[BEST.111]		
Level 28	Immune To	Type	
нр 5800			
MP 180			
Attack 25			
Defense 100		Status Immu	inity
Evasion 0		Darkness	Poison
Magic 7	Weak Against	Imp	Death
Magic Defense 135	Ice	Silence	Confusion
Magic Evasion 0		Sleep	Slow
Gil 0		Stop	
EXP 2055			
Steal	Absorbs		
Hermes Sandals			
Drops			
X-Potion			
			+
Ninja	^[BEST.112]		
Level 27	Immune To	Type	
нр 1650		Humanoid	
		110111010	

MP 130 Attack 22				
Defense       135         Evasion       50         Magic       5         Magic Defense       140	Weak Agair Lightning		Status Immur Darkness Confusion Slow	Petrify Sleep
Magic Evasion 0 Gil 520 EXP 694				
Steal Angel Wings	Absorbs Poison			
Drops Fuma Shuriken				
Naude		ST.113]		
Level 24	Immune To		Type	
HP	Poison Earth	Wind Water	Humanoid	
Defense 115 Evasion 0			Status Immun Death	nity Berserk
Magic 10	Weak Agair		Confusion	Slow
Magic Defense        145         Magic Evasion        0         Gil        0         EXP        0	Holy	Lightning	Stop	
Steal	Absorbs			
	Ice			
Drops 				
Fafnir =	^[BES	ST.114]		
Level 26	Immune To		Туре	
HP 1112				
MP 130 Attack 13				
Defense 110			Status Immu	nity
Evasion 0 Magic 10	Weak Agair	ne+		
Magic Defense 150 Magic Evasion 0	Ice	150		
Gil				
Steal	Absorbs			
Antidote				
Drops				

Killer Mantis	^[BEST.115]	
Level 26  HP	Immune To	Type
Evasion 0		Status Immunity Imp Death
Magic 10 Magic Defense 140 Magic Evasion 0 Gil 756 EXP 559	Weak Against Fire	Confusion Sleep
Steal	Absorbs	
Venom Claws		
Drops		
Peeper	^[BEST.116]	
Level 23	Immune To	Туре
HP		
Defense 5 Evasion 0		Status Immunity Poison
Magic	Weak Against Ice Water	
Steal Elixer	Absorbs	
Drops		
Murussu	^[BEST.117]	
Level 26	Immune To	Туре
HP        1111         MP        60         Attack        13         Defense        140         Evasion        0		 Status Immunity Petrify Silence
Magic	Weak Against Lightning	-

Steal	Absorbs	
Hi-Potion		
_		
Drops		
Remedy		
Gigantoad	^[BEST.118]	
Level 26	Immune To	Туре
HP 458		
MP 20		
Attack		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	Absorbs	
Megalixer		
Drops		
Luna Wolf	^[BEST.120]	
Level 26	Immune To	Туре
HP 582		
MP 25		
Attack 13		- ·
Defense 155		Status Immunity
Evasion 0		Death Silence

Magic	Weak Against 	Sleep
Gil 247 EXP 308		
Steal Hi-Potion	Absorbs	
Drops 		
Black Dragon	^[BEST.121]	
Level 26  HP 4000  MP 600  Attack 14	Immune To	Type Undead
Defense 102		Status Immunity
Evasion       0         Magic       10         Magic Defense       20         Magic Evasion       0         Gil       502         EXP       780	Weak Against Fire Holy	Darkness Poison Imp Petrify Silence Berserk Sleep
Steal Holy Water	Absorbs Poison	
Drops Tent		
Rukh	^[BEST.122]	
Level 26  HP 850  MP 100  Attack 12	Immune To	Туре 
Defense 105 Evasion 0		Status Immunity Imp Petrify
Magic	Weak Against Ice	Death Silence Sleep
Gil 596 EXP 249		
Steal 	Absorbs 	
Drops Echo Screen		

Level	Immune To	Туре 
MP		Status Immunity
Evasion 0		Darkness Imp
Magic 5 Magic Defense 80	Weak Against Water	Petrify Silence
Magic Evasion 0 Gil 400	water	Sleep
EXP 267		
Steal Hi-Potion	Absorbs	
Drops Teleport Stone		
Nightwalker =	^[BEST.124]	
Level 26	Immune To	Type
HP 265		Undead
MP 190 Attack 9		
Defense 140		Status Immunity
Evasion 0		Darkness Poison
Magic 6	Weak Against	Imp Petrify
Magic Defense 115	Fire Holy	Silence Berserk
Magic Evasion 0		Sleep
Gil 491		
EXP 258		
Steal	Absorbs	
X-Potion	Poison	
Drops		
Scorpion	^[BEST.125]	
Level 26	Immune To	Туре
HP 290		
MP 19		
Attack 10		Status Immunity
		Status Immunity Darkness Imp
Attack	Weak Against	
Attack	Weak Against 	Darkness Imp Petrify Silence
Attack		Darkness Imp Petrify Silence Berserk Confusio
Attack		Darkness Imp Petrify Silence Berserk Confusio
Attack 10 Defense 5 Evasion 0 Magic 9 Magic Defense 215 Magic Evasion 0 Gil 336 EXP 199		Darkness Imp Petrify Silence Berserk Confusio

Delta Beetle	^[BEST.126]	
Level	Immune To	Type 
Defense 220 Evasion 0		Status Immunity Darkness Poison
Magic       10         Magic Defense       5         Magic Evasion       0         Gil       211         EXP       288	Weak Against Fire	Imp Berser
Steal Potion	Absorbs	
Drops Sleeping Bag		
Vampire Thorn	^[BEST.127]	
Level 26  HP 12  MP 400  Attack 13	Immune To	Type Undead
Defense       254         Evasion       0         Magic       10         Magic Defense       254         Magic Evasion       0         Gil       896         EXP       510	Weak Against Fire	Status Immunity Darkness Poison Imp Petrify Silence Berserk Sleep
Steal Echo Screen	Absorbs Water	
Drops Smoke Bomb		
Lizard	^[BEST.128]	
Level	Immune To	Type
Defense	Weak Against Ice	Status Immunity Petrify Silence

Steal	Absorbs	
Blood Sword	Poison	
Drops Gold Needle		
Devoahan 	^[BEST.129]	
Level 26  HP 2252  MP 218  Attack 15	Immune To	Type 
Defense       100         Evasion       0         Magic       10         Magic Defense       150         Magic Evasion       0         Gil       458         EXP       562	Weak Against Fire Water	Status Immunity Petrify Sleep
Steal Diamond Vest Ether Drops	Absorbs	
	^[BEST.130]	
Sandhorse Level		Туре 
Sandhorse	^[BEST.130]	Type Status Immunity Darkness Imp Petrify Death
Sandhorse	^[BEST.130]  Immune To  Weak Against	Type Status Immunity Darkness Imp Petrify Death Silence Berserk
Sandhorse	^[BEST.130]  Immune To  Weak Against Ice Water  Absorbs	Type Status Immunity Darkness Imp Petrify Death Silence Berserk Confusion Sleep
Sandhorse	^[BEST.130]  Immune To  Weak Against Ice Water  Absorbs	Type Status Immunity Darkness Imp Petrify Death Silence Berserk

Deiense 110			Status Immui	-
Evasion 0			Darkness	Imp
Magic 10	Weak Agai		Petrify	
Magic Defense 145	Ice	Lightning	Silence	Berserk
Magic Evasion 0	Water		Confusion	Sleep
Gil 576				
EXP 360				
Steal	Absorbs			
Potion				
Drops 				
Oceanus		 ST.132]		
=			_	
Level 27	Immune To		Туре	
HP 1700				
MP 100 Attack 15				
Attack			Status Immur	ni+17
Evasion 0			Darkness	
Magic 9	Weak Agai	nst	Imp	
Magic Defense 140	Lightnin		Sleep	DCIDEIV
Magic Evasion 0	штдпсптп	9	отсер	
Gil 971				
EXP 612				
Steal	Absorbs			
Gaia Gear				
Drops				
Antidote				
Desert Hare	^[BE	ST.133]		
Level 26	Immune To		Туре	
HP 75				
MP 200				
Attack 7				
Defense 100			Status Immur	
Evasion 0			Death	Silence
Magic 30	Weak Agai	nst	Berserk	
Magic Defense 100	Water			
Magic Evasion 0 Gil 0				
EXP 0				
LAF U				
	Absorbs			
	ADSOLDS			
Steal Remedy				

Status Immunity

Defense ..... 110

Humpty=	^[BEST.134]			
Level 27 HP 800	Immune To	Type 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	Туре		
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 Gil 797		Sleep Slow Stop		
EXP 419		эсор		
Steal	Absorbs			
Potion	Poison			
Drops				
Dropper =	^[BEST.136]			
= Level 27	Immune To	Туре		
Level		Type		
Level	Immune To			
Level 27  HP 1000  MP 80  Attack 6	Immune To			
Level	Immune To			
Level 27  HP 1000  MP 80  Attack 6  Defense 100  Evasion 0	Immune To	 Status Immunity		
Level 27  HP 1000  MP 80  Attack 6  Defense 100  Evasion 0  Magic 10	Immune To	 Status Immunity Darkness Poison		
Level 27  HP 1000  MP 80  Attack 6  Defense 100  Evasion 0  Magic 10  Magic Defense 150  Magic Evasion 0	Immune To Weak Against	Status Immunity Darkness Poison Imp Petrify Death Silence Berserk Confusio		
Level	Immune To Weak Against	Status Immunity Darkness Poison Imp Petrify Death Silence		
Level 27  HP 1000  MP 80  Attack 6  Defense 100  Evasion 0  Magic 10  Magic Defense 150  Magic Evasion 0	Immune To Weak Against	Status Immunity Darkness Poison Imp Petrify Death Silence Berserk Confusio		
Level 27  HP 1000  MP 80  Attack 6  Defense 100  Evasion 0  Magic 10  Magic Defense 150  Magic Evasion 0  Gil 427	Immune To Weak Against	Status Immunity Darkness Poison Imp Petrify Death Silence Berserk Confusio		

Neck Hunter	^[BEST.137]	
Level 28 HP 1334 MP 150 Attack 5	Immune To	Type Humanoid
Defense 102		Status Immunity
Evasion 0  Magic 10  Magic Defense 153  Magic Evasion 0  Gil 1330  EXP 588	Weak Against Poison	Imp
Steal	Absorbs	
Black Cowl		
Drops Peace Ring		
Dante	^[BEST.138]	
Level	Immune To	Type Undead Humanoid
Defense 105 Evasion 0		Status Immunity Darkness Poison
Magic	Weak Against Poison	Imp Petrify Silence Berserk Sleep
Steal Diamond Helm	Absorbs	
Drops Golden Shield		
Bogy	^[BEST.139]	
Level	Immune To	Type 
Defense 102 Evasion 0		Status Immunity Petrify
Magic 10	Weak Against	

Magic Evasion 0 Gil 1200		
EXP 532		
Steal Hi-Potion	Absorbs	
Drops		
Marchosias	^[BEST.140]	
Level	Immune To	Туре 
Attack       19         Defense       102         Evasion       0		Status Immunity Imp Petrify
Magic        10         Magic Defense        153         Magic Evasion        0         Gil        909         EXP        449	Weak Against Wind	Death Confusion Sleep Slow Stop
Steal Phoenix Down	Absorbs	
Drops 		
Deepeye	^[BEST.141]	
Level 28 HP	Immune To	Type
Attack		Status Immunity
Evasion       0         Magic       10         Magic Defense       150         Magic Evasion       0         Gil       485         EXP       385	Weak Against Fire	Imp Sleep
Steal Eye Drops	Absorbs	
Drops 		
Mousse	^[BEST.142]	
Level 28 HP 900	Immune To Poison Wind	Type 

MP 100 Attack 11 Defense 110	Holy Water	Earth	Status Immu:	nity
Evasion       0         Magic       10         Magic Defense       105         Magic Evasion       0         Gil       287         EXP       189	Weak Agair 	nst	Darkness Imp Death Confusion	Petrify Berserk
Steal Magicite Shard	Absorbs			
Drops 				
Borghese	^[BEST.]			
Level 30 HP 1584 MP 250 Attack 45	Immune To		Type Undead	Humanoio
Defense	Weak Again Fire		Status Immu: Darkness Imp Silence Sleep	Poison Petrify
Steal Amulet	Absorbs Poison			
Drops Amulet Holy Water				
Malboro	^[BES			
Level	Immune To		Туре 	
Defense 95 Evasion 0 Magic 10 Magic Defense 145 Magic Evasion 0 Gil 2292 EXP 780	Weak Again Fire	nst	Status Immu: Imp Silence	Death
Steal X-Potion	Absorbs Poison	Water		
Drops Remedy				

Cloudwraith	^[BEST.145]		
Level	Immune To	Type Undead	
Defense 145 Evasion 0		Status Immunity Darkness Poison	
Magic	Weak Against Fire Holy	Imp Petrify Silence Berserk Sleep Slow Stop	
Steal Diamond Vest Hi-Potion Drops Amulet Holy Water	Absorbs Poison		
Exoray	^[BEST.146]		
Level	Immune To	Type Undead	
Defense	Weak Against Fire Holy	Status Immunity Darkness Imp Petrify Silence Berserk Confusion	
Steal 	Absorbs Poison		
Drops Holy Water			
Skeletal Horror	^[BEST.147]		
Level	Immune To	Type Undead	
Defense 115 Evasion 0 Magic 10	Weak Against	Status Immunity Darkness Poison Imp Petrify	
Magic Defense 155 Magic Evasion 0 Gil 542	Fire Holy	Silence Berserk Sleep	

Steal	Absorbs	
Remedy	Poison	
Drops		
Holy Water		
Mugbear	^[BEST.148]	
Level 34	Immune To	Туре
HP 2409		
MP 74		
Attack 14		
Defense 165		Status Immunity
Evasion 110		Poison Silence
Magic 10	Weak Against	Confusion
Magic Defense 140	Fire	
Magic Evasion 0		
Gil 2000		
EXP 882		
Steal	Absorbs	
Thief's Bracer		
_		
Drops		
Devil Fist	^[BEST.149]	
Level 34	Immune To	Туре
нр 1759		Humanoid
MP 68		
Attack 10		
Defense 125		Status Immunity
Evasion 120		Petrify Death
Magic 10	Weak Against	Berserk Confusio
Magic Defense 145		
Magic Evasion 0		
Gil 2000		
Gil 2000	Absorbs	
Gil 2000 EXP 797	Absorbs Poison	
Gil		
Gil		
Gil	Poison	Type
Gil	Poison^[BEST.150]	
Gil	Poison^[BEST.150]	

Defense 210 Evasion 25		Status Immunity Darkness Imp
Magic	Weak Against Fire Wind	Berserk Confusio Sleep
Steal Hi-Potion	Absorbs	
Drops 		
Punisher =	^[BEST.151]	
Level	Immune To	Type Humanoid
Defense 100		Status Immunity
Evasion	Weak Against Poison	Imp Sleep Slow Stop
Steal Bone Club Rising Sun Drops	Absorbs	
Glasya Labolas	^[BEST.152]	
Level 35	Immune To	Туре
HP        4771         MP        590         Attack        23		Humanoid
Defense 150 Evasion 105		Status Immunity Death Silence
Magic	Weak Against Poison	
Steal Muscle Belt Hi-Potion	Absorbs	
Drops		

Gorgimera	^[BEST.153]	
Level	Immune To	Type 
Defense	Weak Against	Status Immunity Darkness Imp Petrify Death Silence Berserk Confusion
Steal Golden Spear	Absorbs	
Drops		
Twinscythe	^[BEST.154]	
Level	Immune To	Туре 
Defense 125 Evasion 20		Status Immunity Darkness Poison
Magic	Weak Against Fire Wind	Imp Petrify Silence Berserk Confusion Sleep
Steal	Absorbs	
Poison Rod	Ice	
Drops Poison Rod		
Death Warden	^[BEST.155]	
Level	Immune To	Type Undead Humanoid
Defense 140 Evasion 0		Status Immunity Poison Imp
Magic	Weak Against Fire Holy	Silence Berserk Sleep Stop
Steal	Absorbs	

Potion Drops Tigerfang

Misty	^[BEST.156]		
Level	Immune To	Type Humanoid	
Defense 110		Status Immu	nity
Evasion 20		Darkness	Imp
Magic 8	Weak Against	Petrify	
Magic Defense 145	Poison	Silence	
Magic Evasion 0		Confusion	Sleep
Gil			
Steal	Absorbs		
Moogle Suit			
Drops			
Rafflesia	^[BEST.157]		
Level 37	Immune To	Туре	
НР 2200			
MP 305			
Attack			
Defense 110 Evasion 0		Status Immu Darkness	
Magic 9	Weak Against	Imp	
Magic Defense 140	Fire	Death	Silence
Magic Evasion 0		Berserk	Confusio
Gil 767		Sleep	Slow
EXP 872		Stop	
Steal	Absorbs		
Nutkin Suit	Water		
Drops			
Still Life	^[BEST.158]		
Level 37	Immune To	Туре	
HP 4889			
MP 390			
Attack		Status Tmm.	nity
Evasion 0		Status Immu Darkness	Poison
Magic 10	Weak Against	Imp	Petrify

Magic Evasion 0 Gil 1574 EXP 2331		Berserk Sleep Stop	Confusior Slow
Steal Fake Mustache	Absorbs		
Drops			
Coeurl Cat	^[BEST.159]		
Level 36	Immune To	Туре	
HP 1115			
MP 78			
Attack 17			
Defense 100		Status Immu	unity
Evasion 10		Silence	
Magic 10	Weak Against		
Magic Defense 140	Fire Water		
Magic Evasion 0			
Gil 416			
EXP 701			
Steal	Absorbs		
Tabby Suit	ADS01D5		
labby Suit			
Drops			
Coursell and	A[DECE 160]		
Crusher =	^[BEST.160]		
Level 36	Immune To	Туре	
нр 2095			
MP 340			
Attack			
Defense 145		Status Immu	unity
Evasion 0		Darkness	
Magic 5	Weak Against	Petrify	-
Magic Defense 85	Fire	Berserk	
Magic Evasion 0		Sleep	
Gil 577			
EXP 788			
Steal	Absorbs		
Super Ball			
Drops			
Super Ball			
Super Duri			
Blade Dancer	^[BEST.161]		
	Immun c. T.	M	
Level 22 HP 2539	Immune To	Type Humanoid	

MP	Weak Against Poison	Status Immunity Imp Petrify Death
Steal Moogle Suit	Absorbs	
Drops 		
Caladrius	^[BEST.162]	
Level	Immune To	Type 
Defense	Weak Against Fire	Status Immunity Imp Sleep
Steal Chocobo Suit	Absorbs	
Drops 		
Ouroboros	^[BEST.163]	
Level 48  HP 50  MP 760  Attack 13	Immune To	Type 
Defense	Weak Against Ice	Status Immunity Darkness Imp Petrify Silence Sleep
Steal Phoenix Down	Absorbs Fire	
Drops Phoenix Down		

Face	^[BEST.164]		
Level	Immune To	Type 	
Defense 105 Evasion 0 Magic 10 Magic Defense 150	Weak Against Ice	Status Immur Imp Death Sleep	Petrify
Magic Evasion 0 Gil 890 EXP 2600			
Steal Phoenix Down	Absorbs Fire		
Drops Phoenix Down			
Zeveak	^[BEST.165]		
Level	Immune To	Type Humanoid	
Defense 80		Status Immur	nity
Evasion 0  Magic 10  Magic Defense 150  Magic Evasion 0  Gil 674  EXP 1620	Weak Against Ice	Imp Silence Stop	Petrify Slow
Steal Phoenix Down	Absorbs Fire		
Drops Phoenix Down			
Seaflower	^[BEST.166]		
Level	Immune To	Type 	
Defense 135 Evasion 0 Magic 10	Weak Against	Status Immur Darkness Imp	_
Magic Defense 100 Magic Evasion 0 Gil 670	Ice Lightning	Berserk Sleep	Confusi

Steal	Absorbs			
Phoenix Down	Fire	Water		
Drops				
Phoenix Down				
Galypdes	^[BEST.	167]		
Level 49	Immune To		Type	
HP 6013				
MP 820				
Attack				
Defense 120			Status Immu	ınity
Evasion 30				Petrify
Magic 10	Weak Again	st	Death	
Magic Defense 145	Ice	50	Deach	Бісер
Magic Evasion 0	100			
Gil 906				
EXP 2781				
2,01				
Steal	Absorbs			
Celestriad	Fire			
Phoenix Down				
Drops				
Phoenix Down				
	Twwnso Mo		Mr. ro	
Level 48 HP 3525	Immune To		Type Undead	IImanai
MP 900			Ulidead	numanore
Attack				
Defense 100			Status Immu	unitv
Evasion 0			Darkness	=
Magic 7	Weak Again	st	Imp	Petrify
Magic Defense 150	Fire		Silence	Berserk
Magic Evasion 0			Sleep	
Gil 791				
EXP 1510				
Steal	Absorbs			
Phoenix Down	Poison			
Drops				
Holy Water				
Clymenus	^[BES	T.169]		
Level 49	Immune To		Туре	
НР 3815			Humanoid	
MP 9900				
Attack 13				
Defense 120			Status Immu	unity
Evasion 0			Darkness	qmI

Magic        7         Magic       Defense        165         Magic       Evasion        0         Gil        826         EXP        1698	Weak Against Holy	Death Confusion Stop	Silence Sleep
Steal Phoenix Down	Absorbs		
Drops Phoenix Down			
Chaos Dragon	^[BEST.170]		
Level 44	Immune To	Type	
HP        9013         MP        1300         Attack        13			
Defense 5		Status Immur	nity
Evasion 0		Petrify	
Magic        10         Magic       Defense        85         Magic       Evasion        0         Gil        1000         EXP        4881	Weak Against Ice	Confusion	Sieep
Steal Phoenix Down	Absorbs Fire		
Drops Phoenix Down			
Brachiosaur	^[BEST.171]		
Level	Immune To	Type 	
Attack		Status Immur Darkness	nity Imp
Magic        25         Magic       Defense        145         Magic       Evasion        50         Gil        0         EXP        14396	Weak Against Ice	Petrify Silence Confusion Stop	Death Berserk Sleep
Steal	Absorbs		
Ribbon			
Drops			

Level 57 HP	Immune To	Type 
Attack		Status Immunity Darkness Poison
Magic	Weak Against Ice	Imp Petrify Death Silence Berserk Confusion Stop
EXP 8800		
Steal	Absorbs	
Reed Cloak		
Drops Impartisan		
Tumbleweed	^[BEST.173]	
Level 55	Immune To	Туре
HP       6200         MP       600         Attack       10		
Defense 120 Evasion 0		Status Immunity  Darkness Poison
Magic 10	Weak Against	Imp Silence
Magic Defense 90 Magic Evasion 0	Fire	Berserk Confusion
Gil 1333 EXP 2554		
Steal	Absorbs Water	
Saucer	water	
Drops 		
Leap Frog	^[BEST.174]	
=	<del></del>	_
Level 52 HP 3511	Immune To	Type 
MP 220		
Attack		Status Immunity
Evasion 0		Poison Berserk
Magic 7	Weak Against	Confusion Sleep
Magic Defense 145 Magic Evasion 0	Ice	
Gil 2600 EXP 1550		
Steal	Absorbs	
Pinwheel Hi-Potion		
Hi-Potion Drops		

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Slagworm	^[BEST.175]	
Level	Immune To	Туре 
Defense       130         Evasion       30         Magic       22         Magic Defense       60         Magic Evasion       0         Gil       10000         EXP       7524	Weak Against Ice Water	Status Immunity Imp Sleep Sleep
Steal	Absorbs	
Remedy		
Drops 		
Cactuar =	^[BEST.176]	
Level 27  HP 3  MP 60000  Attack 1	Immune To	Type 
Defense	Weak Against Ice Water	Status Immunity Darkness Poison Imp Petrify Death Silence Berserk Confusio Sleep
Steal Gold Needle	Absorbs	
Drops Gold Needle		
Crawler	^[BEST.177]	
Level	Immune To	Type Status Immunity
Evasion 0 Magic 8 Magic Defense 150 Magic Evasion 0 Gil 1224	Weak Against Ice	Poison

Steal Remedy	Absorbs		
Drops 			
Sprinter	^[BEST.178]		
Level	Immune To	Type 	
Defense	Weak Against Lightning	Status Immur Darkness Imp Slow	Poison
Steal	Absorbs		
	^[BEST.179]		
Level 54 HP 5000 MP 1020	^[BEST.179]  Immune To	Type 	
Level	Immune To	Type Status Immur Petrify	ity
Level		Status Immur	ity
Level	Immune To Weak Against	Status Immur	nity
Level 54  HP 5000  MP 1020  Attack 13  Defense 135  Evasion 10  Magic 10  Magic Defense 155  Magic Evasion 10  Gil 1120  EXP 2400  Steal  Tortoise Shield  Drops  Tortoise Shield	Immune To Weak Against Ice Absorbs	Status Immur Petrify	
Level 54  HP 5000  MP 1020  Attack 13  Defense 135  Evasion 10  Magic 10  Magic Defense 155  Magic Evasion 10  Gil 1120  EXP 2400  Steal  Tortoise Shield  Drops	Immune To Weak Against Ice Absorbs	Status Immur Petrify	

Defense       100         Evasion       50         Magic       10         Magic Defense       200         Magic Evasion       0         Gil       1524         EXP       1356	Weak Against Water	Status Immunity Death Silence
Steal X-Potion	Absorbs	
Drops 		
Greater Mantis	^[BEST.181]	
Level	Immune To	Type 
Defense	Weak Against Fire	Status Immunity Darkness Imp Petrify Death Sleep
Steal Impartisan	Absorbs	
Drops 		
Test Rider	^[BEST.182]	
Level	Immune To	Type Humanoid
Defense 135		Status Immunity
Evasion 0	Mools 7 and and	Imp Petrify Death Silence
Magic	Weak Against Poison	Death Silence Confusion
Steal	Absorbs	
Partisan		
Drops Heavy Lance		

Wizard =	^[BEST.183]	
Level       32         HP       1677         MP       200         Attack       13         Defense       50	Immune To	Type Humanoid Status Immunity
Evasion 0		Darkness Imp
Magic 10	Weak Against	Petrify Death
Magic Defense 160 Magic Evasion 0 Gil 388 EXP 587	Lightning Poison	Berserk Confusio
Steal	Absorbs	
Ice Rod		
Thunder Rod		
Drops		
Flame Rod		
Lukhavi	^[BEST.184]	
Level 32	Immune To	Type
HP 1877		
MP 100		
Attack 13		Q1 1 - ·
Defense 145		Status Immunity Death
Evasion 0 Magic 10	Weak Against	Death
Magic Defense 105	Fire	
Magic Evasion 0		
Gil 298		
EXP 697		
Steal	Absorbs	
Hi-Potion		
Potion		
Drops Hi-Potion		
H1-POTION		
	^[BEST.185]	
Magna Roader	[DD31.103]	
Level 32	Immune To	Туре
HP 1777		
MP 100		
Attack		
Defense 115		Status Immunity
Evasion 0	Moole Assisses	Poison Imp
Magic 10 Magic Defense 145	Weak Against	Petrify Silence
Magic Evasion 0		
Gil 352		
EXP 621		
Steal	Absorbs	

Lightning Scroll
Drops
Water Scroll

Magna Roader	^[BEST.186]		
Level	Immune To	Type 	
Defense 105		Status Immu	nitv
Evasion 0		Darkness	
Magic	Weak Against 	Imp	Silence
EXP 647			
Steal Shuriken	Absorbs		
Lightning Scroll Drops Flame Scroll			
Psychos	^[BEST.187]		
Level 32	Immune To	Type	
нр 900			
MP 55			
Attack 14			
Defense 165		Status Immu	nity
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	Туре	
НР 1510			
MP 110			
Attack 10			
Defense 155		Status Immu	nity
Evasion 0		Darkness	Poison
Magic 10	Weak Against	Petrify	
Magic Defense 140		Silence	Berserk

Magic Evasion 0 Gil 412 EXP 687		Confusion Slow	Sleep Stop
Steal Potion	Absorbs		
Drops Potion			
Tonberry	^[BEST.189]		
Level	Immune To	Type 	
Defense 150		Status Immu	nity
Evasion 50		Death	
Magic	Weak Against Fire Lightning	Berserk Sleep Stop	Confusion Slow
Steal	Absorbs Water		
Tintinnabulum Onion Dasher	^[BEST.190]		
=	[3231,130]		
Level	Immune To 	Type Humanoid	
Defense 150		Status Immu	nity
Evasion 0		Poison	
Magic       10         Magic Defense       120         Magic Evasion       0         Gil       150         EXP       500	Weak Against Lightning Water	Petrify	
Steal	Absorbs		
Drops Green Cherry			
Anemone	^[BEST.191]		
Level 33	Immune To	Туре	
2000		-150	

Attack		Status Immunity Darkness Imp
Magic	Weak Against Fire	Berserk Confusion
Steal 	Absorbs Lightning Water	
Drops Green Cherry		
Illuyankas	^[BEST.192]	
Level 33 HP 2000 MP 100 Attack 10	Immune To	Type 
Defense       130         Evasion       0         Magic       10         Magic Defense       150         Magic Evasion       0         Gil       850         EXP       1000	Weak Against Fire	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	Immune To	Type 
Defense	Weak Against Fire	Status Immunity Imp
Gil 350 EXP 800		
Steal	Absorbs	

Tzakmaqiel	^[BES'	Г.194]		
Level	Immune To		Type 	
Defense 105 Evasion 0			Status Immu Imp	
Magic	Weak Again: Ice	st	Silence	
Steal	Absorbs			
Drops White Cape Green Cherry				
Zone Eater	^[BES'	r.195]		
Level	Immune To Fire Poison Earth	Lightning Wind Water	Type 	
Defense       120         Evasion       0         Magic       10         Magic Defense       150         Magic Evasion       0         Gil       2000         EXP       2000	Weak Again: Holy	st	Status Immu Darkness Imp Death Berserk Sleep Stop	-
Steal Teleport Stone	Absorbs Ice			
Drops 				
Vasegiatta		r.196]		
Level 42 HP 3615 MP 233 Attack 13	Immune To		Туре 	
Defense	Weak Again: 	st	Status Immu Imp Death	Petrify

Steal Phoenix Down	Absorbs 		
Drops 			
Gloomwind	^[BEST.197]		
Level	Immune To	Type 	
Defense	Weak Against Ice	Status Immu Darkness Imp Berserk Sleep	Poison Petrify
Steal Hi-Potion	Absorbs		
Drops 			
Purusa =	^[BEST.198]		
	^[BEST.198]  Immune To	Туре 	
Level	Immune To		=
Level	Immune To Weak Against	 Status Immu	=
Level	Immune To Weak Against	 Status Immu	=
Level 41  HP 3300  MP 188  Attack 13  Defense 115  Evasion 0  Magic 10  Magic Defense 155  Magic Evasion 0  Gil 773  EXP 1396  Steal  Moonring Blade  Drops	Immune To Weak Against Absorbs	Status Immu Petrify	Confusio
Level	Immune To Weak Against Absorbs	Status Immu Petrify	Confusio

Weak Against Holy		ty Death Confusio
Absorbs Poison		
^[BEST.200]		
Immune To	Type Humanoid	
	Status Immuni Petrify	ty Death
Weak Against Lightning Poison	_	Sleep
Absorbs		
^[BEST.201]		
Tempino IIIo	The same of	
	Type Humanoid	
	Status Immuni	
Weak Against Fire	Death	Imp Berserk Slow
	Stop	
Absorbs		
	Absorbs Poison	Weak Against Silence Holy  Absorbs Poison

Shambling Corpse	^[BEST.202]	
Level	Immune To	Type Undead
Attack	Weak Against Fire Holy	Status Immunity Darkness Imp Death Berserk Confusion Sleep
EXP 1399		
Steal Soul Sabre Mythril Sword Drops	Absorbs Poison	
Amduscias =	^[BEST.203]	
Level	Immune To	Type Humanoid
Defense       105         Evasion       0         Magic       11         Magic Defense       150         Magic Evasion       0         Gil       526         EXP       1727	Weak Against Poison	Status Immunity Darkness Poison Imp Petrify Berserk Confusio Sleep
Steal Swordbreaker Dagger Drops	Absorbs 	
Baalzephon	^[BEST.204]	
Level	Immune To	Type Humanoid
7 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -		Status Immunity
Attack	Weak Against	Darkness Poison
Defense 105	Weak Against Fire	Darkness Poison Imp Petrify Berserk Confusion Slow Stop

Sasuke Kunai Drops 	Ice Poison Earth	Lightning Wind Water		
Samurai		 ST.205]		
			_	
Level       40         HP       3000         MP       500         Attack       13	Immune To		Type Humanoid	
Defense 10			Status Imm	unity
Evasion 0			Imp	Petrify
Magic	Weak Agai: Poison	nst	Death Berserk	Silence Confusion
Steal	Absorbs			
Drone				
Drops 				
Al Jabr	^[BE	ST.206]		
Level 39	Immune To		Туре	
HP 2722			Humanoid	
MP 180				
Attack			Clair Turn	- 11
Defense 110 Evasion 0			Status Imm	=
Magic 10	Weak Agai:	nst	Imp Silence	Petrify Berserk
Magic Defense 145	Ice		Sleep	DCIBCIK
Magic Evasion30	Water		J-11F	
Gil 485				
EXP 890				
Steal	Absorbs			
Description				
Drops				
Suriander =	^[BE	ST.207]		
Level 40	Immune To		Туре	
HP 2912				
MP 228				
Attack				
Defense 105			Status Imm	=
Evasion 0 Magic 10	Weak Agai:	ne+	Imp	Death Confusio
maule IU	weak Adali	ust	Derserk	CONTRSIO

Drops	Magic Defense 155 Magic Evasion 0 Gil 453	Holy	Slow	Stop
Drops	Steal	Absorbs		
Absorbs				
Absorbs	Drops			
^[BEST.208]				
Level				+
Level	Weredragon	^[BEST.208]		
MP		Immune To	Туре	
Attack 10 Defense 105 Evasion 0 Magic 3 Meak Against Imp Petrify Magic Defense 50 Magic Evasion 0 Magic Evasion 0 Gil 731 EXP 953  Steal Absorbs  Drops  Level 40 Immune To Type  HP 3262  MF 200 Attack 13 Defense 105 Evasion 0 Magic 8 Meak Against Petrify Magic Defense 155 Magic Evasion 0 Magic Evasion	НР 3000			
Defense 105 Evasion 0 Magic 3 Meak Against Impunity Magic Defense 50 Magic Evasion 0  Gil 731 EXP 953  Steal Absorbs  Drops  Level 40 Mtatack 13 Defense 105 Evasion 0  Magic Defense 150 Magic Defense 150 Magic Magic Magic Magic Magic Magic 8  Meak Against Type   Magic Defense 150 Magic Defense 150 Magic Evasion 0  Magic Evasion 0  Magic Evasion 0  Magic Evasion 0  Magic Evasion 0  Magic Defense 150 Magic Defense 150  Magic Defense 150  Magic Defense 150  Magic Evasion 0  Magic Evasion 0  Gil 441 EXP 1253  Steal Absorbs  Drops  Drops  Pluto Armor ^[BEST.210]	MP 300			
Evasion 0 Magic 3 Weak Against Imp Petrify Magic Defense 50 Fire Holy Silence Berserk Sleep Slee			Ctatua Immu	m.i.+
Magic         3         Weak Against         Imp         Petrify           Magic Defense         50         Fire         Holy         Silence         Berserk           Gil         731         Sleep         Sleep           EXP         953         Steal         Absorbs				
Magic Defense       .50       Fire       Holy       Silence       Berserk         Magic Evasion       .0       31         EXP       .953         Steal       Absorbs             Drops          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           Drops           Pluto Armor       (BEST.210)		Weak Against		
Magic Evasion 0 Sleep  Gil			-	
Absorbs	Magic Evasion 0	_		
Absorbs	Gil 731			
Drops ^[BEST.209]	EXP 953			
Drops ^[BEST.209] ^[BEST.209]	Steal	Absorbs		
Schmidt^[BEST.209]				
Level				+
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]		^[BEST.209]		
MP	Level 40	Immune To	Type	
Attack				
Defense				
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]			Ctatus Immu	n:+
Magic				
Magic Defense 150 Lightning Wind Magic Evasion 0 Water  Gil		Weak Against		-···L
Magic Evasion 0 Water  Gil	Magic Defense 150		1	
EXP 1253  Steal Absorbs  Drops  Pluto Armor ^[BEST.210]	Magic Evasion 0			
Steal Absorbs Drops Pluto Armor ^[BEST.210]	Gil 441			
Drops Pluto Armor	EXP 1253			
Drops Pluto Armor ^[BEST.210]	Steal	Absorbs		
Pluto Armor ^[BEST.210]	DCCUI			
Pluto Armor ^[BEST.210]				
Pluto Armor ^[BEST.210]				
Pluto Armor ^[BEST.210]	 Drops			
<del></del>	Drops			
=	Drops			+
Level 39 Immune To Type	Drops Pluto Armor			+

MP 220		
Attack		Status Immunity
Evasion0		Poison Imp
Magic 9	Weak Against	Petrify
Magic Defense 150	Lightning Water	
Magic Evasion 0		
Gil 629		
EXP 853		
Steal	Absorbs	
Drops 		
Alluring Rider	^[BEST.211]	
		TI
Level 40 HP 1200	Immune To	Type Humanoid
MP 330		HumaHOTU
Attack		
Defense 125		Status Immunity
Evasion 0		Darkness Poison
Magic 10	Weak Against	Imp Petrify
Magic Defense 150		Silence Berserk
Magic Evasion 0		Sleep Slow
Gil 531		Stop
EXP 1323		
Steal	Absorbs	
Drops		
Pandora	^[BEGT 212]	
Pandora =	^[BEST.212]	
Level 39	^[BEST.212] Immune To	Туре
Level		Type Undead
Level	Immune To	<del></del>
Level 39 HP 1522 MP 350 Attack 13	Immune To	Undead
Level	Immune To	Undead  Status Immunity
Level	Immune To	Undead  Status Immunity  Darkness Poison
Level	Immune To Weak Against	Undead  Status Immunity  Darkness Poison  Imp Petrify
Level	Immune To	Undead  Status Immunity  Darkness Poison  Imp Petrify
Level 39  HP 1522  MP 350  Attack 13  Defense 140  Evasion 0  Magic 10  Magic Defense 80  Magic Evasion 0	Immune To Weak Against	Undead  Status Immunity  Darkness Poison  Imp Petrify  Silence Berserk
Level 39 HP 1522 MP 350 Attack 13 Defense 140 Evasion 0 Magic 10 Magic Defense 80 Magic Evasion 0 Gil 461	Immune To Weak Against	Undead  Status Immunity  Darkness Poison  Imp Petrify  Silence Berserk
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 Absorbs	Undead  Status Immunity  Darkness Poison  Imp Petrify  Silence Berserk
Pandora	Immune To Weak Against Fire Holy	Undead  Status Immunity  Darkness Poison  Imp Petrify  Silence Berserk
Level	Immune To Weak Against Fire Holy Absorbs	Undead  Status Immunity  Darkness Poison  Imp Petrify  Silence Berserk

Parasite =	^[BEST.213]		
Level 39 HP 1000	Immune To	Type 	
MP 230 Attack 1			
Defense 140		Status Immu	
Evasion 0		Darkness	
Magic 1	Weak Against	Imp	_
Magic Defense 5	Fire	Silence	Berserk
Magic Evasion 0 Gil 461		Sleep	
EXP 455			
Steal	Absorbs		
Drops			
p~			
Coco	^[BEST.214]		
= Level 39	Immune To	Туре	
нр 3062		Humanoid	
MP 198		110111011010	
Attack 13			
Defense 100		Status Immu	nity
Evasion0		Darkness	=
Magic 10	Weak Against	Imp	Petrify
Magic Defense 160	Poison	Death	Silence
Magic Evasion 0		Berserk	Confusi
Gil 631		Sleep	
EXP 1410			
Steal	Absorbs		
Drops			
Io =	^[BEST.215]		
Level 39	Immune To	Туре	
HP 7862	Poison Wind		
MP 1550	Earth		
Attack			
Defense 110		Status Immu	
Evasion 0	Man la Paralana	Darkness	Poison
Magic 10	Weak Against Lightning Holy	Imp	
Magia Dafarra	LIGHTNING HOLV	Berserk	coniusi
Magic Defense 150		01000	C+ 05
Magic Defense 150 Magic Evasion 0 Gil 1995	Water	Sleep	Stop

Steal	Absorbs		
Drong			
Drops 			
Armored Weapon	^[BEST.216]		
=		_	
Level 47 HP 9200	Immune To	Type	
MP 1956			
Attack			
Defense 190		Status Immu	nity
Evasion 10		Darkness	
Magic 15	Weak Against	Imp	Petrify
Magic Defense 125	Lightning Water	Silence	Berserk
Magic Evasion 10		Confusion	Sleep
Gil 1189			
EXP 5848			
Steal	Absorbs		
Debilitator			
Drops			
Lunatys	^[BEST.217]		
Level 45	Immune To	Type	
HP 4020			
MP 105			
Attack 13			
Defense 90		Status Immu	
Evasion 0		Poison	Imp
Magic 7	Weak Against		
Magic Defense 250	Holy		
Magic Evasion 0 Gil 465			
EXP 1504			
Steal	Absorbs		
Antidote			
Drops			
Figaro Lizard	^[BEST.218]		
Level 45	Immune To	Туре	
HP 4220			
MP 140			
Attack 29			
Defense 90		Status Immu	nity

Magic       10         Magic Defense       250         Magic Evasion       0         Gil       554         EXP       1219	Weak Against Ice	Poison	Sleep
Steal Hi-Potion	Absorbs		
Drops 			
Devil	^[BEST.219]		
Level 45	Immune To	Type	
HP 5555 MP 1150			
Attack       18         Defense       70         Evasion       0		Status Immu: Imp	nity Death
Magic        7         Magic Defense        250         Magic Evasion        0         Gil        960         EXP        2189	Weak Against Holy	Silence Sleep	Berserk
Steal Mythril Glove	Absorbs		
Drops 			
Enuo	^[BEST.220]		
=			
Level	Immune To	Type 	
Level		<del></del>	Poison Berserk Sleep
Level	 Weak Against	Status Immu: Darkness Imp Confusion	Poison Berserk Sleep
Level	Weak Against Holy Absorbs	Status Immu: Darkness Imp Confusion	Poison Berserk Sleep

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 Confusio
Gil 0		Sleep Slow
EXP 0		Stop
Steal	Weak Against	
Elixer	Fire Ice	
Potion	Lightning Poison	
Drops	Wind Holy	
	Earth Water	
	Earth water	
Level 10 Magic	^[BEST.222]	
Level 48	Immune To	Туре
нр 1000		Undead Humanoid
MP 300		114mario 10
Attack 10		
Defense 200		Status Immunity
		<del>-</del>
Evasion 100	77 - 1 P ' 1	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
нР 2000		Humanoid
MP 500		
Attack 10		
Defense 200		Status Immunity
Evasion 100		Imp Petrify
	Weak Against	Silence Berserk
Magic 21		Sleep Stop
Magic		
Magic	Absorbs Poison	

Drops Ether +----+ ^[BEST.224] Level 30 Magic =----= Level ..... 54 Immune To Type HP ..... 3000 ---\_\_\_ MP ..... 700 Attack ..... 10 Defense ..... 200 Status Immunity Evasion ..... 100 Darkness Magic ..... 20 Silence Confusion Weak Against 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

Steal Hi-Ether	Absorbs Poison		
Drops Ether	1013011		
Level 60 Magic	^[BEST.227]		
Level 58	Immune To	The real of	
HP 5000 MP 5000 Attack 10		Type Humanoid	
Defense 200		Status Immu	
Evasion 100 Magic 17	Weak Against	Darkness Imp	Poison Death
Magic Defense 125 Magic Evasion 0	Fire	Berserk Stop	
Gil 0 EXP 0			
Steal	Absorbs		
Hi-Ether	Ice		
Ether			
Level 70 Magic	^[BEST.228]		
Level 70 Magic Level 56		Туре	
Level 70 Magic  Level 56  HP	^[BEST.228]		
Level 70 Magic Level	^[BEST.228] Immune To	Туре	nity
Level 70 Magic  Level	^[BEST.228]  Immune To	Type Humanoid Status Immu Poison	Imp
Level 70 Magic ————————————————————————————————————	^[BEST.228]  Immune To  Weak Against	Type Humanoid Status Immu Poison Berserk	Imp
Level 70 Magic =	^[BEST.228]  Immune To	Type Humanoid Status Immu Poison	Imp
Level 70 Magic ————————————————————————————————————	^[BEST.228]  Immune To  Weak Against	Type Humanoid Status Immu Poison Berserk	Imp
Level 70 Magic  Level	^[BEST.228]  Immune To  Weak Against	Type Humanoid Status Immu Poison Berserk	Imp
Level 70 Magic  Level	^[BEST.228]  Immune To  Weak Against Ice Water	Type Humanoid Status Immu Poison Berserk	Imp
Level 70 Magic  Level	^[BEST.228]  Immune To  Weak Against Ice Water  Absorbs Fire	Type Humanoid  Status Immu Poison Berserk Sleep	Imp Confusion
Level 70 Magic  Level	^[BEST.228]  Immune To  Weak Against Ice Water  Absorbs	Type Humanoid  Status Immu Poison Berserk Sleep	Imp Confusion
Level 70 Magic  Level	^[BEST.228]  Immune To  Weak Against Ice Water  Absorbs Fire	Type Humanoid  Status Immu Poison Berserk Sleep	Imp Confusion
Level 70 Magic  Level	^[BEST.228]  Immune To  Weak Against Ice Water  Absorbs Fire ^[BEST.229]	Type Humanoid  Status Immu Poison Berserk Sleep	Imp Confusion

Defense 200		Status Immu	nity
Evasion 100		Imp	Silence
Magic 15	Weak Against	Berserk	Confusi
Magic Defense 115	Poison	Slow	Stop
Magic Evasion 0			-
Gil 0			
EXP 0			
EAF			
Steal	Absorbs		
Hi-Ether			
Drops			
Ether			
Level 90 Magic	^[BEST.230]		
Level 55	Immune To	Туре	
HP 9000	Holy Earth	Humanoid	
MP 9000	Water		
Attack 10			
Defense 200		Status Immu	nitv
Evasion 100		Imp	Petrify
	Wools Against	Death	Silence
Magic 14	Weak Against		Silence
Magic Defense 110		Sleep	
Magic Evasion 0			
Gil 0			
EXP 0			
Steal	Absorbs		
Hi-Ether	Wind		
D.			
Drops			
Ether			
Warlock	^[BEST.231]		
Level 38	Immune To	Туре	
HP 1300		Humanoid	
MP 1250			
Attack 10			
Defense 180		Status Immu	nitv
Evasion 0		Imp	Petrify
	Weak Against	Death	
	wear ryainse	Berserk	
Magic 10	Tightning Doites	berserk	CONTUSI
Magic	Lightning Poison		
Magic	Lightning Poison		
Magic	Lightning Poison		
Magic	Lightning Poison		
Magic	Lightning Poison  Absorbs		
Magic			
Magic	Absorbs		

Mahadeva =	^[BEST.232]	
Level       38         HP       3826         MP       1327         Attack       13	Immune To	Type Undead
Defense		Status Immunity Darkness Poison
Magic 10	Weak Against	Imp Petrify
Magic Defense 135	Fire Holy	Silence Berserk
Magic Evasion 0		Sleep
Gil		
Steal	Absorbs	
Teleport Stone	Poison	
Drops Teleport Stone		
Sorath	^[BEST.233]	
= Level 37	Immune To	Туре
нр 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
нР 2366		
MP 185		
3.1.11		Chatana Tunnali
		Status Immunity
Defense 105		Desclaration 5 '
Defense 105 Evasion 0	Wook Accinct	Darkness Poison
Attack       13         Defense       105         Evasion       0         Magic       10         Magic       155	Weak Against	Imp Petrify
Defense       105         Evasion       0         Magic       10         Magic Defense       155	Weak Against Ice	Imp Petrify Silence Berserk
Defense       105         Evasion       0         Magic       10         Magic Defense       155         Magic Evasion       0		Imp Petrify
Defense 105 Evasion 0		Imp Petrify Silence Berserk

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Aspidochelon	^[BEST.237]		
Level 38	Immune To	Туре	
HP 3210		Undead	
MP 514			
Attack 22			
Defense 135		Status Immu	nity
Evasion 0		Darkness	Poison
Magic 10	Weak Against	Imp	Petrify

Magic Evasion 20 Gil 519 EXP 1270	Fire	Holy	Silence Sleep	Berserk
Steal Teleport Stone	Absorbs Poison			
Drops Teleport Stone				
Siegfried	^[BEST			
Level	Immune To		Type Humanoid	
Defense 160			Status Immu	unity
Evasion 25			Petrify	Death
Magic 25	Weak Agains	t		
Magic Defense 150	Fire	Ice		
Magic Evasion 25	Lightning			
Gil 0	Wind	=		
EXP 0	Earth	Water		
Steal	Absorbs			
Drops				
	^[BEST			
 Yojimbo =			Type	
Yojimbo Level	^[BEST			
Yojimbo Level	^[BEST		Type Humanoid	
Yojimbo= Level	^[BEST		Туре	unity
	^[BEST	2.239]	Type Humanoid Status Immu	unity Petrify
Yojimbo Level	^[BEST Immune To Weak Agains	2.239]	Type Humanoid Status Immu Darkness Death	unity Petrify
Yojimbo	^[BEST Immune To Weak Agains Poison	2.239]	Type Humanoid Status Immu Darkness Death	unity Petrify
Yojimbo	^[BEST Immune To Weak Agains Poison Absorbs	r.239]	Type Humanoid  Status Immu Darkness Death Sleep	unity Petrify Confusion
Yojimbo Level	^[BEST Immune To Weak Agains Poison Absorbs	r.239]	Type Humanoid  Status Immu Darkness Death Sleep	unity Petrify Confusion

HP 8940 MP 700		Humanoid
Attack 12 Defense 105 Evasion 0 Magic 7 Magic Defense 155 Magic Evasion 0 Gil 600 EXP 2950	Weak Against Holy	Status Immunity Imp Silence Berserk Confusion Sleep Stop
Steal	Absorbs	
Crystal Sword		
Drops 		
Muud Suud	^[BEST.241]	
Level	Immune To 	Type 
Defense 5 Evasion 0		Status Immunity Darkness Poison
Magic	Weak Against Holy	Imp Petrify Death Silence Sleep
Steal Thunder Shield	Absorbs	
Drops 		
Fiend Dragon	^[BEST.242]	
Level	Immune To	Type 
Defense 110		Status Immunity
Evasion 0 Magic 13	Weak Against	Imp Petrify Death Silence
Magic Defense 90 Magic Evasion 0 Gil 2700 EXP 8500		Berserk Confusion Sleep Slow Stop
Steal Guard Bracelet	Absorbs	
Drops		

Mover	^[BEST.243]		
Level	Immune To	Type 	
Defense 115 Evasion 225		Status Immur Imp	nity Petrify
Magic	Weak Against 	Death Berserk Sleep	
Steal Super Ball	Absorbs Poison		
Drops Magicite Shard			
Cherry	^[BEST.244]		
Level	Immune To	Type Humanoid	
Defense 100 Evasion 0		Status Immun Darkness	
Magic	Weak Against Poison	Death	_
Steal	Absorbs		
Silver Spectacles  Drops			
Vector Lythos	^[BEST.245]		
Level	Immune To	Туре 	
Attack	Weak Against Ice Water	Status Immur Darkness Death Confusion	Poison Berserk
Magic Evasion 0 Gil 350 EXP 1400		Slow	Stop

Steal	Absorbs	
Fuma Shuriken		
Drops		
Primeval Dragon	^[BEST.246]	
= Level 50	Immune To	Туре
HP 10050		
MP 12850		
Attack 15		
Defense 130		Status Immunity
Evasion0		Death Berserk
Magic 12	Weak Against	Confusion
Magic Defense 110	Ice	
Magic Evasion 0		
Gil 1200		
EXP 3000		
Steal	Absorbs	
Dried Meat		
Drops		
Landworm	^[BEST.247]	
Level 59	Immune To	Туре
HP 12000		
MP 1300		
Attack 13		
Defense 80		Status Immunity
Evasion 0	Mank Assistant	Imp
Magic 8 Magic Defense 120	Weak Against Ice	
Magic Evasion 0	106	
Gil 0		
EXP 4600		
Steal	Absorbs	
X-Potion	Earth	
Drops		
Gamma =	^[BEST.248]	
Level 57	Immune To	Туре
HP 27000		
MP 9000		
Attack		
Defense 175		Status Immunity

Evasion       0         Magic       15         Magic Defense       145         Magic Evasion       0         Gil       0         EXP       9000	Weak Agains Lightning		Darkness Imp Death Berserk Sleep	Poison Petrify Silence Confusi
Steal Air Anchor	Absorbs			
Drops				
Great Malboro	^[BEST	1.249]		
Level	Immune To		Type 	
Attack	Weak Agains Fire	t	Status Immur Darkness	
Steal Teleport Stone Drops	Absorbs Ice Poison Holy	Lightning Wind Earth		
Outsider	Water  ^[BEST			
Level	Immune To		Type Humanoid	
Defense	Weak Agains Holy	t	Status Immur Darkness Imp Confusion	Poison Berserk
Steal Stoneblade	Absorbs Poison			
Drops 				

= Level 56	Immune To	Туре	
HP 6800		Type Humanoid	
MP 1600		namanora	
Attack 12			
		C+++ T	
Defense 110		Status Immu -	<del>-</del>
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		-71	
MP 1600			
Attack			
Defense 185		Status Immu	ıni tı
		Status Immu	
Evasion 0	March Brandard	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 Immu	ınitv
		Darkness	Imp
H:Wasion ''	Weak Against	Petrify	-
	wear Against	Silence	
Magic 10		Silence	CONTUSIO
Magic 10 Magic Defense 105			
Magic			
Evasion       0         Magic       10         Magic Defense       105         Magic Evasion       0         Gil       2900         EXP       4100			
Magic			
Magic	Absorbs		

Vector Chimera	^[BEST.254]		
Level	Immune To	Type 	
Defense 110		Status Immur	nitv
Evasion 30		Darkness	Imp
Magic 9	Weak Against	Petrify	Death
Magic Defense 150		Silence	
Magic Evasion 30 Gil 900		Confusion Slow	1
EXP 2900		SIOW	Stop
Steal	Absorbs		
Swordbreaker			
Drops			
Fortis	^[BEST.255]		
Level 54	Immune To	Туре	
нр 9800			
MP 700			
Attack 5 Defense 160		Status Immur	n i + 17
Evasion 0		Poison	Imp
Magic 10	Weak Against	Petrify	1
Magic Defense 150	Lightning Water		
Magic Evasion 0			
Gil 250 EXP 3500			
Steal	Absorbs		
Drill			
Drops 			
Junk =	^[BEST.256]		
Level 53	Immune To	Туре	
НР 2000			
MP 200			
Attack		Status Immur	nitv
Evasion 0		Poison	Imp
	57 l- 7 <del>-</del>	Petrify	-
Magic 10	Weak Against	recriry	

Steal Noiseblaster	Absorbs		
Drops			
InnoSent	^[BEST.257]		
Level 52	Immune To	Туре	
HP 6600 MP 390			
Attack			
Defense 155		Status Immu	nity
Evasion 0		Poison	
Magic 12	Weak Against	Petrify	Stop
Magic Defense 155	Lightning Water		
Magic Evasion 0			
Gil 1950 EXP 2400			
<u> </u>			
Steal	Absorbs		
Bioblaster			
Drops			
Daedalus	^[BEST.258]		
Level 59	Immune To	Type	
НР 12280		Undead	
MP 100			
Attack		Status Immu	ınitv
Evasion 0		Darkness	Poison
Magic 12	Weak Against	Imp	Petrify
Magic Defense 150	Fire Holy	Silence	Berserk
Magic Evasion 0		Sleep	Stop
Gil 0 EXP 3500			
LAF 35UU			
Steal	Absorbs		
	Poison		
Drops			
	AIREGE SEOI		
Ahriman =	^[BEST.259]		
=	Immune To	Туре	
Ahriman Level		Type 	

Defense 110 Evasion 0	Maria Paralas	Status Immunity Imp Petrify
Magic        17         Magic Defense        145         Magic Evasion        0         Gil        0         EXP        2820	Weak Against	Death
Steal	Absorbs	
Earring		
Drops 		
Death Machine	^[BEST.260]	
Level 52	Immune To	Туре
HP 6000 MP 550		
Attack		Q1 1 T
Defense 140 Evasion 0		Status Immunity Poison Imp
Magic 5	Weak Against	Petrify
Magic Defense 140 Magic Evasion 0	Lightning Water	
Gil 670 EXP 2300		
Steal	Absorbs	
Flash		
Drops 		
Metal Hitman =	^[BEST.261]	
Level 52	Immune To	Туре
HP 2000 MP 800		
Attack 13		
Defense 20		Status Immunity
Evasion 0 Magic 25	Weak Against	Poison Imp Petrify
Magic Defense 165 Magic Evasion 0 Gil 700	Lightning Water	rectify
EXP 2000		
Steal	Absorbs	
Auto Crossbow		
Drops		

Prometheus	^[BEST.262]	
Level	Immune To	Туре 
Attack	Weak Against Lightning Water	Status Immunity Darkness Poison Imp Petrify Death Silence Berserk Confusion Sleep Stop
Steal Debilitator	Absorbs	
Drops		
Zurvan	^[BEST.263]	
Level	Immune To	Type 
Defense       80         Evasion       0         Magic       8         Magic Defense       150         Magic Evasion       0         Gil       5200         EXP       5000	Weak Against Lightning Water Water	Status Immunity Poison Imp Petrify Death Berserk Confusio Stop
Steal X-Potion	Absorbs	
Drops 		
Vilia	^[BEST.264]	
Level	Immune To	Type Humanoid
Level	Immune To Weak Against Poison	

X-Ether Drops \_\_\_\_ ^[BEST.265] Great Dragon =----= Level ..... 77 Immune To Type HP ..... 28000 \_\_\_ MP ..... 2200 Attack ..... 53 Defense ..... 155 Status Immunity Imp Evasion ..... 0 Petrify Magic ..... 11 Weak Against Death Silence Magic Defense .... 100 Lightning Berserk Confusion Magic Evasion ..... 0 Gil ..... 0 EXP ..... 5000 Steal Absorbs Elixer \_\_\_ Phoenix Down Drops Dragon Horn +----+ ^[BEST.266] Abaddon =----= Level ..... 71 Immune To Type HP ..... 25000 Undead Humanoid MP ..... 8000 Attack ..... 30 Defense ..... 160 Status Immunity Evasion ..... 0 Poison Imp Weak Against Magic ..... 30 Petrify Death Magic Defense .... 180 Fire Holy Silence Confusion Magic Evasion ..... 0 Sleep Slow Gil ..... 0 Stop EXP ..... 5000 Steal Absorbs Hi-Ether Poison Drops Lich Ring +----+ ^[BEST.267] Dragon Aevis =----= Level ..... 77 Immune To Type HP ..... 23000 \_\_\_ \_\_\_ MP ..... 500 Attack ..... 25 Defense ..... 80 Status Immunity Evasion ..... 50 Imp Petrify Magic ..... 15 Weak Against Death

Magic Evasion 20 Gil 1200 EXP 5000	Fire			
Steal Dragon Horn	Absorbs			
Drops 				
Dinozombie		ST.268]		
Level	Immune To		Type Undead	
Defense 150			Status Imm	unity
Evasion       0         Magic       3         Magic Defense       150         Magic Evasion       0         Gil       3700         EXP       5000	Weak Agair Fire Holy	Ice	Imp	
Steal Hi-Ether Holy Water	Absorbs Poison			
  Death Rider	^[BE			
Death Rider			Туре	Humanoid
Death Rider Level	^[BES		Туре	Humanoid
Death Rider  Level	^[BES	ST.269]	Type Undead Status Imm Imp	Humanoid unity Petrify
Drops Death Rider Level 76 HP 30000 MP 1200 Attack 48 Defense 150 Evasion 20 Magic 19 Magic Defense 150 Magic Evasion 20 Gil 6600 EXP 5000	^[BES	ST.269]	Type Undead Status Imm Imp	Humanoid unity
Death Rider	^[BES	ST.269]	Type Undead Status Imm Imp Death	Humanoid unity Petrify
Death Rider  Level 76  HP 30000  MP 1200  Attack 48  Defense 150  Evasion 20  Magic 19  Magic Defense 150  Magic Evasion 20  Gil 6600  EXP 5000  Steal	^[BES	ST.269]	Type Undead Status Imm Imp Death	Humanoid unity Petrify
Death Rider  Level	^[BES	nst Poison	Type Undead  Status Imm Imp Death Stop	Humanoid unity Petrify Confusion
Death Rider	^[BES	nst Poison	Type Undead  Status Imm Imp Death Stop	Humanoid unity Petrify Confusion

MP	Weak Against		Status Immun Petrify	
Defense 200 Evasion 0 Magic 22	Weak Against			
Evasion 0 Magic 22	Weak Against			
Magic 22	Weak Against		Petrify	D = = + l=
<del>-</del>	Weak Against			Death
Magic Defense 120			Berserk	Confusio
2	Ice			
Magic Evasion 0				
Gil 6300				
EXP 5000				
Steal	Absorbs			
Drops				
Force Armor				
Maximera	^[BEST.2	71]		
Level 89	Immune To		Type	
нр 32000				
MP 2000				
Attack 31				
Defense 110			Status Immun	itv
Evasion 30			Darkness	Imp
Magic 9	Weak Against		Petrify	Death
Magic Defense 150	weak Against		Silence	Berserk
Magic Evasion 30			Confusion	
Gil 0			Slow	Steep
EXP 5000			SIOW	эсор
Steal	Absorbs			
Hi-Ether				
Drops				
Hexadragon	^[BEST.2	72]		
Level 73	Immune To		Type	
НР 26000				
MP 750				
Attack 55				
Defense 95			Status Immun	ity
Evasion 0			Darkness	
Magic	Weak Against		Imp	Petrify
Magic Defense 50	Fire H	olv	Silence	Berserk
Magic Evasion 0	1110 11	1	Sleep	Slow
<del>-</del>			Stop	~ ± ∪ W
Gil 1500			ьсор	
Gil 1500 EXP 5000				
Gil				
EXP 5000 Steal	Absorbs			
EXP 5000  Steal X-Potion	Absorbs			
EXP 5000 Steal				
EXP 5000  Steal X-Potion				

Magic Dragon	^[BEST.273]	
Level	Immune To	Туре 
Defense	Weak Against Ice Water	Status Immunity Darkness Poison Death Berserk Confusion Sleep Slow Stop
Steal X-Ether	Absorbs	
Drops 		
Armodullahan	^[BEST.274]	
Level	Immune To 	Type Undead
Defense	Weak Against Fire	Status Immunity Poison Imp Petrify Death Silence Berserk Confusion Sleep Slow Stop
Steal Genji Glove	Absorbs Ice	
Drops X-Potion		
Crystal Dragon	^[BEST.275]	
Level	Immune To	Type 
Attack        35         Defense        155         Evasion        30         Magic        26         Magic Defense        80         Magic Evasion        10         Gil	Weak Against 	Status Immunity Imp Petrify Death Silence Berserk Confusion Sleep Slow Stop

Steal	Absorbs		
Elixer			
Drops			
X-Ether			
Ymir (shell)	^[BEST.276]		
=			
Level 4	Immune To	Туре	
HP 50000			
MP 120			
Attack			
Defense 102		Status Immu	
Evasion 0	transla 7 and and	Darkness	
Magic 5 Magic Defense 155	Weak Against	Imp Death	_
Magic Evasion 0			Confusio
Gil 0		Sleep	CONTUBEC
EXP 0		SIGOP	
01 1	70 10 10		
Steal	Absorbs		
	Lightning		
Drops			
Ether			
Ymir	^[BEST.277]		
	Immune To	Туре	
НР 1600			
MP 1000			
Attack 22			
Defense 100		Status Immu	
Evasion 0		Darkness	
Magic 10	Weak Against	Imp	Petrify
Magic Defense 155 Magic Evasion 0		Death Berserk	
Gil 0		Sleep	Confusic
EXP 0		БІССР	
Steal	Absorbs		
Dwara			
Drops Hi-Potion			
111 1001011			
Guard Leader	^[BEST.278]		
Level 8	Immune To	Туре	
HP 420		Humanoid	
MP 150			
Attack 60			
Defense 110		Status Immu	ınity

gainst  [BEST.279]  To Type   Status Immunity  Poison Imp  gainst Petrify Death  sing
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BEST.280]
To Type
21
Humanoid
21
Humanoid
Humanoid  Status Immunity
Humanoid  Status Immunity  Poison Imp
Humanoid  Status Immunity  Poison Imp  gainst Petrify Death
Humanoid  Status Immunity  Poison Imp  gainst Petrify Death  Silence Berserk
Humanoid  Status Immunity  Poison Imp  gainst Petrify Death
Humanoid  Status Immunity  Poison Imp  gainst Petrify Death  Silence Berserk
Humanoid  Status Immunity Poison Imp gainst Petrify Death Silence Berserk Confusion Sleep
Humanoid  Status Immunity Poison Imp gainst Petrify Death Silence Berserk Confusion Sleep
Humanoid  Status Immunity Poison Imp gainst Petrify Death Silence Berserk Confusion Sleep
Humanoid  Status Immunity Poison Imp gainst Petrify Death Silence Berserk Confusion Sleep
Humanoid  Status Immunity Poison Imp gainst Petrify Death Silence Berserk Confusion Sleep
Humanoid  Status Immunity Poison Imp gainst Petrify Death Silence Berserk Confusion Sleep

Level	Immune To	Type 
MP 60		
Attack		
Defense 105		Status Immunity
Evasion 0	Weak Against	Poison Petrify Death Berserk
Magic 10 Magic Defense 150	Weak Against Fire	Confusion Sleep
Magic Evasion 0	riie	Confusion Sieep
Gil 0		
EXP 0		
Steal	Absorbs	
Hi-Potion		
Drops		
	Alberta 2001	
Ultros =	^[BEST.282]	
Level 13	Immune To	Туре
нр 3000		
MP 640		
Attack 15		
Defense 40		Status Immunity
Evasion 0		Poison Imp
Magic 3	Weak Against	Petrify Death
Magic Defense 140	Fire Lightning	
Magic Evasion 0 Gil 0		Confusion Sleep
EXP 0		
Steal	Absorbs	
	Water	
Drops		
Tunnel Armor	^[BEST.283]	
= Level 16	Immune To	Type
нр 1300		
MP 900		
Attack 10		Status Immunity
Attack		Status Immunity Darkess Poison
Attack	Weak Against	Darkess Poison Imp Petrify
Attack	Weak Against Lightning Water	Darkess Poison Imp Petrify Death Silence
Attack		Darkess Poison Imp Petrify Death Silence Berserk Confusion
Attack		Darkess Poison Imp Petrify Death Silence
MP 900 Attack 10 Defense 29 Evasion 0 Magic 15 Magic Defense 145 Magic Evasion 0 Gil 250 EXP 0	Lightning Water	Darkess Poison Imp Petrify Death Silence Berserk Confusion Sleep Slow
Attack		Darkess Poison Imp Petrify Death Silence Berserk Confusion Sleep Slow

Drops Elixer +-----+ ^[BEST.284] Phantom Train =----= Level ..... 14 Immune To Type HP ..... 1900 \_\_\_ \_\_\_ MP ..... 350 Attack ..... 10 Defense ..... 30 Status Immunity Evasion ..... 0 Darkess Poison Magic ..... 5 Imp Petrify Weak Against Magic Defense .... 210 Fire Lightning Silence Berserk Holy Magic Evasion ..... 0 Confusion Sleep Gil ..... 0 Slow Stop EXP ..... 0 Steal Absorbs \_\_\_ Poison Drops Tent +----+ \_\_\_\_ ^[BEST.285] Rhizopas =----= 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

Weak Against

Fire Poison

Confusion

Imp

Evasion ..... 0

Magic ..... 10

Magic Defense .... 150

Magic Evasion ..... 0

Gil 1290 EXP 400			
Steal Elixer Mythril Vest Drops Remedy	Absorbs 		
Kefka	^[BEST.287]		+
Level	Immune To	Type Humanoid	
Defense 55 Evasion 30		Status Immur Darkness	-
Magic 9 Magic Defense 160 Magic Evasion 30 Gil 0 EXP 0	Weak Against 	Imp Death	Petrify
Steal Elixer Hi-Ether Drops	Absorbs		
Dadaluma	^[BEST.288]		
==	<del></del>	_	
Level        22         HP        3270         MP        1005         Attack        12	Immune To	Type 	
Defense 85 Evasion 0		Status Immur Poison	nity Berserk
Magic        3         Magic Defense        143         Magic Evasion        10         Gil        1210         EXP        0	Weak Against Poison	Confusion	
Steal Thief's Bracer Jeweled Ring	Absorbs		
Drops Thief's Knife Twist Headband			
Ultros =	^[BEST.289]		
Level 19 HP 2550	Immune To	Type 	
MP 500			

Defense       105         Evasion       0         Magic       4         Magic Defense       150         Magic Evasion       0         Gil       2         EXP       0	Weak Agains Fire	t Lightning	Status Immur Poison Petrify Silence Confusion	Imp Death Berserk
Steal	Absorbs Water			
Drops 				
T				
Ifrit =	^[BEST	.290]		
Level	Immune To Lightning Wind Earth	Poison Holy Water	Type 	
Defense 215 Evasion			Status Immur Poison	Imp
Magic        7         Magic Defense        115         Magic Evasion        0         Gil        0         EXP        0	Weak Agains Ice	it.	Petrify Silence Confusion Stop	
Steal	Absorbs			
	Fire			
Drops				
Shiva	^[BEST			
=		,		
Level       21         HP       3000         MP       500         Attack       15	Immune To Lightning Wind Earth	Poison Holy Water	Type 	
Defense 200 Evasion 20			Status Immur Poison	Imp
Magic        7         Magic Defense        110         Magic Evasion        0         Gil        0         EXP        0	Weak Agains Fire	t	Petrify Silence Confusion Stop	Death Berserk Sleep
Steal 	Absorbs Ice			

Number 024	^[BEST.292]	
Level	Immune To ???	Type Humanoid Status Immunity
Evasion       0         Magic       3         Magic Defense       100         Magic Evasion       0         Gil       0         EXP       0	Weak Against ???	Darkness Poison Petrify Death Silence Berserk Confusion Sleep Stop
Steal Blood Sword Rune Blade Drops Flametongue Icebrand	Absorbs ???	
Number 128	^[BEST.293]	
Level	Immune To	Type 
Defense	Weak Against 	Status Immunity Poison Imp Petrify Death Silence Confusio Sleep Stop
Steal Kazekiri Drops	Absorbs Ice	
Tent		
Right Blade	^[BEST.294]	
Level	Immune To	Type 
Defense	Weak Against 	Status Immunity Darkness Poison Imp Silence Berserk Confusio Sleep

Steal	Absorbs Fire		
	LILE		
Drops			
Left Blade	^[BEST.295]		
=			
Level       22         HP       700         MP       470         Attack       13	Immune To	Type 	
Defense 120 Evasion 0		Status Immu Darkness	
Magic	Weak Against	Imp Berserk	Silence
Magic Evasion       0         Gil       0         EXP       0		Sleep	
Steal	Absorbs Fire		
	Fire		
Drops			
Crane	^[BEST.296]		
Level 23	Immune To	Type	
HP 1800 MP 447			
Attack		Status Immu	ıni tv
Evasion 0		Darkness	Poison
Magic 4	Weak Against	Imp	Petrify
Magic Defense 120	Water	Death Berserk	Silence Confusio
Magic Evasion 0 Gil 0		Sleep	
EXP 0		1	-
Steal	Absorbs		
Noiseblaster	Lightning		
Drops			
Crane	^[BEST.297]		
Level 24	Immune To	Туре	
HP       2300         MP       447			
Attack		C+ 2+ 11 2 T	ın i + + +
Defense 125 Evasion 0		Status Immu Darkness	nity Poison

Magic       4         Magic Defense       120         Magic Evasion       0         Gil       0         EXP       0	Weak Against Lightning Water	Imp Death Berserk Sleep	Petrify Silence Confusion Stop
Steal Debilitator Hi-Potion Drops	Absorbs Fire		
Flame Eater	^[BEST.298]		
Level	Immune To Lightning Poison Holy Earth	Туре 	
Attack	Weak Against Ice	Status Immu: Darkness Imp Death Berserk Sleep	Poison Petrify Silence Confusion Stop
Steal Flametongue Drops	Absorbs Fire		
Ultros	^[BEST.299]		
Level	Immune To	Туре 	
Defense	Weak Against Fire Lightning	Status Immus Poison Petrify Silence Confusion	Imp Death Berserk
Steal White Cape	Absorbs Water		
Drops			
Typhon	^[BEST.300]		

Level 26	Immune To	Туре
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	^[BEST.301]	
	[DES1.301]	
Level 26	Immune To	Type
HP 17000		
MP 8000		
Attack 10		Challes Tone all
Defense		Status Immunity Poison Imp
Magic 3	Weak Against	Poison Imp 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		
Air Force	^[BEST.302]	
Level 25	Immune To	Туре
Level 25	Immune To	Type 
Level	Immune To	Type 
Level 25 HP 8000 MP 750 Attack 10	Immune To	
Level 25 HP 8000 MP 750 Attack 10 Defense 150	Immune To	Status Immunity
Level		Status Immunity Darkness Poison
Level	Weak Against	Status Immunity Darkness Poison Imp Petrify
Level		Status Immunity Darkness Poison Imp Petrify Death Silence
Level	Weak Against	Status Immunity Darkness Poison Imp Petrify Death Silence Sleep Slow
Level	Weak Against	Status Immunity Darkness Poison Imp Petrify Death Silence
	Weak Against	Status Immunity Darkness Poison Imp Petrify Death Silence Sleep Slow

Immune To Weak Against Lightning Water  Absorbs ^[BEST.304]	Sleep	Poison Petrify Silence
Lightning Water  Absorbs^[BEST.304]	Darkness Imp Death Sleep	Poison Petrify Silence
Lightning Water  Absorbs^[BEST.304]	Imp Death Sleep	Petrify Silence
Lightning Water  Absorbs^[BEST.304]	Death Sleep	Silence
^[BEST.304]		
Immune To	Туре	
		-
Maria I. Barattari		
		Petrify Silence
Lighthing water		SITERICE
	sieeb	
Absorbs		
[DE51.3U5]		
Immune To	Type	
	Status Immu	
		Poison
	Imp	Petrify
Lightning Water	Death Sleep	Silence
	^[BEST.305]	Lightning Water Death Sleep  Absorbs ^[BEST.305]  Immune To Type  Status Immune Darkness Weak Against Imp

Steal Amulet	Absorbs	
Drops 		
Gigantos	^[BEST.306]	
=		
Level       25         HP       6000         MP       1120         Attack       20	Immune To	Type Humanoid
Defense 1		Status Immunity
Evasion       0         Magic       10         Magic Defense       1         Magic Evasion       0         Gil       0         EXP       7550	Weak Against Poison	
Steal Elixer X-Potion	Absorbs	
Drops Sasuke		
Ultima Weapon	^[BEST.307]	
Level 37  HP 24000  MP 5000	Immune To	Type
Attack		Status Immunity Poison Imp
Magic 5  Magic Defense 97  Magic Evasion 10	Weak Against 	Petrify Death Silence Berserk Confusion Sleep
Gil 0 EXP 0		Stop
Steal Ribbon Elixer	Absorbs	
Drops Elixer		
 Nelapa	^[BEST.308]	
-		
Level 26	Immune To	Туре

Defense 105 Evasion 0 Magic 10	Weak Agains	st.	Status Immu Darkness Imp	nity Poison Petrify
Magic Defense 140 Magic Evasion 0 Gil 0 EXP 0	Ice Holy	Lightning	Silence Slow	_
Steal	Absorbs			
	Fire			
Drops				
Humbaba	^[BEST.	.309]		
Level	Immune To		Туре 	
Defense	Weak Agains Poison	st	Status Immu Poison Petrify Silence Confusion Stop	Imp Death Berserk
Steal	Absorbs Lightning			
Drops 				
Tentacle	^[BES]	r.310]		
Level 31	Immune To		Туре	
HP       7000         MP       800         Attack       13				
Defense 102 Evasion 0			Status Immu: Imp	nity Death
Magic 8	Weak Agains	st	-	Confusio
Magic Defense        153         Magic Evasion        0         Gil        0         EXP        0	Ice	Water	Stop	
Steal	Absorbs			
	Fire			
Drops				

Magic         8         Weak Against         Berserk         Confu           Magic Defense         153          Stop           Magic Evasion         0         0         Gil         0           EXF         0         0         Steal         Absorbs            Lightning Water         Drops            Brook         Lightning Water         Drops             Lightning Water         Drops             Lightning Water         Drops             10         Type            HP         6000             MP         700         Attack         13           Defense         102         Status Immunity           Evasion         0         Meak Against         Silence Berse           Magic Defense         153         Fire         Confusion Sleep           Magic National Status Immunity         Steal         Absorbs            Input Defense             Drops              Tentacle         (BEST.313] <th>Tentacle</th> <th> ^[BEST.311]</th> <th></th>	Tentacle	^[BEST.311]	
Evasion	HP 5000 MP 600		
Magic			
Lightning Water	Magic		Berserk Confusio
Tentacle^[BEST.312]	Steal 		
Tentacle^[BEST.312]  Level			
Level       31       Immune To       Type         HP       6000           MP       700       Attack       13         Defense       102       Status Immunity         Evasion       0       Imp       Petri         Magic       8       Weak Against       Silence       Berse         Magic Evasion       0       Stop       Stop         Gil       0       O       Stop         Steal       Absorbs        Ice       Water         Drops        Ice       Water         Drops             Eevel       34       Immune To       Type          HP       4000            MP       500       Attack       13       13       13       13       14	Tentacle		
Defense       102       Status Immunity         Evasion       0       Imp       Petri         Magic       8       Weak Against       Silence       Berse         Magic Defense       153       Fire       Confusion       Sleep         Magic Evasion       0       Stop         Gil       0       Stop         EXP       0       O       Stop         Steal       Absorbs       Ice       Water         Drops        Ice       Water         Tentacle      ^[BEST.313]          Level       34       Immune To       Type         HP       4000           MP       500       Status Immunity         Attack       13       Defense       102       Status Immunity         Evasion       0       Darkness       Poiso         Magic       8       Weak Against       Imp       Death         Magic Evasion       0       Confusion       Sleep	Level	Immune To	Type 
Magic       8       Weak Against       Silence       Berse         Magic Defense       153       Fire       Confusion       Sleep         Magic Evasion       0       Stop         Gil       0       Stop         EXP       0       O         Steal       Absorbs       Ice       Water         Drops        Toe       Water         Tentacle      ^[BEST.313]          Level       34       Immune To       Type         HP       4000           MP       500         Attack       13       13       13         Defense       102       Status Immunity       10         Evasion       0       Darkness       Poiso         Magic       8       Weak Against       Imp       Death         Magic Defense       153        Silence       Berse         Confusion       Sleep	Defense 102		
Tentacle^[BEST.313] Level 34	Magic		Silence Berserk Confusion Sleep
Drops Tentacle^[BEST.313] Level	Steal	Absorbs	
Tentacle ^[BEST.313]  Level	Drops 		
HP			
Defense 102  Evasion 0  Magic 8  Meak Against Imp Death  Magic Defense 153  Magic Evasion 0  Confusion Sleep	HP 4000 MP 500		<del></del>
Magic8Weak AgainstImpDeathMagic Defense153SilenceBerseMagic Evasion0ConfusionSleep	Defense 102		<del>-</del>
EXP 0	Magic		Imp Death Silence Berserk
Steal Absorbs Earth Water	Steal		

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Angler Whelk	^[BEST.314]		
Level	Immune To	Type 	
Attack	Weak Against Fire	Status Immun Darkness Imp Berserk Sleep Stop	Poison Silence Confusio
Steal 	Absorbs Ice Lightning Water		
Drops Dragon Claws			
Angler Whelk	^[BEST.315]		
Level	Immune To Poison	Type 	
Defense       80         Evasion       0         Magic       7         Magic Defense       150         Magic Evasion       0         Gil       1000         EXP       0	Weak Against Fire	Status Immun Poison Berserk	Imp
Steal Drops Dragon Claws	Absorbs Ice Lightning Water		
Dullahan	^[BEST.316]		
Level 37	Immune To	Type	
HP       23450         MP       1721         Attack       55			
Defense 130 Evasion 10		Status Immun Poison	ity Imp
Magic 7 Magic Defense 160	Weak Against Fire	Petrify Silence	Death Berserk

Magic Evasion 0 Gil 0		Confusion Stop	Sleep
EXP 0			
Steal Genji Glove X-Potion	Absorbs Ice		
Drops 			
Behemoth King	^[BEST.317		
Level	Immune To	Type 	
Attack		Status Imm Poison	
Magic 9	Weak Against	Silence	=
Magic Defense 130 Magic Evasion 0 Gil 0 EXP 0	<del>-</del>	son Confusion	
Steal Murasame	Absorbs Ice		
Drops Behemoth Suit			
Behemoth King	^[BEST.318	]	
Level 49	Immune To	Type	
HP		Undead	
Defense 105 Evasion 0		Status Imm Poison	unity Imp
Magic 10	Weak Against	Petrify	
Magic Defense 150	Fire Hol	-	
Magic Evasion 0 Gil 0		Sleep Stop	Slow
EXP 0		2 00 p	
Steal	Absorbs Poison		
Drops Behemoth Suit			
Chadarnook (Lakshmi form)	^[BEST.319		<b>-</b>
Level 37	Immune To	Type	
нр 56000		-7-	

Attack       13         Defense       140         Evasion       0         Magic       10         Magic Defense       150	Weak Agains Fire	:t	Status Immur Poison Petrify Silence	nity Imp Death Berserk
Magic Evasion 0  Gil 0  EXP 0	FILE		Confusion Stop	Sleep
Steal 	Absorbs Holy	Water		
Drops 				
Chadarnook (Chadarnook for	rm)			
Level       41         HP       30000         MP       7600         Attack       18	Immune To		Type 	
Defense 135 Evasion 0			Status Immur Poison	nity Imp
Magic        10         Magic Defense        130         Magic Evasion        0         Gil        0         EXP        0	Weak Agains Fire	t Holy	Petrify Silence Confusion Stop	Death Berserk Sleep
Steal	Absorbs Lightning			
Drops 				
Valigarmanda	^[BEST			
Level	Immune To Lightning Wind Earth	Poison Holy Water	Type 	
Defense 254			Status Immur	=
Evasion       0         Magic       4         Magic Defense       70         Magic Evasion       0         Gil       0         EXP       0	Weak Agains Fire	t	Poison Petrify Silence Confusion Slow	
Steal	Absorbs Ice			
Drops				

Tonberries	^[BEST.321]	
Level 99  HP 14001  MP 11000  Attack 5	Immune To	Type 
Defense 100		Status Immunity
Evasion 150		Petrify Death
Magic       1         Magic Defense       150         Magic Evasion       0         Gil       0         EXP       0	Weak Against Fire	Berserk Confusi Sleep Stop
C+ o o l	A b g o reb g	
Steal Miverva Bustier	Absorbs	
Miverva Bustler	Water	
Drops Minerva Bustier		
Yeti	^[BEST.322]	
Level 33	Immune To	Type
HP 17000		Humanoid
MP		
Attack 25		
Defense 100		Status Immunity
Evasion 0		Imp Petrify
Magic 11	Weak Against	Death Silence
Magic Defense 150	Fire Poison	Confusion Sleep
Magic Evasion 0		
Gil 10 EXP 0		
Steal	Absorbs	
Drops		
Curlax	^[BEST.323]	
= Level 47	Immune To	Туре
HP 15000		Humanoid
MP 2000		
Attack 1		
Defense 100		Status Immunity
Evasion 0		Poison Imp
Magic 4	Weak Against	Petrify Death
Magic Defense 110	Ice Water	Silence Berserk
Magic Evasion 0		Confusion Stop
Gil 0		Stop
EXP 0		
Steal	Absorbs	
JUEAI	ANZOINZ	

-- Fire

Evasion ..... 0

Magic ..... 5

Drops \_\_\_ \_\_\_\_^[BEST.324] Laragorn =----= Level ..... 47 Immune To Type HP ..... 10000 Humanoid MP ..... 2000 Attack ..... 2 Defense ..... 90 Status Immunity Poison Imp Evasion ..... 0 Weak Against Magic ..... 5 Petrify Berserk Magic Defense .... 120 Fire Sleep Stop Magic Evasion ..... 0 Gil ..... 0 EXP ..... 0 Steal Absorbs Ice Wind Drops -----+ ^[BEST.325] Moebius =----= Level ..... 47 Immune To Type HP ..... 12500 Humanoid MP ..... 2000 Attack ..... 4 Defense ..... 80 Status Immunity Evasion ..... 0 Poison Imp Weak Against Magic ..... 6 Petrify Death Magic Defense .... 130 \_\_\_ Silence Confusion Magic Evasion ..... 0 Sleep Slow Gil ..... 0 EXP ..... 0 Steal Absorbs ---Lightning Drops -----+ ^[BEST.326] Wrexsoul =----= Level ..... 53 Immune To Type HP ..... 23066 \_\_\_ \_\_\_ MP ..... 5066 Attack ..... 27 Defense ..... 70 Status Immunity

Weak Against

Poison

Petrify

Imp

Death

Magic Evasion 0         Gil 0         EXP 0	Ice	Silence Confusion Slow	Berserk Sleep Stop
Steal	Absorbs		
Memento Ring	Fire Holy		
Drops Guard Bracelet			
Soul Saver	^[BEST.327]		
 Level 41	Immune To	Type	
нр 3066		Humanoid	
MP 566			
Attack 50			
Defense 150		Status Immur	
Evasion          0           Magic          3	Weak Against	Poison Silence	-
Magic Defense 175	Ice	Stop	preeb
Magic Evasion 0		3337	
Gil 0			
EXP 0			
Steal	Absorbs		
	Fire Holy		
Drops 			
	^[BEST.328]		
Master Tonberry		Type	
Master Tonberry Level	^[BEST.328]		
Master Tonberry Level	^[BEST.328] Immune To		
Master Tonberry	^[BEST.328] Immune To	Туре 	
Master Tonberry Level	^[BEST.328] Immune To	Type Status Immun	nity
Master Tonberry Level	^[BEST.328] Immune To	Type Status Immun	nity Petrify
Master Tonberry	^[BEST.328]  Immune To ???	Type Status Immur Imp Death	nity Petrify
Master Tonberry Level	^[BEST.328]  Immune To ???  Weak Against	Type Status Immur Imp Death	nity Petrify Silence
Master Tonberry	^[BEST.328]  Immune To ???  Weak Against	Type Status Immur Imp Death Berserk	nity Petrify Silence
 Master Tonberry	^[BEST.328]  Immune To ???  Weak Against	Type Status Immur Imp Death Berserk	nity Petrify Silence
Master Tonberry	^[BEST.328]  Immune To ???  Weak Against	Type Status Immur Imp Death Berserk	nity Petrify Silence
Master Tonberry	^[BEST.328]  Immune To ???  Weak Against ???	Type Status Immur Imp Death Berserk	nity Petrify Silence
Master Tonberry	^[BEST.328]  Immune To ???  Weak Against ???	Type Status Immur Imp Death Berserk	nity Petrify Silence
Master Tonberry	^[BEST.328]  Immune To ???  Weak Against ???	Type Status Immur Imp Death Berserk	nity Petrify Silence
Master Tonberry	^[BEST.328]  Immune To ???  Weak Against ???  Absorbs ???	Type Status Immur Imp Death Berserk Stop	nity Petrify Silence Confusion
Master Tonberry	^[BEST.328]  Immune To ???  Weak Against ???  Absorbs ???	Type Status Immur Imp Death Berserk Stop	nity Petrify Silence Confusion
Master Tonberry	^[BEST.328]  Immune To ???  Weak Against ???  Absorbs ???	Type Status Immur Imp Death Berserk Stop	nity Petrify Silence Confusion

MP 7400			Humanoid	
Attack 25				
Defense 115			Status Immur	nity
Evasion 20			Imp	Petrify
Magic 11	Weak Agai	nst	Death	Silence
Magic Defense 175	Poison		Berserk	Sleep
Magic Evasion 0	1010011		Slow	Stop
Gil 30000			SIOW	БСОР
EXP 0				
Steal	Absorbs			
Murakumo				
Murasame				
Drops				
Master's Scroll				
Magic Master	^[BE	ST.330]		
Level 68	Immune To		Туре	
НР 50000	???		Humanoid	
MP 50000				
Attack 1				
Defense 250			Status Immur	nity
Evasion 100			Darkness	Poison
Magic 25	Weak Agai	nst	Imp	Petrify
Magic Defense 100	???		Death	Silence
Magic Evasion 0			Confusion	
Gil 0			Slow	Stop
EXP 0			Siow	Бсор
Steal	Absorbs			
Crystal Orb	???			
Elixer				
Drops				
Mogalinas				
Megalixer				
megalixer				
·		ST.331]		
Deathgaze Level		ST.331]	Type	
Deathgaze Level	^[BE	ST.331]		
Deathgaze Level	^[BE	ST.331]		
Deathgaze Level	^[BE	ST.331]	Type 	
Deathgaze  Level	^[BE	ST.331]	Type Status Immun	nity
Deathgaze Level	^[BE Immune To 	ST.331]	Type  Status Immu Darkness	nity Poison
Deathgaze	^[BE Immune To Weak Agai	ST.331]	Type Status Immur Darkness Imp	nity Poison Petrify
Deathgaze  Level	^[BE Immune To 	ST.331]	Type Status Immur Darkness Imp Death	nity Poison Petrify Silence
Deathgaze  Level	^[BE Immune To Weak Agai	ST.331]	Type Status Immur Darkness Imp Death Berserk	nity Poison Petrify Silence Confusio
Deathgaze Level	^[BE Immune To Weak Agai	ST.331]	Type Status Immur Darkness Imp Death Berserk Sleep	nity Poison Petrify Silence
Deathgaze Level	^[BE Immune To Weak Agai	ST.331]	Type Status Immur Darkness Imp Death Berserk	nity Poison Petrify Silence Confusio
Deathgaze Level	^[BE Immune To Weak Agai Fire	nst Holy	Type Status Immur Darkness Imp Death Berserk Sleep	nity Poison Petrify Silence Confusi
Deathgaze  Level	^[BE Immune To Weak Agai Fire	ST.331]	Type Status Immur Darkness Imp Death Berserk Sleep	nity Poison Petrify Silence Confusio

Hidon	^[BEST.332]	
Level 43 HP	Immune To	Type Undead
Attack 13 Defense 110 Evasion 0 Magic 160 Magic Defense 160 Magic Evasion 0 Gil 0 EXP 0	Weak Against Fire Holy Earth	Status Immunity Darkness Poison Imp Petrify Death Silence Berserk Confusion Sleep Stop
Steal Thornlet Teleport Stone Drops Teleport Stone	Absorbs Poison	
Erebus	^[BEST.333]	
Level	Immune To	Type 
Defense       85         Evasion       0         Magic       10         Magic Defense       150         Magic Evasion       0         Gil       0         EXP       0	Weak Against Earth	Status Immunity Imp Berserk Confusion Sleep
Steal 	Absorbs Poison	
Drops 		
Erebus	^[BEST.334]	
Level	Immune To	Type 
Defense       115         Evasion       0         Magic       10         Magic Defense       120         Magic Evasion       0         Gil       0         EXP       0	Weak Against 	Status Immunity Imp Death Silence Confusion Sleep Slow Stop

 Drops 	Absorbs Fire Lightning Wind Water			
Erebus	^[BEST			
= Level 43	Immune To		Туре	
HP 3500 MP 1000			Undead	
Attack			Status Immu Darkness	nity Poison
Magic 10	Weak Agains	t	Imp	
Magic Defense 130 Magic Evasion 0	Fire		Silence Sleep	
Gil 0 EXP 0				
Steal	Absorbs			
	Poison			
Drops				
Erebus = Level	^[BEST	'.336]	Type	
HP 3500 MP 1000				
Attack			Ctotus Immu	
Evasion 0			Status Immu Imp	Petrify
Magic 10	Weak Agains	t	p	recriry
Magic Defense 140	Fire	Ice		
Magic Evasion 0	Lightning	Poison		
		Poison Holy		
Magic Evasion       0         Gil       0         EXP       0				
Gil 0 EXP 0	Wind	Holy		
Gil 0 EXP 0	Wind Earth	Holy		
Gil 0  EXP 0  Steal	Wind Earth Absorbs	Holy		
Gil 0  EXP 0  Steal  Drops	Wind Earth Absorbs 	Holy Water		
Gil 0  EXP 0  Steal  Drops	Wind Earth Absorbs 	Holy Water		
Gil 0  EXP 0  Steal  Drops  Red Dragon	Wind Earth Absorbs 	Holy Water		
Gil 0  EXP 0  Steal  Drops  Red Dragon  Level 67	Wind Earth Absorbs 	Holy Water	Type	
Gil 0  EXP 0  Steal  Drops  Red Dragon  Level 67  HP 30000	Wind Earth Absorbs ^[BEST	Holy Water		
Gil 0  EXP 0  Steal  Drops  Red Dragon  Level 67	Wind Earth Absorbs ^[BEST	Holy Water		

Magic        10         Magic Defense        150         Magic Evasion        0         Gil        0         EXP        0	Weak Against Ice Water	Imp Death Berserk Stop	Petrify Silence Sleep
Steal	Absorbs Fire		
Drops Murakumo			
Blue Dragon	^[BEST.338]		
Level	Immune To	Туре 	
Defense       110         Evasion       0         Magic       10         Magic Defense       150         Magic Evasion       0         Gil       0         EXP       0	Weak Against Lightning	Status Immu Imp Death Berserk Sleep	Petrify Silence
Steal	Absorbs Water		
Drops Zantetsuken			
Gold Dragon	^[BEST.339]		
=	^[BEST.339]	_	
Level	^[BEST.339]  Immune To	Type 	
Level 62 HP 32400 MP 4000 Attack 13 Defense 110 Evasion 0 Magic 10 Magic Defense 150 Magic Evasion 0 Gil 0	Immune To		Petrify Silence Sleep
Level 62 HP 32400 MP 4000 Attack 13	Immune To Weak Against	Status Immu Imp Death Confusion	Petrify Silence Sleep
Level 62  HP 32400  MP 4000  Attack 13  Defense 110  Evasion 0  Magic 10  Magic Defense 150  Magic Evasion 0  Gil 0  EXP 0	Immune To Weak Against Water Absorbs	Status Immu Imp Death Confusion	Petrify Silence Sleep

Level 74 HP 24400	Immune To	Туре
MP 9000		
Attack 13		
Defense 110		Status Immunity
Evasion0		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 HP 42000	Immune To	Type
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	Туре
HP 25800		
MP 16500		
Attack 23		Obahara Taur
Defense 110 Evasion 0		Status Immunity  Imp. Petrify
Evasion 0 Magic 12	Weak Against	Imp Petrify Death Silence
Magic Defense 150	Wind Water	Berserk Confusio
Magic Evasion 0		Stop
Gil 0		-
EXP 0		
EXP 0 Steal	Absorbs	

EXP 0		Stop	
Steal 	Absorbs Water		
Drops 			
Leviathan	^[BEST.346]		
Level 91	Immune To	Туре	
HP 32000 MP 7000			
Attack		C+o+uo Immu	m.i.+
Defense 140 Evasion 20		Status Immu Darkness	_
Magic 14	Weak Against	Imp	
Magic Defense 120		Death	
Magic Evasion 20		Berserk	Confusio
Gil 10000		Sleep	Slow
EXP 0		Stop	
Steal	Absorbs		
	Water		
Drong			
Drops			
Gilgamesh	^[BEST.347]		
Gilgamesh	<del></del>	Marya a	
Level 97	^[BEST.347]  Immune To	Type	
Level	Immune To	Type Humanoid	
Level 97 HP 38000 MP 3200	Immune To		
Level 97 HP 38000 MP 3200 Attack 51	Immune To		nity
Level 97 HP 38000 MP 3200 Attack 51 Defense 173	Immune To	Humanoid	nity Poison
	Immune To	Humanoid Status Immu	
Level 97 HP 38000 MP 3200 Attack 51 Defense 173 Evasion 45 Magic 8 Magic Defense 212	Immune To	Humanoid Status Immu Darkness	Poison Petrify Silence
Level 97 HP 38000 MP 3200 Attack 51 Defense 173 Evasion 45 Magic 8 Magic Defense 212 Magic Evasion 30	Immune To Weak Against	Humanoid  Status Immu  Darkness  Imp  Death  Berserk	Poison Petrify Silence Confusio
Level 97 HP 38000 MP 3200 Attack 51 Defense 173 Evasion 45 Magic 8 Magic Defense 212 Magic Evasion 30 Gil 0	Immune To Weak Against	Humanoid  Status Immu Darkness Imp Death Berserk Sleep	Poison Petrify Silence
Level 97 HP 38000 MP 3200 Attack 51 Defense 173 Evasion 45 Magic 8 Magic Defense 212 Magic Evasion 30	Immune To Weak Against	Humanoid  Status Immu  Darkness  Imp  Death  Berserk	Poison Petrify Silence Confusio
Level 97 HP 38000 MP 3200 Attack 51 Defense 173 Evasion 45 Magic 8 Magic Defense 212 Magic Evasion 30 Gil 0 EXP 0	Immune To Weak Against	Humanoid  Status Immu Darkness Imp Death Berserk Sleep	Poison Petrify Silence Confusio
Level 97 HP 38000 MP 3200 Attack 51 Defense 173 Evasion 45 Magic 8 Magic Defense 212 Magic Evasion 30 Gil 0 EXP 0 Steal Genji Shield	Immune To Weak Against	Humanoid  Status Immu Darkness Imp Death Berserk Sleep	Poison Petrify Silence Confusio
Level 97  HP 38000  MP 3200  Attack 51  Defense 173  Evasion 45  Magic 8  Magic Defense 212  Magic Evasion 30  Gil 0  EXP 0  Steal  Genji Shield  Genji Glove	Immune To Weak Against	Humanoid  Status Immu Darkness Imp Death Berserk Sleep	Poison Petrify Silence Confusio
Level 97 HP 38000 MP 3200 Attack 51 Defense 173 Evasion 45 Magic 8 Magic Defense 212 Magic Evasion 30 Gil 0 EXP 0 Steal Genji Shield Genji Glove Drops	Immune To Weak Against	Humanoid  Status Immu Darkness Imp Death Berserk Sleep	Poison Petrify Silence Confusio
Level 97  HP 38000  MP 3200  Attack 51  Defense 173  Evasion 45  Magic 8  Magic Defense 212  Magic Evasion 30  Gil 0  EXP 0  Steal  Genji Shield  Genji Glove	Immune To Weak Against	Humanoid  Status Immu Darkness Imp Death Berserk Sleep	Poison Petrify Silence Confusio
Level 97  HP 38000  MP 3200  Attack 51  Defense 173  Evasion 45  Magic 8  Magic Defense 212  Magic Evasion 30  Gil 0  EXP 0  Steal  Genji Shield  Genji Glove  Drops  Genji Armor	Immune To Weak Against Absorbs	Humanoid  Status Immu Darkness Imp Death Berserk Sleep Stop	Poison Petrify Silence Confusio Slow
Level 97  HP 38000  MP 3200  Attack 51  Defense 173  Evasion 45  Magic 8  Magic Defense 212  Magic Evasion 30  Gil 0  EXP 0  Steal  Genji Shield  Genji Glove  Drops  Genji Armor  Genji Helm	Immune To Weak Against Absorbs	Humanoid  Status Immu Darkness Imp Death Berserk Sleep Stop	Poison Petrify Silence Confusio Slow
Level 97  HP 38000  MP 3200  Attack 51  Defense 173  Evasion 45  Magic 8  Magic Defense 212  Magic Evasion 30  Gil 0  EXP 0  Steal  Genji Shield Genji Glove  Drops Genji Armor Genji Helm  Inferno	Immune To Weak Against Absorbs	Humanoid  Status Immu Darkness Imp Death Berserk Sleep Stop	Poison Petrify Silence Confusio Slow

Attack 13			
Defense 130		Status Immu	
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			
Rahu	^[BEST.349]		
=	Twenty of The	Marin o	
Level 67 HP 8000	Immune To	Type	
MP 770			
MP //U Attack 13			
Defense 80		Status Immu	nity
Evasion 0		Darkness	_
Magic 10	Weak Against	Imp	Silence
Magic Defense 190	Ice	Berserk	
Magic Evasion 0	100	Sleep	COMPASI
Gil 0		отеер	
EXP 0			
Steal	Absorbs		
Flame Shield	Lightning		
Drops			
Ketu	^[BEST.350]		
Level 67	Immune To	Type	
нр 11000			
MP 2600			
Attack			
Defense 75		Status Immu	nity
Evasion 0		Darkness	
Magic 7	Weak Against	Imp	Silence
Magic Defense 185	Fire	Berserk	
Magic Evasion 0		Sleep	
Gil 0		-	
EXP 0			
	Absorbs		
Steal	1200120		
Steal Ice Shield	Ice		

Ultima Buster	^[BEST.351]	
Level	Immune To	Type 
Defense	Weak Against 	Status Immunity Poison Imp Petrify Death Silence Berserk Confusion Sleep Stop
Steal Crystal Orb Blood Sword Drops	Absorbs Poison Wind Holy Earth Water	
Guardian	^[BEST.352]	
Level 67 HP 60000 MP 5200 Attack 13	Immune To	Type 
Defense       150         Evasion       0         Magic       25         Magic Defense       150         Magic Evasion       0         Gil       0         EXP       0	Weak Against Lightning Water	Status Immunity Darkness Poison Imp Petrify Death Silence Berserk Confusion Sleep Stop
Steal Ribbon Force Armor Drops	Absorbs 	
Fiend	^[BEST.353]	
Level	Immune To	Type Status Immunity
Evasion 0  Magic 9  Magic Defense 160  Magic Evasion 0  Gil 0  EXP 0	Weak Against Holy	Poison Imp Petrify Death Silence Berserk Confusion Sleep Stop

Steal Absorbs Safety Bit Ice Poison Drops Mutsunokami +----+ ^[BEST.354] Goddess =----= Level ..... 63 Immune To Type HP ..... 44000 \_\_\_ \_\_\_ MP ..... 19000 Attack ..... 13 Status Immunity Defense ..... 85 Evasion ..... 0 Darkness Poison Magic ..... 14 Weak Against Petrify Imp Magic Defense .... 150 Silence \_\_\_ Death Magic Evasion ..... 0 Berserk Confusion Gil ..... 0 Sleep Slow EXP ..... 0 Stop Steal Absorbs Lightning Holy Minerva Bustier Drops Excalibur +-----+ Demon ^[BEST.355] =----= Level ..... 67 Immune To Type \_\_\_ HP ..... 58000 \_\_\_ MP ..... 18900 Attack ..... 15 Defense ..... 180 Status Immunity Evasion ..... 0 Poison qmI Magic ..... 13 Weak Against Petrify Death Berserk Magic Defense .... 145 Poison Silence Magic Evasion ..... 0 Confusion Sleep Gil ..... 0 EXP ..... 0 Steal Absorbs Red Jacket Fire Wind Drops Radiant Lance Short Arm \_\_\_\_ ^[BEST.356] =----= Level ..... 73 Immune To Type HP ..... 27000 MP ..... 10000 Attack ..... 50

Status Immunity

Defense ..... 115

Evasion       10         Magic       10         Magic Defense       155         Magic Evasion       0         Gil       0         EXP       0	Weak Against Water	Darkness Imp Death Sleep	Poison Petrify Confusio Stop
Steal Elixer	Absorbs		
Drops			
Long Arm	^[BEST.357]		
=	[DE31.337]		
Level       73         HP       33000         MP       10000         Attack       35	Immune To	Type 	
Defense       110         Evasion       5         Magic       30         Magic Defense       150         Magic Evasion       0         Gil       0         EXP       0	Weak Against Wind	Status Immu Darkness Imp Silence Sleep Stop	Poison Death
Steal Elixer	Absorbs		
Drops 			
Visage	^[BEST.358]		
Level	Immune To Earth	Type Humanoid	
Defense	Weak Against Fire	Status Immu Poison Petrify Berserk Sleep Stop	Imp Silence Confusio
Steal	Absorbs		
Elixer			
Drops			

Level 70	Immune To	Туре
нр 30000		
MP 10000		
Attack 13		
Defense 120		Status Immunity
Evasion0		Darkness Imp
Magic 7	Weak Against	Petrify Death
Magic Defense 153	Ice	Silence Berserk
Magic Evasion 0		Confusion Sleep
Gil 0		Slow Stop
EXP 0		-
Steal	Absorbs	
Elixer	Earth	
Drops		
Machine	^[BEST.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		
Magic	^[BEST.361]	
= Level 72	Immune To	Туре
нр 41000		Humanoid
10000		
MP 10000		
Attack 1		Status Immunity
Attack 1 Defense 145		Status Immunity Darkness Poison
Attack       1         Defense       145         Evasion       0	Weak Against	Darkness Poison
Attack	Weak Against Earth	Darkness Poison Imp Petrify
Attack		Darkness Poison Imp Petrify
MP       10000         Attack       1         Defense       145         Evasion       0         Magic       8         Magic Defense       155         Magic Evasion       0         Gil       0		Darkness Poison Imp Petrify Death Berserk
Attack		Darkness Poison Imp Petrify Death Berserk Confusion Sleep
Attack		Darkness Poison Imp Petrify Death Berserk Confusion Sleep

Power	er ^[BEST.362]			
Level	Immune To		Type Humanoid	
Defense 115			Status Immu	_
Evasion 0  Magic 9  Magic Defense 153  Magic Evasion 0  Gil 0  EXP 0	Weak Agains Poison	t	Darkness Imp Death Confusion	Petrify Silence
Steal	Absorbs			
Elixer				
Drops				
Lady =	^[BEST	.363]		
Level 48 HP 9999 MP	Immune To		Type 	
Attack			Status Immu	=
Evasion 0 Magic 9	Weak Agains	t.	Darkness Imp	Poison Petrify
Magic Defense 155			Death	Silence
Magic Evasion 0			Berserk	Confusio
Gil 0 EXP 0			Sleep Stop	Slow
Steal Ragnarok	Absorbs Fire	Ice		
	Lightning			
Drops		Holy		
	Earth	Water		
	^[BEST.364]			
Rest =	^[BEST	.304]		
Level	^[BEST Immune To	.304]	Type Humanoid	
Level		.304]		nity
Level 71 HP 40000 MP 10000 Attack 63		.304]	Humanoid	_
Level			Humanoid Status Immu	_

Gil 0 EXP 0			Sleep Stop	Slow
Steal	Absorbs			
Ultima Weapon				
Drops				
Kefka =	^[BES	T.365]		
Level ???	Immune To		Type	
HP???	3.5.5		3.3.	
MP???				
Attack ???				
Defense???			Status Imn	nunity
Evasion???			333	
Magic ???	Weak Again	st		
Magic Defense ???	3.3.			
Magic Evasion ???				
Gil???				
EXP???				
Steal	Absorbs			
???	???			
Drops				
;;; F-				
Plague	^[BES	T.366]		
Level 79	Immune To		Туре	
HP 22000			Humanoid	
MP 12000				
Attack 31				
Defense 130			Status Imm	nunity
Evasion 250			Imp	Petrify
Magic 20	Weak Again	st	Death	Confusio
Magic Defense 160				
Magic Evasion 180				
Gil 0				
EXP 5000				
Steal	Absorbs			
Drops				
Angel Brush				
Flan Princess	^[BES			
	T		M	
Level 91	Immune To	T-7 2	Type	
HP 12345	Poison	Wind		
MP 1000	Holy	Earth		

Attack	Water		Status Immu Darkness	nity Poison
Magic	Weak Agair Fire	nst	Imp Stop	Petrify
Steal Megalixer Super Ball Drops Oborozuki	Absorbs 			
Neslug	^[BES	ST.368]		
Level	Immune To		Type 	
Defense	Weak Agair Fire	nst	Status Immu Darkness Imp Death Berserk Sleep Stop	Poison Petrify Silence
Steal Drops	Absorbs Ice Water	Lightning		
Neslug =	^[BES	ST.369]		
Level	Immune To		Type 	
Defense	Weak Agair Fire	nst	Status Immu Darkness Imp Death Berserk Sleep Stop	Poison Petrify Silence Confusio
Steal 	Absorbs Ice Water	Lightning		
Drops Gungnir				

Earth Eater	^[BEST.370]	
Level 97  HP 36000  MP 1400  Attack 70	Immune To	Type 
Defense	Weak Against	Status Immunity Darkness Poison Imp Petrify
Magic Defense 80 Magic Evasion 0 Gil 0 EXP 5000	Holy	Death Silence Sleep
Steal Teleport Stone	Absorbs	
Drops 		
Gargantua =	^[BEST.371]	
Level       85         HP       30000         MP       1500         Attack       67	Immune To	Type Humanoid
Defense 100 Evasion 55		Status Immunity Imp Petrify
Magic 0  Magic Defense 100  Magic Evasion 0	Weak Against Poison	Death Silence Stop
Gil 0 EXP 5000		
Steal 	Absorbs	
Drops Growth Egg		
Malboro Menace	^[BEST.372]	
		П
HP 15000 MP 2000	Immune To	Type 
HP       15000         MP       2000         Attack       13         Defense       144	Immune To	Status Immunity
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 Weak Against Fire	

Hi-Potion Potion Drops Potion	Ice Poison Holy Water	Wind Earth		
Abyss Worm	^[BES	T.373]		
Level 91 HP 34000 MP 60000 Attack 23 Defense 180	Immune To Fire Poison Earth	Wind	Type Status Immu	
Evasion 0  Magic 10  Magic Defense 150  Magic Evasion 0  Gil 0  EXP 5000	Weak Agair Holy	ıst	Darkness Imp Death Berserk Sleep Stop	Petrify Silence Confusion
Steal Elixer	Absorbs Ice			
Drops Phoenix Down				
Dark Behemoth	^[BES	ST.374]		
Level 91 HP 38000 MP 9999 Attack 27	Immune To		Type 	
Defense	Weak Agair Fire		Status Immu Poison Petrify Berserk Sleep Stop	Imp Silence Confusion
Steal Behemoth Suit Phoenix Down Drops Phoenix Down	Absorbs Poison			
Red Dragon		T.375]		
Level	Immune To		Type 	
Defense 150 Evasion 20			Status Immu Darkness	nity Poison

Magic Evasion 10         Gil 0         EXP 0	Ice Water	Death Berserk Sleep Stop	Silence Confusion Slow
Steal X-Ether	Absorbs Fire		
Drops Apocalypse			
Blue Dragon	^[BEST.376]		
Level 97  HP 57000  MP 16000  Attack 40	Immune To	Type 	
Defense 150		Status Immu	unity
Evasion 20		Imp	
Magic 15	Weak Against	Death	Silence
Magic Defense 150	Lightning	Berserk	
Magic Evasion 10		Sleep	Stop
EXP 0			
Steal	Absorbs		
X-Potion	Water		
Drops Save the Queen			
Save the Queen			
Save the Queen	^[BEST.377]		
Save the Queen  Gold Dragon  Level		Туре 	
Save the Queen  Gold Dragon  Level	^[BEST.377]  Immune To	Type  Status Immu	unity
Save the Queen  Gold Dragon  Level 97  HP 60000  MP 18000  Attack 40  Defense 150  Evasion 20	^[BEST.377]  Immune To	Type  Status Immu Darkness	ınity Poison
Save the Queen  Gold Dragon Level	^[BEST.377]  Immune To	Type  Status Immu	unity Poison Petrify
Save the Queen  Gold Dragon  Level 97  HP 60000  MP 18000  Attack 40  Defense 150  Evasion 20  Magic 15  Magic Defense 150  Magic Evasion 10	^[BEST.377]  Immune To  Weak Against	Type Status Immu Darkness Imp Death Berserk	unity Poison Petrify Silence Confusion
Save the Queen  Gold Dragon	^[BEST.377]  Immune To  Weak Against	Type Status Immu Darkness Imp Death	unity Poison Petrify Silence Confusion
Gold Dragon	^[BEST.377]  Immune To  Weak Against	Type Status Immu Darkness Imp Death Berserk Sleep	unity Poison Petrify Silence Confusion
Save the Queen  Gold Dragon  Level 97  HP 60000  MP 18000  Attack 40  Defense 150  Evasion 20  Magic 15  Magic Defense 150  Magic Evasion 10  Gil 0  EXP 0	^[BEST.377]  Immune To  Weak Against Water	Type Status Immu Darkness Imp Death Berserk Sleep	unity Poison Petrify Silence Confusion
Save the Queen  Gold Dragon  Level 97  HP 60000  MP 18000  Attack 40  Defense 150  Evasion 20  Magic 15  Magic Defense 150  Magic Evasion 10  Gil 0  EXP 0  Steal  X-Ether  Drops  Zwill Crossblade	^[BEST.377]  Immune To  Weak Against Water  Absorbs Lightning	Type Status Immu Darkness Imp Death Berserk Sleep Stop	unity Poison Petrify Silence Confusion Slow
Save the Queen  Gold Dragon  Level 97  HP 60000  MP 18000  Attack 40  Defense 150  Evasion 20  Magic 15  Magic Defense 150  Magic Evasion 10  Gil 0  EXP 0  Steal  X-Ether	^[BEST.377]  Immune To  Weak Against Water  Absorbs Lightning	Type Status Immu Darkness Imp Death Berserk Sleep Stop	unity Poison Petrify Silence Confusion Slow

MP 20000			
Attack 40			
Defense 150		Status Immu	nity
Evasion 20		Darkness	Poison
Magic 15	Weak Against	Imp	Petrify
Magic Defense 150	Fire	Death	Silence
Magic Evasion 20		Berserk	Confusio
Gil 0		Sleep	Slow
EXP 0		Stop	
Steal	Absorbs		
	Ice		
Drops			
Final Trump			
Storm Dragon	^[BEST.379]		
= Level 97	Immune To	Type	
HP 62000			
MP 10000			
Attack 40			
Defense 150		Status Immu	nity
Evasion 200		Darkness	Poison
Magic 12	Weak Against	Imp	
Magic Defense 150	Lightning	Death	Silence
Magic Evasion 80	Eignening	Berserk	Confusio
Gil 0		Sleep	Slow
EXP 0		Stop	SIOW
EAT		эсор	
Steal	Absorbs		
Hi-Ether	Wind		
Drops			
Longinus			
2011921140			
-			
Earth Dragon	^[BEST.380]		
Earth Dragon	^[BEST.380]		
Earth Dragon Level		Type	
Earth Dragon Level	^[BEST.380] Immune To		
Earth Dragon	^[BEST.380] Immune To		
Earth Dragon Level 97 HP 58000 MP 24000 Attack 100	^[BEST.380] Immune To	Type 	
Earth Dragon	^[BEST.380] Immune To	Type  Status Immu	nity
Earth Dragon	^[BEST.380]  Immune To	Type  Status Immu Darkness	nity Poison
Earth Dragon	^[BEST.380]  Immune To  Weak Against	Type  Status Immu Darkness Imp	nity Poison Petrify
Earth Dragon	^[BEST.380]  Immune To	Type Status Immu Darkness Imp Death	nity Poison Petrify Silence
Earth Dragon	^[BEST.380]  Immune To  Weak Against	Type Status Immu Darkness Imp Death Berserk	nity Poison Petrify Silence Confusio
Earth Dragon	^[BEST.380]  Immune To  Weak Against	Type Status Immu Darkness Imp Death	nity Poison Petrify Silence
Earth Dragon	^[BEST.380]  Immune To  Weak Against	Type Status Immu Darkness Imp Death Berserk Sleep	nity Poison Petrify Silence Confusio
Earth Dragon	^[BEST.380]  Immune To  Weak Against Wind Water	Type Status Immu Darkness Imp Death Berserk Sleep	nity Poison Petrify Silence Confusio
Earth Dragon	^[BEST.380]  Immune To  Weak Against Wind Water  Absorbs	Type Status Immu Darkness Imp Death Berserk Sleep	nity Poison Petrify Silence Confusio

Skull Dragon	^[BEST.381]	
Level 97 HP 61000 MP 14000 Attack 40	Immune To	Type 
Defense 200		Status Immunity
Evasion 0	Maral Desired	Darkness Poison
Magic       15         Magic Defense       120         Magic Evasion       20         Gil       0         EXP       0	Weak Against Fire Holy	Imp Petrify Death Silence Berserk Confusion Sleep Slow Stop
Steal Holy Water	Absorbs Poison	
Drops Scorpion Tail		
Holy Dragon	^[BEST.382]	
Level 97	Immune To	Туре
HP        55000         MP        22000         Attack        30		
Defense 150 Evasion 10		Status Immunity Darkness Poison
Magic 22	Weak Against	Imp Petrify
Magic Defense 200 Magic Evasion 40	Ice Water	Death Silence Berserk Confusion
Gil 0 EXP 0		Sleep Slow Stop
Steal	Absorbs	
Elixer	Fire	
Drops Zanmato		
Kaiser Dragon	^[BEST.383]	
Level ???	Immune To	Type
HP ???	???	555 TAbe
MP ???		
Attack ???		
Defense ???		Status Immunity
Evasion???		???
Magic ???	Weak Against	
Magic Defense ???	???	
Magic Evasion ??? Gil ???		
GTT ;;;		

EXP ..... ???

			Absorbs			
???			???			
Drops						
333						
Omega We		=	^[BEST.384	<del>[</del> ]		
			Immune To		Туре	
HР MР						
					Status Imm	unity
					Darkness	Poison
Magic			Weak Against		Imp	Petrify
Magic De	rasion				Death Berserk	Silence Confusio
					Sleep	
EXP		0			Stop	
Steal			Absorbs			
Megali	xer					
Drops						
Muraku	ımo					
Muraku	-0					
Muraku	-O					
Muraku	-O   F I N O	A L F A	NTASY VI			
Muraku	-O   F I N O   A P P O	A L F A E N D I X E X	N T A S Y V I			
Muraku	-O	A L F A E N D I X E X	NTASY VI			
Muraku	-O	A L F A E N D I X E X	N T A S Y V I			
Muraku	O	A L F A E N D I X E X	N T A S Y V I			[APPX.000]
Muraku	-O	ALFA ENDIX	NTASY VI			[APPX.000]
Muraku	O	A L F A E N D I X E X	N T A S Y V I	off in the		
Muraku	-O	A L F A E N D I X E X one-stop sl	N T A S Y V I	off in the		[APPX.000]  ything from re in the
Muraku	F I N O   I N D O	A L F A E N D I X E X  one-stop shoances; it at they're ry good char	nop for all the stu 's all here. Relics here as well. Reme	aff in the swork oddlember, if t	game. Every (read moshere's a l:	[APPX.000]  ything from the ist in the
Muraku	F I N O   I N D O	A L F A E N D I X E X one-stop shoances; it	nop for all the stu 's all here. Relics here as well. Reme	aff in the swork oddlember, if t	game. Every (read moshere's a l:	[APPX.000]  ything from re in the ist in the
Muraku	-O	A L F A E N D I X E X One-stop sh Dances; it at they're Ty good cha	nop for all the stu 's all here. Relics here as well. Reme	aff in the s work oddlember, if the here. At	game. Every (read month here's a lany rate,	ything from re in the ist in the here's what
Muraku	FINOO	A L F A E N D I X E X One-stop shoances; it at they're ry good cha appendices Items	nop for all the stu 's all here. Relics here as well. Reme ance you'll find it	aff in the swork oddlember, if there. At	game. Every (read month here's a lany rate,	[APPX.000]  ything from re in the ist in the here's what
Muraku / \	FINDO	A L F A E N D I X E X One-stop sh Dances; it at they're appendices Items Weapons . Armor	nop for all the stu 's all here. Relics here as well. Reme ance you'll find it	aff in the swork oddlember, if the here. At	game. Every (read moshere's a lany rate, lany rate, lappx	ything from re in the ist in the here's what

-> Appendix F: Magic ...... [APPX.006]
-> Appendix G: Bushido ...... [APPX.007]

-> Appendix H: Blitz -> Appendix I: Lore -> Appendix J: Rage -> Appendix K: Dance -> Appendix L: Shop List (World of Balance) -> Appendix M: Shop List (World of Ruin)	[APPX.009] [APPX.010] [APPX.011] [APPX.012]
When browsing, don't forget the carat (^)!	
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	1
/	^[APPX.001]
00	00
This appendix will give you a listing of every item available in mind that this list does NOT include any weapons or armor their own seperate appendix), so only come here if you want to	(they each have o view items.
Item : Potion	
Effect : Restores 50 HP.	
Notes : None	
	+
Notes : None	+
Notes : None + Item : Hi-Potion	+
Notes : None  +  Item : Hi-Potion  Effect : Restores 250 HP.	
Notes : None  +	
Notes : None  +	
Notes : None  +	
Notes : None  t	+
Notes : None  +	+
Notes : None  +	+
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

 ${\tt Effect}$  : 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. +----+ 0-----0 | FINAL FANTASY VI //\\ | APPENDIX B | | / \ | 0------0 | | / \ | 0-----0 | |/ \| | | ^[APPX.002] | 0----0 0----0

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 seperate appendix), so only come here if you want to view weapons.

option. You'll see it in this order: - Throwable Weapons (includes Scrolls) - Daggers (also includes Shadow's short sword weapons) - Swords - Lances - Katanas - Rods - Brushes - Maces (or other thrown weapons) - Cards - Claws - Tools +-----+ THROWABLE WEAPONS +----+ Name : Shuriken Description : Four-pointed ninja throwing star. Damage Type : N/A Use with the Throw command. Equipped by : N/A Strength  $\dots$  + 0 Attack ..... 86 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... 0 Magic Evasion .... + 0 +----+ Name : Fuma Shuriken Description : Five-pointed ninja throwing star. Damage Type : N/A Use with the Throw command. Equipped by : N/A Strength  $\dots$  + 0 Attack ..... 132 Speed ..... + 0 Defense ..... 0 Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... Magic Evasion .... + 0 +----+ Name : Pinwheel Description : Pinwheel with sharp, cutting blades. Use with the Throw command. Damage Type : N/A Equipped by : N/A Strength  $\dots$  + 0 Attack ..... 190 Speed ..... + 0 Defense ..... 0 Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense ....

This appendix is set up like you see on the Item Subscreen after using the Sort

+----+

Name : Flame Scroll Description :

Deals fire damage to all enemies.

Damage Type : Fire Use with the Throw command.

Equipped by : N/A

 ${\tt NOTE}$  : Scrolls don't have actual damage ratings. They're based on the thrower's

Magic rating.

+-----+

Name : Water Scroll Description :

Deals water damage to all enemies.

Damage Type: Water Use with the Throw command.

Equipped by : N/A

NOTE: Scrolls don't have actual damage ratings. They're based on the thrower's

Magic rating.

+----+

Name : Lightning Scroll Description :

Deals lightning damage to all

Damage Type : Lightning enemies. Use with the Throw command.

Equipped by : N/A

 ${\tt NOTE}$  : Scrolls don't have actual damage ratings. They're based on the thrower's

Magic rating.

+-----+

Name : Invisibility Scroll Description :

Grants invisibility when thrown.

Damage Type : N/A Use with the Throw command.

Equipped by : N/A

NOTE: Scrolls don't have actual damage ratings. They're based on the thrower's

Magic rating.

+----+

Name : Shadow Scroll Description :

Creates illusionary images of the

Damage Type: N/A thrower. Use with the Throw command.

Equipped by : N/A

NOTE: Scrolls don't have actual damage ratings. They're based on the thrower's

Magic rating.

+----+

Name : Dagger Description : Light and well-balanced dagger. Damage Type : N/A Equipped by : Terra Locke Shadow Edgar Strago Celes Relm Setzer Mog Gogo Strength  $\dots$  + 0 Attack ..... 26 Speed ..... + 0 Defense ..... Evasion ..... + 0 Stamina  $\dots$  + 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 Damage Type : N/A pure mythril. Equipped by : Terra Locke Shadow Celes Celes Strago Relm Setzer Mog Gogo Strength  $\dots$  + 0 Attack ..... 30 Speed ..... + 0 Defense ..... 0 Stamina .... + 10 Evasion ..... + Magic ..... + 0 Magic Defense .... 0 Magic Evasion .... + 0 Bushido : NO Runic : OK Two-handed : OK +----+ Name : Main Gauche Description : Short dagger that sometimes parries Damage Type : N/A enemy attacks. Equipped by : Locke Strength  $\dots$  + 0 Attack ..... 59 Speed ..... + 4 Defense ..... Stamina  $\dots$  + 0 Evasion ..... + 10 Magic ..... + 0 Magic Defense .... 0 Magic Evasion .... + 0 Bushido : NO Runic : OK Two-handed : OK

+----+

Name : Air Knife Description :

Knife imbued with the power of wind.

Damage Type : Wind

Equipped by : Locke Strago Relm Gogo

 Strength ... + 0
 Attack ... 76

 Speed ... + 0
 Defense ... 0

 Stamina ... + 0
 Evasion ... + 0

 Magic ... + 0
 Magic Defense ... 0

Bushido : NO Runic : OK Two-handed : OK

+----+

Magic Evasion .... + 0

Name: Thief's Knife Description:

Knife that sometimes steals from an

Damage Type : N/A enemy.

Equipped by : Locke Shadow

 Strength ... + 0
 Attack ... ... 88

 Speed ... + 3
 Defense ... 0

 Stamina ... + 0
 Evasion ... + 10

 Magic ... + 0
 Magic Defense ... 0

 Magic Evasion ... + 10

Bushido : NO
Runic : OK
Two-handed : OK

+-----+

Name : Assassin's Dagger Description :

Blade that may randomly dispatch an

Damage Type : N/A enemy in one hit.

Equipped by : Locke Shadow

 Strength ... + 0
 Attack ... 106

 Speed ... + 3
 Defense ... 0

 Stamina ... + 0
 Evasion ... + 10

 Magic ... + 2
 Magic Defense ... 0

Magic Evasion .... + 0

Bushido : NO
Runic : OK
Two-handed : OK

+----+

Name : Man-Eater Description :

Dagger that is especially effective

Damage Type : N/A against humanoids.

Equipped by: Terra Locke Shadow Edgar

	Celes Mog	Strago Gogo	Relm	Setzer
Strength Speed Stamina Magic	+ 0 + 0		Defen Evasi Magic	k 146 se 0 on + 0 Defense 0 Evasion + 10
Bushido : Runic : Two-handed :	OK OK			+
Name : Swordk			Sho	iption : rtsword that sometimes deflects my attacks.
Equipped by :		Shadow		
Strength Speed Stamina Magic	+ 0 + 0 + 0		Defen Evasi Magic	k 164 se 0 on + 30 Defense 0 Evasion + 0
Bushido :				
Runic : Two-handed :				
Two-handed :	OK			+
Two-handed :	OK 		Descr Ble	iption : ssed dagger with the power to
Two-handed :	OK 		Descr Ble	iption :
Two-handed : + Name : Gladiu	OK  is Holy	Locke Strago Gogo	Descr Ble smi Shadow	iption : ssed dagger with the power to te evil foes. Edgar
Two-handed : + Name : Gladiu Damage Type :	OK  Holy  Terra Celes Mog  + 0 + 0 + 0 + 0	Locke Strago	Descr Ble smi Shadow Relm Attac Defen Evasi Magic	iption : ssed dagger with the power to te evil foes. Edgar
Two-handed:  +  Name: Gladiu  Damage Type:  Equipped by:  Strength  Speed  Stamina  Magic  Bushido  Runic :  Two-handed:	OK  Holy  Terra Celes Mog  + 0 + 0 + 0 + 0 CK OK OK	Locke Strago Gogo	Descr Ble smi Shadow Relm Attac Defen Evasi Magic Magic	iption: ssed dagger with the power to te evil foes.  Edgar Setzer  k
Two-handed:  +  Name: Gladiu  Damage Type:  Equipped by:  Strength  Speed  Stamina  Magic  Bushido  Runic :  Two-handed:	OK  Holy  Terra Celes Mog  + 0 + 0 + 0 + 0 CK OK OK	Locke Strago Gogo	Descr Ble smi Shadow Relm Attac Defen Evasi Magic Magic	iption: ssed dagger with the power to te evil foes.  Edgar Setzer  k

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
Damage Type : N/A	wielder's HP dwindles.
Equipped by : Locke	
Strength + 0	Attack 145
Speed + 0	Defense0
Stamina + 0	Evasion + 10
Magic + 0	Magic Defense 0
. 5	Magic Evasion + 0
Bushido : NO	
Runic : OK	
Two-handed : OK	
+	+
Name : Kunai	Description :  Basic, straight-bladed ninia dagger
	Description : Basic, straight-bladed ninja dagger.
Name : Kunai  Damage Type : N/A	-
	-
Damage Type : N/A Equipped by : Shadow	Basic, straight-bladed ninja dagger.
Damage Type : N/A  Equipped by : Shadow  Strength + 0	Basic, straight-bladed ninja dagger.  Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0  Speed + 0	Basic, straight-bladed ninja dagger.  Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0  Speed + 0  Stamina + 0	Basic, straight-bladed ninja dagger.  Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0  Speed + 0	Basic, straight-bladed ninja dagger.  Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0  Speed + 0  Stamina + 0	Basic, straight-bladed ninja dagger.  Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0  Speed + 0  Stamina + 0  Magic + 0	Basic, straight-bladed ninja dagger.  Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0  Speed + 0  Stamina + 0  Magic + 0  Bushido : NO	Basic, straight-bladed ninja dagger.  Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK	Basic, straight-bladed ninja dagger.  Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0  Speed + 0  Stamina + 0  Magic + 0  Bushido : NO	Basic, straight-bladed ninja dagger.  Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK	Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK	Basic, straight-bladed ninja dagger.  Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK	Attack 82 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK	Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK	Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK	Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK	Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK  +	Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK  +	Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK  +	Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK  +	Attack
Damage Type : N/A  Equipped by : Shadow  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Bushido : NO Runic : OK Two-handed : OK  +	Attack

Bushido : NO Runic : OK Two-handed : OK +----+ Name : Sakura Description : Ninja sword imbued with the power of Damage Type : Wind wind. Equipped by : Shadow Attack ..... 112 Strength  $\dots$  + 0 Defense ..... 0 Speed ..... + 0 Stamina  $\dots$  + 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 Damage Type : N/A famous ninja. Equipped by : Terra Locke Shadow Edgar Celes Strago Relm Setzer Gogo Mog Strength  $\dots$  + 0 Attack ..... 121 Speed ..... + 0 Defense ..... 0 Stamina .... + 0 Evasion ..... + 0 Magic Defense .... Magic ..... + 0 Magic Evasion .... + 0 Bushido : NO Runic : OK Two-handed : OK +----+ Name : Ichigeki Description : May randomly dispatch an enemy in one Damage Type : N/A hit.

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 Damage Type : N/A striking an enemy. Equipped by : Shadow Strength  $\dots$  + 0 Attack ..... 220 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic Defense .... 0 Magic ..... + 0 Magic Evasion  $\dots$  + 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  $\dots$  + 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 +-----+ SWORDS +----+ Name : Excalipoor Description : Legendary holy sword ... ? Damage Type : N/A Equipped by : Terra Locke Edgar Celes Strength  $\dots$  + 0 Attack ..... Speed ..... + 0 Defense ..... Stamina  $\dots$  + 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  $\dots$  + 0 Attack ..... 38 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... 0 Magic Evasion .... + 0 Bushido : OK Runic : OK Two-handed : OK Name : Flametongue Description : Sword that may cast Fire upon Damage Type : Fire striking an enemy. Equipped by: Terra Locke Edgar Celes Strength  $\dots$  + 0 Attack ..... 108 Defense ..... 0 Speed ..... + 0 Stamina .... + 0 Evasion ..... + 0 Magic ..... + 2 Magic Defense .... 0 Magic Evasion .... + 0 Bushido : OK
Runic : OK Two-handed : OK +----+ Name : Icebrand Description : Sword that may cast Blizzard upon Damage Type : Ice striking an enemy. Equipped by: Terra Locke Edgar Celes Strength  $\dots$  + 0 Attack ..... 108 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic ..... + 2 Magic Defense .... 0 Magic Evasion  $\dots$  + 0 Bushido : OK Runic : OK Two-handed : OK +----+ Name : Thunder Blade Description :

Sword that

Sword that may cast Thunder upon

Damage Type : Lightning striking an enemy.

=4a1ppoa 21 . 1011a	Locke	Edgar Celes
Strength + 0 Speed + 0 Stamina + 0 Magic + 2		Attack
Bushido : OK Runic : OK Two-handed : OK		
Name : Blood Sword  Damage Type : N/A		Description :  Sword that absorbs HP from its  victims.
Equipped by : Terra	Locke	Edgar Celes
Strength + 0 Speed + 0 Stamina + 0 Magic + 0		Attack
Bushido : OK Runic : OK Two-handed : OK		
Name : Soul Sabre		Description :  Drains MP and may cast Death upon
Damage Type : N/A		striking an enemy.
Equipped by : Terra	Locke	Edgar Celes
Strength + 0         Speed + 0         Stamina + 0		Attack
Magic + 0		Magic Evasion + 0
Bushido : OK Runic : OK Two-handed : OK		
Bushido : OK Runic : OK Two-handed : OK  + Name : Falchion		Magic Evasion + 0  Description: Single-edged sword that sometimes blocks attacks.
Bushido : OK Runic : OK Two-handed : OK		Description : Single-edged sword that sometimes

```
Magic Evasion .... + 0
```

Bushido : OK
Runic : OK
Two-handed : OK

+----+

Name: Ragnarok Description:

Sword that may cast Flare upon

 $\label{eq:defDamage} \mbox{Damage Type : $N/A$} \qquad \qquad \mbox{striking an enemy.}$ 

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.

Damage Type : N/A Randomly casts Holy.

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

Damage Type : N/A its wielder's HP.

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

+----+ Name : Great Sword Description : Thick, broad-bladed sword. Damage Type : N/A Equipped by : Terra Edgar Celes Strength  $\dots$  + 0 Attack ..... 54 Speed ..... + 0 Defense ..... Stamina  $\dots$  + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... Magic Evasion .... + 0 Bushido : OK Runic : OK Two-handed : OK Name : Rune Blade Description : Sword that draws MP from its wielder Damage Type : N/A deal criticals. Equipped by : Terra Edgar Celes Strength  $\dots$  + 0 Attack ..... 55 Defense ..... 0 Speed ..... + 0 Stamina  $\dots$  + 0 Evasion ..... + 10 Magic ..... + 0 Magic Defense .... 0 Magic Evasion .... + 0 Bushido : OK
Runic : OK Two-handed : OK +----+ Name : Organyx Description : Organic blade that uses MP to deal Damage Type : N/A criticals. May break. Equipped by: Terra Edgar Celes Strength  $\dots$  + 0 Attack ..... 182 Speed ..... + 0 Defense ..... Stamina  $\dots$  + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... 0 Magic Evasion  $\dots$  + 0 Bushido : OK Runic : OK Two-handed : OK +----+ Name : Zantetsuken Description : May randomly dispatch an enemy in one

hit. Damage Type : N/A

Equipped by . Tella	Cyan	Eugal	Celes
Strength + 0		Atta	ck 208
Speed + 0			
Stamina + 0			ion + 0
Magic + 0		_	c Defense 0
		Magi	c Evasion + 0
Bushido : OK			
Runic : OK			
Two-handed : OK			
iwo-nanded . Ok			
Name : Apocalypse		Desc	ription :
			ghty blade forged in a bygone age.
Damage Type : N/A			
1 11 1	Locke	Shadow	Edgar
Celes	Strago	Relm	Setzer
Mog	Gogo		
Strength + 7		Atta	zk 250
Speed + 0			nse 0
Stamina + 0			ion + 20
Magic + 7			c Defense 0
		Magi	c Evasion + 20
Bushido : OK			
Runic : OK			
Two-handed : OK			
Name : Save the Queen		Desc:	ription :
2			easured sword of a renowned
Damage Type : N/A			neral.
Damage Type : 11/11		90.	.0141.
Equipped by : Celes			
Strength + 0		Atta	ck 240
Speed + 4			nse 0
Stamina + 3			ion + 40
Magic + 7			c Defense 0
		Magi	c Evasion + 40
Bushido : OK			
Runic : OK			
Two-handed : OK			
Two nanaca . On			
LANCES			
Name : Mythril Spear			ription :
		Sin	mple spear forged from mythril.
Damago Timo · NI/A			

Equipped by : Terra Cyan Edgar Celes

Damage Type : N/A

70
Attack 70
Defense 0
Evasion + 0
Magic Defense 0  Magic Evasion + 0
magic Evasion + 0
Description : Three-pronged military spear.
iniee-pronged military spear.
Attack 93
Defense 0
Evasion + 0
Magic Defense 0
Magic Evasion + 0
Description :  Heavy lance used primarily by mounted
Description :
Description :  Heavy lance used primarily by mounted
Description :  Heavy lance used primarily by mounted soldiers.
Description :  Heavy lance used primarily by mounted soldiers.
Description:  Heavy lance used primarily by mounted soldiers.  Attack
Description:  Heavy lance used primarily by mounted soldiers.  Attack
Description:  Heavy lance used primarily by mounted soldiers.  Attack
Description:  Heavy lance used primarily by mounted soldiers.  Attack
Description:  Heavy lance used primarily by mounted soldiers.  Attack
Description:  Heavy lance used primarily by mounted soldiers.  Attack
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Description:  Heavy lance used primarily by mounted soldiers.  Attack
Description:  Heavy lance used primarily by mounted soldiers.  Attack
Description: Heavy lance used primarily by mounted soldiers.  Attack
Description: Heavy lance used primarily by mounted soldiers.  Attack
Description: Heavy lance used primarily by mounted soldiers.  Attack
Description:  Heavy lance used primarily by mounted soldiers.  Attack

```
Magic Evasion .... + 0
```

Bushido : NO
Runic : OK
Two-handed : OK

+----+

Name : Holy Lance Description :

Lance that may cast Holy upon

Damage Type : Holy striking an enemy.

Equipped by : Edgar Mog

 Strength ... + 0
 Attack ... 194

 Speed ... + 0
 Defense ... 0

 Stamina ... + 0
 Evasion ... + 0

 Magic ... + 3
 Magic Defense ... 0

 Magic Evasion ... + 0

Bushido : NO
Runic : OK
Two-handed : OK

+----+

Name : Golden Spear Description :

Decorative spear with a golden tip.

Damage Type : N/A

Equipped by : Edgar Mog

 Strength ... + 0
 Attack ... 139

 Speed ... + 0
 Defense ... 0

 Stamina ... + 0
 Evasion ... + 0

 Magic ... + 0
 Magic Defense ... 0

 Magic Evasion ... + 0

Bushido : NO Runic : OK Two-handed : OK

+-----

Name : Radiant Lance Description :

Mighty spear that glows with an inner

Damage Type : N/A light.

Equipped by : Edgar Mog

 Strength ... + 3
 Attack ... ... 227

 Speed ... + 2
 Defense ... ... 0

 Stamina ... + 1
 Evasion ... + 0

 Magic ... + 3
 Magic Defense ... 0

 Magic Evasion ... + 0

Bushido : NO
Runic : OK
Two-handed : OK

+----+ Name : Gungnir Description : Legendary lance of the gods. Damage Type : N/A Equipped by : Edgar Mog Strength  $\dots$  + 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 Damage Type : N/A over the world. Equipped by : Edgar Mog Attack ..... 235 Strength  $\dots$  + 7 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 Damage Type : N/A used by imps. Equipped by : Terra Locke Cyan Shadow Strago Edgar Sabin Celes Relm Setzer Mog Gau Gogo Strength  $\dots$  + 0 Attack ..... 253 Speed ..... + 0 Defense ..... 0 Stamina  $\dots$  + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... Magic Evasion .... + 0 Bushido : NO Runic : OK Two-handed : OK +-----+

K A T A N A S

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
Damage Type : N/A	use.
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
Damage Type : N/A	scabbard motif.
Equipped by : Cyan	
Strength + 0	Attack 81
Speed + 0	Defense0
Stamina + 0	Evasion + 0
Magic + 0	Magic Defense 0
	Magic Evasion + 0
Bushido : OK	
Runic : OK	
Two-handed : OK	
Name : Kazekiri	Description:
Damage Type · Wind	May invoke a razor gale upon striki:
uamade Type • Wind	an enemy

Damage Type : Wind

an enemy.

```
Equipped by : Cyan
 Strength \dots + 0
                               Attack ..... 101
                               Defense ..... 0
 Speed ..... + 0
 Stamina \dots + 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
 Damage Type : N/A
                                 enemy attacks.
 Equipped by : Cyan
                               Attack ..... 110
 Strength \dots + 0
 Speed ..... + 0
                               Defense ..... 0
                               Evasion ..... + 10
 Stamina .... + 0
                               Magic Defense .... 0
 Magic ..... + 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 \dots + 0
                               Attack ..... 162
 Speed ..... + 0
                               Defense .....
 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
 Damage Type : N/A
                                 War of the Magi.
 Equipped by : Cyan
                               Attack ..... 199
 Strength \dots + 0
 Speed ..... + 0
                               Defense ..... 0
 Stamina \dots + 0
                               Evasion ..... + 0
```

```
Magic \dots + 0
                             Magic Defense ....
                             Magic Evasion .... + 0
 Bushido
Runic
         : OK
         : OK
 Two-handed : OK
+----+
 Name : Mutsunokami
                             Description :
                               Mysterious katana that sometimes
 Damage Type : N/A
                               deflects attacks.
 Equipped by : Cyan
 Strength \dots + 0
                             Attack ..... 215
 Speed ..... + 0
                             Defense .....
 Stamina .... + 0
                             Evasion ..... + 20
                             Magic Defense .... 0
 Magic ..... + 0
                             Magic Evasion .... + 0
 Bushido : OK
 Runic : OK
 Two-handed : OK
+----+
 Name : Zanmato
                             Description :
                               Legendary katana tempered in the
 Damage Type : Holy
                               depths of the earth.
 Equipped by : Cyan
 Strength \dots + 7
                             Attack ..... 245
 Speed ..... + 0
                             Defense ..... 0
 Stamina \dots + 7
                             Evasion ..... + 30
                             Magic Defense .... 0
 Magic ..... + 0
                             Magic Evasion .... + 0
 Bushido : OK
         : OK
 Runic
 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 \dots + 0
                             Attack ..... 60
 Speed ..... + 0
                             Defense ..... 0
 Stamina \dots + 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 \dots + 0
                              Attack ..... 79
 Speed ..... + 0
                              Defense .....
 Stamina .... + 0
                             Evasion ..... + 0
 Magic ..... + 0
                              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 \dots + 0
                              Attack ..... 79
 Speed ..... + 0
                              Defense ..... 0
                              Evasion ..... + 0
 Stamina .... + 0
 Magic ..... + 0
                              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 \dots + 0
                              Attack ..... 79
 Speed ..... + 0
                              Defense .....
 Stamina .... + 0
                              Evasion ..... + 0
                              Magic Defense .... 0
 Magic ..... + 0
                              Magic Evasion .... + 0
 Bushido : NO
 Runic
         : NO
 Two-handed : OK
```

+----+

Name : Poison Rod Description :

Rod containing the power of Poison.

Damage Type : Poison

Equipped by : Strago Relm Gogo

 Strength ... + 0
 Attack ... ... 86

 Speed ... + 0
 Defense ... 0

 Stamina ... + 0
 Evasion ... + 0

 Magic ... + 0
 Magic Defense ... 0

Magic Evasion .... + 0

Bushido : NO Runic : NO Two-handed : OK

+----+

Name : Holy Rod Description :

Rod containing the power of Holy.

Damage Type : Holy

Equipped by : Strago Relm Gogo

 Strength ... + 0
 Attack ... 124

 Speed ... + 0
 Defense ... 0

 Stamina ... + 0
 Evasion ... + 0

 Magic ... + 0
 Magic Defense ... 0

 Magic Evasion ... + 0

Bushido : NO Runic : NO Two-handed : OK

+----+

Name : Gravity Rod Description :

Rod containing the power of Graviga.

Damage Type : Gravity

Equipped by : Strago Relm Gogo

 Strength ... + 0
 Attack ... 120

 Speed ... + 0
 Defense ... 0

 Stamina ... + 0
 Evasion ... + 0

 Magic ... + 0
 Magic Defense ... 0

 Magic Evasion ... + 0

Bushido : NO Runic : NO Two-handed : OK

+----+

Name: Punisher Description:

Rod that draws MP from its wielder to

Damage Type : N/A deal criticals.

Equipped by : Strago Relm Gogo

Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack
Bushido : NO Runic : NO Two-handed : OK	
+	+
Name : Magus Rod	Description :  Rod that boosts its wielder's magic.
Damage Type : N/A	
Equipped by : Strago Relm	Gogo
Strength + 0 Speed + 0 Stamina + 0 Magic + 7	Attack
Bushido : NO Runic : NO Two-handed : OK	
+	+
Name : Stardust Rod	Description :  Legendary rod tipped with a swirling
Damage Type : N/A	orb of stardust.
Equipped by : Strago	
Strength + 0 Speed + 0 Stamina + 4 Magic + 7	Attack
Bushido : NO Runic : NO Two-handed : OK	
+	+
Name : Healing Rod	Description :  Rod that restores HP to whomever it
Damage Type : N/A	taps.
Equipped by : Strago Relm	Gogo
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack

```
Bushido : NO Runic : NO
 Two-handed : OK
+----+
 BRUSHES
+----+
 Name : Chocobo Brush
                            Description :
                             Vintage paintbrush
 Damage Type : N/A
 Equipped by : Relm
 Strength \dots + 0
                           Attack ..... 60
                           Defense ..... 0
 Speed ..... + 0
 Stamina .... + 0
                           Evasion ..... + 0
 Magic ..... + 1
                           Magic Defense ....
                            Magic Evasion .... + 0
 Bushido : NO Runic : NO
 Two-handed : OK
+----+
 Name : Da Vinci Brush
                            Description :
                             Standard artist's paintbrush.
 Damage Type : N/A
 Equipped by : Relm
                            Attack ..... 100
 Strength \dots + 0
 Speed ..... + 1
                           Defense .....
 Stamina .... + 0
                           Evasion ..... + 0
 Magic ..... + 1
                            Magic Defense .... 0
                            Magic Evasion .... + 0
 Bushido : NO
 Runic : NO
 Two-handed : OK
+----+
 Name : Magical Brush
                           Description :
                             Paintbrush that enhances the user's
 Damage Type : N/A
                             abilities.
 Equipped by : Relm
 Strength \dots + 0
                            Attack ..... 130
 Speed ..... + 1
                           Defense ..... 0
 Stamina \dots + 1
                            Evasion ..... + 0
 Magic ..... + 1
                            Magic Defense .... 0
                            Magic Evasion .... + 0
```

Bushido : NO

```
Two-handed : OK
+----+
 Name : Rainbow Brush
                            Description :
                             Paintbrush with a beautifully
 Damage Type : N/A
                             patterned handle.
 Equipped by : Relm
 Strength \dots + 1
                            Attack ..... 146
 Speed ..... + 2
                            Defense .....
 Stamina \dots + 1
                            Evasion ..... + 0
 Magic ..... + 2
                            Magic Defense .... 0
                            Magic Evasion .... + 0
 Bushido : NO
 Runic
         : NO
 Two-handed : OK
+----+
 Name : Angel Brush
                            Description :
                             Mysterious brush made from an angel's
 Damage Type : N/A
                             quill.
 Equipped by : Relm
                            Attack ..... 170
 Strength \dots + 0
                            Defense .....
 Speed ..... + 7
 Stamina \dots + 0
                            Evasion ..... + 0
 Magic ..... + 7
                            Magic Defense .... 0
                            Magic Evasion .... + 0
 Bushido : NO
        : NO
 Runic
 Two-handed : OK
+----+
 M A C E S
+----+
 Name : Chain Flail
                            Description :
                             Spiked steel ball connected by chain
 Damage Type : N/A
                             to a handle.
 Equipped by : Terra
                 Celes Strago Relm
           Gogo
                            Attack ..... 86
 Strength \dots + 0
 Speed ..... + 0
                            Defense ..... 0
 Stamina \dots + 0
                            Evasion ..... + 0
 Magic ..... + 0
                            Magic Defense ....
                            Magic Evasion .... + 0
 Bushido : NO
 Runic
         : NO
```

Runic

: NO

Two-handed : OK +----+ Name : Moonring Blade Description : Steel throwing ring with a sharpened Damage Type : N/A outer edge. Equipped by : Locke Strength  $\dots$  + 0 Attack ..... 95 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... Magic Evasion  $\dots$  + 0 Bushido : NO Runic : NO Two-handed : NO +----+ Name : Morning Star Description : Weapon with a heavy, steel ball at Damage Type : N/A the end of its chain. Equipped by : Terra Celes Strago Relm Gogo Attack ..... 109 Strength  $\dots$  + 0 Defense ..... 0 Speed ..... + 0 Stamina  $\dots$  + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... 0 Magic Evasion .... + 0 Bushido : NO : NO Runic Two-handed : OK +----+ Name : Boomerang Description : Curved, wooden throwing weapon. Damage Type : N/A Equipped by : Terra Locke Shadow Edgar Strago Relm Setzer Celes Mog Gogo Strength  $\dots$  + 0 Attack ..... 102 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic Defense .... 0 Magic ..... + 0 Magic Evasion  $\dots$  + 0 Bushido : NO Runic : NO

+----+

Two-handed : NO

Name : Hawkeye Description : Versatile weapon that can be swung or Damage Type : N/A thrown. Equipped by : Locke Strength  $\dots$  + 0 Attack ..... 111 Speed ..... + 0 Defense ..... 0 Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... 0 Magic Evasion .... + 0 Bushido : NO Runic : NO Two-handed : NO +----+ Name : Rising Sun Description : Steel throwing ring with a serrated Damage Type : N/A outer edge. Equipped by : Locke Strength  $\dots$  + 0 Attack ..... 117 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic Defense .... 0 Magic ..... + 0 Magic Evasion .... + 0 Bushido : NO Runic : NO Two-handed : NO +----+ Name : Boner Club Description : Bone club covered in beautiful Damage Type : N/A engravings. Equipped by : Umaro Attack ..... 151 Strength  $\dots$  + 0 Speed ..... + 0 Defense ..... 0 Evasion ..... + 0 Stamina  $\dots$  + 0 Magic ..... + 0 Magic Defense .... 0 Magic Evasion  $\dots$  + 0 Bushido : NO Runic : NO Two-handed : OK +----+ Name : Sniper Description : Throwing weapon that can also be held Damage Type : N/A and swung.

Equipped by: Terra Locke Shadow Edgar

	Mod	Strago Gogo	Reim Setzer	
	ر -	<del>J -</del>		
Strength	+ 0		Attack 172	
Speed	+ 0		Defense0	
Stamina	+ 0		Evasion + 0	
Magic	+ 0		Magic Defense 0	
			Magic Evasion + 0	
Bushido :	NO			
Runic :	-			
Two-handed:	-			
+				+
Name : Wing Ed	dge		Description :	
			Boomerang that may dispatch an	enemy
Damage Type :	N/A		in one hit.	
Equipped by :	Locke			
Strength	+ 7		Attack 198	
Speed			Defense 0	
Stamina			Evasion + 0	
Magic			Magic Defense 0	
114910	' 2		Magic Evasion + 0	
			nagie Evasion v	
Bushido :	NO			
Runic :	NO			
Two-handed :	NO			
+				+
Name : Scorpic	on Tail		Description :	
			Flail shaped like a stinger and	d
Damage Type :	Poison		enchanted with Bio.	
Equipped by :	Gogo			
Strength	+ 4		Attack 225	
Speed			Defense 0	
Stamina			Evasion + 0	
Magic			Magic Defense 0	
			Magic Evasion + 0	
Bushido :	NO			
Runic :				
Two-handed:				
+				+
C A R D S				
+				+
Name C			Danadation	
Name : Cards			Description:	+ h c
Domestic E.	NT / 7		Deck of playing cards sporting	tne
Damage Type :	N/A		mark of a casino.	

Equipped by : Setzer

Celes Strago Relm Setzer

Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack
Bushido : NO Runic : NO Two-handed : NO	
+	+
Name : Darts	Description : Darts modified for use as weapons.
Damage Type : N/A	
Equipped by : Setzer	
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack
Bushido : NO Runic : NO Two-handed : NO	
+	+
Name : Viper Darts	Description :  Darts that may randomly dispatch an
Damage Type : N/A	enemy in one hit.
Equipped by : Setzer	
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack
Bushido : NO Runic : NO Two-handed : NO	
Name : Death Tarot	Description :  Cards that may cast Death upon
Damage Type : N/A	striking an enemy.
Equipped by : Setzer	
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack

```
Bushido : NO Runic : NO
 Two-handed : NO
+----+
 Name : Final Trump
                               Description :
                                 Legendary gambler's lucky deck.
 Damage Type : N/A
 Equipped by : Setzer
 Strength \dots + 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
 Damage Type : N/A
                                 the higher they roll.
 Equipped by : Setzer
 Strength \dots + 0
                               Attack ..... ???
 Speed ..... + 0
                               Defense ..... 0
                               Evasion ..... + 0
 Stamina .... + 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
 Damage Type : N/A
                                 the higher they roll.
 Equipped by : Setzer
 Strength \dots + 0
                               Attack ..... ???
 Speed ..... + 0
                                Defense .....
 Stamina .... + 0
                               Evasion ..... + 0
 Magic ..... + 0
                               Magic Defense .... 0
                                Magic Evasion \dots + 0
 Bushido : NO
 Runic
          : NO
 Two-handed : NO
```

+----+

Name : Metal Knuckles	Description :  Iron knuckles that put extra weight
Damage Type : N/A	behind a punch.
Equipped by : Sabin	
Strength + 0	Attack 55
Speed + 0	Defense 0
Stamina + 0	Evasion + 0
Magic + 0	Magic Defense 0 Magic Evasion + 0
Bushido : NO	
Runic : NO	
Two-handed : NO	
Name : Mythril Claws	Description :  Mythril fighting claws.
Damage Type : N/A	
Equipped by : Sabin	
Strength + 0	Attack 65
Speed + 0	Defense 0
Stamina + 0	Evasion + 0
Magic + 0	Magic Defense 0
	Magic Evasion + 0
Bushido : NO	
Runic : NO	
Two-handed : NO	
	Decembel on .
Name : Kaiser Knuckles	Description :  Set of spiked knuckles imbued with
Damage Type : Holy	holy might.
Equipped by : Sabin	
Strength + 0	Attack 83
Speed + 0	Defense 0
Stamina + 0	Evasion + 0
Magic + 0	Magic Defense 0 Magic Evasion + 0
Bushido : NO	
Runic : NO	
Two-handed : NO	

Name : Venom Claws Description :

Claws that may cast Poison upon Damage Type : Poison striking an enemy. Equipped by : Sabin Strength  $\dots$  + 0 Attack ..... 95 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... Magic Evasion .... + 0 Bushido : NO Runic : NO Two-handed : NO +----+ Name : Burning Fist Description : Knuckles that may cast Fire upon Damage Type : Fire striking an enemy. Equipped by : Sabin Strength  $\dots$  + 0 Attack ..... 122 Speed ..... + 0 Defense ..... 0 Stamina .... + 0 Evasion ..... + 0 Magic ..... + 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  $\dots$  + 2 Attack ..... 188 Speed ..... + 0 Defense ..... 0 Stamina .... + 0 Evasion ..... + 0 Magic ..... + 1 Magic Defense .... 0 Magic Evasion  $\dots$  + 0 Bushido : NO Runic : NO Two-handed : NO +-----+

Name : Tigerfang Description :

Long, incredibly sharp fighting

Damage Type : N/A claws.

Equipped by : Sabin

Strength .... + 3 Attack ...... 215

Speed ..... + 2 Defense ..... Stamina  $\dots$  + 2 Evasion ..... + 0 Magic ..... + 3 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  $\dots$  + 7 Attack ..... 220 Speed ..... + 3 Defense ..... 0 Stamina .... + 7 Evasion ..... + 0 Magic Defense .... 0 Magic ..... + 0 Magic Evasion .... + 0 Bushido : NO Runic : NO Two-handed : NO +----+ 0-----0 | FINAL FANTASY VI 0-----0 //\\ | APPENDIX C | | / \ | 0------0 | |/ \| | | ^[APPX.003] | 0----0 0----0 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 seperate 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 +-----+

```
+----+
 Name : Cursed Shield
                              Description :
                                Bloodstained shield that inflicts
 Halves :
                                various status ailments.
  N/A
                              Equipped by :
                                Terra Locke Cyan
Edgar Sabin Celes
 Negates :
                                                      Shadow
                                                      Strago
  N/A
                                Relm Setzer Mog
                                                       Gau
 Absorbs :
                                Gogo
  N/A
 Increases :
  Water Earth Poison
  Lightning Ice
                  Fire
 Strength .... - 7
                              Attack .....
                              Defense .....
 Speed ..... - 7
 Stamina .... - 7
                             Evasion ..... + 0
 Magic ..... - 7
                              Magic Defense .... 0
                              Magic Evasion \dots + 0
+----+
 Name : Buckler
                              Description :
                                Light and simple shield.
 Halves:
  N/A
                              Equipped by :
                               Terra Locke Cyan
Edgar Sabin Celes
Relm Setzer Mog
 Negates :
                                                      Shadow
  N/A
                                                      Strago
                                                       Gau
 Absorbs :
                                Gogo
  N/A
 Increases :
  N/A
 Strength \dots + 0
                              Attack ..... 0
                              Defense ..... 16
 Speed ..... + 0
 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
                              Equipped by :
                                Terra Locke Cyan Edgar
 Negates :
  N/A
                                Celes
                                      Setzer
 Absorbs :
  N/A
 Increases :
```

N/A

Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack 0 Defense 22 Evasion + 10 Magic Defense 14 Magic Evasion + 0
Name : Mythril Shield Halves :	Description :  Elegant and lightweight shield forged from mythril.
N/A	TIOM My CHITT.
	Equipped by :
Negates :	Terra Locke Cyan Shadow
N/A	Edgar Sabin Celes Strago
Absorbs : N/A	Relm Setzer Mog Gau Gogo
Increases:	
N/A	
Strength $\dots$ + 0	Attack 0
Speed + 0	Defense 27
Stamina + 0	Evasion + 10
Magic + 0	Magic Defense 18
	Magic Evasion + 0
	+
Name : Golden Shield  Halves : N/A  Negates : N/A	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog
Name : Golden Shield  Halves : N/A  Negates :	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes
Name : Golden Shield  Halves : N/A  Negates : N/A  Absorbs :	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes
Name : Golden Shield  Halves :     N/A  Negates :     N/A  Absorbs :     N/A  Increases :     N/A	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes
Name : Golden Shield  Halves :     N/A  Negates :     N/A  Absorbs :     N/A  Increases :     N/A  Strength + 0	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog
Name : Golden Shield  Halves : N/A  Negates : N/A  Absorbs : N/A  Increases : N/A  Strength + 0	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog
Name : Golden Shield  Halves : N/A  Negates : N/A  Absorbs : N/A  Increases : N/A  Strength + 0  Speed + 0	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog  Attack
Name : Golden Shield  Halves : N/A  Negates : N/A  Absorbs : N/A  Increases : N/A  Strength + 0  Speed + 0  Stamina + 0	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog  Attack 0 Defense 34 Evasion + 10
Name : Golden Shield  Halves : N/A  Negates : N/A  Absorbs : N/A  Increases : N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog  Attack 0 Defense 34 Evasion + 10 Magic Defense 23
Name : Golden Shield  Halves : N/A  Negates : N/A  Absorbs : N/A  Increases : N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog  Attack 0 Defense 34 Evasion + 10 Magic Defense 23 Magic Evasion + 0
Name : Golden Shield  Halves : N/A  Negates : N/A  Absorbs : N/A  Increases : N/A  Strength + 0  Speed + 0  Magic + 0  Name : Diamond Shield	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog  Attack 0 Defense 34 Evasion + 10 Magic Defense 23 Magic Evasion + 0  Description: Baroque shield with large inlaid
Name : Golden Shield  Halves : N/A  Negates : N/A  Absorbs : N/A  Increases : N/A  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Name : Diamond Shield  Halves :	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog  Attack 0 Defense 34 Evasion + 10 Magic Defense 23 Magic Evasion + 0
Name : Golden Shield  Halves : N/A  Negates : N/A  Absorbs : N/A  Increases : N/A  Strength + 0  Speed + 0  Magic + 0  Name : Diamond Shield	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog  Attack 0 Defense 34 Evasion + 10 Magic Defense 23 Magic Evasion + 0  Description: Baroque shield with large inlaid diamonds.
Name : Golden Shield  Halves : N/A  Negates : N/A  Absorbs : N/A  Increases : N/A  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Name : Diamond Shield  Halves :	Description: Brilliant shield made of solid gold.  Equipped by: Terra Cyan Edgar Celes Setzer Mog  Attack 0 Defense 34 Evasion + 10 Magic Defense 23 Magic Evasion + 0  Description: Baroque shield with large inlaid

```
Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                               Attack .....
 Speed ..... + 0
                               Defense ..... 40
 Stamina \dots + 0
                               Evasion ..... + 10
 Magic ..... + 0
                               Magic Defense .... 27
                               Magic Evasion .... + 0
+-----
 Name : Flame Shield
                               Description :
                                 Shield containing the power of
 Halves:
                                 Firaga.
  N/A
                               Equipped by :
                                 Terra Locke Cyan
Edgar Sabin Celes
 Negates :
                                                        Shadow
  Ice
                                                         Strago
                                 Relm Setzer Mog
                                                         gau
 Absorbs :
                                 Gogo
  Fire
 Increases :
  Water
 Strength \dots + 0
                               Attack ..... 0
 Speed ..... + 0
                               Defense ..... 41
 Stamina \dots + 0
                               Evasion ..... + 20
 Magic ..... + 0
                               Magic Defense .... 28
                               Magic Evasion .... + 10
                               Fira
                                            : x 5
+----+
 Name : Ice Shield
                               Description :
                                 Shield containing the power of
 Halves :
                                 Blizzaga.
  N/A
                               Equipped by :
 Negates :
                                 Terra Locke
                                               Cyan
                                                         Shadow
                                 Edgar Sabın
Palm Setzer Mog
                                               Celes
  Fire
                                                         Strago
                                                         gau
 Absorbs :
  Ice
 Increases :
  Wind
                               Attack .....
 Strength \dots + 0
 Speed ..... + 0
                               Defense ..... 42
                               Evasion ..... + 20
 Stamina .... + 0
                               Magic Defense .... 28
 Magic ..... + 0
                               Magic Evasion .... + 10
```

Blizzara : x 5

Name : Thunder Shield	Description :
	Shield containing the power of
Halves :	Thundaga.
Ice Fire	
	Equipped by :
Negates:	Terra Locke Cyan Shadow
Wind	Edgar Sabin Celes Strago
Ab combo	Relm Setzer Mog gau
Absorbs : Lightning	Gogo
Ergitening	
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 repela
Halves:	magic attacks.
N/A	Danish and law.
Nogotog	Equipped by :  Terra Locke Cyan Shadow
Negates : N/A	Edgar Sabin Celes Strago
N/ A	Relm Setzer Mog gau
Absorbs :	Gogo
N/A	
Increases :	
N/A	
Ghuanath A	
Strength + 0	Attack 0
Speed + 0	Defense 46 Evasion + 20
Stamina + 0 Magic + 0	Magic Defense 52
ragic t	Magic Evasion + 40
	-
	Description :
Name : Crystal Shield	<del>-</del>
Name : Crystal Shield	Glimmering shield cut from a single,
	Glimmering shield cut from a single, enormous crystal.
Halves :	
Halves : N/A	enormous crystal.
Halves :	enormous crystal.  Equipped by :
Halves: N/A Negates: N/A	enormous crystal.  Equipped by :  Terra Cyan Edgar Celes
Halves : N/A Negates :	enormous crystal.  Equipped by :  Terra Cyan Edgar Celes

Ice

Fire

Strength + 0	Attack 0
Speed + 0	Defense 50
Stamina + 0	Evasion + 10
Magic + 0	Magic Defense 34
	Magic Evasion + 0
Name : Genji Shield	Description : Ancient shield from a foreign land
Halves : N/A	
	Equipped by :
Negates :	Terra Locke Cyan Shad
N/A	Edgar Sabin Celes Stra Relm Setzer Mog Gau
Absorbs :	Gogo
N/A	
Increases:	
N/A	
Strength + 0	Attack 0
Speed + 0	Defense 54
Stamina + 0	Evasion + 20
Magic + 0	Magic Defense 50
	Magic Evasion + 20
Name : Paladin's Shield	Description :
Name : Paladin's Shield	Description : Wondrous shield that blocks a varie
Name : Paladin's Shield Halves :	Description :
Name : Paladin's Shield	Description : Wondrous shield that blocks a varie
Name : Paladin's Shield Halves :	Description :  Wondrous shield that blocks a various of attacks.
Name : Paladin's Shield  Halves : N/A	Description :    Wondrous shield that blocks a various of attacks.  Equipped by :
Name : Paladin's Shield  Halves : N/A  Negates :	Description: Wondrous shield that blocks a varion of attacks.  Equipped by: Terra Locke Cyan Shad
Name: Paladin's Shield  Halves: N/A  Negates: Water Earth Wind Poison	Description: Wondrous shield that blocks a various of attacks.  Equipped by: Terra Locke Cyan Shade Edgar Sabin Celes Strategy
Name: Paladin's Shield  Halves: N/A  Negates: Water Earth Wind Poison  Absorbs:	Description: Wondrous shield that blocks a variation of attacks.  Equipped by: Terra Locke Cyan Shade Edgar Sabin Celes Strage Relm Setzer Mog Gau
Name: Paladin's Shield  Halves: N/A  Negates: Water Earth Wind Poison	Description: Wondrous shield that blocks a variation of attacks.  Equipped by: Terra Locke Cyan Shade Edgar Sabin Celes Strage Relm Setzer Mog Gau
Name: Paladin's Shield  Halves: N/A  Negates: Water Earth Wind Poison  Absorbs: Holy Lightning Ice	Description: Wondrous shield that blocks a variation of attacks.  Equipped by: Terra Locke Cyan Shade Edgar Sabin Celes Strage Relm Setzer Mog Gau
Name : Paladin's Shield  Halves :     N/A  Negates :     Water    Earth    Wind     Poison  Absorbs :     Holy     Lightning Ice     Fire	Description: Wondrous shield that blocks a variation of attacks.  Equipped by: Terra Locke Cyan Shade Edgar Sabin Celes Strage Relm Setzer Mog Gau
Name : Paladin's Shield  Halves :     N/A  Negates :     Water    Earth    Wind     Poison  Absorbs :     Holy     Lightning    Ice     Fire  Increases :     N/A  Strength + 0	Description:  Wondrous shield that blocks a various of attacks.  Equipped by:  Terra Locke Cyan Shade Edgar Sabin Celes Stracken Setzer Mog Gau Gogo
Name : Paladin's Shield  Halves : N/A  Negates : Water Earth Wind Poison  Absorbs : Holy Lightning Ice Fire  Increases : N/A  Strength + 0 Speed + 0	Description:  Wondrous shield that blocks a various attacks.  Equipped by:  Terra Locke Cyan Shade Edgar Sabin Celes Stracked Relm Setzer Mog Gau Gogo  Attack
Name : Paladin's Shield  Halves : N/A  Negates : Water Earth Wind Poison  Absorbs : Holy Lightning Ice Fire  Increases : N/A  Strength + 0  Speed + 0  Stamina + 0	Description:  Wondrous shield that blocks a variable of attacks.  Equipped by:  Terra Locke Cyan Shade Edgar Sabin Celes Strate Relm Setzer Mog Gau Gogo  Attack 0  Defense 59  Evasion + 40
Name : Paladin's Shield  Halves : N/A  Negates : Water Earth Wind Poison  Absorbs : Holy Lightning Ice Fire  Increases : N/A  Strength + 0 Speed + 0	Description:  Wondrous shield that blocks a various attacks.  Equipped by:  Terra Locke Cyan Shade Edgar Sabin Celes Stracked Relm Setzer Mog Gau Gogo  Attack

Increases :

Name : Force Shield Description :

```
Shield that only defends against
 Halves :
                              magic.
  Water Earth
                 Wind
  Lightning Ice
                  Fire
                             Equipped by :
                              Terra Locke Cyan
                                                    Shadow
 Negates :
                              Edgar
                                    Sabin
                                           Celes
                                                   Strago
                              Relm Setzer Mog
  N/A
                                                    Gau
                              Gogo
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                            Attack ..... 0
 Speed ..... + 0
                            Defense .....
 Stamina \dots + 0
                             Evasion ..... + 0
 Magic ..... + 0
                             Magic Defense .... 70
                             Magic Evasion .... + 50
                                        : x 5
                             Shell
              -----+
 Name : Tortoise Shell
                             Description :
                              Crude turtle shell used by imps.
 Halves :
  N/A
                             Equipped by :
                              Terra Locke Cyan
 Negates :
                                                   Shadow
                                           Celes
  N/A
                              Edgar
                                    Sabin
                                                   Strago
                                    Setzer Mog
                              Relm
                                                    Gau
 Absorbs :
                              Gogo
  Water
 Increases :
  N/A
                            Attack .....
 Strength \dots + 0
 Speed ..... + 0
                            Defense ..... 66
 Stamina \dots + 0
                             Evasion ..... + 30
 Magic ..... + 0
                             Magic Defense .... 66
                             Magic Evasion .... + 30
                             Imp
                                        : x 1
+-----
 HELMETS
+----+
 Name : Leather Cap
                             Description :
                              Lightweight, stitched leather cap.
 Halves:
  N/A
                             Equipped by :
 Negates:
                              Terra Locke Cyan
                                                    Shadow
```

Edgar

Sabin

Celes

Strago

Absorbs : N/A	Relm Setzer Mog Gau Gogo
Increases :	
N/A	
Strength + 0	Attack 0
Speed + 0	Defense 11
Stamina + 0	Evasion + 0
Magic + 0	Magic Defense 7 Magic Evasion + 0
Name : Plumed Hat	Description:
	Silk hat adorned with a flashy
Halves:	chocobo plume.
N/A	Equipped by
Nogatos .	Equipped by :  Terra Locke Cyan Shadow
Negates : N/A	
IV / A	3
Absorbs :	Relm Setzer Mog Gau Gogo
N/A	Gogo
Increases :	
N/A	
Strength + 0	Attack 0
Speed + 0	Defense 14
Stamina + 0	Evasion + 0
Magic + 0	Magic Defense 9 Magic Evasion + 0
Name : Magus Hat	Description:
Halves:	Conical hat made from cloth with magical properties.
N/A	magical properties.
	Equipped by :
Negates :	Terra Celes Strago Relm
N/A	Mog Gogo
Absorbs :	
N/A	
Increases :	
N/A	
Strength + 0	Attack 0
Speed + 0	Defense 15
Stamina + 0	Evasion + 0
Magic + 5	Magic Defense 16
	Magic Evasion + 0

Name : Bandana Description :

```
Halves :
                                 hair.
  N/A
                               Equipped by :
 Negates :
                                Terra Locke Sabin Celes
  N/A
                                Relm
                                       Gau
 Absorbs :
  N/A
 Increases :
  N/A
                               Attack .....
 Strength \dots + 0
 Speed ..... + 0
                              Defense ..... 16
 Stamina \dots + 0
                              Evasion ..... + 0
                               Magic Defense .... 10
 Magic ..... + 0
                               Magic Evasion .... + 0
+----+
 Name : Priest's Miter
                               Description :
                                Hat that provides a 12.5% bonus to
 Halves:
                                maxmimum MP.
  N/A
                               Equipped by :
                                Terra Locke Cyan
Edgar Sabin Celes
 Negates:
                                                        Shadow
  N/A
                                                       Strago
                                      Setzer Mog
                                Relm
                                                        Gau
 Absorbs :
                                Gogo
  N/A
 Increases :
  N/A
 Strength \dots + 0
                              Attack ..... 0
 Speed ..... + 0
                              Defense ..... 19
 Stamina .... + 0
                              Evasion ..... + 0
                               Magic Defense .... 21
 Magic ..... + 0
                               Magic Evasion .... + 10
+----+
 Name : Green Beret
                               Description :
                                Cap that provides a 12.5% bonus to
 Halves :
                                maxmimum HP.
  N/A
                               Equipped by :
                                Terra Locke Cyan
 Negates:
                                                        Shadow
  N/A
                                Edgar
                                       Sabin
                                               Celes
                                                       Strago
                                      Setzer Mog
                                Relm
                                                        Gau
 Absorbs :
                                Gogo
  N/A
 Increases :
  N/A
                               Attack .....
 Strength \dots + 0
                               Defense .....
 Speed ..... + 0
```

Evasion ..... + 10

Stamina  $\dots$  + 0

Durable bandana woven from behemoth

```
Magic ..... + 0
                              Magic Defense .... 13
                              Magic Evasion .... + 0
+----+
 Name : Red Cap
                                Description :
                                Cap that provides a 25% bonus to
 Halves :
                                maxmimum HP.
  N/A
                              Equipped by :
                               Terra Locke Cyan
Edgar Sabin Celes
Relm Setzer Mog
 Negates :
                                                      Shadow
  N/A
                                                      Strago
                                                      Gau
 Absorbs :
                                Gogo
  N/A
 Increases :
  N/A
 Strength \dots + 4
                              Attack ..... 0
 Speed ..... + 3
                             Defense ..... 24
                              Evasion ..... + 0
 Stamina .... + 2
 Magic ..... + 0
                              Magic Defense .... 17
                              Magic Evasion .... + 0
+----+
 Name : Twist Headband
                              Description :
                                Headband often worn by martial
                                artists.
 Halves:
  N/A
                              Equipped by :
 Negates :
                                Locke Cyan Shadow Sabin
  N/A
                                Mog
                                       Gau
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 3
                              Attack .....
 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
 Halves :
                                head.
  N/A
                              Equipped by :
 Negates:
                                Sabin Gau
  N/A
 Absorbs :
```

```
N/A
 Strength \dots + 3
                              Attack .....
                              Defense ..... 21
 Speed ..... + 2
 Stamina .... + 1
                              Evasion ..... + 0
 Magic ..... + 0
                               Magic Defense .... 13
                               Magic Evasion .... + 0
+-----+
 Name : Black Cowl
                               Description :
                                Solid black hood from a distant land.
 Halves:
  N/A
                               Equipped by :
                                Locke Shadow Sabin Mog
Gau Gogo
 Negates :
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                              Attack .....
 Speed ..... + 0
                              Defense ..... 26
 Stamina .... + 0
                              Evasion ..... + 0
                              Magic Defense .... 17
 Magic ..... + 0
                               Magic Evasion .... + 0
 Name : Royal Crown
                               Description :
                                Crown that can only be worn by those
 Halves :
                                of royal blood.
  N/A
                               Equipped by :
 Negates :
                                Edgar Sabin
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
 Strength .... + 1
                              Attack .....
 Speed ..... + 1
                              Defense ..... 28
 Stamina ..... + 1
                              Evasion ..... + 0
                               Magic Defense .... 23
 Magic ..... + 1
                               Magic Evasion .... + 0
+----+
 Name : Dueling Mask
                               Description :
                                Fearsome battle mask that arouses
 Halves :
                                one's fighting spirit.
  Water
          Earth Holy
```

Poison

Lightning

Equipped by :

Increases:

```
Fire
  Ice
                                Gau
 Negates :
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
                              Attack .....
 Strength \dots + 6
 Speed ..... + 6
                              Defense ..... 40
 Stamina \dots + 6
                              Evasion ..... + 10
                              Magic Defense .... 40
 Magic ..... + 6
                              Magic Evasion .... + 10
+----+
 Name : Hairband
                               Description :
                                Female's hairband.
 Halves :
  N/A
                               Equipped by :
 Negates :
                                Terra Celes
                                              Relm
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
                              Attack .....
 Strength \dots + 0
 Speed ..... + 0
                              Defense ..... 12
 Stamina \dots + 0
                              Evasion ..... + 0
 Magic ..... + 0
                              Magic Defense .... 8
                              Magic Evasion .... + 0
+----+
 Name : Beret
                               Description :
                                Cap that increases the success rate
 Halves:
                                of Sketch.
  N/A
                               Equipped by :
 Negates :
                                Relm
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                              Attack ..... 0
 Speed ..... + 0
                              Defense ..... 21
 Stamina \dots + 0
                              Evasion ..... + 0
 Magic ..... + 3
                              Magic Defense .... 21
                              Magic Evasion .... + 0
```

```
Name : Tiara
                               Description :
                                Female's tiara that provides a boost
 Halves:
                                to magic.
  N/A
                               Equipped by :
                                Terra Celes Relm
 Negates :
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                              Attack .....
                              Defense ..... 22
 Speed ..... + 0
 Stamina \dots + 0
                              Evasion ..... + 0
 Magic ..... + 2
                              Magic Defense .... 20
                               Magic Evasion \dots + 0
+----+
 Name : Hypno Crown
                              Description :
                                Crown that raises the success rate of
 Halves:
                                Control.
  N/A
                               Equipped by :
                                Relm
 Negates :
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                              Attack ..... 0
                              Defense ..... 23
 Speed ..... + 2
 Stamina \dots + 0
                               Evasion ..... + 0
 Magic ..... + 4
                               Magic Defense .... 23
                               Magic Evasion .... + 0
+----+
 Name : Mystery Veil
                               Description :
                                Female dancer's veil.
 Halves :
  N/A
                               Equipped by :
                                Terra Celes Relm
 Negates :
  N/A
 Absorbs :
  N/A
 Increases :
```

```
Strength \dots + 0
                             Attack .....
 Speed ..... + 1
                            Defense ..... 24
 Stamina \dots + 0
                            Evasion ..... + 0
                             Magic Defense .... 25
 Magic ..... + 3
                             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 \dots + 0
                            Attack .....
 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
 Halves :
                              obtained after battle.
  Earth Holy
                 Wind
  Lightning Ice
                 Fire
                            Equipped by:
                              Relm
 Negates :
  N/A
 Absorbs :
  N/A
 Increases :
 N/A
 Strength \dots + 0
                            Attack .....
 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 :
```

Terra Locke Cyan Edgar

Negates:

```
Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                            Attack .....
 Speed ..... + 0
                            Defense ..... 18
 Stamina \dots + 0
                            Evasion ..... + 0
                            Magic Defense .... 12
 Magic ..... + 0
                            Magic Evasion .... + 0
+-----+
 Name : Mythril Helm
                            Description :
                              Light but strong helm forged from
 Halves:
                              mythril.
  N/A
                            Equipped by :
 Negates :
                              Terra Locke Cyan
                                                    Shadow
                                    Celes Setzer
  N/A
                              Edgar
                              Gogo
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                            Attack ..... 0
 Speed ..... + 0
                            Defense ..... 20
 Stamina .... + 0
                            Evasion ..... + 0
 Magic ..... + 0
                            Magic Defense .... 13
                            Magic Evasion .... + 0
+----+
 Name : Golden Helm
                            Description :
                              Tough, steel helm plated with
 Halves :
                              brilliant gold.
  N/A
                            Equipped by :
                              Terra Cyan Edgar Celes
 Negates :
  N/A
                              Mog
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                            Attack .....
                            Defense .....
 Speed ..... + 0
 Stamina .... + 0
                            Evasion ..... + 0
                            Magic Defense .... 15
 Magic ..... + 0
                            Magic Evasion .... + 0
+----+
```

Celes

Setzer Gau

Name : Circlet  Halves : N/A	Description :  Metal band that boosts the wearer's attributes
Negates: N/A Absorbs: N/A	Equipped by: Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo
Increases : N/A	
Strength + 2 Speed + 1 Stamina + 3 Magic + 4	Attack 0 Defense 25 Evasion + 0 Magic Defense 19 Magic Evasion + 0
Name : Diamond Helm	Description .
Halves :	Description: Helm studded with diamonds of exceptional hardness.
	Equipped by :
Negates : N/A	Terra Cyan Edgar Celes Setzer
Absorbs : N/A	
Increases : N/A	
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack 0 Defense 27 Evasion + 0 Magic Defense 18 Magic Evasion + 0
+	+
Name : Crystal Helm	Description : Helm constructed of fused crystal
Halves : N/A	shards.
Negates : N/A	Equipped by : Terra Locke Celes Setzer
Absorbs : N/A	
Increases : N/A	
Strength + 0 Speed + 0	Attack 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	The Council Is			
Negates :	Equipped by : Terra Locke Cyan Shadow			
N/A	Edgar Sabin Celes Strago			
14, 11	Relm Setzer Mog Gau			
Absorbs :	Gogo			
N/A				
Increases : N/A				
Strength + 0	Attack0			
Speed + 0	Defense 36			
Stamina + 0	Evasion + 0			
Magic + 0	Magic Defense 38 Magic Evasion + 0			
	+			
Name : Thornlet	Description :			
Halana .	Cursed crown that gradually drains			
Halves : N/A	the wearer's HP.			
Negates :	Equipped by :  Terra Locke Cyan Shadow			
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 38			
Stamina + 0	Evasion + 0			
Magic + 0	Magic Defense 0			
	Magic Evasion + 0			
Name : Saucer	Description :			
	Shallow saucer often seen on the			
Halves :	heads of imps.			
N/A				
	Equipped by:			
Negates:	Terra Locke Cyan Shadow			
N/A	Edgar Sabin Celes Strago Relm Setzer Mog Gau			
Absorbs :	Relm Setzer Mog Gau Gogo			
ADSOLDS :				

```
Increases :
  N/A
 Strength \dots + 0
                            Attack ..... 0
 Speed ..... + 0
                            Defense ..... 42
 Stamina .... + 0
                             Evasion ..... + 0
 Magic ..... + 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 :
                              Terra Locke Shadow
 Negates :
                                                    Sabin
  N/A
                              Celes
                                                    Setzer
                                    Strago Relm
                              Mog
                                    Gau
                                            Gogo
 Absorbs :
  Earth
 Increases :
  N/A
 Strength \dots + 0
                            Attack ......
 Speed ..... + 0
                            Defense .....
 Stamina .... + 0
                            Evasion ..... + 0
 Magic ..... + 0
                             Magic Defense .... 43
                             Magic Evasion .... + 0
+-----+
 Name : Mirage Vest
                             Description :
                              Vest that creates illusionary images
 Halves:
                              of the wearer.
  N/A
                             Equipped by :
 Negates :
                              Terra Locke Cyan
                                                   Shadow
  N/A
                              Edgar
                                    Sabin
                                           Celes
                                                    Strago
                              Relm Setzer Mog
                                                    Gau
 Absorbs :
                              Gogo
  N/A
 Increases :
  N/A
 Strength \dots + 0
                             Attack .....
                             Defense ..... 48
 Speed ..... + 6
 Stamina \dots + 0
                             Evasion ..... + 0
 Magic ..... + 0
                             Magic Defense .... 36
                             Magic Evasion .... + 10
```

```
+----+
 Name : Diamond Vest
                              Description :
                               Breastplate with large diamonds set
 Halves :
                               in its surface.
  N/A
                              Equipped by :
                               Terra Locke Cyan
Edgar Sabin Celes
Mog Gau Gogo
 Negates :
                                                     Shadow
  N/A
                                                     Setzer
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                             Attack .....
 Speed ..... + 0
                             Defense ..... 65
                             Evasion ..... + 0
 Stamina \dots + 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 :
                               Locke Shadow Sabin Gau
 Negates :
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
                             Attack .....
 Strength \dots + 0
 Speed ..... + 0
                             Defense ..... 34
 Stamina \dots + 0
                              Evasion ..... + 0
 Magic \dots + 0
                              Magic Defense .... 23
                              Magic Evasion .... + 0
+----+
 Name : Ninja Gear
                              Description :
                               Ninja clothing from a faraway land.
 Halves:
  N/A
                              Equipped by :
                               Locke Shadow Sabin Setzer
 Negates :
                               Gau Gogo
  N/A
 Absorbs :
  N/A
 Increases :
```

Name : Power Sash  Balves :	Strength + 0 Speed + 2 Stamina + 0 Magic + 0	Attack 0 Defense 47 Evasion + 0 Magic Defense 32 Magic Evasion + 0	
## Ralves :			
N/A		Sash that strengthens the wearer.	
Equipped by :   Locke			
Negates	N/A	Equipped by	
N/A	Negates :		
N/A			
N/A         Strength + 5       Attack 0         Speed + 1       Defense 52         Stamina + 5       Evasion + 0         Magic Defense 35       Magic Evasion + 0         Name: Black Garb       Description:			
Speed			
Speed	Strength + 5	Attack 0	
Magic + 0  Magic Defense 35  Magic Evasion + 0  Name : Black Garb  Description : Solid black clothing from a distant land.  N/A  Equipped by : Negates : Locke Shadow Sabin Setzer N/A  Strength + 0  Speed + 6 Defense 68 Stamina + 0 Magic + 0 Magic Evasion + 0  Magic Evasion + 0  Magic Evasion + 0  Magic Evasion + 0  Magic Evasion + 0  Name : Red Jacket  Description : Prized armor that negates fire damage.  N/A  Equipped by : Negates : Edgar Sabin		Defense 52	
Magic Evasion + 0  Name: Black Garb  Description: Solid black clothing from a distant land.  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  Magic Evasion + 0  Magic Evasion + 0  Magic Evasion + 0  Magic Evasion + 0  Magic Evasion + 0  Name: Red Jacket  Description: Prized armor that negates fire damage.  N/A  Equipped by: Negates:  Edgar Sabin	Stamina + 5	Evasion + 0	
Name : Black Garb  Description : Solid black clothing from a distant land.  N/A  Equipped by : Negates : Locke Shadow Sabin Setzer N/A  Absorbs : N/A  Increases : N/A  Strength + 0 Speed + 6 Stamina + 0 Magic + 0  Magic Evasion + 0  Magic Evasion + 0  Name : Red Jacket  Prized armor that negates fire damage.  N/A  Equipped by : Negates : Edgar Sabin	Magic + 0		
Halves: land.  N/A  Equipped by:  Negates: Locke Shadow Sabin Setzer  N/A  Gau Gogo  Absorbs:  N/A  Increases:  N/A  Strength + 0  Speed + 6  Stamina + 0  Magic + 0  Magic Evasion + 0  Name: Red Jacket  Prized armor that negates fire damage.  N/A  Equipped by:  Negates: Edgar Sabin		Description :	
N/A  Equipped by:  Negates:  N/A  Gau  Gogo  Absorbs:  N/A  Increases:  N/A  Strength + 0  Speed + 6  Stamina + 0  Magic + 0  Magic Evasion + 0  Magic Evasion + 0  Name: Red Jacket  Prized armor that negates fire damage.  N/A  Equipped by:  Negates:  Edgar  Sabin  Setzer  Sabin  Setzer  Adadow Sabin  Setzer  Sabin  Setzer  Adamoe  Description:  Prized armor that negates fire damage.  N/A  Equipped by:  Edgar  Sabin	Halves :		
Negates:  N/A  Gau  Gogo  Absorbs:  N/A  Increases:  N/A  Strength + 0  Speed + 6  Stamina + 0  Magic + 0  Magic Evasion + 0  Magic Evasion + 0  Name: Red Jacket  Description:  Prized armor that negates fire damage.  N/A  Equipped by:  Negates:  Edgar Sabin			
N/A   Gau   Gogo		Equipped by :	
Absorbs:	Negates :	Locke Shadow Sabin Setzer	
Increases: N/A  Strength + 0	N/A	Gau Gogo	
Increases:     N/A  Strength + 0	Absorbs :		
N/A         Strength + 0       Attack 0         Speed + 6       Defense 68         Stamina + 0       Evasion + 0         Magic Defense 46       Magic Evasion + 0         Name: Red Jacket       Description:	N/A		
Speed + 6 Stamina + 0 Magic + 0 Magic Defense + 0 Magic Evasion + 0  Name : Red Jacket  Description : Prized armor that negates fire damage. N/A  Equipped by : Negates :  Edgar Sabin			
Speed + 6 Stamina + 0 Magic + 0 Magic Defense + 0 Magic Evasion + 0  Name : Red Jacket  Description : Prized armor that negates fire damage. N/A  Equipped by : Negates :  Edgar Sabin	Strength + 0	Attack 0	
Stamina + 0  Magic + 0  Magic Defense 46  Magic Evasion + 0  Name : Red Jacket  Description :  Prized armor that negates fire  damage.  N/A  Equipped by :  Negates :  Edgar Sabin			
Magic Evasion + 0  Name : Red Jacket Description : Prized armor that negates fire damage. N/A Equipped by : Negates : Edgar Sabin		Evasion + 0	
Name: Red Jacket  Description:  Prized armor that negates fire damage.  N/A  Equipped by:  Negates:  Edgar Sabin	Magic + 0		
Halves: damage. N/A  Equipped by: Negates: Edgar Sabin			
N/A  Equipped by :  Negates : Edgar Sabin		Prized armor that negates fire	
Equipped by : Negates : Edgar Sabin		damage.	
Negates: Edgar Sabin	N/A		
	Nagatag		
H 97.7.73	Negates : Frie	Eugar Sabin	

```
N/A
 Increases :
  N/A
 Strength \dots + 5
                            Attack .....
 Speed ..... + 2
                            Defense ..... 78
 Stamina .... + 4
                            Evasion ..... + 0
 Magic ..... + 1
                            Magic Defense .... 55
                            Magic Evasion .... + 0
+----+
 Name : Snow Scarf
                            Description :
                              Scarf that absorbs ice damage.
 Halves :
  Fire
                            Equipped by :
 Negates :
                              Mog Gau
                                           Umaro
  N/A
 Absorbs :
  Ice
 Increases :
  N/A
                            Attack ..... 0
 Strength \dots + 0
 Speed ..... + 0
                            Defense ..... 128
 Stamina .... + 0
                            Evasion ..... + 10
 Magic ..... + 0
                            Magic Defense .... 90
                            Magic Evasion .... + 10
+----+
 Name : White Dress
                            Description :
                              Attractive white dress that boosts
 Halves:
                              the wearer's magic.
  N/A
                            Equipped by :
 Negates :
                              Terra Celes Relm
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
                            Attack ..... 0
 Strength \dots + 0
 Speed ..... + 0
                            Defense ..... 47
 Stamina \dots + 0
                            Evasion ..... + 0
 Magic ..... + 5
                            Magic Defense .... 35
                            Magic Evasion .... + 0
+-----+
```

Absorbs :

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
                             Attack .....
 Speed ..... + 2
                             Defense ...... 70
 Stamina .... + 2
                             Evasion ..... + 0
 Magic ..... + 3
                             Magic Defense .... 64
                              Magic Evasion .... + 0
+----+
 Name : Minerva Bustier
                             Description :
                               Breastplate that provides a 25% bonus
 Halves :
                               to maximum MP.
  Water Earth Holy
  Poison
                              Equipped by :
                               Terra Celes
 Negates :
        Lightning Ice
  Fire
 Absorbs :
  N/A
 Increases :
  N/A
                             Attack .....
 Strength .... + 1
                             Defense ...... 88
 Speed ..... + 2
 Stamina .... + 1
                              Evasion ..... + 0
 Magic ..... + 4
                             Magic Defense .... 70
                              Magic Evasion .... + 10
+----+
 Name : Cotton Robe
                              Description :
                               Multilayered cotton robe.
 Halves:
  N/A
                              Equipped by :
 Negates :
                               Terra Strago Relm
                                                     Gogo
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                              Attack .....
                                              0
 Speed ..... + 0
                              Defense ..... 32
```

Stamina + U	EVasion + U			
Magic + 0	Magic Defense 21			
	Magic Evasion + 0			
Name : Silk Robe	Description :			
	Simple, lightweight silken robe.			
Halves:				
N/A				
	Equipped by :			
Negates :	Terra Celes Strago Relm			
N/A	Mog Gogo			
Absorbs :				
N/A				
Increases :				
N/A				
Strength + 0	Attack 39			
Stamina + 0	Evasion + 0			
Magic + 1	Magic Defense 29			
riagic	Magic Evasion + 0			
Name : Luminous Robe	Description :			
	Robe that shines with a mysterious			
Halves :	inner light.			
N/A				
	Equipped by :			
Negates :	Strago Relm Gogo			
N/A				
Absorbs :				
N/A				
Increases :				
N/A				
Strength + 0	Attack 0			
Speed + 0	Defense 60			
Stamina + 0	Evasion + 0			
Magic + 2	Magic Defense 43			
	Magic Evasion + 0			
Name : Magus Robe	Description :			
Halwag .	Remnant from the age when magic			
Halves:	still flourished.			
N/A	Fauinned by			
Negates .	Equipped by:			
Negates : N/A	Strago Relm Gogo			
Absorbs :				
NI / 7)				

Evasion ..... + 0

Stamina  $\dots$  + 0

```
N/A
 Strength \dots + 0
                              Attack .....
 Speed ..... + 0
                              Defense ..... 68
 Stamina \dots + 0
                              Evasion ..... + 0
 Magic ..... + 5
                               Magic Defense .... 50
                               Magic Evasion .... + 10
+-----+
 Name : Tabby Suit
                               Description :
                                 Cat suit that negates poison damage.
 Halves:
  N/A
                               Equipped by :
 Negates :
                                 Strago Relm
  Poison
 Absorbs :
  N/A
 Increases :
  N/A
 Strength .... + 2
                              Attack ..... 0
 Speed ..... + 2
                               Defense ..... 54
 Stamina .... + 2
                              Evasion ..... + 0
 Magic ..... + 2
                               Magic Defense .... 36
                               Magic Evasion .... + 0
 Name : Chocobo Suit
                               Description :
                                Negates poison ... and brings out
                                one's inner chocobo.
 Halves :
  N/A
                               Equipped by :
                                 Strago Relm
 Negates :
  Poison
 Absorbs :
  N/A
 Increases :
  N/A
                                               0
 Strength \dots + 3
                              Attack .....
                               Defense .....
 Speed ..... + 6
 Stamina .... + 2
                              Evasion ..... + 0
                               Magic Defense .... 38
 Magic ..... + 0
                               Magic Evasion .... + 0
+----+
 Name : Moogle Suit
                               Description :
                                 Looks just like a moogle and negates
 Halves :
                                 poison, kupo!
  N/A
                               Equipped by :
```

Increases:

```
Poison
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                              Attack ..... 0
 Speed ..... + 0
                              Defense ..... 58
 Stamina \dots + 0
                              Evasion ..... + 0
 Magic ..... + 5
                              Magic Defense .... 52
                              Magic Evasion .... + 0
+----+
 Name : Nutkin Suit
                              Description :
                                Oversized squirrel costume.
 Halves :
  N/A
                              Equipped by :
 Negates :
                                Strago Relm
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                              Attack .....
 Speed ..... + 7
                              Defense ..... 86
 Stamina \dots + 0
                              Evasion ..... + 0
                              Magic Defense .... 67
 Magic ..... + 3
                              Magic Evasion .... + 0
+----+
 Name : Behemoth Suit
                              Description :
                                Costume made from an actual behemoth
 Halves :
                                hide.
  N/A
                              Equipped by :
 Negates :
                                Strago Relm
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 6
                              Attack ..... 0
 Speed ..... + 6
                              Defense ..... 94
 Stamina .... + 6
                              Evasion ..... + 0
 Magic ..... + 6
                              Magic Defense .... 73
                              Magic Evasion .... + 0
```

+----+

Strago Relm

Negates:

```
Name : Leather Armor
                                Description :
                                  Armor made of hardened leather.
 Halves :
  N/A
                                Equipped by :
                                  Terra Locke Cyan Shadow
Edgar Celes Strago Relm
Setzer Mog Gau Gogo
 Negates :
  N/A
 Absorbs :
  N/A
 Increases:
  N/A
 Strength \dots + 0
                                Attack .....
                                Defense ..... 28
 Speed ..... + 0
 Stamina .... + 0
                               Evasion ..... + 0
                                Magic Defense .... 19
 Magic ..... + 0
                                Magic Evasion .... + 0
+----+
 Name :
                                Description :
                                 а
 Halves:
                                 а
  N/A
                                Equipped by :
                                 Terra Locke Cyan Shadow
Edgar Sabin Celes Strago
 Negates :
  N/A
                                         Setzer Mog
                                  Relm
                                                          Gau
 Absorbs:
                                  Gogo
  N/A
 Increases :
  N/A
 Strength \dots + 0
                               Attack .....
 Speed ..... + 0
                                Defense .....
 Stamina .... + 0
                               Evasion ..... + 0
 Magic ..... + 0
                                Magic Defense ....
                                Magic Evasion .... + 0
+----+
 Name : Iron Armor
                                Description :
                                  Suit of heavy iron armor.
 Halves:
  N/A
                                Equipped by :
                                  Terra Locke Cyan Edgar
 Negates :
  N/A
                                  Celes Setzer
 Absorbs :
  N/A
 Increases :
  N/A
```

Attack ..... 0

Strength  $\dots$  + 0

Speed 2 Stamina + 0 Magic + 0	Defense	
Name : Mythril Vest	Description : Incredibly lightweight mythril ves	
Halves:		
N/A	The Council la	
Nogotog	Equipped by :  Terra Locke Cyan Shadow	
Negates : N/A	Terra Locke Cyan Shadow Edgar Sabin Celes Strago	
N/A	Relm Setzer Mog Gau	
Absorbs :	Gogo	
N/A	0090	
,		
Increases :		
N/A		
Strength $\dots$ + 0	Attack 0	
Speed + 0	Defense 45	
Stamina + 0	Evasion + 0	
Magic + 0	Magic Defense 30	
	Magic Evasion + 0	
+	+	
Name : Mythril Mail	Description :	
Name . Mythill Mall	Dazzling plate mail forged entirely	
Halves :	from mythril.	
N/A	IIOM Mythilli.	
N/A	Equipped by :	
Negates :	Terra Locke Cyan Edgar	
N/A	Celes Setzer	
11/11	delet beczei	
Absorbs :		
N/A		
Increases :		
N/A		
Strength + 0	Attack 0	
Speed + 0	Defense 51	
Stamina + 0	Evasion + 0	
Magic + 0	Magic Defense 34	
	Magic Evasion + 0	
+	+	
Nama • Caldan Arma	Doggrintics	
Name : Golden Armor	Description:	
11-1	Brilliant golden armor emblazoned	
Halves:	with a rearing unicorn.	
N/A	Davidana d. V	
27	Equipped by:	
Negates:	Terra Cyan Edgar Celes	
N/A	Setzer Mog	
71		

Absorbs :

N/A Increases : N/A Strength  $\dots$  + 0 Attack ..... Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... 37 Magic Evasion .... + 0 +----+ Name : Force Armor Description : Armor that halves damage of multiple Halves : elements. Earth Wind Lightning Ice Fire Equipped by : Terra Locke Cyan Edgar Sabin Celes Shadow Negates : Strago Setzer Mog N/A Relm Gau Gogo Absorbs : N/A Increases : N/A Strength  $\dots$  + 0 Attack ..... Speed ..... + 0 Defense ..... 69 Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... 68 Magic Evasion .... + 30 +-----+ Name : Diamond Armor Description : Brilliant suit of diamond-plated Halves: armor. N/A Equipped by : Negates : Terra Cyan Edgar Celes N/A Setzer Absorbs : N/A Increases : N/A Attack ..... Strength  $\dots$  + 0 Speed ..... + 0 Defense ..... 70

+-----

Name : Crystal Mail Description :

Stamina  $\dots$  + 0

Magic ..... + 0

Resplendent suit of crystal plate

Evasion ..... + 0

Magic Defense .... 47
Magic Evasion .... + 0

```
Halves:
                                 mail.
  N/A
                               Equipped by:
                                 Terra Locke Cyan Edgar
 Negates :
                                 Celes
  N/A
                                        Setzer
 Absorbs :
  N/A
 Increases :
  N/A
                               Attack .....
 Strength \dots + 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 :
                                 Terra Locke Cyan
Edgar Celes Setzer
 Negates :
                                                        Shadow
  N/A
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 5
                               Attack ..... 0
                               Defense ..... 90
 Speed ..... + 3
 Stamina \dots + 2
                               Evasion ..... + 0
 Magic ..... + 3
                               Magic Defense .... 80
                               Magic Evasion .... + 0
+----+
 Name : Reed Cloak
                               Description :
                                 Cloak made of reeds that is often
 Halves :
                                 worn by imps.
  N/A
                               Equipped by :
                                 Terra Locke Cyan
Edgar Sabin Celes
 Negates :
                                                        Shadow
  N/A
                                                        Strago
                                 Relm
                                       Setzer Mog
                                                         Gau
 Absorbs :
                                 Gogo
  N/A
 Increases:
  N/A
                               Attack ..... 0
 Strength \dots + 0
                               Defense ..... 100
 Speed ..... + 0
 Stamina \dots + 0
                               Evasion ..... + 0
 Magic ..... + 0
                               Magic Defense .... 100
```

\_\_\_\_\_\_ 0-----0 | FINAL FANTASY VI 0-----0 //\\ | APPENDIX D | | / \ | 0-----| |/ \| | | ^[APPX.004] | 0----0 0----0 This appendix will give you a listing of every Relic available in the game. It is set up like you see on the Item Subscreen after using the Sort option. This appendix is set up as you see it when selecting the Relic from the Item Subscreen. As odd as it sounds, some relics (like the Hyper Wrist, which boosts Strength) show no actual increase in the stat that they should (the Hyper Wrist Relic shows a boost of 0 Strength). The Relic just after it (Prayer Beads) is used to boost Evasion, and shows it, which seems contradictory to the Hyper Wrist stats. That's just the way the game is set up. Why it's that way, I'm not sure. But that's what you'll see here. +----+ Name : Ribbon Description : Silk ribbon enchanted with powerful Halves : protective magic. Prevents all status ailments. N/A Negates : Equipped by : N/A Terra Locke Cyan Shadow Edgar Sabin Celes Strago Setzer Mog Gau Absorbs: Relm Gogo N/A Umaro Increases : N/A Strength  $\dots$  + 0 Attack ..... 0 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... Magic Evasion .... + 0 ------

Name : Gold Hairpin Description :

Solid gold hairpin brimming with Malves: magical energy. Halves the MP cost of all magic.

<pre>Negates :     N/A Absorbs :     N/A Increases :</pre>	Equipped by:  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro
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
Halves :	dragoon. Makes the effect of the Jump
N/A	command continuous.
Negates :	Equipped by :
N/A	Terra Locke Cyan Shadow
	Edgar Sabin Celes Strago
Absorbs : N/A	Relm Setzer Mog Gau 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:
Halves :	Hairpin imbued with the power of wind. Increases the frequency of
N/A	preemptive strikes.
Negates :	Equipped by :
N/A	Terra Locke Cyan Shadow
	Edgar Sabin Celes Strago
Absorbs : N/A	Relm Setzer Mog Gau 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

	Description :			
	Silver-rimmed spectacles. Preven		revents	
Halves:	darkness.			
N/A				
Negates :	Equipped by			
N/A		Locke		Shadow
		Sabin		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 Defer	nse	0	
	Magic Evasi			
Name : Sniper Eye Halves : N/A	Description:  Scope that allows the wearer to loc  onto a target. Ensures that physica  attacks never miss.		r to lock	
N/A	actacks 1	ievei miss	•	
Negates :	Equipped by	7 <b>:</b>		
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro		
Increases :				
N/A				
•	Attack		0	
Strength + 0	Attack Defense		0	
Strength + 0 Speed + 0			0	
Strength + 0 Speed + 0 Stamina + 0	Defense	+	0	
Strength + 0 Speed + 0 Stamina + 0	Defense Evasion	+	0 0	
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Defense Evasion Magic Defer Magic Evasi	nse +	0 0 0 0	
Strength + 0 Speed + 0	Defense Evasion Magic Defer Magic Evasi	nse +	0 0 0 0	
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Defense Evasion Magic Defer Magic Evasi  Description Earring t	nse +	0 0 0 0 0	ength of
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Defense Evasion Magic Defer Magic Evasi  Description Earring t the weare	nse +	0 0 0 0	ength of
Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Name : Earring Halves :	Defense Evasion Magic Defer Magic Evasi  Description Earring t the weare	nse + nse +	0 0 0 0	ength of
Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Name : Earring  Halves : N/A	Defense Evasion Magic Defer Magic Evasi  Description Earring t the weare when worr	nse + lon + lon + lon st chat boost er's magic n in pairs	0 0 0 0	ength of increases
Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Name : Earring  Halves : N/A	Defense Evasion Magic Defer Magic Evasi  Description Earring t the weare when worn  Equipped by Terra	hise + hose .	0 0 0 0 0 s the stre	ength of increases Shadow
Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Name : Earring  Halves : N/A  Negates : N/A	Defense Evasion Magic Defer Magic Evasi  Description Earring t the weare when worr  Equipped by	hise + hose .	o o o o s the stre . Effect:	ength of increases Shadow
Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Name : Earring  Halves : N/A	Defense Evasion Magic Defer Magic Evasi  Description Earring t the weare when worn  Equipped by Terra Edgar	hase + hase .	o o o o s the stre . Effect :	ength of increases Shadow Strago
Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Name : Earring  Halves : N/A  Negates : N/A  Absorbs :	Defense Evasion Magic Defer Magic Evasi  Description Earring t the weare when worr  Equipped by Terra Edgar Relm	hase + hase .	o o o o s the stre . Effect:	ength of increases Shadow Strago

Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0	
Name : Alarm Earring	Description :	
Halves :	Earring capable of deflecting enemy	
N/A	ambushes. Prevents back attacks and attacks from the sides.	
-1,	4004072 110 010 01400.	
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	Attack0	
Speed + 0	Defense 0	
Stamina + 0	Evasion + 0	
Magic + 0	Magic Defense 0  Magic Evasion + 0	
Name : Fake Mustache	Description:	
Halves : N/A	Artificial mustache once worn by a circus ringmaster. Changes the Sketch command to Control.	
	circus ringmaster. Changes the Sketch	
	circus ringmaster. Changes the Sketch	
N/A Negates :	circus ringmaster. Changes the Sketch command to Control.  Equipped by:	
N/A Negates: N/A Absorbs:	circus ringmaster. Changes the Sketch command to Control.  Equipped by:	
<pre>N/A  Negates :     N/A  Absorbs :     N/A  Increases :     N/A</pre>	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo	
<pre>N/A  Negates :     N/A  Absorbs :     N/A  Increases :     N/A  Strength + 0</pre>	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo	
<pre>N/A  Negates :     N/A  Absorbs :     N/A  Increases :     N/A  Strength + 0</pre>	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo	
<pre>N/A  Negates :     N/A  Absorbs :     N/A  Increases :     N/A  Strength + 0 Speed + 0</pre>	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo  Attack	
<pre>N/A  Negates :     N/A  Absorbs :     N/A  Increases :     N/A  Strength + 0 Speed + 0 Stamina + 0</pre>	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo  Attack 0 Defense 0 Evasion + 0	
N/A  Negates: N/A  Absorbs: N/A  Increases: N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo  Attack 0 Defense 0 Evasion + 0 Magic Defense 0	
N/A  Negates: N/A  Absorbs: N/A  Increases: N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo  Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0	
N/A  Negates: N/A  Absorbs: N/A  Increases: N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo  Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0  Description:	
N/A  Negates: N/A  Absorbs: N/A  Increases: N/A  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Name: Star Pendant	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo  Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0  Description: Star-shaped pendant with a jewel at	
N/A  Negates: N/A  Absorbs: N/A  Increases: N/A  Strength + 0 Speed + 0 Stamina + 0 Magic + 0  Name: Star Pendant  Halves: N/A	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo  Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0  Description: Star-shaped pendant with a jewel at its center. Prevents poison.	
N/A  Negates: N/A  Absorbs: N/A  Increases: N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0  Name: Star Pendant  Halves:	circus ringmaster. Changes the Sketch command to Control.  Equipped by: Relm Gogo  Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0  Description: Star-shaped pendant with a jewel at	

N/A	Gogo	Umaro	9	
Increases:				
N/A				
Strength + 0	Attack		0	
Speed + 0	Defense			
Stamina + 0	Evasion + 0		- 0	
Magic + 0	Magic Defe	ense	0	
		sion +		
Name : Amulet	Descriptio			
		ive charm w	orn aroun	d the
Halves :	neck. P	revents poi	son, dark	ness and
N/A	neck. Prevents poison, darkness and zombie.			
Negates:	Equipped l			
N/A		Locke	-	Shadow
		Sabin	Celes	Strago
Absorbs :	Relm		Mog	Gau
N/A	Gogo	Umaro		
<pre>Increases :    N/A</pre>				
Strength + 0	Attack		0	
Speed + 0				
Stamina + 0	Evasion .	+	- 0	
Magic + 0	Magic Defe	ense	0	
	Magic Evasion + 0			
Name : Tintinnabulum	Description:			
11-1	Collar with a small bell that rin			
Halves : N/A	as the wearer walks. Restores HP we each step taken.		es HP With	
Negates :	Equipped l	by :		
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin		
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro	J	
Increases :				
N/A				
Strength + 0	Attack		0	
Speed + 0	Defense .		0	
Stamina + 0		+	- 0	
Magic + 0	Magic Defe		0	
		sion +	•	
Nama · White Cana	Dogarinti			

Relm Setzer Mog Gau

Absorbs :

Name : White Cape Description : Flowing white silk cape. Prevents imp

```
and silence.
 Halves:
  N/A
 Negates :
                                Equipped by :
                                  Terra Locke Cyan Shadow
Edgar Sabin Celes Strago
  N/A
                                  Relm Setzer Mog
Gogo Umaro
 Absorbs :
                                                           Gau
  N/A
 Increases :
  N/A
                                Attack .....
 Strength \dots + 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
                                  wearer.
  N/A
 Negates :
                                Equipped by :
                                  Terra Locke Cyan Shadow
Edgar Sabin Celes Strago
  N/A
                                         Setzer Mog
 Absorbs :
                                  Relm
                                                           Gau
  N/A
                                  Gogo
                                         Umaro
 Increases :
  N/A
 Strength \dots + 0
                                Attack ..... 0
                                Defense .....
 Speed ..... + 0
 Stamina .... + 0
                                Evasion ..... + 0
 Magic ..... + 0
                                Magic Defense .... 0
                                Magic Evasion \dots + 0
+----+
 Name : Zephyr Cloak
                                Description :
                                  Cloak inhabited by the spirit of a
 Halves :
                                  wind sprite. Boosts evasion and magic
                                  evasion.
  N/A
 Negates :
                                Equipped by :
  N/A
                                  Terra Locke Cyan Shadow
                                  Edgar
                                         Sabin
                                                 Celes
                                                          Strago
                                  Relm Setzer Mog
Gogo Umaro
 Absorbs :
                                                           Gau
  N/A
 Increases:
  N/A
                                Attack .....
 Strength \dots + 0
                                Defense ..... 10
 Speed ..... + 0
 Stamina \dots + 0
                                Evasion ..... + 0
 Magic ..... + 0
                                Magic Defense ....
```

-----+ Name : Merit Award Description : Badge awarded in honor of great Halves : achievements. Allows the wearer to N/Aequip any weapon or armor. Negates : Equipped by : N/A Terra Locke Cyan Shadow Edgar Sabin Celes
Relm Setzer Mog Strago Absorbs: N/A Increases : N/A Strength  $\dots$  + 0 Attack ..... Speed ..... + 0 Defense ..... Stamina  $\dots$  + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... 0 Magic Evasion .... + 0 +----+ Name : Muscle Belt Description : Belt worn by martial artists. Boosts Halves: maximum HP by 50%. N/A Negates : Equipped by : Terra Locke Cyan Edgar Sabin Celes N/A Shadow Strago Absorbs : Relm Setzer Mog Gau N/A Umaro Gogo Increases : N/A Attack ..... Strength  $\dots$  + 0 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic Defense .... Magic ..... + 0 Magic Evasion .... + 0 +----+ Name : Black Belt Description : Black cloth belt from a distant land. Halves : Wearer will sometimes counter physical attacks. N/A Negates: Equipped by : N/A Terra Locke Cyan Shadow Celes Edgar Sabin Strago Absorbs : Relm Setzer Mog Gau N/A Gogo Umaro

Increases:

Negates :

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			
Halves:	Casts Protect when the wearer is			
N/A	critically wounded.			
Negates:	Equipped by :			
N/A	Terra Locke Cyan Shado			
	Edgar Sabin Celes Strag			
Absorbs :	Relm Setzer Mog Gau			
N/A	Gogo Umaro			
Increases:				
N/A				
Strength + 0	Attack 0			
Speed + 0	Defense 6			
Stamina + 0	Evasion + 0			
Magic + 0	Magic Defense 0			
, and the second	Magic Evasion + 0			
Name : Gigas Glove Halves : N/A	Description:  Glove said to have belonged to a  mighty gigas. Boosts the wearer's  physical attack power.			
Negates:	Equipped by:			
N/A	Terra Locke Cyan Shado			
7 le a cuela a	Edgar Sabin Celes Strag			
Absorbs:	Relm Setzer Mog Gau			
N/A	Gogo Umaro			
Increases :				
N/A				
Strength + 0	Attack 0			
Speed + 0	Defense0			
Stamina + 0	Evasion + 0			
Magic + 0	Magic Defense 0			
	Magic Evasion + 0			
	De contact de			
Name : Thief's Bracer	Description :  Bracer inhabited by the spirit of a			
Halves:	thief. Increases the success rate o			
N/A	the Steal command.			
N/ W	ene segai command.			
Namahaa	Danisan ad lass			

Equipped by :

```
Absorbs :
   N/A
 Increases :
   N/A
 Strength \dots + 0
                                 Attack .....
 Speed ..... + 5
                                 Defense .....
 Stamina \dots + 0
                                 Evasion ..... + 0
 Magic ..... + 0
                                 Magic Defense .... 0
                                 Magic Evasion .... + 0
+-----+
 Name : Guard Bracelet
                                 Description :
                                   Bracelet enchanted with a protective
                                   charm. Casts Protect and Shell on the
 Halves:
  N/A
                                   wearer.
 Negates:
                                 Equipped by :
                                   Terra Locke Cyan
Edgar Sabin Celes
  N/A
                                                            Shadow
                                                            Strago
 Absorbs :
                                   Relm
                                          Setzer Mog
                                                             Gau
                                          Umaro
  N/A
                                   Gogo
 Increases :
   N/A
 Strength \dots + 0
                                 Attack ..... 0
 Speed ..... + 0
                                 Defense .....
 Stamina .... + 0
                                 Evasion ..... + 0
                                 Magic Defense ....
 Magic ..... + 0
                                 Magic Evasion .... + 0
 Name : Brigand's Glove
                                 Description :
                                   Leather glove designed to aid in
 Halves :
                                   banditry. Changes the Steal command
                                   to Mug.
  N/A
 Negates :
                                 Equipped by :
   N/A
                                   Locke Gogo
 Absorbs :
  N/A
 Increases :
  N/A
 Strength \dots + 0
                                 Attack .....
 Speed ..... + 0
                                 Defense .....
 Stamina .... + 0
                                 Evasion ..... + 0
                                 Magic Defense ....
 Magic ..... + 0
                                 Magic Evasion .... + 0
```

+----+

Locke

Gogo

Negates:  Negates:  N/A  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Absorbs: Relm Setzer Mog Gogo Umaro  Increases: N/A  Strength + 0  Attack	<pre>Name : Gauntlet Halves :     N/A</pre>	Description:  Steel hand and forearm guard used by knights. Allows one weapon to be held with both hands
N/A   Gogo Umaro   Increases : N/A   Strength   + 0   Attack   0   Defense   5   5   5   5   5   5   5   5   5	N/A	Terra Locke Cyan Shadow Edgar Sabin Celes Strago
Strength   + 0		
Speed + 0         Defense 5           Stamina + 0         Evasion + 0           Magic + 0         Magic Defense 0           Magic Evasion + 0         Nagic Evasion + 0           Name : Genji Glove         Description :		
Stamina         + 0         Evasion         + 0         Magic Defense         0         0         Magic Defense         0         0         Magic Evasion         - 0         0         Magic Evasion         - 0         0         Magic Evasion         - 0         0         Magic Evasion         - 0         0         Magic Evasion         - 0         0         Magic Evasion         - 0         0         Magic Evasion         - 0         - 0         Magic Evasion         - 0         - 0         Magic Evasion         - 0		
Magic + 0         Magic Defense 0           Magic Evasion + 0           Name: Genji Glove         Description:		
Name: Genji Glove  Name: Genji Glove  Pescription: Armored glove from a foreign land. Allows the wearer to equip a weapon in each hand.  Negates: N/A  Regates: Squipped by: Terra Locke Cyan Shadow Edgar Sabin Celes Strago Gau Gogo  Increases: N/A  Strength + 0  Speed + 0  Speed + 0  Magic Evasion + 0  Magic Evasion + 0  Magic Evasion + 0  Name: Hyper Wrist  Description: Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.  Negates: N/A  Strength + 0  Relm Setzer Mog Gau  Trans Locke Cyan Shadow Edgar Sabin Celes Strago Absorbs: Relm Setzer Mog Gau  N/A  Strength + 0  Attack 0  Defense 0  Magic Evasion + 0  Agic Evasion + 0  Name: Hyper Wrist  Description: Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau  N/A  Gogo Umaro  Increases: N/A  Strength + 0  Attack 0		
Name : Genji Glove  Atmored glove from a foreign land. Allows the wearer to equip a weapon in each hand.  Negates : Equipped by :  N/A Terra Locke Cyan Shadow Edgar Sabin Celes Strago Absorbs : Relm Setzer Mog Gau  N/A Gogo  Increases :  N/A  Strength + 0 Attack 0  Speed + 0 Evasion + 0  Magic + 0 Magic Evasion + 0  Name : Hyper Wrist  Pescription :  Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.  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	Magic + 0	
Armored glove from a foreign land. Allows the wearer to equip a weapon in each hand.  Negates:  N/A  Equipped by:  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau  N/A  Strength + 0  Magic + 0  Magic Evasion + 0  Magic Evasion + 0  Magic Evasion + 0  Name: Hyper Wrist  N/A  Description:  Studded bracelet that radiates a mysterious power. Boosts the wearer's stragoh.  Negates:  N/A  Strength + 0  Magic Evasion + 0  Magic Evasion + 0  Name: Hyper Wrist  Description:  Studded bracelet that radiates a mysterious power. Boosts the wearer's strangoh.  Negates:  N/A  Strength + 0  Attack 0  Attack 0  Attack 0  Attack 0  Attack 0		
N/A       in each hand.         Negates:       Equipped by:         N/A       Terra Locke Cyan Shadow Edgar Sabin Celes Strago         Absorbs:       Relm Setzer Mog Gau         N/A       Gogo         Increases:       N/A         Strength+ 0       Attack		Armored glove from a foreign land.
Negates:  N/A  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Absorbs: N/A  Relm Setzer Mog Gau  N/A  Strength + 0 Speed + 0 Speed + 0 Magic + 0 Magic Evasion + 0  Name: Hyper Wrist  Description: Studded bracelet that radiates a mysterious power. Boosts the wearer's N/A  Negates: N/A  Strength.  Relm Setzer Mog Gau  Abtack 0  Defense 5 Stamina + 0 Magic Defense 0 Magic Evasion + 0  Name: Hyper Wrist  Description: Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.  Negates: N/A  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Absorbs: N/A  Relm Setzer Mog Gau  Increases: N/A  Strength + 0  Attack 0		
N/A	N/ A	III each hand.
Absorbs: N/A  Edgar Sabin Celes Strago Relm Setzer Mog Gau  Relm Setzer Mog Gau  Increases: N/A  Strength + 0 Attack 0 Speed + 0 Defense 5 Stamina + 0 Evasion + 0  Magic Defense 0  Magic Evasion + 0  Name: Hyper Wrist Description: Studded bracelet that radiates a mysterious power. Boosts the wearer's N/A  Negates: mysterious power. Boosts the wearer's strength.  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	Negates :	Equipped by :
Absorbs:	N/A	Terra Locke Cyan Shadow
N/A       Gogo         Increases:       N/A         Strength + 0       Attack		Edgar Sabin Celes Strago
Increases:     N/A  Strength + 0		
N/A         Strength + 0       Attack 0         Speed + 0       Defense 5         Stamina + 0       Evasion + 0         Magic Defense 0       0         Magic Evasion + 0     Description:  Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.  Negates:  N/A  Strength.  Equipped by:  N/A  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Gau Gogo Umaro  Increases:  N/A  Strength + 0  Attack 0		
Speed + 0 Stamina + 0 Magic + 0 Magic Defense 0 Magic Evasion + 0 Magic Evasion + 0  Name : Hyper Wrist  Description : Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.  Negates : N/A  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		
Stamina + 0  Magic + 0  Magic Defense 0  Magic Evasion + 0  Magic Evasion + 0  Name : Hyper Wrist  Description : Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.  Negates : N/A  Strength Equipped by : Terra Locke Cyan Shadow Edgar Sabin Celes Strago  Absorbs : Relm Setzer Mog Gau  N/A  Increases : N/A  Strength + 0  Attack 0	Strength + 0	Attack 0
Magic Defense 0 Magic Evasion + 0  Name: Hyper Wrist  Description: Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.  Negates: N/A  Equipped by: Terra Locke Cyan Shadow Edgar Sabin Celes Strago Absorbs: Relm Setzer Mog Gau N/A  Increases: N/A  Strength + 0  Attack 0	Speed + 0	Defense 5
Name: Hyper Wrist  Description: Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.  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	Stamina + 0	Evasion + 0
Name: Hyper Wrist  Description: Studded bracelet that radiates a mysterious power. Boosts the wearer's N/A  Strength.  Equipped by: Terra Locke Cyan Shadow Edgar Sabin Celes Strago Absorbs: Relm Setzer Mog Gau N/A  Increases: N/A  Strength+ 0  Attack	Magic + 0	
Name: Hyper Wrist  Description: Studded bracelet that radiates a mysterious power. Boosts the wearer's strength.  Negates: N/A  Strength  Equipped by: Terra Locke Cyan Shadow Edgar Sabin Celes Strago Absorbs: Relm Setzer Mog Gau N/A  Increases: N/A  Strength+ 0  Attack		
Halves:  N/A  Strength.  Equipped by:  N/A  Terra Locke Cyan Shadow  Edgar Sabin Celes Strago  Absorbs:  Relm Setzer Mog Gau  N/A  Increases:  N/A  Strength+ 0  Attack		
Negates:  Negates:  N/A  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Absorbs: Relm Setzer Mog Gogo Umaro  Increases: N/A  Strength + 0  Attack	name : mper mrse	_
Negates:  Negates:  N/A  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Absorbs: Relm Setzer Mog Gogo Umaro  Increases: N/A  Strength + 0  Attack	Halves:	mysterious power. Boosts the wearer's
N/A  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gogo Umaro  Increases: N/A  Strength + 0  Attack	N/A	
Edgar Sabin Celes Strago Absorbs: Relm Setzer Mog Gau Gogo Umaro  Increases: N/A  Strength + 0 Attack 0	Negates :	Equipped by :
Absorbs:  Relm Setzer Mog Gau  Gogo Umaro  Increases:  N/A  Strength+ 0 Attack	N/A	Terra Locke Cyan Shadow
N/A Gogo Umaro  Increases:     N/A  Strength + 0 Attack 0		Edgar Sabin Celes Strago
<pre>Increases :     N/A  Strength + 0</pre>	Absorbs :	Relm Setzer Mog Gau
N/A Strength + 0 Attack 0	N/A	Gogo Umaro
	Strength + 0	Attack 0
DOLONDO	Speed + 0	

Stamina + 0 Magic + 0	Evasion + 0  Magic Defense 0  Magic Evasion + 0
Name : Prayer Beads	Description :
	Beads used in meditation by warriors
Halves :	of a foreign land. Boosts evasion.
N/A	
Negates :	Equipped by :
N/A	Terra Locke Cyan Shadow
	Edgar Sabin Celes Strago
Absorbs:	Relm Setzer Mog Gau
N/A	Gogo Umaro
<pre>Increases :    N/A</pre>	
Strength + 0	Attack 0
Speed + 0	Defense 0
Stamina + 0	Evasion + 20
Magic + 0	Magic Defense 0
	Magic Evasion + 0
	Beautiful to
Name : Ward Bangle	Description :  Bronze wristband enchanted with a
Halves :	protective ward. Lowers the rate of
N/A	random enemy encounters.
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 : Bone Wrist	Description :
	Carved bone wristband that grants
Halves:	yetis great power.
N/A	
Negates :	Equipped by :
N/A	Umaro
7 b c c mb c	
Absorbs:	

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Increases :
  N/A
                              Attack ..... 0
 Strength \dots + 5
 Speed ..... + 5
                              Defense ..... 10
 Stamina .... + 5
                               Evasion ..... + 10
 Magic ..... + 5
                               Magic Defense .... 10
                               Magic Evasion .... + 10
+----+
 Name : Peace Ring
                              Description :
                                Ring that soothes the wearer's mind.
 Halves :
                                Prevents berserk and confusion.
  N/A
 Negates:
                               Equipped by :
                                Terra Locke Cyan Shadow
Edgar Sabin Celes Strago
  N/A
                                Relm
Gogo
 Absorbs :
                                       Setzer Mog
                                                       Gau
  N/A
                                       Umaro
 Increases:
  N/A
 Strength \dots + 0
                              Attack .....
 Speed ..... + 0
                              Defense .....
 Stamina \dots + 0
                              Evasion ..... + 0
                              Magic Defense .... 0
 Magic ..... + 0
                               Magic Evasion .... + 0
+----+
 Name : Jeweled Ring
                               Description :
                                Handsome ring set with a large
 Halves :
                                gemstone. Prevents petrification.
  N/A
 Negates :
                               Equipped by :
                                Terra Locke Cyan Shadow
Edgar Sabin Celes Strago
  N/A
                                Relm Setzer
Gogo Umaro
                                       Setzer Mog Gau
 Absorbs:
  N/A
 Increases :
  N/A
 Strength \dots + 0
                               Attack ..... 0
 Speed ..... + 0
                              Defense .....
 Stamina \dots + 0
                              Evasion ..... + 0
 Magic ..... + 0
                               Magic Defense .... 0
                               Magic Evasion .... + 0
+----+
 Name : Fairy Ring
                               Description :
                                Ring imbued with a fairy's magic.
 Halves:
                                Prevents poison and darkness.
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Negates: N/A  Absorbs: N/A	Equipped by:  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro
Increases : N/A	
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0
Name : Barrier Ring Halves : N/A	Description: Ring enchanted with a limited version of Shell. Casts Shell when the wearer is critically wounded.
<pre>Negates :     N/A Absorbs :     N/A</pre>	Equipped by:  Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro
Increases : N/A	
Strength + 0 Speed + 0 Stamina + 0 Magic + 2	Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0
+	+
Name : Protect Ring Halves : N/A	Description : Ring enchanted with Protect. Casts Protect on the wearer.
Negates : N/A Absorbs : N/A	Equipped by: Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro
Increases : N/A	
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack 0 Defense 0 Evasion + 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	Defense0
Stamina + 0	Evasion + 0
Magic + 0	Magic Defense 0
- J	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
11,711	Edgar Sabin Celes Strago
Absorbs :	
N/A	
N/A	Gogo Umaro
Increases :	
N/A	
Strength + 0	Attack 0
Speed + 0	Defense 0
Stamina + 0	Evasion + 0
Magic + 0	Magic Defense 0
nagro	Magic Evasion + 0
	De conintian
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 :
Negates : N/A	Equipped by : Terra Celes Relm
N/A	
Negates : N/A Absorbs : N/A	
N/A Absorbs : N/A	
N/A Absorbs: N/A Increases:	
N/A Absorbs : N/A	

Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0	
Name : Cursed Ring	Description :	
	Ring said to have been for	
Halves:	Death himself. Casts Doom	
N/A	wearer at the start of bat	tle.
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	
lugic	Magic Evasion + 0	
	-	
	Panich . v 5	
YOU CANNOT UNCURSE THE CURSED	Banish : x 5  RING. It's not like the Cursed Shiel	d.
YOU CANNOT UNCURSE THE CURSED Name : Berserker Ring	RING. It's not like the Cursed Shield  Description:  Deep crimson ring that abs	orbs fire
Name : Berserker Ring	RING. It's not like the Cursed Shield	orbs fire
Name : Berserker Ring	RING. It's not like the Cursed Shield  Description:  Deep crimson ring that abs	orbs fire
Name : Berserker Ring Halves : N/A	Description:  Deep crimson ring that absorbange. Equip on a yeti and happens.	orbs fire
Name : Berserker Ring Halves : N/A Negates :	Description:  Deep crimson ring that absorbange. Equippens.  Equipped by:	orbs fire
Name : Berserker Ring Halves :	Description:  Deep crimson ring that absorbange. Equip on a yeti and happens.	orbs fire
Name : Berserker Ring Halves : N/A Negates : Lightning	Description:  Deep crimson ring that absorbange. Equippens.  Equipped by:	orbs fire
Name : Berserker Ring Halves : N/A Negates : Lightning	Description:  Deep crimson ring that absorbange. Equippens.  Equipped by:	orbs fire
Name : Berserker Ring  Halves :     N/A  Negates :     Lightning  Absorbs :     Fire	Description:  Deep crimson ring that absorbange. Equippens.  Equipped by:	orbs fire
Name : Berserker Ring  Halves :     N/A  Negates :     Lightning  Absorbs :     Fire  Increases :     N/A	Description:  Deep crimson ring that absorbance. Equip on a yeti and happens.  Equipped by:  Umaro	orbs fire
Name: Berserker Ring  Halves: N/A  Negates: Lightning  Absorbs: Fire  Increases: N/A  Strength + 5	Description:  Deep crimson ring that absorbance.  Equipped by:  Umaro	orbs fire
Name: Berserker Ring Halves: N/A Negates: Lightning Absorbs: Fire Increases: N/A Strength + 5 Speed + 0	Description:  Deep crimson ring that absorbance Equip on a yeti annhappens.  Equipped by:  Umaro  Attack	orbs fire
Name: Berserker Ring Halves: N/A  Negates: Lightning  Absorbs: Fire  Increases: N/A  Strength + 5 Speed + 0 Stamina + 0	Description:  Deep crimson ring that absorbance Equip on a yeti and happens.  Equipped by:  Umaro  Attack	orbs fire
Name: Berserker Ring  Halves: N/A  Negates: Lightning  Absorbs: Fire  Increases: N/A  Strength + 5  Speed + 0  Stamina + 0	Description:  Deep crimson ring that absorbance Equip on a yeti annhappens.  Equipped by:  Umaro  Attack	orbs fire
Name: Berserker Ring  Halves: N/A  Negates: Lightning  Absorbs: Fire  Increases: N/A  Strength + 5 Speed + 0 Stamina + 0 Magic + 0	Description:  Deep crimson ring that absorbance Equip on a yeti and happens.  Equipped by:  Umaro  Attack	orbs fire
Name: Berserker Ring Halves: N/A  Negates: Lightning  Absorbs: Fire  Increases: N/A  Strength + 5 Speed + 0 Stamina + 0 Magic + 0	Description:  Deep crimson ring that absorbance Equip on a yeti annual happens.  Equipped by:  Umaro  Attack	orbs fire
Name: Berserker Ring  Halves: N/A  Negates: Lightning  Absorbs: Fire  Increases: N/A  Strength + 5 Speed + 0 Stamina + 0 Magic + 0	Description:  Deep crimson ring that absorbance Equip on a yeti and happens.  Equipped by:  Umaro  Attack	orbs fire d see what

Negates: N/A  Absorbs: N/A  Increases:	Equipped by: Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro
N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0	Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0
Name : Memento Ring Halves : N/A	Description : Ring blessed by departed mother's love. Prevents petrification, zombie and instant death.
Negates : N/A	Equipped by : Shadow Relm
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 : Lich Ring  Halves : N/A	Description: Ring affected by a curse from beyond the grave. Makes the wearer undead.
Negates: N/A Absorbs: N/A	Equipped by: Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro
Increases : N/A	
Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack

Name : Knight's Code	Description :			
		ailing kni		
Halves :		uses the k		cover
N/A	critical	ly wounded	d allies.	
Negates :	Equipped b	у:		
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			
Magic + 0	Magic Defe			
	Magic Evas			
Name : Blizzard Orb	Descriptio	on :		
	Dark, sw	rirling ork	that abso	orbs ice
Halves :	damage.	Equip on a	a yeti and	see what
N/A	happens.			
Negates :	Equipped b	у:		
Fire	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :		Setzer		
Ice	Gogo	Umaro	- 5	
Increases :				
N/A				
Strength + 0	Attack		0	
Speed + 0	Defense		0	
Stamina + 0	Evasion		- 0	
Magic + 5	Magic Defe	nse	0	
	Magic Evas	ion +	- 0	
Name : Crystal Orb	Descriptio Powerful	on : . magic ork	sealing a	away a
Halves:		us power.		
N/A	by 50%.	•		
Negates :	Equipped b	py :		
N/A	Terra	Locke	Cyan	Shadow
	Edgar	Sabin	Celes	Strago
Absorbs :	Relm	Setzer	Mog	Gau
N/A	Gogo	Umaro		
Increases :				
Increases : N/A				

Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Attack 0 Defense 0 Evasion + 0 Magic Defense 0 Magic Evasion + 0	+
Name : Celestriad	Description :	
	Necklace with three st	tar-shaped
Halves:	bangles on its chain.	
N/A	cost of all magic to 1	L.
Negates:	Equipped by :	
N/A	Terra Locke Cy	yan Shadow
	-	eles Strago
Absorbs :	Relm Setzer Mo	og Gau
N/A	Gogo Umaro	
Increases : N/A		
Strength + 0	Attack 0	
Speed + 0	Defense 0	
Stamina + 0 Magic + 0	Evasion + 0 Magic Defense 0	
nagic	Magic Evasion + 0	
Name : Master's Scroll  Halves : N/A  Negates :	Description :    Proof of a warrior's w    Allows the wearer to a    times per turn.  Equipped by :	
Halves : N/A	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by:	
Halves: N/A Negates:	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by:  Terra Locke Cy	attack four
Halves : N/A Negates :	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyanger Sabin Center Relm Setzer Mo	attack four yan Shadow
Halves: N/A  Negates: N/A  Absorbs:	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyanger Sabin Cer	yan Shadow eles Strago
Halves: N/A  Negates: N/A  Absorbs: N/A  Increases:	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyanger Sabin Center Relm Setzer Mo	yan Shadow eles Strago
Halves: N/A  Negates: N/A  Absorbs: N/A  Increases: N/A	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyallow Edgar Sabin Ceally Relm Setzer Monday Gogo Umaro	yan Shadow eles Strago
<pre>Halves :     N/A  Negates :     N/A  Absorbs :     N/A  Increases :     N/A</pre> Strength + 0	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyalana Sabin Centre Selm Setzer Monday Gogo Umaro	yan Shadow eles Strago
Halves: N/A  Negates: N/A  Absorbs: N/A  Increases: N/A  Strength + 0  Speed + 0	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyellogar Sabin Cellogar Sabin Cellogar Setzer McGogo Umaro	yan Shadow eles Strago
Halves: N/A  Negates: N/A  Absorbs: N/A  Increases: N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyedgar Sabin Celegar Sabin Celegar Setzer Mode Gogo Umaro  Attack	yan Shadow eles Strago og Gau
Halves: N/A  Negates: N/A  Absorbs: N/A  Increases: N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyedgar Sabin Ceres Mode Good Umaro  Attack	yan Shadow eles Strago og Gau
Halves: N/A  Negates: N/A  Absorbs: N/A  Increases: N/A  Strength + 0 Speed + 0 Stamina + 0 Magic + 0	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyalagar Sabin Certain Setzer Monday Gogo Umaro  Attack	yan Shadow eles Strago og Gau
Halves:  N/A  Negates:  N/A  Absorbs:  N/A  Increases:  N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0  Name: Heiji's Jitte  Halves:	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyedgar Sabin Ceres Mode Good Umaro  Attack	yan Shadow eles Strago og Gau
Halves:  N/A  Negates:  N/A  Absorbs:  N/A  Increases:  N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0  Name: Heiji's Jitte	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyalagar Sabin Certain Setzer Monday Gogo Umaro  Attack	yan Shadow eles Strago og Gau
Halves:  N/A  Negates:  N/A  Absorbs:  N/A  Increases:  N/A  Strength + 0  Speed + 0  Stamina + 0  Magic + 0  Name: Heiji's Jitte  Halves:	Proof of a warrior's wallows the wearer to a times per turn.  Equipped by: Terra Locke Cyalagar Sabin Certain Setzer Monday Gogo Umaro  Attack	yan Shadow eles Strago og Gau

N/A		
Increases : N/A		
Strength + 0	Attack0	
Speed + 0	Defense 0	
Stamina + 0	Evasion + 0	
Magic + 0	Magic Defense 0	
	Magic Evasion + 0	
Name : Soul of Thamasa	Description :	
Name: Soul of Inamasa	Ancient Thamasan orb enshr	ining a
Halves:	wondrous power. Changes th	
N/A	command to Dualcast.	c Hagic
Negates:	Equipped by :	Chadar
N/A	Terra Locke Cyan Edgar Sabin Celes	Shadou
Absorbs :		Strago Gau
N/A	Relm Setzer Mog Gogo	Gau
, <b></b>		
Increases :		
N/A		
Strength + 0	Attack0	
Speed + 0	Defense 0	
Stamina + 0	Evasion + 0	
Magic + 0	Magic Defense 0	
	Magic Evasion + 0	
Name : Safety Bit	Description :	
	Tiny sphere that whirls ar	
Halves:	owner's head. Prevents pet	rification
N/A	zombie, and instant death.	
Negates :	Equipped by :	
N/A	Terra Locke Cyan	
	Edgar Sabin Celes	_
Absorbs :	Relm Setzer Mog	Gau
N/A	Gogo Umaro	
Increases :		
N/A		
Strength + 0	Attack0	
Speed + 0	Defense 0	
Stamina + 0	Evasion + 0	
Magic + 0	Magic Defense 0	
	Magic Evasion + 0	

Absorbs :

Name : Molulu's Charm Description :

Mysterious moogle charm. Prevents all

```
Halves:
                                 random enemy encounters.
  N/A
                               Equipped by :
 Negates :
  N/A
                                 Mog
 Absorbs :
  N/A
 Increases :
  N/A
                               Attack .....
 Strength \dots + 0
 Speed ..... + 0
                               Defense ..... 0
 Stamina .... + 0
                               Evasion ..... + 0
 Magic ..... + 0
                               Magic Defense .... 0
                               Magic Evasion .... + 0
+-----
                               Description :
 Name : Growth Egg
                                 Strange egg with magical properties.
 Halves:
                                 Doubles the amount of EXP earned in
  N/A
                                 battle.
 Negates :
                               Equipped by :
                                 Terra Locke Cyan Shadow
Edgar Sabin Celes Strago
  N/A
                                        Setzer Mog Gau
                                 Relm
 Absorbs :
  N/A
                                 Gogo
                                       Umaro
 Increases :
  N/A
 Strength \dots + 0
                               Attack ..... 0
                               Defense .....
 Speed ..... + 0
 Stamina \dots + 0
                               Evasion ..... + 0
 Magic ..... + 0
                               Magic Defense .... 0
                               Magic Evasion \dots + 0
+----+
 Name : Hermes Sandals
                               Description :
                                 Winged sandals enchanted with Haste.
 Halves :
                                 Casts Haste on the wearer.
  N/A
 Negates :
                               Equipped by :
                                 Terra Locke Cyan Shadow
  N/A
                                 Edgar
                                        Sabin
                                                Celes
                                                        Strago
                                 Relm Setzer Mog
Gogo Umaro
 Absorbs :
                                                        Gau
  N/A
 Increases :
  N/A
                               Attack ..... 0
 Strength \dots + 0
                               Defense ..... 0
 Speed ..... + 0
 Stamina \dots + 0
                               Evasion ..... + 0
 Magic ..... + 0
                               Magic Defense ....
```

-----+ Name : Dragoon Boots Description : Steel boots made for dragoons. Halves : Changes the Attack command to Jump. N/A Negates : Equipped by : Terra Locke Cyan Edgar Sabin Celes N/A Shadow Edgar Sabin Celes Relm Setzer Mog Strago Absorbs: Gau N/A Gogo Increases : N/A Strength  $\dots$  + 0 Attack ..... Defense ..... Speed ..... + 0 Stamina  $\dots$  + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... 0 Magic Evasion .... + 0 +----+ Name : Miracle Shoes Description : Marvelous shoes with a number of Halves: useful enchantments. Casts Haste, N/A Protect, Shell and Regen on the wearer. Negates : Equipped by : N/A Terra Locke Cyan Shadow Absorbs : Edgar Sabin Celes Strago Relm Setzer N/A Mog Gau Gogo Umaro Increases : N/A Attack ..... Strength  $\dots$  + 0 Speed ..... + 0 Defense ..... Stamina .... + 0 Evasion ..... + 0 Magic ..... + 0 Magic Defense .... Magic Evasion .... + 0 +----+ Name : Sprint Shoes Description : Shoes enchanted to make the wearer Halves : move faster. Doubles walking speed. N/A Negates : Equipped by : N/A Terra Locke Cyan Shadow Celes Edgar Sabin Strago Setzer Mog Absorbs : Relm Gau Gogo Umaro N/A

Increases :

Strength	+	0	Attack	0
Speed	+	0	Defense	0
Stamina	+	0	Evasion +	0
Magic	+	0	Magic Defense	0
			Magic Evasion +	0

+----+

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

Poison x 5

(4) Judgement Bolt (25 MP)

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). (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	l	
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) : \*\*\*

+----+

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) : \*\*\*

+----+

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 At level up: =----= N/A x 10 Blizzard Blizzara x 5 Diamond Dust (27 MP) Envelops all enemies in an arctic Rasp x 4 Osmose chill. x 3 Cure

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 At level up: =------ N/A
Cura x 4

Esuna x 3 Healing Horn (30 MP)

Cures party of most status ailments.

 $\begin{array}{cccc} \text{Dispel} & \text{x} & 2 \\ \text{Protect} & \text{x} & 1 \\ \text{Shell} & \text{x} & 1 \\ \end{array}$ 

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

Blizzara x = 3 Chaos Wave (44 MP)

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 Petrfies 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) : \*\*\*

+-----

MP +10%

Phantom At level up:

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

=----
Reflect x 5

Haste x 3

Shell x 2

Protect x 2

Teleport x 2

At level up:

MP +10%

Ruby Light (36 MP)

Casts Reflect on all allies.

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) : \*\*\*\*

+----+

If you're looking to teach the basic elemential 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

=----
Protect x 5

Stop x 5

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) : \*\*\*\*

+------

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) : \*\*\*

Esuna

+----+

Quetzalli At level up: =----= N/Ax 20 Haste x 20 Sonic Dive (31 MP) Slow Hastega x 2 Lifts the party up for an aerial x 2 Slowga attack. Float

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%

x 10 Teleport

Banish x 5 Howling Moon (35 MP)

Creates illusionary images of the Stop x 3

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

x 1 Tri-Disaster (34 MP) Blizzaga

x 1 Hits enemies with fire, ice and Thundaga

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 devestating 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 devestaing 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)	

Crushes enemies with seismic waves. Tornado x 3

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 devestating 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-existant 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
Dispel	x 10	light.
Esuna	× 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 negligable. 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	× 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 At level up: ----- N/A

Ultima x 1

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 At level up: ----- MP +50%

Meltdown x 1

Meteor x 10 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 At level up: =----- Strength +2

Quick x 1

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 At level up: =----- Stamina +2

Flood x 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 At level up: =----- Speed +2

Teleport x 20 Vanish x 10

Vanishx101000 Needles (25 MP)Hastegax5Damages 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 At level up: =----- HP +100%

Graviga x 5

Gravija x = 3 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) : \*\*\*\*\*

+----+

Quick x 1

Valor x 5 ??? (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) : \*\*\*\*\*

+-----+

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  $\dots$  here's the entire Magic listing:

Cure Cura
Curaga Raise
Arise Poisona
Esuna Regen
Reraise

Fire Blizzard

Thunder Poison Drain Fira Blizzara Thundara Firaga Bio Blizzaga Thundaga Break Death Holy Flare Gravity Graviga Meteor Banish Ultima Quake Tornado Meltdown Flood Gravija

Slow Libra Rasp Silence Protect Sleep Confuse Haste Stop Berserk Imp Float Reflect Shell Hastega Vanish Slowga Osmose Teleport Quick Dispel Valor

+----+

#### HEALING MAGIC

+----+

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 : Poisona

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

+----+

ATTACK MAGIC

+----+

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

+----+

EFFECT MAGIC

+----+

Spell : Libra

Effect : Reveals teh target's level, HP, MP, and elemential 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

Effect : Allows the target two actions each turn by stopping time for

everyone else

MP Used : 99 MP

+----+

Spell : Dispel

Effect : Removes all magical effects on the target

MP Used : 25 MP

+----+

Spell : Valor

Effect : Increases the damage dealt by each ally's next physical attack

MP Used : 20 MP

+-----+

This appendix will give you a listing of every Bushido skill available in the game. In addition, I'll tell you what level you'll learn each Bushido at and give a short description of what each Bushido does.

NOTE: You can actually learn all of Cyan's Bushido skills long before he has the required levels. If you complete Cyan's Dream Sequence, he'll instantly learn all 8 skills, regardless of his level.

Here's the entire Bushido listing:

Fang Sky
Tiger Flurry
Dragon Eclipse
Tempest Oblivion

+----+

Bushido : Fang

Effect : Performs a rapid sword thrust against a single enemy.

Learned at : Level 1

+-----

Bushido : Sky

Effect : Readies a devestating 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

+----+

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 al 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

+----+

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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	<pre>Kefka's Tower (Party #3)</pre>	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

Roulette (10 MP)  Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops Learned from Location WoB  Ahriman Kefka's Tower (Gold Dragon's Room) Dragon's Den (Dragon Temple Treasure Room) Alluring Rider Cyan's Dream Onion Knight Vector Magitek Research Facility Nelapa Floating Continent (escape) Dark Force Kefka's Tower Dragon's Den  Tsunami (20 MP) Deluges enemies with a powerful tidal wave.  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops Learned from Location WoB  Ahriman Kefka's Tower (Gold Dragon's Room) Dragon's Den (Dragon Temple Treasure Room) Alluring Rider Cyan's Dream Onion Knight Vector Magitek Research Facility Nelapa Floating Continent (escape) Dark Force Kefka's Tower Dragon's Den  Tsunami (20 MP) Deluges enemies with a powerful tidal wave.  Learned from Location WoB  Tsunami (20 MP) Deluges enemies with a cave to the Ancient Castle (Queen's Basement) Enuo Cave to the Ancient Castle (Monster-in-a-Box) Ultima Weapon Floating Continent Kefka's Tower Dragon's Den  Aqua Breath (22 MP) Engulfs enemies in a stream of bubbles, dealing both wind and water  Learned from Location WoB  Strago comes with this Lore learned.
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB  Learned from Location Treasure Room) Ahriman Kefka's Tower (Gold Dragon's Room) Dragon's Den (Dragon Temple Treasure Room) Alluring Rider Cyan's Dream Onion Knight Vector Magitek Research Facility Nelapa Floating Continent (escape) Dark Force Kefka's Tower Dragon's Den  Tsunami (20 MP) Deluges enemies with a powerful tidal wave.  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops Learned from Location WoB  Learned from Location Tower (Gold Dragon's Room) Dragon's Den (Dragon Temple Treasure Room) Alluring Rider Cyan's Dream Onion Knight Vector Magitek Research Facility Nelapa Floating Continent (escape) Dark Force Kefka's Tower Dragon's Den  Tsunami (20 MP) Deluges enemies with a powerful tidal wave.  Learned from Location WoB  Tsunami (20 MP) Deluges enemies with a powerful tidal wave.  Learned from Location WoB  Master Tonberry Cave to the Ancient Castle (Monster-in-a-Box) Ultima Weapon Floating Continent Dark Force Kefka's Tower Dragon's Den  Aqua Breath (22 MP) Engulfs enemies in a stream of bubbles, dealing both wind and water
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Firal Battle part 3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location Wob
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Farty #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB  Ahriman Kefka's Tower (Gold Dragon's Room) Dragon's Den (Dragon Temple Treasure Room) Alluring Rider Cyan's Dream Onion Knight Vector Magitek Research Facility Nelapa Floating Continent (escape) Dark Force Kefka's Tower Dragon's Den  Tsunami (20 MP) Deluges enemies with a powerful tidal wave.  Learned from Location WoB  Blue Dragon Ancient Castle (Queen's Basement) Enuo Cave to the Ancient Castle (Monster-in-a-Box) Ultima Weapon Floating Continent Dark Force Kefka's Tower
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape) Skull Dragon Kefka's Tower (Party #3) Rest Kefka's Tower (Final Battle part 3) Still Life Owzer's Mansion  Roulette (10 MP) Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)  Rest Kefka's Tower (Final Battle part 3)  Still Life Owzer's Mansion  Roulette (10 MP)  Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)  Rest Kefka's Tower (Final Battle part 3)  Still Life Owzer's Mansion  Roulette (10 MP)  Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB  Learned from Location WoB  Ahriman Kefka's Tower (Gold Dragon's Room)  Dragon's Den (Dragon Temple Treasure Room)  Alluring Rider Cyan's Dream  Onion Knight Vector  Magitek Research Facility  Nelapa Floating Continent (escape)
Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)  Rest Kefka's Tower (Final Battle part 3)  Still Life Owzer's Mansion  Roulette (10 MP)  Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)  Rest Kefka's Tower (Final Battle part 3)  Still Life Owzer's Mansion  Roulette (10 MP)  Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location Wob
Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)  Rest Kefka's Tower (Final Battle part 3)  Still Life Owzer's Mansion  Roulette (10 MP)  Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)  Rest Kefka's Tower (Final Battle part 3)  Still Life Owzer's Mansion  Roulette (10 MP)  Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)  Rest Kefka's Tower (Final Battle part 3)  Still Life Owzer's Mansion  Roulette (10 MP)  Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)  Rest Kefka's Tower (Final Battle part 3)  Still Life Owzer's Mansion  Roulette (10 MP)  Spins a roulette wheel that KO's the enemy or ally on which it stops  Learned from Location WoB
Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)  Rest Kefka's Tower (Final Battle part 3)  Still Life Owzer's Mansion  Roulette (10 MP)
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Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)  Rest Kefka's Tower (Final Battle part 3)
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Death Warden Cave on the Veldt (Monster-in-a-box)  Fiend Kefka's Tower (after defeating Demon)  Nelapa Floating Continent (escape)  Skull Dragon Kefka's Tower (Party #3)
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon) Nelapa Floating Continent (escape)
Death Warden Cave on the Veldt (Monster-in-a-box) Fiend Kefka's Tower (after defeating Demon)
Death Warden Cave on the Veldt (Monster-in-a-box)
Dragon's Den
Dark Force Kefka's Tower
Alluring Rider Cyan's Dream
Dragon's Den (Dragon Temple Treasure Room)

WoR

Marchosias

Kohlingen Area

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 &	WoR
	East of Gau's Father's House	

+-----

### 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	Darill's Tomb	WoR
(shell section)		
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	Lo	cation		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 Roader	Narshe Mines	WoR
(Brown)		

+------

# 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 &	=-=-== WoR
	East of Gau's Father's House	
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

<sup>\*</sup> 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.

Lear	ned from	Location	WoB / WoR
=-=-=-	-=-=-=-	=-	=-=-=
Dark	K Force	Kefka's Tower	WoR
		Dragon's Den	WoR
Grea	at Malboro	Kefka's Tower	WoR
		Dragon's Den	WoR
Malk	ooro	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.

Location	WoB / WoR
	=-=-=
Ancient Castle (Queen's Basement)	WoR
Kefka's Tower	WoR
Dragon's Den	WoR
Maranda Area	WoR
Narshe Area	WoR
	Ancient Castle (Queen's Basement) Kefka's Tower Dragon's Den Maranda Area

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. WoB / WoR Learned from Location =-----Dark Force Kefka's Tower WoR WoR Dragon's Den Lady Kefka's Tower (Final Battle) WoR +----+ Grand Delta (64 MP) Creates a triangular energy field that deals massive damage to all enemies. WoB / WoR Learned from Location 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 Thamasa (Burning House) Balloon WoB Phantom Train WoB Bomb Forest to the West of Veldt WoB Dark Force Kefka's Tower WoR Dragon's Den WoR Forest to the West of Veldt WoB Grenade Kefka's Tower WoR Junk Onion Knight Vector WoB Narshe Mines WoB Bandit Kefka's Tower Gamma WoR Zone Eater's Belly WoR Wartpuck \_\_\_\_\_\_\_ 0-----0 | FINAL FANTASY VI 0-----0 //\\ | APPENDIX J 

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	der construction. I am trying cklist to figure out what Rage	<del>-</del>
F I N A L	FANTASY VI	
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0		,
	Snowman Rondo	
	land (WoB), any patch of dark	
Dance : Forest Noo	cturne	
Learned on : Any forest		
Dance : Desert Lu	llaby	
Learned on : Any deser	C (WoB & WoR)	
Dance : Love Sere		
	area or other inhabited area (	
Dance : Earth Blue	29	

Learned on : Any mountain, ir	n open areas; not inside a cave	
Dance : Water Harmony		
Learned on : Lethe River, Ser (WoR)	rpent Trench (WoB) or the battl	
Dance : Twilight Requiem		
Learned on : Inside any caver  * Mog comes with	n this Dance	
Dance : Snowman Rondo		
Learned on : Snowfield of Nar	cshe (WoR)	
FINAL FAN / O	L (WORLD OF BALA	N C E )
/		^[APPX.012]
the World of Balance). It DOES t is laid out in accordance to ou will see these shops in that ection in my FAQ where you wil	listing of every shop available NOT include treasures for any my FAQ above, so if you have at order. In addition, I have in ll find the shop in question. I because I skipped all the repe	area whatsoever. followed that, included the Lastly, don't email
F I G A R O C A S T L E		[WALK.005]
Item Shop (east)	)(   Item Shop (west)	Inn Free
Auto Crossbow	Potion 50     Ether 1500     Antidote 50     Gold Needle 200     Echo Screen 120     Phoenix Down 500	 

	Sleeping Bag 500   Tent 1200	l	
SOUTH FIGARO			C [WALK.007]
	-O(   Armor Shop		
Dagger	Buckler	 	C
Item Shop	-O(   Relic Shop	l	
Potion       50         Antidote       50         Gold Needle       200         Eye Drops       50         Echo Screen       120	I	       	
RETURNER HIDEO			[WALK.012]
Returner Shop	-O		
Eye Drops			

Sleeping Bag	500 I		
Tent 1	·		
'	•		
Sprint Shoes 1	·		
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0			
			•
C A B I N (found in Sa	abin's Scenario	)	[WALK.016]
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Wandering Merchant	Inn	Free	
managering moremans			
0		0	
- · · · · · · · · · · · · · · · · · · ·	•	0	
0	•	0	

Tent	 		
MOBLIZ		[ W	ALK.022]
Weapon Shop	)(   Armor Shop	Inn	100 Gil
Mythril Knife       300         Mythril Sword       450         Mythril Claws       800         Kotetsu       800	Buckler 200   Heavy Shield 400   Plumed Hat 250   Magus Hat 600   Bandana 800   Iron Helm 1000   Kenpo Gi 250   Iron Armor 700	 	
Item Shop	)(   Relic Shop )		
Potion 50	 	1	
N I K E A H	D	[ W	ALK.026]
	O		
Kotetsu	Plumed Hat	0           	
	)(   Relic Shop	0 	

| Phoenix Down ...... 500 |

Hi-Potion       300         Echo Screen       120         Smoke Bomb       300		   	
N A R S H E	)		[WALK.031]
	Armor Shop 	Inn	200 Gil
Mythril Claws 800 Kotetsu 800 Mythril Spear 800 Air Knife 950		     	
Item Shop	)   Relic Shop )	I	
Potion	Sprint Shoes       1500         Jeweled Ring       1000         Fairy Ring       1500         Barrier Ring       500         Mythril Glove       700         Knight's Code       1000	 	
FIGARO CASTLE (	)	0	[WALK.032]
	Item Shop (west) )	Inn O	Free
Noiseblaster       500         Bioblaster       750         Flash       1000         Drill       3000	Hi-Potion	 	
	Tent 1200		

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KOHLINGEN	0	_	ALK.033]
Weapon Shop		Inn	200 Gil
	0   Mythril Shield 1200	-	
	Magus Hat 600		
	Bandana 800		
_	Twist Headband 1600		
	Iron Helm 1000		
	Silk Robe 600		
	Iron Armor 700		
	0		
	0	0	
Item Shop	Relic Shop		
Hi-Potion 300	Sprint Shoes 1500		
	Jeweled Ring 1000		
	Fairy Ring 1500		
Antidote 50	Barrier Ring 500		
Green Cherry 150	Mythril Glove 700		
Phoenix Down 500	Knight's Code 1000	1	
Sleeping Bag 500	0	0	
Tent 1200	1		
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J I D O O R	O	[W O   Inn O	ALK.033]
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J I D O O R  Weapon Shop  Kiku-ichimonji 1200  Kaiser Knuckles 1000  Kodachi 1200  Moonring Blade 2500  Flame Scroll 500  Water Scroll 500  Lightning Scroll 500  Shadow Scroll 400	O	[WO	ALK.033] 250 Gil
J I D O O R  Weapon Shop  Kiku-ichimonji 1200  Kaiser Knuckles 1000  Kodachi 1200  Moonring Blade 2500  Flame Scroll 500  Water Scroll 500  Lightning Scroll 500  Shadow Scroll 400	O	[WO	ALK.033] 250 Gil
J I D O O R  Weapon Shop  Kiku-ichimonji	O	[WO	ALK.033] 250 Gil
J I D O O R  Weapon Shop  Kiku-ichimonji 1200  Kaiser Knuckles 1000  Kodachi 1200  Moonring Blade 2500  Flame Scroll 500  Water Scroll 500  Lightning Scroll 500  Shadow Scroll 400  Item Shop  Hi-Potion 300  Ether 1500  Antidote 50	O	[WO	ALK.033] 250 Gil
J I D O O R  Weapon Shop  Kiku-ichimonji 1200  Kaiser Knuckles 1000  Kodachi 1200  Moonring Blade 2500  Flame Scroll 500  Water Scroll 500  Lightning Scroll 500  Shadow Scroll 400  Item Shop  Hi-Potion 300  Ether 1500  Antidote 50  Gold Needle 200	O	[WO	ALK.033] 250 Gil
J I D O O R  Weapon Shop  Kiku-ichimonji	O	[WO	ALK.033] 250 Gil 250 Gil
J I D O O R  Weapon Shop  Kiku-ichimonji 1200  Kaiser Knuckles 1000  Kodachi 1200  Moonring Blade 2500  Flame Scroll 500  Water Scroll 500  Lightning Scroll 500  Shadow Scroll 400  Item Shop  Hi-Potion 300  Ether 1500  Antidote 50  Gold Needle 200  Holy Water 300  Phoenix Down 500	O	[WO	ALK.033] 250 Gil

| B L A C K J A C K [WALK.040] | | Inn | Blackjack's Merchant Free | 0-----| Hi-Potion ..... 300 | | Ether ..... 1500 | | Holy Water ..... 300 | | Phoenix Down ..... 500 | | Remedy ..... 1000 | | Smoke Bomb ..... 300 | | Teleport Stone ..... 700 | | Tent ..... 1200 | 0-----| A L B R O O K [WALK.041] | | Armor Shop | Weapon Shop | Inn 300 Gil I 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 | Relic Shop | Item Shop 0-----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-----------| MARANDA [WALK.043] | | Armor Shop | Inn 200 Gil | | Weapon Shop 

| Mythril Spear ...... 800 | Priest's Miter ..... 3000 |

Venom Claws	Mythril Vest 1   Mythril Mail 3	200   500		
				[WALK.044]
(	-	-		
Weapon Shop 	Armor Shop 			350 Gil
Air Knife	Mythril Helm 2   Mythril Vest 1   Ninja Gear 1   White Dress 2	000   200   100   200		
	)	0		
(	D	0		
-	Relic Shop	1		
Hi-Potion	Earring 5   Hermes Sandals 7	000		
Green Cherry 150 Echo Screen 120				
Holy Water 300	I			
Phoenix Down 500 Tent 1200	   			
Phoenix Down 500 Tent 1200	   			
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Phoenix Down 500 Tent		O  O   000   000   200   100   200  O	Inn	[WALK.045]  1000 Gil  [WALK.061]
Phoenix Down 500 Tent		0   1  0   600   1   200   1   200   1  0	Inn	[WALK.045]
Phoenix Down	Armor Shop   Twist Headband	O  O   000   200   100   200  O  O   500	Inn	[WALK.045] 1000 Gil [WALK.061]

		0   Mystery Veil 5500		
=		0   Power Sash 5000		
=		0   Gaia Gear 6000		
		0   Golden Armor 10000 O		
		0	0	
Item Shop		U	1	
		0   Earring 5000		
Hi-Potion	30	0   Sniper Eye 3000		
Ether	150	0   Hermes Sandals 7000		
Remedy	100	0   Reflect Ring 6000		
Teleport Ston	ne 70	0   Black Belt 5000		
Holy Water	30	0   Dragoon Boots 9000		
Phoenix Down	50	0   Sprint Shoes 1500		
		0 0		
F	I N A L F A	N T A S Y V I		
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| Hi-Potion ...... 300 | Sprint Shoes ...... 1500 |

| Thunder Rod ...... 3000 | Golden Helm ..... 4000 |

Phoenix Down500Holy Water300Remedy1000Sleeping Bag500Smoke Bomb300Teleport Stone700	Gigas Glove	 	
T Z E N			[WALK.103]
Weapon Shop	· -	Inn	300 Gil
Kaiser Knuckles1000Venom Claws2500Flametongue7000Icebrand7000Thunder Blade7000Burning Fist10000	Golden Shield	 	
Item Shop	)(   Relic Shop		
Ether       1500         Green Cherry       150         Phoenix Down       500         Echo Screen       120         Holy Water       300         Sleeping Bag       500         Super Ball       10000	Dragoon Boots 9000   Thief's Bracer 3000   Black Belt 5000   Alarm Earring 7000   Sniper Eye 3000   Peace Ring 3000   Jeweled Ring 1000   Amulet 5000	 	
N I K E A H			[WALK.106]
Weapon Shop	· <u> </u>	Inn	150 Gil
Rune Blade       7500         Flametongue       7000         Icebrand       7000         Thunder Blade       7000         Enhancer       10000	Diamond Shield	-           	
Item Shop	O(   Relic Shop	- 	
Hi-Potion 300	O(   White Cape 5000   Angel Wing 8000		

Holy Water       300         Remedy       1000         Sleeping Bag       500         Tent       1200	Gale Hairpin 8000   Hyper Wrist 8000   Prayer Beads 4000   Amulet 5000   Princess Ring 3000	     	
S O U T H F I G A R O			[WALK.107]
Weapon Shop	·	Inn	80 Gil
Trident       1700         Heavy Lance       10000         Enhancer       10000         Golden Spear       12000	Diamond Shield 3500   Priest's Miter 3000   Green Beret 3000   Diamond Helm 8000   Gaia Gear 6000   Diamond Vest 12000   Diamond Armor 15000	-           	
	0	0	
-	Relic Shop O	 	
Ether       1500         Eye Drops       50         Echo Screen       120         Phoenix Down       500         Holy Water       300         Remedy       1000         Tent       1200	Silver Spectacles 500   Star Pendant 500   Fairy Ring 1500   Amulet 5000   Hermes Sandals 7000   Reflect Ring 6000   Angel Ring 8000   Princess Ring 3000	 	
FIGARO CASTLE	0		[WALK.111]
<del>-</del>		Inn	Free
Auto Crossbow 250 Noiseblaster 500	O	 	

| Gold Needle ...... 200 | Zephyr Cloak ...... 7000 |

		Inn	
	)(   Diamond Shield 3500		
	Priest's Miter 3000		
<del>-</del>	Green Beret 3000		
	Diamond Helm 8000		
	Diamond Vest 12000     Diamond Armor 15000		
	)(   Relic Shop		
-	)(		
Hi-Potion 300	None		
Ether 1500 (	)(	)	
Antidote 50			
Phoenix Down 500			
Holy Water 300	•		
Remedy			
Sleeping Bag 500			
Tent 1200			
M A R A N D A 	)(	-	ALK.116]
	·	Inn	
(			
	Crystal Shield 7000		
Gravity Rod 13000	Crystal Shield 7000		
Gravity Rod 13000 Swordbreaker 16000	Crystal Shield 7000     Crystal Helm 10000	 	
Gravity Rod       13000         Swordbreaker       16000         Falchion       17000	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000	 	
Gravity Rod       13000         Swordbreaker       16000         Falchion       17000         Flame Scroll       500	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000	     	
Gravity Rod       13000         Swordbreaker       16000         Falchion       17000         Flame Scroll       500         Water Scroll       500	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000	 	
Gravity Rod       13000         Swordbreaker       16000         Falchion       17000         Flame Scroll       500         Water Scroll       500         Lightning Scroll       500	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000	 	
Gravity Rod       13000         Swordbreaker       16000         Falchion       17000         Flame Scroll       500         Water Scroll       500         Lightning Scroll       500         Invisibility Scroll       200	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000	 	
Gravity Rod       13000         Swordbreaker       16000         Falchion       17000         Flame Scroll       500         Water Scroll       500         Lightning Scroll       500         Invisibility Scroll       200         Shadow Scroll       400	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000	 	
Gravity Rod	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000	 	
Gravity Rod	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000	 	
Gravity Rod	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000	 	
Gravity Rod	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 17000     Crystal Mail 17000		
Gravity Rod	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000     Crystal Mail 17000		 VALK.121]
Gravity Rod	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000     Crystal Mail 17000     Crystal Mail 17000     Armor Shop	 	 ALK.121]  250 Gil
Gravity Rod	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000     Oath Veil 17000     Armor Shop	 	/ALK.121]  250 Gil
Gravity Rod	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 17000     Crystal Mail 17000     Oath Veil 17000     Crystal Mail 17000	[W])	ZLK.121] 250 Gil
Gravity Rod	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000     Oath Veil 9000     Armor Shop     Circlet 7000     Black Cowl 7500		ZLK.121] 250 Gil
Gravity Rod	Crystal Shield 7000     Crystal Helm 10000     Oath Veil 9000     Black Garb 13000     Magus Robe 13000     Crystal Mail 17000     Oath Veil 17000     Crystal Mail 17000     Crystal Mail 17000     Crystal Mail 17000     Crystal Helm 10000		ZALK.121] 250 Gil
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Swordbreaker 16000 Falchion 17000 Flame Scroll 500 Water Scroll 500 Lightning Scroll 200 Invisibility Scroll 200 Shadow Scroll 400	Crystal Shield		ZLK.121] 250 Gil
Gravity Rod	Crystal Shield		ZLK.121] 250 Gil
Gravity Rod	Crystal Shield	[W)[W)[W]	ZLK.121] 250 Gil

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| Ether ..... 1500 | Protect Ring ..... 5000 |
| Phoenix Down ....... 500 | Gigas Glove ...... 5000 |
| Holy Water ..... 300 | Angel Wings ..... 6300 |
| Remedy ...... 1000 O------
| Teleport Stone ..... 700 |
| Sleeping Bag ..... 500
| Tent ..... 1200 |
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| Weapon Shop
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| 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 |
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| Item Shop
                  | Relic Shop
0-----0------
| 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 |
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  - Walkthrough complete through Kefka (100%)
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- Bestiary complete (100%)

| Hi-Potion ..... 300 | Princess Ring ..... 3000 |

- 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)
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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.</pre>
- joshua\_g <-- The man behind a large portion of the help Lufia\_Maxim gave me, including the attacks of the final bosses
- moronic\_acid <-- No, I'm not calling him names, but his Dragon's Den maps
   helped me a lot in that area</pre>
- 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 Moogle <-- Pointed out my error about Edgar getting 50% off at Figaro Castle
- Skippster108 <-- I hate it when I trail off on sentances @ @
- The Enigma Facade <-- Pointed out a VERY large error that I had written down about The Veldt

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Terra, Locke, Celes, Edgar, Sabin, Gestahl, Kefka and all related characters are property of SquareEnix.

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