

# Final Fantasy III (Import) FAQ/Walkthrough

by System Error

Updated to v1.45 on Nov 26, 2005

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Ahh...yes. Final Fantasy III Japan...the forgotten Final Fantasy. Not only is it a great game, but it is also the first that introduced many of the common things found in Final Fantasy games today, even some "game specific" ones, like the Ancients.

To play, you'll need a FF3 NES ROM, an Emulator (preferably one like NNNEStErJ or FCE Ultra), a patching tool (like SNEStool) and a GOOD translation. Don't ask for the first, the second and third can be gotten at Zophar's Domain (zophar.net) and the last can be gotten at The Whirlpool (<http://donut.parodius.com/>). Zophar's Domain and The Whirlpool don't have any ROMs on them, only patches/emulation related things. Or, if you can understand Japanese and have an FF3 Cart and a Famicom/modded NES, you can play it there too.

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The first parts include the instructions to play, the Table of Contents, the Table of Searching and sites that may use the guide.

#### TABLE OF SEARCHING

To use the Table of Searching, press CTRL+F and enter the search code (found to the left of the area name) in the box that appears. Not all parts have search codes, simply because they are too short.

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0074: Credits

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The following sites may use my guide.

GameFAQs - <http://www.gamefaqs.com>  
GameNotOver - <http://www.gamenotover.com>  
Neoseeker - <https://www.neoseeker.com>  
<http://www.ffslo.tk>

If you want to use it, just ask me. My E-Mail address is [ff3jguide@gmail.com](mailto:ff3jguide@gmail.com) and if you ask, I will let you. Unless you're CheatCodeCentral or some other idiotic site. But, there are some rules.

Rule 1: You may not sell the guide for profit. And no, don't be a wise guy and say you'll give me all the profit earned or a share of it. This FAQ is intended to be free.

Rule 2: No spamming. This includes advertising. Don't e-mail me asking me to enter your contest or buy your goddamned product. In fact, in case any of you E-Mail Marketing idiots are reading this, here's a little trivia for you: Being annoying with your advertising is *\*THE\* NUMBER ONE WAY* to make people *\*NOT\** buy your products.

UPDATE: Now that I put in a spambot guard here, this should stop the problems. And if they still come from you, guess what? You go on the dumbass list.

Oh, and by the way, if you're gonna say "Would you like to have a better career?" or something like that, I'll tell you this in advance: Actually, I think the question, or rather, statement, is that YOU *\*NEED\** a better career. Got that? If not, you'll be added to the dumbass list.

Rule 3: No flaming. It's pointless to do so, and most people, including me, don't even care one bit if you hate their guides.

Rule 4: No complimenting either. Sure, it's polite to do so, but it is can really get on people's nerves after a while. The E-Mail needs to help me with the guide in some way. It's okay if you compliment within the helpful E-Mail, however.

Rule 5: If you have an addition to the guide, check to see if it is there first.

Rule 6: DO NOT BOTHER E-MAILING ME IF YOU ARE, HAVE EVER BEEN, OR EVER WILL BE ASSOCIATED WITH CHEAT CODE CENTRAL!

Rule 7: Talk in English. None of this "hey u wrote a cool faq 4 final fantasy 3" crap. It's E-Mail, not a goddamned chatroom.

Rule 8: Don't ask any retarded questions. First, search the FAQ. Usually, you use ALT+F or CTRL+F, but it may vary in some browsers. Asking for clairificaiton of something complicated is fine.

Rule 9: Don't send multiple E-Mails. Especially considering I rarely check my E-Mail.

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\* Section 1: Version History \*

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Search Code: 0001

Version 0.0 (God-knows when): Starting working on this FAQ.

Version 1.0 (November 18th, 2003): Finally released it to the public.

Version 1.1 (November 20th, 2003): Added GameNotOver to the sites that may use my guide. Polished things up a little too.

Version 1.2 (November 22nd, 2003): Changed around some things and added stuff, thanks to Sir Bahumut for this. Expect a more "real" update soon...

Version 1.3 (November 27th, 2003): Yes! A new version! Now included is the search word function, also known as the Table of Searching.

Version 1.31 (November 29th, 2003): Minor touch-ups done.

Version 1.32 (February 1st, 2004): Finally got back to this, only to do more touch-ups. For example, the table of searching is now a table too, and is shorter.

Version 1.332 (February 18th, 2004): Added Neoseeker to the sites that may use my guide. Also for \*\*\*\*s and giggles, added the dumbass list: The list of morons who e-mailed me with spam or stuff, and those whole steal or stole guides.

Version 1.335 (February 29th, 2004): Touch-Ups, and the Random Statistics section added. Very small bit of the monster list done.

Version 1.336 (April 19th, 2004): No, I'm not dead. Just did a few touch-ups here and there. That damned monster list is still going slow...

Version 1.337 (June 3rd, 2004): Removed some stuff, including Equipment checks and the Random Statistics, the former permanently, the latter at least for now. Also got some tips from some readers.

Version 1.3371 (August 27th, 2004): I'm still alive. My hard drive died when trying to install Linux. It was a slave drive, however. Partitioning error, I think. I got it back with FDisk, but I lost everything on it and half the available space, including the FAQ in Word Format, so excuse me if the character per-line work is sloppy from now on. In other news, I updated my E-Mail Address, and the dumbass list.

Version 1.4 (August 29th, 2004): Added some tips from Sir Bahumut, fixed some stuff up.

Version 1.41 (September 2nd, 2004): Touched some stuff up.

Version 1.42 (September 22nd, 2004):

Those bastards at G-Mail disabled my ccount for no apparent reason. I'm emailing their support team, but am not expecting a reply back. So, I put my regular E-Mail back up, this time, using a filter.

Also added the location of two 1000 gil chests in the Cave of Altar that I've been meaning to add for a while. I forgot who exactly reminded me to do this, because it was on the G-Mail account. But E-Mail me if you are that person. If I get my G-Mail account back and you turn out not to be that person, it's off to the dumbass list with you. I also made some touch-ups here and there.

Version 1.43 (December 18th, 2004): So I was sitting down at my computer. I was ready to submit an update. Can you guess what happened?

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. .

If you guessed my computer crashed before I could save, you win second place. The answer I was looking for is that my hard drive died. Anyhow, some info has been update, such as the Bahamut battle. Also got the name of the person who reminded me of the 1000 Gil chests in the Cave of the Alter. Added the "FF3 on the DS" section. Also, this FAQ may be getting translated into Spanish soon.

Version 1.44 (January 22nd, 2005): First update of the new year. Fixed some things.

Version 1.45 (November 26th, 2005): Various user updates. No, this FAQ isn't dead. New email.

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*****  
*   Section 2: Quick Tips   *  
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Search Code: 0002

-Be sure to switch job classes if you can't beat a boss or if the job classes your character(s) is/are becoming less useful. For example, you may want a Red Wizard at the start of the game to take out undead monsters with the Wright Slayer, but will want to switch to a Black Wizard/White Wizard when you're done.

-EXP is split among your living characters when a battle is won.

-Save often...OR ELSE!

-Remember you can save money buy getting items from chests or pots instead of buying them and selling them quickly afterwards. Don't sell anything good though.

-You can hit multiple targets by pressing left (or right) when the finger cursor is on the backmost row on a party, enemy or your own. Also, if you press up or down when the cursor is on an enemy, depending on if it's at the top or bottom, you'll target only that type of enemy (more useful than it sounds).

-Shields are pretty useless since your characters can equip weapons in both hands, except in certain situations. For example, once, I savestated on my emulator, and an enemy killed a character. I reloaded and noticed that the enemies' attacks are predetermined. It kept on killing the character. But I equipped the shield on it and the character was attacked, but didn't die. Thus, only use them if you know that many attacks are coming your way or if you want to reduce damage.

-You can switch your on-screen character with the SELECT button. Also, note that when your characters are Onion Kids, they'll have different colors.

-Although your characters will target a new enemy if the one they were going to attack is defeated, it only works for regular attacks, NOT magic attacks, and the target is random...this may not seem like a bad thing but...

-The hit ratio for a physical attack is LOWERED if you try to attack an enemy

in the back row. If there are any monsters in front of another monster, it is in the back row (thanks Sir Bahumut)

-Remember that your characters are ambidextrous: They can equip weapons in both hands. Offense seems to be the best way to win in this game. And please don't bother thinking about the odds of ambidextrous quadruplets being born like I do...just shut up accept it as it is.

-Buying four items at a time will reduce the price by a little. Use Leather Clothes as an example. Four Leather Clothes bought one at a time cost  $95 \times 4 = 380$  Gil. If you buy four, however, it only costs 342 Gil! Buy four, get ten percent off! And if you buy ten, normally  $95 \times 10 = 950$  Gil, you get about twenty percent off!

-After entering a secret passage, if you want to get back on the other side, but are trapped by the wall, a switch can be found by going up to the wall, facing up and pressing A.

-If the monsters in a fight are at a high level compared to yours, you should run or use the Thief's Escape ability (or level up a few levels, but I thought that'd be obvious). HOWEVER, if you are at a high level compared to the monsters' levels, THEY will try to run! Take your characters back to areas near the beginning of the game after leveling up to see such behavior. But unlike the previous games, the enemies can be trapped when this happens, just like you can, so don't worry about using certain weak enemies to get strong items.

-Got something for me? E-Mail me at [ff3jguide@gmail.com](mailto:ff3jguide@gmail.com)

-Alternatively, you can contact me on the GameFAQs message boards. I usually just lurk the boards, but if you post a topic calling for my attention, I'll check it out.

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*****  
*   Section 3: Walkthrough   *  
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This section DOES contain spoilers of course, but no big ones. I put enough in so it makes sense while keeping the element of surprise in the game marginal.

Search Code: 0003

The Gurgan quietly spoke...

"This earthquake is but an omen. The tremors that pulled the Crystals into the earth and brought forth monsters are nothing compared to the Darkness which is to come...

But, hope is not yet lost. Four souls will take up the quest of the Light.

And so it begins...

Four orphans have been raised by the priest Topapa in the remote village of Ur.

A Crystal has sunk into the

earth due to the earthquake,  
and the four boys have come  
in an adventurous mood.

They had only intended to  
test their courage...

\*\*\*\*\*

Cave of the Altar

Level: 1

Items: Potion x3, Leather Shield x2, SouthWind x2

Monsters: Goblin, Carbuncle, EyeFang, LandTurtl

Party: Onion Kid - Onion Kid - Onion Kid - Onion Kid

Search Code: 0004

\*\*\*\*\*

The quadruplets will fall down a hole as the game starts. They say some crap,  
and argue amongst themselves for a short while. Then you have to fight some  
Goblins.

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Forced Fight: Goblin x3

HP: 5 each.

Dead easy, just attack with all four characters until they fall. Seriously,  
you'd have to be trying if you were to lose. Gang up on them all by having  
all of your characters target the same one since your characters  
automatically switch to a new target if their current one is defeated, unlike  
previous games (but only for plain old attacking. Magic still doesn't auto-  
retarget).

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After the fight, open the two treasure chests to receive a Potion and a  
Leather Shield. Equip the shield on a character, and continue forth. Your  
characters will notice that the rock ahead looks a little odd. Walk up to it  
and press A to reveal a secret passage. Open the treasure chest for another  
Leather Shield. Equip it and go into the next room.

Once in this room, go left and open up the chest for a SouthWind. Go to the  
right to get a Potion. Go back to the left and go up, to find a chest with  
another Potion. On the right, is a healing spring; go up to it and press the  
A button to restore your characters' HP and MP. The chest near it has a  
Southwind.

You'll want to make sure the levels of your characters are high enough for  
the boss battle ahead, around level 3 or 4 should do the trick. Hang around  
the spring to quickly restore lost HP/MP. When ready, go left from the spring  
and when you can't go left anymore, go up and into the door to enter the Wind  
Crystal's room. As you approached the Crystal, some balls of energy surround  
your characters, and you'll fight the first boss of the game.

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Boss Fight: LandTurtl

HP: 120

Gil: 500

EXP: 132

Weak against Ice

The boss music is very cool, huh? For an easy fight, use your SouthWinds and

he'll die rather quickly. However, he's easy enough without them: just keep on attacking and use Potions when you have low HP. Keep this up until he dies.

-----  
After the fight, talk to the crystal (yes, it can talk) to find out that the quadruplets have been chosen to be the Light Warriors. The crystal gives you the last of its light and you receive the following jobs:

Fighter  
Monk  
White Wizard  
Black Wizard  
Red Wizard

Now, unequip your characters, and change jobs. Choose a Fighter, a Monk, a White Wizard, and a Black Wizard/Red Wizard (preferably Red). Now, re-equip the items.

Now exit with the warp at the back. Also, put the White Wizard in the Back Row (by going into ROW and selecting the White Wizard).

\*\*\*\*\*  
Overworld: Ur Area  
Level: 4+  
Party: Fighter - Monk - White Wizard - Red Wizard  
Monsters: Killer Bee, Werewolf,  
Search Code: 0005  
\*\*\*\*\*

Save and Re-enter the Cave of the Altar.

\*\*\*\*\*  
Cave of the Altar  
Level: 4+  
Items: Copper Bracelet, Long Sword x2, Nunchuck, Sleep Spell, 2000 Gil  
Party: Fighter - Monk - White Wizard - Red Wizard  
Monsters: Goblin, Carbuncle, EyeFang, BlueWisp  
\*\*\*\*\*

Follow the straightforward path and kill all the enemies in the way until you reach a room with a hole and some treasure chests. They contain a Copper Bracelet, 2 Long Swords, a Nunchuck, and a Sleep Spell. Give the Sleep spell to your Red Wizard, the Copper Bracelet to the White Wizard, and the Long Swords to your Fighter. Don't give the Nunchuck to the Monk...yet...

Don't fall down the hole unless you want to return to the lower part of the dungeon for some strange reason...

But before you exit, waltz on over to that alcove near the entrance. Go to the end of it, face up, and press A. A secret passage is revealed, and inside are two chests with 1000 Gil each. I forgot who reminded me about this.

☐UPDATE: Thanks to fastbilly for this.

Exit the cave now.

\*\*\*\*\*  
Overworld: Ur Area  
Level: 4+  
Party: Fighter - Monk - White Wizard - Red Wizard



Monsters: Killer Bee, Werewolf

\*\*\*\*\*

Save, then enter the town of Ur to the south.

\*\*\*\*\*

Ur  
Level: 4+  
Items: Potion x3, Leather Shirt x3, Dagger, Cure, Long Sword  
Party: Fighter - Monk - White Wizard - Red Wizard  
Monsters: Killer Bee, Werewolf (only near the very back of the town will you fight monsters)  
Search Code: 0006  
\*\*\*\*\*

Item Shop	Cost	Weapon Shop	Cost
Potion	150 Gil	Knife	20 Gil
Antidote	40 Gil	Dagger	60 Gil
Eyedrop	80 Gil	Long Sword	100 Gil
		Staff	40 Gil
		Nunchuck	60 Gil

Magic Shop	Cost	Armor Shop	Cost
Pure	100 Gil	Cloth Cap	50 Gil
		Leather Cap	95 Gil
		Leather Shield	40 Gil
		Leather Shirt	15 Gil
		Copper Armband	80 Gil

\*\*\*\*\*

Go buy a Pure spell from the Magic shop. Give it to your White Mage. Also, go to the weapon store and buy two Staffs and one Dagger. Don't bother buying another Nunchuck, as you will soon get a stronger one. In the armor shop, buy four Leather Clothes.

Buying four at a time will reduce the price by a little. In this case, four Leather Clothes bought one at a time cost  $95 \times 4 = 380$  Gil. If you buy four, however, it only costs 342 Gil! Buy four, get ten percent off! And if you buy ten, normally  $95 \times 10 = 950$  Gil, you get about twenty percent off!

Anyhow, equip them and also buy one Copper Bracelet for your Red/Black Mage. Now, enter the building at the southwest corner of the town. There, the quadruplets will see the one who adopted them, and a conversation initiates. After that, leave the house. Oh yeah, there's a HP/MP Restore pond and a Revivification pond here. Once you're done, walk through the trees near the Inn to reach a secret well. Enter and get the three potions. Get out of there and go to the northwestern house in the town. As you approach it, you may have to fight some Monsters. But as long as your characters are at a reasonably high level, you'll be fine.

Once inside the house, check the pots. Two of them have Antidotes in them. Now, walk up to the far right candle, and press A. A secret path will open. Go through into the next room and take the treasure, 2 Leather Shirts, Dagger, Cure Spell, and a Long Sword. Equip the Cure Spell on your White Wizard, and the Dagger on your Red Wizard. Exit and walk up to the wall, face up, and press A to open the secret path to get through. Leave the house, and the town (after resting at the Inn).

\*\*\*\*\*

Overworld: Ur Area

Level: 4+

Party: Fighter - Monk - White Wizard - Red Wizard

Monsters: Killer Bee, Werewolf

\*\*\*\*\*

Just head south for Kazus.

\*\*\*\*\*

Kazus

Level: 4+

Items: Potion

Party: Fighter - Monk - White Wizard - Red Wizard

Search Code: 0007

\*\*\*\*\*

Something's definitely screwed up or something here. Talk to the person near the campfire, who mistakes you for ghosts. Turns out, this town has been cursed by Jinn and everyone in it became a ghost (and they look a lot more like a flat humanoid to me). Nothing much to see right now. One of the houses has a Revivification Pond, too. Enter the Inn and talk to the stationary ghost to meet Cid. Apparently, he spent the night in the town, and when he woke up, he was a ghost. He also lends you his Airship in the desert to the west. Rest in the bed in the next room, and leave the inn.

Another house near a cave has a Potion in one of the pots. Now leave. Entering the cave is optional, but if you want to...

\*\*\*\*\*

Mythril Mine

Level: 4+

Party: Fighter - Monk - White Wizard - Red Wizard

Monsters: Mummy, Skeleton, Shadow, CurseCoin, Laruwai

\*\*\*\*\*

Nothin' to see here...yet...unless you want to beat up on the monsters for EXP. Not really worth it.

\*\*\*\*\*

Overworld: Ur Area

Level: 4+

Party: Fighter - Monk - White Wizard - Red Wizard

Monsters: Killer Bee, Werewolf

\*\*\*\*\*

Go straight west and you'll enter the airship. Walk up to the wheel and prepare for liftoff! Land at the castle to the northwest and enter.

\*\*\*\*\*

Sasoon Castle

Level: 4+

Items: 2000 Gil, Holy Arrows x40, Wooden Arrows x60, Wight Slayer, Tonfa Nunchuck, Potion, Leather Shield, Ice Spell

Party: Fighter - Monk - White Wizard - Red Wizard

Monsters (Left Tower Only): DarkEye, RedWisp, Zombie

Search Code: 0008

\*\*\*\*\*

This place appears to have suffered to the same effects as Kazus. Anyhow, as soon as you enter, go straight up for two screens. At the next screen, there's a fake wall on the left side. The wall looks different there, it's easy to spot out. Proceed through the hidden passage and take the stairs to the north. Both of the treasure chests in this next room hold 1000 Gil, wow! Go back up the stairs (nothing of interest for now is in the next room down) and go up the other path. You can walk right through the walls in the dead ends near the middle, go through the path to reach a Tonfa Nunchuck. NOW equip your Monk with the Tonfa Nunchuck and another type of Nunchuck. Also, don't miss the two treasure chests near the fireplace! They contain an Ice spell (Yay!) and a Leather Shield. Now go back through the secret passage.

Go up the stairs into the throne room and talk to the King. Now, head back outside the castle. Enter the Left Tower. You may fight some monsters here, but they're all weak (and undead). Head up and reach the two treasure chests, containing some Holy Arrows and some Wooden Arrows. Go up to the next floor and up to the chest. If your emulator has it, you might want to savestate now, seriously. Open it, to get your kickass Wight Slayer, but of course, it's guarded. You didn't think it'd be that easy, did you?

-----  
Enemy Battle: Griffon

HP: 150

Gil: 74

EXP: 108

It has a tendency to pre-empt you and sometimes back attacks you in this battle. Just keep on attacking and heal as necessary. Ice can do some nice damage, by the way. Oh, and equip that Wight Slayer too, yes, while in battle (by selecting it and going over to the farthest left, where your LHand and RHand slots are).

-----  
The Wight Slayer rocks. It can only be equipped by the Red Mage (well, and the Ninja, but you won't get that for a long while), and does extra damage to undead monsters. You'll be facing a lot of them soon, so feel free to level up here. Level 7 or higher should be more than enough. You can also fight Griffon's in the same room, and they'll drop attack items.

When you're satisfied with your levels, go up the right tower to reach some treasure chests. More Holy and Wooden Arrows. Now, go up into the Princess' room. Get the treasures there: A Potion, a Bow, and even more wooden arrows. Now sleep in the Princess' bed. After doing that, leave.

\*\*\*\*\*  
Overworld: Ur Area

Level: 7+

Party: Fighter - Monk - White Wizard - Red Wizard

Monsters: Killer Bee, Werewolf

\*\*\*\*\*

Although you COULD go straight to the Cave of the Seal, you should go to Ur first to stock up on some items. Get some Potions, and maybe some antidotes.

\*\*\*\*\*

Cave of the Seal

Level: 7+

Items: Potion, 500 Gil, SouthWind, Eyedrop

Party: Fighter - Monk - White Wizard - Red Wizard

Monsters: Mummy, Skeleton, Shadow, CurseCoin, Laruwai, Revenant, Jinn

Search Code: 0009

\*\*\*\*\*

Try to conserve your MP here. Overusing magic could cause problems when fighting Jinn. Your Red Wizard and his Wight Slayer should be able to smash through the majority of the monsters for you, and as long as you are at a decent level, your Fighter and Monk won't miss as often, allowing more damage and hits!

Okay, the path here is fairly straightforward. Follow the path until you come to a split, go down and get the treasure, a Potion. Go back up and take the right path this time. When you come to another split, go up and collect the Cure Orb, equip it on your Red Wizard. Follow the path to the next room. Pick up the 500 Gil from the Treasure Chest. Examine the top skull to reveal a secret passage to the next room.

There, you'll find Princess Sara. A conversation will take place, and she'll come with you to Jinn. You can press the B button to talk to her, (and any other character that follows you). Sometimes, they'll give you hints about things if you talk to them enough. Continue on...

When you come to the split in the road, go down and get the SouthWind. Go back up until you come to another chest, inside is an Eyedrop. Jinn's nearby, so heal up before fighting him!

-----

Boss Fight: Jinn

HP: 480

Gil: 700

EXP: 160

Weak against Ice

Just attack with your Fighter and Monk. Heal with your White Wizard and use Ice with your Red Wizard. Keep your HP high and keep attacking, and Jinn will be dead before you know it,.

-----

After the easy fight, you'll be transported back to Sasoon Castle. You also get a CANOE from the King, use it to get your Airship back. Then head for Kazus.

\*\*\*\*\*

Kazus

Level: 8+

Party: Fighter - Monk - White Wizard - Black Wizard

Search Code: 0010

\*\*\*\*\*

Cid will come to you as soon as you enter, and he'll join you. Since the curse was broken, the people are no longer ghosts, and you can shop. Oh, and the Inn is free, so rest there.

Item Shop	Cost	Weapon Shop	Cost
Potion	150 Gil	Mythril Rod	400 Gil
Antidote	40 Gil	Mythril Dagger	500 Gil
Eyedrop	80 Gil	Mythril Sword	500 Gil

Magic Shop	Cost	Armor Shop	Cost
Fire	100 Gil	Mythril Armor	350 Gil
Ice	100 Gil	Mythril Shield	180 Gil
Sleep	100 Gil	Mythril Helmet	130 Gil
		Mythril Gauntlet	120 Gil
		Mythril Bracelet	120 Gil

With all these great new items, yet such little Gil (hopefully not). Be sure to buy at least Fire and Sleep spells. Then, spend some Gil on some weapons/armor, but don't overbuy so that you can re-stock on items.

-Selling off the now-rather obsolete Wight Slayer may be good for money making, but remember that you can use it to pound on the Cave of the Seal's undead monsters, which may result in even more Gil overall than its selling price: 500 Gil. You're also getting great EXP at the same time. Still, I only had around 3500 or so Gil and managed to buy all I wanted WITHOUT selling the Wight Slayer.

When you're satisfied, go to that house where you found that Potion earlier (you know, the one near the Mythril Mine?). Talk to the man there, and he'll put a Mythril Bow on the Airship to smash that boulder! Leave now.

\*\*\*\*\*

Mythril Mine

Level: 7+

Items: Mythril Sword x2

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Mummy, Skeleton, Shadow, CurseCoin, Laruwai

\*\*\*\*\*

Remember this place? There's a switch on the wall near the top part of the mine now. Three steps from the left on the top wall! Press it, and go in through the secret passage and get your treasure: Two Mythril Swords.

\*\*\*\*\*

Overworld: Ur Area

Level: 8+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Killer Bee, Werewolf

(water around Cave of the Seal): Killer Fish, SeaElmntl, Sahuagin

\*\*\*\*\*

Smash that damn boulder! Whoops, looks like you accidentally blew up your airship in the process. Oh well, at least the boulder's gone. Go south to reach Cannan.

\*\*\*\*\*

Cannan

Level: 8+

Items: LuckMallet, Soft x2, Iron Arrow x20, FenixDown, Blind, Potion, GreatBow, MidgBread x2

Party: Fighter - Monk - White Wizard - Black Wizard

Search Code: 0011

\*\*\*\*\*

Cid will leave you. Time to get some items! Go into the house to the left as you enter. Search the top pot for a LuckMallet, and go through the hidden wall near the beds for a Soft. You'll also hear about this "Desh" guy. Next, go to Cid's house at the northwest part of town. His Grandmother is sick (for her age, no wonder), and needs Elixir to be cured. So go to the northeast part of town and into the water. Follow the path to reach some grass, where the Elixir is hidden. Now, return to Cid's house, go up to granny, and press B to bring up the list of your items. Select the Elixir, and she'll be cured. Now talk to Cid and he'll let you take his treasure: Iron Arrows, Soft, FenixDown, the Blind Spell, a Potion, a GreatBow and some MidgBread, Not a bad deal. Once you're done with that little sidequest, time to shop!

```
-----
|Item Shop          | Cost      ||Weapon Shop       | Cost      |
|-----|-----|
|Potion             | 150 Gil  ||Mythril Rod       | 400 Gil  |
|Antidote           | 40 Gil   ||Mythril Dagger   | 500 Gil  |
|Eyedrop            | 80 Gil   ||Mythril Sword    | 500 Gil  |
|                   |          ||                  |          |
|                   |          ||                  |          |
|                   |          ||                  |          |
|                   |          ||                  |          |
|-----|-----|
|Magic Shop         | Cost      ||Armor Shop        | Cost      |
|-----|-----|
|Cure               | 100 Gil  ||Mythril Armor     | 350 Gil  |
|Bolt                | 700 Gil  ||Mythril Shield   | 180 Gil  |
|Venom               | 700 Gil  ||Mythril Helmet   | 130 Gil  |
|Blind               | 700 Gil  ||Mythril Gauntlet | 120 Gil  |
|                   |          ||Mythril Bracelet | 120 Gil  |
|                   |          ||                  |          |
|                   |          ||                  |          |
|-----|-----|
```

Umm...not much different from Kazus's items, except for the new spells. Buy Bolt. Get Venom and Blind \*ONLY\* if you have the money (you may need to sell some useless items). Leave now.

\*\*\*\*\*

Overworld: Ur Area

Level: 8+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Killer Bee, Werewolf, (water around Cave of the Seal): Killer Fish, SeaElmntl, Sahuagin

\*\*\*\*\*

Enter the mountain and...WHAT THE HELL?! BAHUMUT?!! Oh, great. Looks like things are gonna get ugly at the top.

\*\*\*\*\*

Road to the Summit

Level: 9+

Items: Soft x2, Aero,

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: DiveEagle, Firefry, Ruhk, RustBird

Search Code: 0012

\*\*\*\*\*

Climb the mountain! All the enemies here are weak against Wind except Firefries (thanks to Sir Bahumut for reminding me about them), so after getting Aero, you might want to level up here. Ice also hurts the Firefries pretty badly. The path here is very straightforward, so I won't need to guide you. Just be sure to get all the items. As you leave, Bahumut snatches you and takes you to its nest.

\*\*\*\*\*

Bahumut's Nest

Level: 9+

Items: Mini

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Bahumut

\*\*\*\*\*

Talk to the babies, and you'll see a "Wark!" that shakes the place up. Anyhow, talk to that white, moving thing to meet Desh. Just then, Bahumut comes in to ruin the fun.

-----

Boss Fight: Bahumut

HP: 60000 (regenerates every round)

Gil: 5500

EXP: 5000

Just run. The only way to win is to cheat by using a code to reduce the enemies' HP to a low level, so don't even bother (you still get nothing out of it, other than a bunch of Gil and EXP). Take a few whacks at the big dragon if it makes you feel good.

-----

Afterwards, Desh "joins" you even though your party doesn't really want him to. You also get the Mini spell. Prepare to jump!

\*\*\*\*\*

Overworld: Tozas Area

Level: 9+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Berserker, Werewolf,

Search Code: 0013

\*\*\*\*\*

Go due east into...

\*\*\*\*\*

Healing Forest

Level: 9+

Party: Fighter - Monk - White Wizard - Black Wizard

\*\*\*\*\*

Talk to the Midget, who'll tell you Tozas to the south can only be reached by Midgets. The three ponds here are healing ponds, so use them. Now leave.

\*\*\*\*\*

Overworld: Tozas Area

Level: 9+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Berserker

\*\*\*\*\*

You might want to consider fighting Berserkers to level up before becoming Midgets, as this next part is, to put it this way: A real bitch. But, that's really only if you're not prepared. They're very easy to beat with multi-targeting using spells. Now, use Mini on all your party members and walk around in the forest to the south to find...

\*\*\*\*\*

Tozas

Level: 9+ (higher is better)

Items: Cure2, Burning Staff, Mythril Bracelet x2, Cloth shirt, Mythril Rod

Party: Black Wizard - Black Wizard - White Wizard - Black Wizard

Inn Cost: 80 Gil

Search Code: 0014

\*\*\*\*\*

As Desh says, your characters are so tiny, that they can't use weapons! Take his advice and change your Fighter and Monk to Black Wizards and place all your characters in the back row. And don't be a wise-guy and try to unshrink: it won't work.

Item Shop	Cost	Item Shop 2	Cost
Potion	150 Gil	Midget Bread	200 Gil
Antidote	40 Gil		
Eyedrop	80 Gil		
Magic Shop	Cost		
Fire	100 Gil		
Ice	100 Gil		
Sleep	100 Gil		
Bolt	700 Gil		
Venom	700 Gil		
Blind	700 Gil		
Aero	700 Gil		

Get some spells, and rest at the Inn for 80 Gil. Now go into the house to the north of the town. Search the Bookshelves for...Cure2, a Burning Staff, Mythril Bracelet and a Cloth shirt! That Burning Staff is one useful weapon, as it casts Fire when used. You can use this to conserve some much-needed MP (thanks to Sir Bahumut) Now talk to the Midget, who wants an Antidote. Press



B and select an Antidote from your inventory. He'll reveal the hidden stairs for you. Get the two treasure chests in the next area for another Mythril Bracelet and a Mythril Rod. Go down the stairs.

\*\*\*\*\*  
Hidden Road  
Level: 9+  
Party: Black Wizard - Black Wizard - White Wizard - Black Wizard  
Monsters: DarkFace, Leprecaun  
Search Code: 0015  
\*\*\*\*\*

Kill all enemies in your path with magic. The enemies seem to be weak against Ice. Don't bother with physical attacks unless the enemies are almost dead, and you want to conserve MP. Remember that magic won't switch targets if the target it was going to hit dies, it just becomes ineffective. AND BE CAREFUL OF BACK ATTACKS DAMMIT!

\*\*\*\*\*  
Overworld: Tozas Area  
Level: 10+  
Party: Black Wizard - Black Wizard - White Wizard - Black Wizard  
Monsters: Berserker, Werewolf,  
\*\*\*\*\*

Don't unMini yourself. Just enter the Viking base.

\*\*\*\*\*  
Viking Base  
Level: 10+  
Items: 900 Gil, Fire2, Ice 2, Bolt2,  
Party: Black Wizard - Black Wizard - White Wizard - Black Wizard  
Inn Cost: 40 Gil  
Search Code: 0016  
\*\*\*\*\*

Walk through until you come to a different looking section of wall, and walk through it to get the 300 Gil in the chest. Now go into the door.

Magic Shop	Cost	Item Shop	Cost
Fire	100 Gil	Potion	150 Gil
Ice	100 Gil	Antidote	40 Gil
Sleep	100 Gil	Eyedrop	80 Gil
Bolt	700 Gil		
Venom	700 Gil		
Blind	700 Gil		

Rest at the Inn, and maybe buy some items. Now, go up the stairs. To the right and down, there is a secret passage. Find your way through it for a Fire2, Ice 2 and Bolt2. Give them to your main Black Wizard. To the far left is another secret passage, where there are stairs. Talk to the old man, and check the chests for 600 Gil. There's a revivification pond here too. Back out of the secret passage, go talk to the boss of the Vikings, he'll give you the Enterprise if you beat the sea dragon. Exit with the stairs to the north.

\*\*\*\*\*

Overworld: Tozas Area

Level: 10+

Party: Black Wizard - Black Wizard - White Wizard - Black Wizard

Monsters: Berserker, Werewolf, Killer Fish, SeaElmntl, Sahuagin, Hermit, Nepto

\*\*\*\*\*

Ignore the Enterprise (ship) for now, unless you want to fight some sea monsters. Go out too far in it and you'll be attacked by...

-----  
Boss Fight: Nepto

HP: 60000

Gil: 560

EXP: 1560

Although you CAN kill him, it'll take hours, possibly even days. If you do encounter him, just run. Don't be attracted by the large-at-this-point-of-the-game EXP/Gil.

-----  
...so don't go out too far. Just head for the nearby Nepto shrine.

\*\*\*\*\*

Nepto Shrine

Level: 10+

Items:

Party: Black Wizard - Black Wizard - White Wizard - Black Wizard

Monsters: BloodWorm, Liliput, PoisonBat, Were-Rat, Puti, Big Rat

Search Code: 0017

\*\*\*\*\*

If you're Midgets, you'll be able to get in the hole where the dragon statue's eye used to be. If not, shrink yourself with Mini! Save your level 2 elemental spells for the boss, too.

When you come to the first fork, go left for some items: Carapace Helmet, and Carapace Armor. Go back and take the right fork for a Serpent Sword, then take the hole in this room. Keep on going until you come to this rat. Heal up, and prepare for a boss fight.

-----  
Boss Fight: Big Rat

HP: 450

Gil: 1000

EXP: 240

This is a tricky little bastard! It likes to cast level 2 elemental spells, doing about 130 damage or more on average. Cast Bolt and Bolt2 on it constantly, while healing with your White Wizard. When your White Wizard isn't healing, you can cast Aero. Keep this up, and it'll eventually fall.

-----  
Now take Nepto's Eye and get back to the dragon statue. Walk up to it and you'll have to give the Eye back to Nepto. No, not to Nepto himself, the statue. Press B and select "Eye" from your inventory. Nepto will then speak to you and explain some things. He'll also give you the Water Fang to "smash what blocks you way with the power of Water."

\*\*\*\*\*

Overworld: Tozas Area

Level: 10+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Berserker, Werewolf, Killer Fish, SeaElmntl, Sahuagin, Hermit

\*\*\*\*\*

Finally, you can unMini yourselves. About time, too. Keep your Magic on though, makes for a great storage space.

\*\*\*\*\*

Viking Base

Level: 10+

Items: 900 Gil, Fire2, Ice 2, Bolt2,

Party: Fighter - Monk - White Wizard - Black Wizard

Inn Cost: 40 Gil

\*\*\*\*\*

Rest up. Then leave (after stocking up on items if necessary).

\*\*\*\*\*

Overworld: Tozas Area

Level: 10+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Berserker, Werewolf, Killer Fish, SeaElmntl, Sahuagin, Hermit

\*\*\*\*\*

Yeah, you got a ship now! Head southeast to Tokkle now.

\*\*\*\*\*

Tokkle

Level: 10+

Items: Lamia Scale, Freezing Staff, 3-Part Nunchuck, Kenpo Shirt, FenixDown, Gods' Wine, GreatBow,

Party: Fighter - Monk - White Wizard - Black Wizard

Search Code: 0018

\*\*\*\*\*

This place seems to be even more screwed up than Sasoon Castle and Kazus were. The two old men seem to freak out when you try to talk to them, and the village is ruined. If you go into the house at the south of town, you'll find out that soldiers attacked the village.

There's a lot of stuff lying around the grass, such as a Lamia Scale, Gods' Wine, GreatBow and a Freezing Staff. Enter the Elder's house and go into the fireplace for a 3-Part Nunchuck, equip it. You'll also find a Kenpo Shirt and a FenixDown. Not much else to do now.

\*\*\*\*\*

Overworld: Tokkle Area

Level: 11+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Griffon, Lynx, Hornet

Search Code: 0019

\*\*\*\*\*

Head to the forest to the Northwest.

\*\*\*\*\*

Living Forest

Level: 11+

Party: Fighter - Monk - White Wizard - Black Wizard  
\*\*\*\*\*

So that tree in the desert is the Eldest tree, huh? Pretty interesting information here. Leave once you've had your fair share of info.

\*\*\*\*\*

Overworld: Tokkle Area

Level: 11+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Griffon, Lynx, Hornet

\*\*\*\*\*

Head Southwest past the desert until you see a forest. But not just a regular forest. It's the...well, a...

\*\*\*\*\*

Chocobo Forest

Level: 11+

Party: Fighter - Monk - White Wizard - Black Wizard

\*\*\*\*\*

Yep, those big yellow birds are also in the game! Get one if you like.

\*\*\*\*\*

Overworld: Tokkle Area

Level: 11+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Griffon, Lynx, Hornet

\*\*\*\*\*

You can go around to the Argass area on Chocobo to fight some enemies like Flyer or Gorgone, and a few other old "favorites" (like Killer Bee and Berserker). And, if you go around the continent on Chocobo, you can get Midget Bread from the kid in the Ancient's Village. That's next.

\*\*\*\*\*

Ancient's Village

Level: 11+

Items: Midget Bread

Party: Fighter - Monk - White Wizard - Black Wizard

Inn Cost: 120 Gil

Search Code: 0020

\*\*\*\*\*

Item Shop		Cost	Weapon Shop		Cost
Potion		150 Gil	Serpent Sword		1000 Gil
Hi-Potion		1200 Gil	W. Slayer		1000 Gil
Soft		300 Gil	Burning Staff		3500 Gil
MaidKiss		100 Gil	Freezing Staff		3500 Gil
EchoHerb		100 Gil	Killer Bow		2000 Gil
LuckMallet		100 Gil	Fire Arrow		30 Gil
Eyedrop		40 Gil	Ice Arrow		30 Gil
Antidote		80 Gil	Bolt Arrow		30 Gil
Magic Shop		Cost	Armor Shop		Cost
Sight		100 Gil	Carapace Armor		1250 Gil

Fire2		1500 Gil	FlameMail		2400 Gil	
Ice2		1500 Gil	Headband		1200 Gil	
Bolt2		1500 Gil	Kenpo Shirt		2000 Gil	
Cure2		1500 Gil	Wizard Shirt		2000 Gil	
Exit		1500 Gil				
Wash		1500 Gil				

-----

Buy some items! Talk to some people if you wish too, there's some interesting stuff you can learn. Now leave and head for Argass Castle, northwest of Sasoon Castle.

\*\*\*\*\*

Argass Castle  
Level: 11+  
Items: BombShard, SouthWind, Paralyzer,  
Party: Fighter - Monk - White Wizard - Black Wizard  
Search Code: 0021  
\*\*\*\*\*

Kinda...abandoned, don't you think? Go up until you reach a screen with fires, press A on the far right one and you'll reveal a secret passage. Now, walk up to the right wall, and walk down through the wall to the chests. 1000 Gil in each. Go up the stairs and get the six chests: 1500 Gil, 3000 Gil, 3000 Gil, 3000 Gil, 100 Gil and 100 Gil! Oh wow, we're gonna be rich! Go up the stairs. On the top left, there's a locked door. Use a Magic Key, or a Thief to unlock it for free. Note that if you do so your Thief HAS to be your on-screen character, press SELECT until you see him and press A at the door. If you have beaten Hyne, there's a White Wizard there. He'll give you the 2 Elixirs he made "by accident." Walk up to the wall near the chests, face down and press A. Secret passage! Get the Killer Bow, Bolt Arrows and Medusa Arrows. Leave, and go through the top right door. Get the Flame Book, Ice Arrows, Light Book, Fire Arrows, Ice Book and Scholar Shirt. Now return to the flame room and go up the stairs. Keep going until you reach the screen "Round Table." There is a section of wall to the right of the table that you can walk through. Inside are two treasure chests: BombShard and SouthWind. Walk through the space between the chests to reach a Paralyzer! Return to the round table and leave through the door. The ponds heal you. Now leave, nothing else to do here for now.

\*\*\*\*\*

Overworld: Argass Area  
Level: 11+  
Party: Fighter - Monk - White Wizard - Black Wizard  
Monsters: Flyer, Gorgone, Knocker, SeaElmntl, Sahuagin, Killer Fish, Hermit  
Search Code: 0022  
\*\*\*\*\*

Head northwest to reach the Gurgan Valley.

\*\*\*\*\*

Gurgan Valley  
Level: 11+  
Items: Toad  
Party: Fighter - Monk - White Wizard - Black Wizard  
Search Code: 0023  
\*\*\*\*\*

Go through the stairs in the middle of the room and talk to the Elder. He'll give you Toad, to enter the Tower of Owen. Oh crap, not this kind of fighting

again!

\*\*\*\*\*

Overworld: Argass Area

Level: 11+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Flyer, Gorgone, Knocker, SeaElmntl, Sahuagin, Killer Fish, Hermit, Tangi

\*\*\*\*\*

(sigh), head for the Tower of Owen to the Northeast.

\*\*\*\*\*

Tower of Owen

Level: 12+

Items: MaidKiss x2, Tyrving Sword (another Red Wizard's sword), Salamand Sword, FlameMail, Zeus' Rage, EchoHerb x2, BombShard

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Pygman, PutiMage, Ohishuki, Farjalug

Search Code: 0024

\*\*\*\*\*

Proceed until you reach a part where your party says "Only a frog could make it in there." What I find stupid is that frogs breathe through lungs, and would have just as much problems under there as when your characters were human. Pretty stupid, huh? Oh well, who the hell cares? Use Toad on your party and go in. That "mage" usage rule doesn't apply here: You can't use magic when Toaded. Damn. But, you can unToad yourselves after going down. Cool. Just as long as your Toad while going in, you can be human while under too.

As you go forward in the next area, you are welcomed by a voice, welcoming you to the Tower, soon to be your grave. Ha! I'd like to see that! The path is pretty straightforward here. Get the two items along the way (MaidKiss and Tyrving Sword). When the voice tells you "Just keep on wandering forever", take Desh's advice and hit the hidden switch on the wall on this floor, 8 steps from the left. Get the chest with a MaidKiss, and go into the next room. From here, go into the next room. Now, get the two chests (EchoHerb and BombShard). Go to the next floor, get the chest (EchoHerb), and go to the next floor. Here, on the ninth floor, get all three chests. The Salamand Sword, FlameMail, and Zeus' Rage. Prepare for a boss fight on the tenth floor.

-----  
Boss Fight: Medusa

HP: 980

Gil: 1200

EXP: 360

This is one ugly freak, as if she wasn't ugly enough...her Break spell turns you to stone, although it lacks accuracy. Keep some Softs with you, just in case. About three or four should do nicely. Magic attacks don't do much damage, so it may help if you change your Black Wizard to a Monk, Red Wizard or Fighter. Heal if needed. Keep the pressure up, and you will win without too much trouble.

-----  
Now, check on the power reactor, the ball with a flame in it. Uh-oh, you think it could explode? After a conversation, I won't spoil anything, you'll be sent outside the tower.

\*\*\*\*\*

Overworld: Argass Area

Level: 13+

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Flyer, Gorgone, Knocker, SeaElmntl, Sahuagin, Killer Fish, Hermit, Tangi

\*\*\*\*\*

Now that the whirlpool is gone, you can head for the Dwarf cave. You can also head on over to Gishal, do it.

\*\*\*\*\*

Gishal

Level: 13+

Items: Carrot x3, Magic Key x2, Shuriken

Party: Fighter - Monk - White Wizard - Black Wizard

Search Code: 0025

\*\*\*\*\*

Ahh...a town of farming. You can buy some pretty cool magic here. And some not-so-hot items, except the Shuriken, you can save it for later or sell it for a crapload of Gil. Also, look all over the town for some items. Also,

Item Shop		Cost	Key Shop		Cost
Carrot		150 Gil	Magic Key		100 Gil
Magic Shop		Cost			
Toad		700 Gil			
Mini		700 Gil			
Break		3000 Gil			
Ice3		3000 Gil			
Shade		3000 Gil			
Libra		3000 Gil			
Confu		3000 Gil			
Mute		3000 Gil			

In the priority order, I recommend getting the Magic in this order: Ice3, Confu/Mute/Break/Shade, lastly, Libra. But it's up to you. Ice3 rocks downright. The rest are fine, but Libra isn't really.

To find the Shuriken, enter the Magic Key Shop. Don't hold any buttons while the screen is changing. Upon entering, immediatly head left to find a secret passage. Follow it and get behind the counter, open the chest (thanks to Magus999 and Sir Bahumut for reminding me where this is).

\*\*\*\*\*

Dwarf Cave

Level: 13+

Party: Fighter - Monk - White Wizard - Black Wizard

Inn Cost: 80 Gil

Search Code: 0026

\*\*\*\*\*

Yeah, the dwarfs! Apparently, Guzco stole one of the two horns of ice and dove into the lake. Better follow him. Rest at the inn, shop, turn into frogs, and dive into the water in the next room.

```
-----
|Item Shop          |   Cost   ||Weapon Shop      |   Cost   |
|-----|-----|
|Potion             |   150 Gil ||Serpent Sword    |  1500 Gil |
|Hi-Potion         |  1200 Gil ||Salamand Sword   |  3000 Gil |
|Soft              |   300 Gil ||Wight Slayer     |  1000 Gil |
|MaidKiss          |   100 Gil ||Tyrving Sword    |  2800 Gil |
|EchoHerb          |   100 Gil ||Tonfa Nunchuck   |   500 Gil |
|LuckMallet        |   100 Gil ||3-Part Nunchuck  |  3000 Gil |
|Eyedrop           |    40 Gil ||Shining Staff    |  3500 Gil |
|Antidote          |    80 Gil ||                  |           |
|-----|-----|
|                  ||Armor Shop      |   Cost   |
|-----|-----|
|                  ||Ice Armor       |  2400 Gil |
|                  ||Ice Helmet      |  1200 Gil |
|                  ||Ice Shield      |  1800 Gil |
|                  ||Kenpo Shirt     |  2000 Gil |
|                  ||Wizard Shirt    |  2000 Gil |
|                  ||                |           |
|                  ||                |           |
|-----|-----|
```

\*\*\*\*\*

Underground Lake

Level: 13+

Items: Soft x3, Zeus' Rage x2, 600 Gil

Party: Fighter - Monk - White Wizard - Black Wizard

Monsters: Bomb, Merman, Manticore, Boulder, RuinWave, SeaDevil, Guzco

Search Code: 0027

\*\*\*\*\*

UnToad and follow the path to a Soft. When you come to a funny looking wall, note it's the path to the next room. Go in and go into the next room in that room. Get the Zeus' Rage, proceed on and open the next chest for another. The next chest has a Soft. Go north to reach another chest, for another Soft. Go down the stairs. In the next area, go left and open the chest with 300 Gil. Keep going until you find another 300 Gil chest. Heal up for the boss.

-----  
Boss Fight: Guzco

HP: 1400

Gil: 1500

EXP: 500

He likes to cast Fire2 a lot, so having Ice Armor on helps. Just keep on attacking---and healing, and he'll be finished soon enough.

-----  
Pick up the DwarfHorn. However, this strange white line is following you around. Don't ask why. "?" is damn right. Get back to the Dwarf Cave.



\*\*\*\*\*

Dwarf Cave  
Level: 13+  
Party: Fighter - Monk - White Wizard - Black Wizard  
Inn Cost: 80 Gil  
\*\*\*\*\*

Put the horn back on the altar, but just then, that white line turns into Guzco, and he runs off, with BOTH horns! He's headed for the cave to the north! Go! Get that bastard!

\*\*\*\*\*

Overworld: Argass Area  
Level: 13+  
Party: Fighter - Monk - White Wizard - Black Wizard  
Monsters: Flyer, Gorgone, Knocker, SeaElmntl, Sahuagin, Killer Fish, Hermit, Tangi  
\*\*\*\*\*

Go north into the...

\*\*\*\*\*

Flame Cave  
Level: 14+  
Items: SouthWind x2, IceBlade, HiPotion x3, Potion  
Party: Fighter - Monk - White Wizard - Black W  
Monsters: Balloon, RedMallow, Milmecoreo, Crocotta, Adamantai, Salamandr  
Search Code: 0028  
\*\*\*\*\*

Go left to a chest, with a SouthWind. Now head into the lava. You're NOT damaged as you walk in it, remember that. Pretty weird. But I'm sure it's just an NES Palette issue and the lava is really water. Note you are damaged by the lavafalls, so then again...go to the right for a SouthWind. Now go left, out of the lava and down the stairs. In this next room, follow the path down to an IceBlade, this kickass sword will help you GREATLY at the boss and throughout the dungeon. Go back up and left through the lavafall. Go down for a HiPotion. Now, go back and take the upper path. Go up on that path for another HiPotion. Now take the other path down the stairs. Here, take the left path for a Potion, and take the upper path.

Get the treasure chest for yet another HiPotion. Now, walk up to the rock, press A and a secret path opens. Go through the next door to enter the Fire Crystal room. Heal up!

-----

Boss Fight: Salamandr  
HP: 2100  
Gil: 1800  
EXP: 700  
Weak against Ice  
Healed by Fire

This is a real pain in the ass! He uses Flame constantly, which is basically Fire2 on all opponents (you), doing about 140 damage or more. You can reduce this to 25-50 damage by giving your Fighter Ice Equipment (thanks Sir Bahumut). He also has a nasty physical attack, doing 100+ damage. Heal constantly while using Ice2 or Ice3 on this overgrown gecko. Those SouthWinds are also pretty damn effective here, but might be even more useful in an

upcoming fight...

-----

Now, after the battle, speak with the Fire Crystal. You'll get these jobs.

Hunter  
Knight  
Thief  
Scholar

Definitely, switch your Fighter to a Knight and your Monk and Black Wizard back to their respective classes. You can also switch your White Wizard to an Archer since the Archer can use some White Magic, too (most level 1-3 white magic, but ones like Aero can't be used). Scholar isn't really necessary and Thief...well, go ahead and put it in if you want, even though it sucks right now. If you do, replace your Black Wizard. Your Monk, keep it no matter what. He rocks until you get the Karateka job class.

-Quick Tip: Hunters can only hold 20 arrows at a time. Be sure to check your stock often! Remember: You can change LHand and RHand items in battle.

\*\*\*\*\*

Overworld: Argass Area

Level: 15+

Party: Knight - Monk - Hunter - Black Wizard

Monsters: Flyer, Gorgone, Knocker, SeaElmntl, Sahuagin, Killer Fish, Hermit, Tangi

\*\*\*\*\*

Might as well return to the Dwarf Cave.

\*\*\*\*\*

Dwarf Cave

Level: 15+

Items: Magic Key, OtterHead, Elixir, Gauntlet, Killer Bow, EchoHerb, Soft, Scholar Shirt, Scholar Hat, Flame Book, Ice Book, Light Book, Knight Armor, FenixDown x2, Hero Shield, Carrot

Party: Knight - Monk - Hunter - Black Wizard

Inn Cost: 80 Gil

Search Code: 0029

\*\*\*\*\*

As you walk in, a man will ask for your help. What? They're planning to burn Tokkle?!! Destroying it was bad enough. You'll also get a little info on the Scholar job. Talk to the dwarfs to receive your treasure: OtterHead, Elixir, Gauntlet, Killer Bow, EchoHerb, Soft, Scholar Shirt, Scholar Hat, Flame Book, Ice Book, Light Book, Knight Armor, FenixDown, FenixDown, Hero Shield and Carrot! Another Dwarf gives you the Magic Key. What an overload! Be sure you have room for these! If not, be sure to sell some off or give them to the Fat Chocobo! There's a Chocobo Forest just north of Gurgan Valley, how convenient!

\*\*\*\*\*

Overworld: Argass Area

Level: 15+

Party: Knight - Monk - Hunter - Black Wizard

Monsters: Flyer, Gorgone, Knocker, SeaElmntl, Sahuagin, Killer Fish, Hermit, Tangi

\*\*\*\*\*

Level up if you'd like, then head for Tokkle. Save first.

\*\*\*\*\*

Tokkle

Level: 15+

Party: Knight - Monk - Hunter - Black Wizard

\*\*\*\*\*

As you enter, some smartassed guys paralyze you and take you to Hyne's castle as slaves. Oh, a slave serves someone, just what do they think THEY are? Hyne's royal servants? Ha! They're still slaves, just treated with more respect.

\*\*\*\*\*

Hyne's Castle

Level: 16+

Items: 6430 Gil, FenixDown x3, LuckMallet, Zeus' Rage, King Sword,

Party: Knight - Monk - Hunter - Scholar

Monsters: Daemon, Pharaoh, Lemwraith, Dullahan, Lamia, Hyne

Search Code: 0030

\*\*\*\*\*

Talk to the inmate to get a LuckMallet. In the next cell talk to the soldier.

-----  
Enemy Battle: Daemon

HP: 171

Gil: 158

EXP: 288

Kick his ass. Wait, does he...or it...even have an ass? In either case, make sure it dies!

-----  
After this "Fight" you'll get nothing but EXP and Gil. Go into the previous cell. Now, use Mini to shrink and get through the hole. In this next room, are Holy Arrows. There are more fake walls at the left, in this next room is a FenixDown.

Go up the stairs to see many doors. In the door right in front of you as you enter, go in for 3000 Gil, then 3300 Gil! In the left door, there's 100 Gil and 30 Gil. In the right door, there's a FenixDown and Zeus' Rage. Now go through the top center door for a King Sword. Equip it, and go to the left, into the fake wall. Go up the stairs.

Here, go up, then right until you can't go right anymore. Get the FenixDown from the chest, and go up the stairs. Get the Rune Bow, and go into the door. Hyne's in this next room. Change your Thief/Black Wizard to a Scholar, too. Or just make them all Scholars. Talk to Hyne, and prepare for a boss fight.

-----  
Boss Fight: Hyne

HP: 1600

Gil: 2100

EXP: 1040

Weakness: Varies between Thunder, Fire and Ice

Pretty easy, just use Scan with your Scholar, and switch to the appropriate weapon/spell, and attack away! He likes to cast Level 2 Elemental Magic. When he uses WallChange, use Scan again, and repeat. Weapons are almost useless,

they do piddly damage that isn't even worth it, so don't bother. Try using those SouthWinds/Zeus' Rages/BombShards you've collected up to this point for an easy victory.

-----

After the fight, the Elder Tree will thank you and you'll be sent to the Living Forest.

\*\*\*\*\*  
Living Forest  
Level: 17+  
Items: Wind Fang  
Party: Knight - Monk - Hunter - Black Wizard/Thief  
Search Code: 0031  
\*\*\*\*\*

You'll receive the Wind Fang from the Fairies. Actually, if you were looking around in your item stock during the Hyne fight, you may have noticed you had that item slipped in there somehow! Oh well, who the hell cares? Oh yeah, fix your jobs. The Scholar isn't useful at all past Hyne, in fact, it's USELESS after killing him.

\*\*\*\*\*  
Overworld: Tokkle Area  
Level: 17+  
Party: Knight - Monk - Hunter - Black Wizard  
Monsters: Griffon, Lynx, Hornet  
\*\*\*\*\*

Go to Argass Castle.

\*\*\*\*\*  
Argass Castle  
Level: 17+  
Items: Time Gear, 13700 Gil, Elixir x2, Killer Bow, Bolt Arrows x20, Medusa Arrows x20, Flame Book, Ice Book, Light Book, Ice Arrows, Fire Arrows, Scholar Shirt  
Party: Knight - Monk - Hunter - Black Wizard  
\*\*\*\*\*

Return back to the room with the flames, and go up the stairs. Speak to the king for the Time Gear. Take it to Cid in Cannan.

\*\*\*\*\*  
Overworld: Argass Area  
Level: 17+  
Party: Knight - Monk - Hunter - Black Wizard  
Monsters: Flyer, Gorgone, Knocker, SeaElmntl, Sahuagin, Killer Fish, Hermit, Tangi  
\*\*\*\*\*

Well? What are you waiting for? Head for Cannan!

\*\*\*\*\*  
Cannan  
Level: 17+  
Party: Knight - Monk - Hunter - Black Wizard  
Search Code: 0032  
\*\*\*\*\*

Go into Cid's House, walk up to him and press B and select the Time Gear. Now, you can re-build the Enterprise into an Airship! Cool. You can press A to turn into an Airship on the Enterprise now, but it can only land in the sea.

\*\*\*\*\*

Overworld: Ur Area

Level: 17+

Party: Knight - Monk - Hunter - Black Wizard

Monsters: Killer Bee, Werewolf, Killer Fish, SeaElmntl, Sahuagin, Hermit

\*\*\*\*\*

Head for the Ship. Press A to turn into an Airship. Now, fly out of the Continent.

\*\*\*\*\*

Overworld

Level: 17+

Party: Knight - Monk - Hunter - Black Wizard

Search Code: 0033

\*\*\*\*\*

Hey! Most of the place is underwater! What the hell? Anyhow, head to the east and north a little until you see a Temple. From there, head south until you see this Tower sticking out of the water, then head southwest. There, you'll find the Shipwreck. Enter.

\*\*\*\*\*

Shipwreck

Level: 17+

Items: Zeus' Rage, Blood Sword,

Party: Knight - Monk - Hunter - Black Wizard

Search Code: 0034

\*\*\*\*\*

Keep on going down. You'll eventually come to two chests, a Zeus' Rage and a Blood Sword. Talk to the old man. The world sank into the sea? Now that's a problem (in yo' face Atlantis!). Talk to the girl now. She's sick, so press B and select an Antidote from your stock. After a conversation, she'll come with you. Now leave.

\*\*\*\*\*

Overworld: Water Temple Region

Level: 17+

Party: Knight - Monk - Hunter - Black Wizard

Monsters: Roper, TwinHead, VenomToad

\*\*\*\*\*

Head for the Water Temple. That's northeast until you see the tower, then north. If you get lost, use Sight.

\*\*\*\*\*

Water Temple

Level: 17+

Party: Knight - Monk - Hunter - Black Wizard

Search Code: 0035

\*\*\*\*\*

The ponds to the right are healing ponds. Go into the room to the north and take the Water Crystal's shard. Exit.

\*\*\*\*\*

Overworld: Water Temple Region

Level: 17+

Party: Knight - Monk - Hunter - Black Wizard

Monsters: Roper, TwinHead, VenomToad

\*\*\*\*\*

Head for the Water Cave.

\*\*\*\*\*

Water Cave

Level: 17+

Items: Nothing?!!

Party: Knight - Monk - Hunter - Black Wizard

Monsters: Roper, TwinHead, VenomToad, Cocktrice, Agaria, Kraken

Search Code: 0036

\*\*\*\*\*

You can get by that sealed path thanks to Elia. No items along the way. And if that wasn't enough, the path is also straightforward. When you come to the first path split in B3, go up. In the path split in B4, go down. Then just keep going to the door. Heal up! Upon arriving at the Crystal's room, a scene occurs, and you're attacked by an old fiend.

-----

Boss Fight: Kraken

HP: 1950

Gil: 2500

EXP: 1320

Hasn't this idiot learned his lesson yet after getting his ass whipped in Final Fantasy I? Guess not. He uses Level 2 Elemental Magic. He is even lamer than he was before. Heal if you need to and keep on attacking physically. Those Right Arms you may have won from Ropers could also be of some use, doing about 500 damage or more, depending on how lucky you are.

-----

After the fight, you get the following jobs and the land that was underwater rises from the ocean!

Geomancer

Dragoon

Viking

Karateka

M.Knight

Conjurer

Bard

Wait a minute, is that cave supposed to be shaking? CRAP!! You wake up in Amur.

\*\*\*\*\*

Amur

Level: 18+

Items: Carrot x4, DarkHood, DarkSuit, Thief Glove

Party: Knight, Karateka, White Wizard, Viking/Thief

Inn Cost: 200 Gil

Search Code: 0037

\*\*\*\*\*

Tough choice on your party's jobs. I used the above party. You could also use Geomancer too. Definitely switch Monk for Karateka. Viking, being a tank to absorb damage, is pretty good. The only real job I'd ever use a Shield with. I'll leave the Equipment up to you from here on. Now, go into the house to the top right corner of town and talk to the man. Don't go to the Sewers yet! Get the four Carrots from the patch. Now, go get the DarkHood, DarkSuit and Thief Glove from the grass. This can make the Thief useful. Hell, I've recently have been reminded by Sir Bahumut that with this equipment, the Thief is the most useful job you can have at have at this point in the game! He said...

"His equipment boosts his stats up, and make his evade 95%. His high agility also mean he gets two more hits than anyone else, and with the powerful weapons he has (one of which will drain HP from the enemy!) he deals a lot of damage. On top of that, he can get you out of battle easily if you're in trouble."□ Damn nice, right? He also forgot to mention that in an upcoming dungeon, there are a lot of locked doors, and using Thief will allow you to unlock these without using a bunch of Magic Keys.

As for shopping...

Item Shop		Cost	Weapon Shop		Cost
HiPotion		1200 Gil	Battle Axe		5000 Gil
Soft		300 Gil	M.Star		8000 Gil
MaidKiss		100 Gil	M.Gauche		7000 Gil
EchoHerb		100 Gil	Boomerang		9000 Gil
LuckMallet		100 Gil	Kaiser Claw		7000 Gil
Eyedrop		40 Gil			
Antidote		80 Gil			
Carrot		150 Gil			
Magic Shop		Cost	Armor Shop		Cost
			Viking Helmet		3000 Gil
			Viking Armor		4000 Gil
			Hero Shield		3500 Gil
			Thief Glove		2500 Gil
			DarkSuit		3800 Gil
			DarkHood		2000 Gil
			BlackBelt		3800 Gil
			Chakra Hat		2000 Gil

When ready, enter the sewers.

\*\*\*\*\*

Sewer

Level: 18+

Items: CatClaw, M.Gauche, Thor Hammer, Orialcon, Power Bracelet

Party: Knight, Karateka, White Wizard, Viking

Monsters: DarkFoot, GiganToad, TwinLiger, Storoper, Goblin,

Search Code: 0038

\*\*\*\*\*

When you enter, head to the right and go up the stairs. In this next room, head to the left. After crossing over the second bridge, go down and get the CatClaw. Equip it (I assume you already knew to do that, did you?). Now go back up and down the stairs.

Here, you'll see those four old men, surrounded by eight monsters. "Fight" time!

-----  
Enemy "Fight": Goblin x8  
HP: 5 each  
Gil: 3  
EXP: 16

This fight is ridiculously hard! They clearly outnumber you 8 to 4, and their attacks do so much damage and they rarely ever miss! Plus, your attacks almost always miss and do so little damage if they hit! If you lose, don't feel bad! Just keep on trying!

-----  
(note: the previous paragraph may have been somewhat sarcastic)

After a scene, continue onwards. On this next floor, you should notice two odd looking walls. Go down and walk through them to find treasure! The right wall holds M.Gauche and Thor Hammer, and the left one holds Orialcon and Power Bracelet. After that, continue on into the door. After a scene, you end up outside in Amur.

\*\*\*\*\*  
Amur  
Level: 18+  
Party: Knight, Karateka, White Wizard, Viking  
\*\*\*\*\*

Buy some items, maybe rest at the Inn, then leave.

\*\*\*\*\*  
Overworld: Amur Area  
Level: 18+  
Party: Knight, Karateka, White Wizard, Viking  
Monsters: Anetto, Vulcan, Helcan, Leucrotta, Magician, Pudding (rivers)  
Mermaid, Seahorse  
Search Code: 0039  
\*\*\*\*\*

Apparently, some rich bastard chained up your ship. Unfortunately, he forgot to take your Canoe. Sucker...Go south as far as you can, then to the east, then north into Goldor's Mansion.

\*\*\*\*\*  
Goldor's Mansion  
Level: 18+  
Items: Shiny Sword x11, Dragon Claw  
Party: Knight, Karateka, White Wizard, Viking/Thief  
Monsters: Nightmare, GoldBear, GoldKngt., GoldEagle, GoldWarr., GoldCoin, Goldor  
Search Code: 0040  
\*\*\*\*\*

Go forward. Up the stairs. In this room, there are twelve treasure chests! From left to right they contain: Shiny Sword, Shiny Sword, Shiny Sword, Shiny Sword, Shiny Sword, Shiny Sword, Shiny Sword, Shiny Sword, Shiny Sword, Shiny Sword, Shiny Sword, Dragon Claw. The Shiny Swords are Super-Duper Shiny S^&\*, with only 5 attack and 20% Hit percentage, but you can sell them for 2500 Gil each. 2500 x 11 = 27500 Gil!



Back in the main room, use the Thief's Ability or a Magic Key to unlock the TOP RIGHT door. In the room you end up in, go through the fake wall. After going up the stairs, you're nearly there! The bottommost part of the wall blocking you from going directly left is fake, and so is the one on the left side. Go up the stairs, and heal up (and change back your Thief back to it's previous job if you chose to do so)! Goldor will attack you.

-----  
Boss Fight: Goldor  
HP: 2250  
Gil: 3300  
EXP: 1640

Dammit, this fight's hard! Or maybe not. Seriously, he has strong magical attack and defense. But he's still easy. So what's my point? Screw using magic! Just keep on attacking him physically and heal as necessary. Have your Karateka(s) BuildUp, and slaughter him, but be careful to give him some cover first so you don't get destroyed. Same goes for every other boss (thanks Sir Bahumut). The Knight's cover ability could be of use.

-----  
After the fight, a scene will occur. Walk up to the key and the ship will no longer be chained. Now use Exit and get the hell out of here.

\*\*\*\*\*  
Overworld: Amur Area  
Level: 20+  
Party: Knight, Karateka, White Wizard, Viking  
Monsters: Anetto, Vulcan, Helcan, Leucrotta, Magician, Pudding (rivers)  
Mermaid, Seahorse  
\*\*\*\*\*

South of here is a Chocobo Forest. You might want to ride a Chocobo back over to the Enterprise. Now fly over to the other continent (not the floating one! That other big piece of land!). Go to the far northeast part. There's a village there.

\*\*\*\*\*  
Lepritt  
Level: 20+  
Items: Elixir x2, TurtlShell, FenixDown  
Party: Knight, Karateka, White Wizard, Viking  
Inn Cost: 200 Gil  
Search Code: 0041  
\*\*\*\*\*

This is the first town where summoning magic is available.

-----

Item Shop	Cost	Weapon Shop	Cost
HiPotion	1200 Gil		
Soft	300 Gil		
EchoHerb	100 Gil		
Eyedrop	40 Gil		
Antidote	80 Gil		
OtterHead	2000 Gil		
Carrot	150 Gil		
MidgBread	200 Gil		

Item Shop	Cost	Armor Shop	Cost
Chocb	100 Gil		
Shiva	700 Gil		
Ramuh	1500 Gil		
Ifrit	3000 Gil		
Titan	5000 Gil		

Go to the north part of town. There, you'll see an old man. You can walk up the trees to the left of the house. In fact, there's a LOT of fake trees here! Walk onto the roof and go down through the chimney. There's an old man here with some info for you, but if you press A when facing the top right candle, a secret passage is revealed. Get the Elixir and leave. Now, near the top leftmost house, is some grass covered by some fake trees. Get the TurtleShell and Elixir. And near the pond, are more fake trees. Follow the path to reach one an old man and a FenixDown. Leave when you are happy with your stock of items.

\*\*\*\*\*

Overworld: Leprit Area

Level: 20+

Party: Knight, Karateka, White Wizard, Viking

Monsters: Anetto, Vulcan, Helcan, Leucrotta, Magician, Pudding (rivers)

Mermaid, Seahorse

\*\*\*\*\*

Head for Dastar, found on an island southwest of here. If you see a castle, don't go near it...yet...

\*\*\*\*\*

Dastar

Level: 20+

Items: EarthDrum x2

Party: Knight, Karateka, White Wizard, Viking

Inn Cost: 320 Gil

Search Code: 0042

\*\*\*\*\*

Item Shop	Cost	Weapon Shop	Cost
HiPotion	1200 Gil	Giyaman Bell	4500 Gil
Soft	300 Gil	Madora Harp	8000 Gil
MaidKiss	100 Gil		
EchoHerb	100 Gil		
LuckMallet	100 Gil		
Eyedrop	40 Gil		
Antidote	80 Gil		
Carrot	150 Gil		
Magic Shop	Cost	Armor Shop	Cost
		Gaia Robe	4200 Gil
		Bard Shirt	5500 Gil
		Feather Hat	8000 Gil

		Rune Bracelet		5000 Gil	

-----

Near the dancer behind the trees behind the pond, is an EarthDrum. Another is found on the other side. Leave now, nothing else to do.

\*\*\*\*\*

Overworld: Dastar Area

Level: 20+

Party: Knight, Karateka, White Wizard, Viking

Monsters: Anetto, Vulcan, Helcan, Leucrotta, Magician, Pudding (rivers)

Mermaid, Seahorse

\*\*\*\*\*

Now head for that castle. You'll be shot down, but won't die.

\*\*\*\*\*

Salonia

Level: 20+

Items: Dragon Armor, Wind Spear

Party: Knight, Karateka, White Wizard, Viking

Inn in NE: 320 Gil

Inn in NW: 320 Gil

Monsters: GoldKngt.,

(outside in castle's forest areas): SandWorm, Sorcerer, M. Helcan,

Catoblepas, Needler

Search Code: 0043

\*\*\*\*\*

If you talk to the soldiers, they'll tell you that they have to fight their allies. The castle's closed off, too. Something's not right here! All shops are also closed off, except the item shops in the Inns and the Left Weapon shop in Northeast Salonia.

Item Shop in NE		Cost	Left Weapon Shop in NE		Cost
HiPotion		1200 Gil	Thunder Spear		8000 Gil
Soft		300 Gil	Wind Spear		10000 Gil
EchoHerb		100 Gil			
Eyedrop		40 Gil			
Antidote		80 Gil			
OtterHead		2000 Gil			
Carrot		150 Gil			
MidgBread		200 Gil			
-----					
Item Shop in NW		Cost			
HiPotion		1200 Gil			
Soft		300 Gil			
MaidKiss		100 Gil			
EchoHerb		100 Gil			
LuckMallet		100 Gil			
Eyedrop		40 Gil			
Antidote		80 Gil			
Carrot		150 Gil			

|-----|  
Oh, and a person in southwest Salonia can summon a Fat Chocobo. Get some items back from him if needed. Not only that, there's a fake wall to the left: in there are 11 Carrots!

Now, go to the pub in southwest Salonia. Prepare for a fight!

-----  
Enemy Fight: GoldKngt. x4  
HP: 285 each  
Gil: 350  
EXP: 600

Too easy. Just attack them until they fall dead on the floor.  
-----

After the fight, a scene occurs and Prince Allus joins you. If you talk to the old men, they'll give you items. You might want to go to SE Salonia. If so, enter the tower in the middle of the town.

\*\*\*\*\*  
Dragoon Tower  
Level: 20+  
Items: Dragon Helmet x4, Dragon Armor x3, Thunder Spear x3, FenixDown x2  
Party: Knight, Karateka, White Wizard, Viking  
Monsters: Needler, Catoblepas  
Search Code: 0044  
\*\*\*\*\*

When you enter, walk through the fake right wall. Follow the passage down over to the right side on the bottom-right section. Now, walk through the center part of the north wall. Follow the passage around to the right side of the top-right section. Here, the left wall is fake. Follow that passage to the top-left section! Now, go up the stairs. Keep going up the stairs. When you reach a bigger room, go down and get some treasure: Dragon Helmet, Dragon Armor, Thunder Spear, FenixDown, Thunder Spear and Dragon Helmet! Head on up and collect more treasure: Dragon Helmet, Dragon Armor, FenixDown, Dragon Armor, Thunder Spear and Dragon Helmet! Cool. Return to the bottommost floor and leave.

\*\*\*\*\*  
Salonia  
Level: 22+  
Party: Dragoon, Dragoon, Dragoon, Dragoon  
Monsters: (outside in castle's forest areas) SandWorm, Sorcerer, M. Helcan, Catoblepas, Needler  
\*\*\*\*\*

Just head for Salonia Castle. You might want to give Fat Chocobo some items though.

\*\*\*\*\*  
Salonia Castle  
Level: 23+  
Items: Rusted Armor x5, HiPotion x2, Golem Staff, Scholar Hat, M.Gauche, Thor Hammer, Freezing Staff, Medusa Arrows x20, Earth Bell, Viking Armor, Viking Helmet, Dragon Helmet, FenixDown x4  
Party: Dragoon, Dragoon, Dragoon, Dragoon  
Monsters: Garuda

Search Code: 0045

\*\*\*\*\*

If you're thinking what I'm thinking, we both should be thinking that the King's going to try and pull something during the night. Too predictable, right? But, after a scene (and an unexpected/10)...

-----  
Boss Battle: Garuda

HP: 5000

Gil: 3400

EXP: 2200

Weak Against Wind

Constantly use the Jump command with your Dragoons, which is stronger than Dragoon's regular attack and you can avoid attacks. Add it into Wind Spears (Garuda is weak against Wind) and OUCH! He loves casting Thunder, which often does 400+ damage on all characters. And you have to be careful, because Jump can miss sometimes.

-----  
After the fight, walk through the right wall in between the chairs. The castle's treasure room! You get 5 Rusted Armors, 2 HiPotions, a Golem Staff, Scholar Hat, M.Gauche, Thor Hammer, Freezing Staff, and 20 Medusa Arrows! Go down the stairs now, and head right at the intersection. Get your treasure, and leave the treasure room. Go out of the bedroom.

Head for the room to the southwest. Talk to the Mages there. Now, go up to the left of the upper right table. Face up and press A. Go through the secret passage. Keep going until you see a Gold Soldier. Open the chests nearby for a couple of FenixDowns. Now leave the room.

Now, go east to find another room. Enter and talk to a Scholar to get the Nautilus! Sweet! You can leave now!

\*\*\*\*\*

Salonia

Level: 24+

Party: Knight, Karateka, White Wizard, Viking/Geomancer

Monsters:

(outside in castle's forest areas) SandWorm, Sorcerer, M. Helcan, Catoblepas, Needler

Search Code: 0046

\*\*\*\*\*

Now all of those closed shops are open! Here's the complete list.

-----

Item Shop in NE	Cost	NW Weapon Shop in NE	Cost
HiPotion	1200 Gil	Thunder Spear	8000 Gil
Soft	300 Gil	Wind Spear	10000 Gil
EchoHerb	100 Gil		
Eyedrop	40 Gil		
Antidote	80 Gil		
OtterHead	2000 Gil		
Carrot	150 Gil		
MidgBread	200 Gil		

-----

Item Shop in NW	Cost	SE Magic Shop in NE	Cost
HiPotion	1200 Gil	Bolt3	5000 Gil
Soft	300 Gil	Kill	5000 Gil
MaidKiss	100 Gil	Erase	5000 Gil
EchoHerb	100 Gil	Cure3	5000 Gil
LuckMallet	100 Gil	Life	5000 Gil
Eyedrop	40 Gil	Safe	5000 Gil
Antidote	80 Gil		
Carrot	150 Gil		

NW Magic Shop in NE	Cost	NE Weapon Shop in NE	Cost
Break	3000 Gil	Burning Staff	3500 Gil
Ice 3	3000 Gil	Freezing Staff	3500 Gil
Shade	3000 Gil	Shining Staff	3500 Gil
Libra	3000 Gil	Golem Staff	13500 Gil
Confu	3000 Gil	Rune Staff	18000 Gil
Mute	3000 Gil	Flame Rod	3000 Gil
		Ice Rod	3000 Gil
		Light Rod	3000 Gil

Magic Shop in NW	Cost	SW Armor Shop in SW	Cost
Fire2	1500 Gil	WhiteRobe	7000 Gil
Ice 2	1500 Gil	BlackRobe	7000 Gil
Bolt2	1500 Gil	Rune Bracelet	5000 Gil
Cure2	1500 Gil	Gaia Robe	4200 Gil
Exit	1500 Gil	Scholar Shirt	5500 Gil
Wash	1500 Gil	Scholar Hat	7500 Gil

Wow! Definitely get the following: WhiteRobe, BlackRobe, Rune Bracelet, Cure3, Rune Staff, Bolt3, Life. Other stuff you should get are: Flame Rod, Ice Rod, Light Rod, Scholar Hat/Shirt and Safe. The others aren't necessary, but nice. Sell the Dragon Equipment too, but it might be useful later on if you choose to fight Odin. Now get the hell out of here.

\*\*\*\*\*

Overworld

Level: 24+

Party: Knight, Karateka, White Wizard, Black Wizard

Monsters: Icefry, Gargoyle, Simurgh, Chimera, Harpy,

\*\*\*\*\*

Head southwest to Dastar. From there, fly south until you see land. Follow the mountain range until you see an opening. Fly through there. When you find a castle, enter it.

\*\*\*\*\*

Dorga's Castle

Level: 24+

Items: HiPotion

Party: Knight, Karateka, White Wizard, Black Wizard

Search Code: 0047

\*\*\*\*\*

As soon as you enter, some moogles try to attack you. But they're stopped by

Dorga. After a scene, he'll join you. The Moogles have some awesome magic.

Item Shop	Cost	Magic Shop	Cost
HiPotion	1200 Gil	Fire3	10000 Gil
Soft	300 Gil	Bio	10000 Gil
MaidKiss	100 Gil	Warp	10000 Gil
EchoHerb	100 Gil	Aero2	10000 Gil
LuckMallet	100 Gil	Soft	10000 Gil
Eyedrop	40 Gil	Haste	10000 Gil
Antidote	80 Gil	Cure3	5000 Gil
Carrot	150 Gil	Life	5000 Gil

You probably won't be able to afford all the magic yet. Here is the order of priority I'd get them in.

- 1) Haste
- 2) Bio
- 3) Fire3 (or Aero2)
- 4) Aero2 (or Fire3)
- 5) Warp
- 6) Soft

Haste increases attacks, meaning more damage, which is always nice. Bio's a good non-elemental attack. Fire3 and Aero2 are upgrades to previous attacks, pretty strong. Warp is good as well, you can teleport to any previous floor, and you select the floor to go to! Soft just cures Petrificaiton, so it isn't exactly worth it.

You can use a Carrot to summon a Fat Chocobo at the golden candle near the far left of the room. For now, go into the door at the upper part of the room. Search the bookcase for a HiPotion. Now, if you're ready, face the candle and press A. A secret passage is revealed. Things have been going great so far. But oh look! It's another friggin' Midget hole! Bet that spoiled your mood, eh?

\*\*\*\*\*

Magic Circle Cave

Level: 24+

Party: Black Wizard, Black Wizard/Geomancer, White Wizard, Black Wizard/Thief/Geomancer/Conjurer

Monsters: MageFlyer, DarkKngt., DevilHorse, Bull Man

Search Code: 0048

\*\*\*\*\*

From neikolion: This guide looks like it'll work very well. I just have a small suggestion regarding the quest in the Magic Circle Cave. You have the last slot as a selection between a black wizard and a thief. Believe it or not, a Geomancer is actually pretty potent down here. The terrain magic mine used everywhere was Air Blade, which usually killed off one of the monsters in battle every time it managed to hit. I was also able to make sparing use of the conjurer, as a replacement for another black wizard slot, though the key words there are VERY sparingly. Even with the wasted first level magic slot, the rest of the summons were fairly useful, though I barely made it through before running out. I just wanted to make that suggestion, since those parts of the game are the ones that seem to be the worst to play through. Mostly that's just for a party that doesn't want to spread

out black magic or spend money getting more spells. Thanks for reading, anyway. Hope that helps.

Damn, can't believe I never thought of that. Thanks.

Having the three black wizards is optional, but it is REALLY useful. If you don't want to play it that way, run from all battles. I find Thieves useful for this. Go left when the path first splits. Go left again at the next split. Now follow the path to a staircase. In the next area, go right to a staircase. Almost there! Now head up, then down. After a scene, you end up outside Dorga's house. UnMini yourselves.

\*\*\*\*\*

Overworld: Dorga's Castle Area

Level: 24+

Party: Knight, Karateka, White Wizard, Black Wizard

Monsters: Needler, (air) Icefry, Gargoyle, Simurgh, Chimera, Harpy

\*\*\*\*\*

There are many (okay, only three) Side Quests you can do now. Do them. Well, you don't HAVE to, but that'd be no fun, now, would it? When ready, head to the extreme southern part of the Salonian continent, and go underwater. Enter the temple.

\*\*\*\*\*

Temple of Time

Level: 27+

Items: Diamond Helmet, Diamond Bracelet, Diamond Armor, Defender Sword, Orialcon Knife, Diamond Gauntlets, Diamond Shield, Protect x2, Lamia's Harp, Noah's Lute

Party: Knight, Karateka, White Wizard, Black Wizard

Monsters: M.Chimera, Dirai, K.Lizard, SeaKing, Behemoth, Dragon, Pteragon,

Search Code: 0049

\*\*\*\*\*

Proceed until you see a door, enter it with a Magic Key or a Thief. Open the chest for a Diamond Helmet. Exit the room and unlock the next door, the chest in that room holds a Diamond Bracelet. Go into the water and follow the path to some stairs. In this next room, open the chest for a Defender Sword. Go down the stairs. There's another locked door in this next room, inside is Diamond Armor. Leave the room and walk into the water, and turn left at the fork. Open the locked door, open the two treasure chests for Diamond Gauntlets and an Orialcon Knife. Now head for the right door, and unlock it.

(technical side note: You might want to have a Thief in your main party if you don't have/don't want to use Magic Keys. I kept on switching my Karateka to a Thief and back just to get through the doors. >\_<)

From Sir Bahumut: "In the Temple of Time you can also get 2 Protects and 1 Lamias Harp. In the waterfall room, you can walk into the water. Go all the way up to the top right corner of this big room and walk into the right. You'll know be in a hidden section. Walk down the waterfall and open the chests."

Anyhow, keep on going after that. More locked doors. You know what to do. The left one holds a Diamond Shield. Get it. The right one has Noah's Lute (finally!). Now use Exit and get the hell outta here!!!

\*\*\*\*\*

Overworld: Unne's Shrine Area

Level: 28+



Party: Knight, Karateka, White Wizard, Black Wizard  
\*\*\*\*\*

Go shortly to the north to reach Unne's Shrine.

\*\*\*\*\*

Unne's Shrine  
Level: 28+  
Items: Fire Fang  
Party: Knight, Karateka, White Wizard, Black Wizard  
Search Code: 0050  
\*\*\*\*\*

Walk over to the bed, and use Noah's Lute on Unne (Unne is the old chick in the bed, not the crazy bird on the counter). After a scene, talk to Unne and leave.

\*\*\*\*\*

Overworld: Unne's Shrine Area  
Level: 29+  
Party: Knight, Karateka, White Wizard, Black Wizard  
\*\*\*\*\*

You might want to walk up to the Statues of the quest to the northwest. Pass the FIRST THREE ONLY! This will destroy them and get some of the Fangs out of your inventory. Your next stop is Ancient Ruins, to the WEST of Salonia. (thanks to DrMario2k for that correction)

\*\*\*\*\*

Ancient Ruins  
Level: 31+  
Items: Reflect Armor, Rune Bell, Elven Claw, Chakra Hat, BlackBelt shirt  
Party: Knight, Karateka, White Wizard, Black Wizard  
Monsters: D.Zombie, Pyralis, Azrael, Haniel, Balfrey, DeathClaw  
Inn Cost: 200 Gil  
Search Code: 0051  
\*\*\*\*\*

Walk up to the Adamantite (rocks) and Unne will blow them away into the Dream World. Go in the first door you come up to. Open the chest for Reflect Armor. Through the next door, are some shops.

Item Shop		Cost	Weapon Shop		Cost
HiPotion		1200 Gil	Blood Sword		16500 Gil
Soft		300 Gil	Defender		16500 Gil
MaidKiss		100 Gil	Triton Hammer		20000 Gil
EchoHerb		100 Gil	Tomahawk Axe		20000 Gil
LuckMallet		100 Gil	Ancient Sword		16500 Gil
Eyedrop		40 Gil			
Antidote		80 Gil			
Carrot		150 Gil			
Magic Shop		Cost	Armor Shop		Cost
			Diamond Shield		18000 Gil
			Diamond Helmet		20000 Gil
			Diamond Armor		33000 Gil
			Diamond Bracelet		10000 Gil

		Diamond Gauntlet		15000 Gil	

-----

Stock up on some stuff if needed, and proceed on. In this next room, when you come to the split, go down. When you see a door to the right, go in and get the Chakra Hat. Now go on further down to see another door, inside is a BlackBelt shirt. Go back up now, until you come to an intersection. Enter the left door for a Rune Bell. Now enter the right door for an Elven Claw (pretty useless at this point since your Karateka should have more attack power bare-handed than with weapons). Continue on up and go down the stairs.

From here on end, just keep going. Don't waste too much MP, however. Especially if it is on Azraels, Haniels, Balfreys or DeathClaws, and just about all of the other monsters here, all of which can divide. For the former, which can divide at will, just spread out your attacks. A copy of a monster made with Split/Dividing can only have as much HP as the monster which made it. For the latter two, which divide for every non-fatal physical attack used on it, just use your Magic with Mages and use BuildUp (or use Gods' Wines on him and using normal attacks) with your Karateka. All other Members should Defend. Try using Exit/Warp! If it works, they will instantly defeat a monster. Shade may also be of use here (thanks Sir Bahumut). randypanthegoatboy also says to poison the enemies. If this works, any splits will also be poisoned.

Eventually, you'll end up on the Invincible. Whee!!!! After a lecture from Unne on the ship, she'll leave you for now. More sidequesting time. If you missed the Nautilus stuff, don't worry. The Nautilus is always waiting for you at the Ancient Ruins' entrance. You can buy stuff on the Invincible too. Here is what you can buy.

-----		-----	
Item Shop	Cost	Weapon Shop	Cost
-----		-----	
HiPotion	1200 Gil	Defender	16500 Gil
Soft	300 Gil	Great Axe	14000 Gil
EchoHerb	100 Gil	Inferno Book	15000 Gil
Eyedrop	100 Gil	Illumina Book	15000 Gil
Antidote	100 Gil	Blizzard Book	15000 Gil
OtterHead	2000 Gil	Yoichi Arrow	200 Gil
Carrot	150 Gil	Loki Harp	40000 Gil
Midget Bread	200 Gil	Rune Bell	5500 Gil
-----		-----	
Magic Shop	Cost	Armor Shop	Cost
-----		-----	
Quake	20000 Gil	Diamond Shield	18000 Gil
Brak2	20000 Gil	Diamond Helmet	20000 Gil
Drain	20000 Gil	Diamond Armor	33000 Gil
Cure4	20000 Gil	Diamond Bracelet	10000 Gil
Heal	20000 Gil	Diamond Gauntlet	15000 Gil
Wall	20000 Gil	White Robe	7000 Gil
		Black Robe	7000 Gil
		Gaia Robe	4000 Gil

\*\*\*\*\*

Overworld  
Level: 33+

Party: Knight, Karateka, White Wizard, Black Wizard  
Monsters: Harpy, IceFry, Chimera, Simurgh, Gargoyle,  
\*\*\*\*\*

Head north of Amur. Near the desert, are a lot of mountains to jump with the Invincible. You can encounter monsters in the air here, but the Invincible will fire a cannon burst at the beginning of the battle to aid you, doing about...oh...300 points of damage to all enemies! Not bad. This mountain maze is sort of like a pathway to your next destination.

\*\*\*\*\*

Cave of Darkness

Level: 35+

Items: LamiaScl., Gods' Wine, Paralyzer, LilithKiss, Kiku Sword, Genji Shield, Genji Helmet, Genji Armor, Genji Gauntlet

Party: M.Knight, M.Knight, White Wizard/M.Knight, M.Knight/Knight

Monsters: Vassago, Cronos, Haniel, Balfrey, DeathClaw, Sirenos, Garb, Vassago, HellHorse, Hekaton

Search Code: 0052

\*\*\*\*\*

From Sir Bahumut: "Have the M.Knights in critical condition, put the Knight in the backrow with two Aegis Shields and have him Defend every round in every battle."

□How this works is that the Knight with the shields will be able to evade all attacks thrown at it with the shields, and Defend only makes the evading easier as well as reducing the damage taken. The Knight's cover ability will protect the M.Knights from being damaged, and you can take it from there.

A soldier from Fargabaad informs you that the enemies here "cannot be killed with swords", for they will split in two if you do. So stay away from physical attacks. If you find yourself running out of MP a lot, you should use Exit. You'd better have gotten Magic Knight equipment from Fargabaad, it will help greatly. Because not only do they usually do large amounts of damage to the monsters, it doesn't make them split!

Tip - If you aren't using Magic Knights, try using Brak2 or Bio for desirable results...hehe...And Exit too, I found it to be friggin' handy at times. And most importantly, do not underestimate the power of status alignments. Confu saved my sorry ass in a few situations, especially against Haniels. Also, note that enemies WILL NOT split if you hit them when they're Confused, since for some strange reason the game can only do one after-attack effect, and the Confused check apparently comes before the check the Split check. Abuse the hell out of this.

There's a secret passage nearby. Go in and get the LamiaScl. Leave the passage and follow the path as usual. There's a secret passage here, walk through the wall and pick up the Gods' Wine. Also, talk to the soldier for a Kotetsu. Go down the stairs.

Here, just get through the secret passage and get to the stairs. In this next area, you'll come to a secret passage on the left wall. Open the treasure chest for a Paralyzer. Now go back through the passage and walk up through the wall. Go through the left wall afterward for a LilithKiss. Now take the lower wall down and left. Go down the stairs.

There's a secret passage on the left wall as you walk down. Enter it and take the top left passage. Go through this insanely long path for a Genji Gauntlet! Ooh.....Now, we're talking treasure! >:) Leave the passage and the room. Then just continue going down the path.

Down the stairs and you'll come to four secret passages. Go down the second one. In the next area, just take the bottom right passage. In the area after that, follow the path until you come to three passages, take the left one. There's a Kiku in a treasure chest there, equip it and continue on. You'll come to three passages eventually. Take the center passage and go down the stairs.

You'll come to four passages in this next area. Take the bottommost passage for a Genji shield, and take the topmost to get to the next area. Here, go through the secret passage to the right to get a Genji helmet. Back on the main path, you'll come to three passages, take the left one and continue on to the next, and final area of the cave! When you enter this area, go down immediately to get Genji Armor! Now go back up, and across the bridge. Go down into the water, and to the right. When you see land, go on it and take the right secret passage. You'll come to the Earth Fang, but just as you try to pick it up, you're attacked.

-----  
Boss Battle: Hekaton  
HP: 6500  
Gil: 4900  
EXP: 4800

This COULD BE one nasty boss, so you might want to change everyone back into their original jobs before attempting this. Cast Haste, and attack away. Hopefully, he'll aim a lot of attacks at your White Wizard in the back row, and it won't harm your characters much.

-----  
Now use Exit and get the hell outta here.

\*\*\*\*\*  
Overworld  
Level: 37+  
Party: Magic Knight, Knight, White Wizard, Black Wizard  
Monsters: Harpy, IceFry, Chimera, Simurgh, Gargoyle,  
Search Code: 0053  
\*\*\*\*\*

Get out of the mountain maze, and go to the statues of the quest. Land the Invincible, and destroy the last statues. Now use the Invincible to jump the mountain path and reach the Ancient's Labyrinth.

\*\*\*\*\*  
Ancient's Labyrinth  
Level: 38+  
Party: Magic Knight, Knight, White Wizard, Black Wizard  
Monsters: Titan, Gt.Daemon, Ironclaw, Thanatos, Bone D., KBehemoth,  
Items: Don't bother right now.  
\*\*\*\*\*

Go forward through the door to reach the Earth Crystal. But what do you know, Sir Zande ordered it to destroy you. Crystal be teh bad! Bad crystal! Bad crystal!!! BAD! BAD! BAD!

-----  
Boss Battle: Titan  
HP: 7800  
Gil: 4500

EXP: 4400

The only thing that Titan does is cast Flare on you, doing around 1000 points of damage. This could've been way harder if he cast Quake, after all; it is an Earth elemental. Cast Haste on your Magic Knight and Karateka to do more damage, and heal often. Use your Black Wizard to do magic attacks. Keep this up and he'll fall eventually.

-----  
After the battle, talk to the crystal to get the following jobs!

Warlock  
Shaman  
Summoner

Change your Black Wizard into a Warlock and your White Wizard into a Shaman. Now leave.

\*\*\*\*\*

Overworld  
Level: 39+  
Party: Magic Knight, Knight, Shaman, Warlock  
Monsters: Harpy, IceFry, Chimera, Simurgh, Gargoyle,  
\*\*\*\*\*

Head for Dorga's Castle. Oh wait, the Invincible can't fly through such powerful winds. You'll need the Nautilus to fly through those powerful winds. So where is the Nautilus? Right where you left it, in front of the entrance to the Ancient Ruins. Go there and get off the Invincible, and board the Nautilus. Now you can reach Dorga's Castle.

\*\*\*\*\*

Dorga's Castle  
Level: 39+  
Party: Magic Knight, Knight, Shaman, Warlock  
Monsters: None  
\*\*\*\*\*

When you enter, Dorga tells you that Unne and himself have prepared something for you. Then, you'll be teleported to Dorga's Cave.

\*\*\*\*\*

Dorga's Cave  
Level: 39+  
Party: Magic Knight, Knight, Shaman, Warlock  
Monsters: Peryton, Cyclops, Nemesis, Ogre, Humbaba, Dorga, Unne  
Items: 40000 Gil, Barrier x4  
Search Code: 0054  
\*\*\*\*\*

Go down the left path until you reach a door. Go in it. In this next room, there are two easy-to-find treasure chests, one in an alcove near where you enter and one at then end. Get them both and continue on. In the next room, the lower door is just a dead end, don't go in it. Go into the upper left door for three barriers. Now, leave the room and go through the upper right door. There's another barrier in this room, get it and continue on until you find Dorga and Unne (the rest of the cave is very straightforward, don't worry). But you have to battle them in order to complete the Eureka and Sylx keys. Of course, your characters are shocked and don't want to fight, but Dorga and Unne attack anyway. Prepare for two boss battles in a row.

-----  
Boss Battle: Dorga  
HP: 4500  
Gil: 4000  
EXP: 3400

Careful, he uses attacks like Brak2, Drain and Quake. Have your Knight and Magic Knight attack, and have your Shaman heal. Use Bio with your Warlock, it'll do around 700-1100 points of damage to Dorga! Now that hurts! Keep the pressure up and he'll be defeated. Try and hope you won't be hit by Brak2, it can be annoying.

-----  
Afterwards, you'll have to fight Unne. No chance to heal or anything, it's two fights in a row.

-----  
Boss Battle: Unne  
HP: 4500  
Gil: 4200  
EXP: 4000

Now this can be annoying. She likes to cast White Wind (WWind). Unfortunately, this isn't the healing spell from the later Final Fantasies that we all know and love. This White Wind weakens the target to single digit HP, and that's not good news if you're the target. Unne also casts Wall on herself. Unfortunately, you can't cast Wall on one of your party members and use a spell on them to mirror the attack. No, it doesn't work that way in Final Fantasy III (but that does mean you can heal your own party members while they have a wall). Try casting Haste on your Karateka to make quick work of her.

-----  
After the fight, talk to them and you'll receive the Sylx and Eureka keys. Now use Exit and get the hell outta here.

\*\*\*\*\*  
Overworld  
Level: 39+  
Party: Magic Knight, Knight, Shaman, Warlock  
Monsters: Harpy, IceFry, Chimera, Simurgh, Gargoyle,  
\*\*\*\*\*

Get the Invincible, and return to the Ancient's Labyrinth.

\*\*\*\*\*  
Ancient's Labyrinth  
Level: 40+  
Party: Magic Knight, Knight, White Wizard, Black Wizard  
Monsters: Titan, Gt.Daemon, Ironclaw, Thanatos, Bone D., KBehemoth, Unne Cln.  
Items: Elixir, Crystal Shield, LilithKiss, Crystal Armor, DarkScent, Crystal Glove, Crystal Helmet, GreatAxe, FenixDown x2, Ultimate Rod, Break Sword, Protect Ring, Holy Lance, HellClaw  
Search Code: 0055  
\*\*\*\*\*

We're almost at the end of the game! Go up until you reach an intersection, head right and pick up an Elixir. Now go left and in the door.

In this room, go up to find a Crystal Shield and LilithKiss. Go back down. Continue following the path until you can go up again, then go up and get a Crystal Armor. Go back and go on. You'll find a treasure chest with a DarkScent. Continue on, and go up until you can't go up anymore, then go right and pick up a Crystal Glove. Keep on going to the next room.

Here, go right until you reach an intersection, then go down. When you come to another intersection, go left for a Crystal helmet, and right for a GreatAxe. Continue on down to reach three more treasure chests, containing a FenixDown, Ultimate Rod and Break Sword. Go back up and right to the next area. Follow the path until you reach a treasure chest with a FenixDown in it. There's also one with a Protect ring in the upper right corner of the room. Now keep on going to the next room. Get the Holy Lance and HellClaw. The exit is just ahead.

\*\*\*\*\*

Overworld

Level: 41+

Party: Magic Knight, Knight, Shaman, Warlock

\*\*\*\*\*

See that big blue tower? Enter it. But not before saving, this is the last chance you have to save, so watch out!

\*\*\*\*\*

Sylx Tower

Level: 41+

Party: Magic Knight, Knight, Shaman, Warlock

Monsters: Bluk, D.General, DorgaCln., FlameDevil, Gomoree, Grashara, Green D., Platinal, Qumqum, Red D., Shinobi, Thor, Yellow D.

Items: Who cares for now?

Search Code: 0056

\*\*\*\*\*

Go straight ahead into the door. You'll come to a dead end...or so it seems. Press A and THR DOOR TALKS TO YOU!!!! Talking doors? What is this world coming to? Anyhow, use the Eureka Key. You fall through a hole for no apparent reason, and appear in Forbidden Land Eureka.

\*\*\*\*\*

Forbidden Land Eureka

Level: 41+

Party: Magic Knight, Knight, Shaman, Warlock

Monsters: Abai, Acheron, Amon, General, Guardian, Haokah, Kunochi, Ninja, Oceanos, Scylla, Sleipnir

Items: BombR.Arm x2, Gods' Rage x2, NorthWind x2, Elixir, FenixDown x5, Ribbon, Shuriken x3, FullMoon

Search Code: 0057

\*\*\*\*\*

This place has the BEST music in the game, as far as I care. Go left and around the first area. You'll find a BombR.Arm, Gods' Rage, NorthWind and Elixir. Go to the next area. When you come to the fork in this next room, go left and in the door-like thing to pick up another BombR.Arm. Then take the right path and pick up the Gods' Rage, NorthWind and FenixDown. Back on the main path, go down 5 tiles on the lower path and walk left. SECRET PASSAGE! Open the treasure chest for a Ribbon, but then you're attacked by a Ninja. Only one. Not thousands.

-----

Enemy Fight: Ninja

HP: 5500

Gil: 4800

EXP: 4600

It often ambushes you and hits for about...oh...let's say 700-1600 points of damage. It also has pretty good defense (especially with Magic) and casts Blind. You'll come out on top though if you persist, don't worry about it.

-----  
Equip the Ribbon on your Shaman. Now head on down the path and down the stairs. Pick up the Shuriken. You'll probably need these for the last battle, and their power is only matched by the infamous Onion Sword, which can only be equipped by (surprise, surprise) Onion Kids...enough random talk, go back up the stairs and take the right path again. Follow the path (now how many times have I said that already? About eleven, I think) down to the stairs. Pick up the Shuriken to the left. Keep going and you'll find another chest, this one containing ANOTHER Shuriken. The last chest on this floor holds a FenixDown. On this next floor, follow the pa--I mean proceed until you reach a platform. Ooh...What's this? It seems to be an orb-shaped object of sorts...pick it up and...

The FullMoon chakram with the power of darkness...

"Let's see if you can defeat me!"

Well, I guess we'll see if you can? Can you?

-----  
Boss Battle: Amon

HP: 7040

Gil: 3450

EXP: 4200

Oh look, it's Hyne. He sure looks neat in green. This battle is similar to the one in Hyne's castle, with all the changing weaknesses. Only now physical attacks work better. He casts Flame on you, doing about 200-500 points of damage. You should cast Bio on him, it does around 1000 points of damage. Have your Knight and M.Knight attack, and your Shaman heal.

-----  
After the fight, you get the FullMoon. Yay. Onward!

In the next room, you'll come to a fork in the road. Go left and pick up the FenixDown. Then go right to find...a sword! It's the ever-so-famous Masamune! But when you pick it up...

The dark sword Masamune.

"If you can defeat me, I shall become yours!"

Oh great. A talking sword wants to fight.

-----  
Boss Battle: Kunoichi

HP: 9000

Gil: 5000

EXP: 4800

Since when did the chick in red come into the picture anyhow? MindBlast will Paralyze your party members. Good thing you have that Ribbon (hopefully you



have paralysis preventing armor on your fighters). Cast Haste and go all out on it. Use your Shaman to heal. It shouldn't take too long.

-----  
Afterwards, you get the Masamune. EQUIP IT!!! Go down and you'll come to another treasure chest: A FenixDown. Go down the stairs.

In this room, go right. You'll come to the legendary sword, Excalibur! And it's in a stone too.

The holy sword Excalibur.  
"Can you withstand my light?"

Another talking sword wanting to fight? Something obviously ain't right here.

-----  
Boss Battle: General  
HP: 12000  
Gil: 5200  
EXP: 5000

He hits for A CRAPLOAD OF DAMAGE!!! Watch it. Cast Haste on your fighters and Bio on the general. Heal with your Shaman. As usual. Eventually, he'll die.

-----  
Now you've got Excalibur! Equip it later. Go back to where you entered the room, and go left. It may look like you can't cross the broken bridge, but you can. Follow the path and enter the door.

Go up and you'll find a staff and a sword! Wow! Go for the sword first.

I am the ultimate sword, Ragnarok!  
It's still too early for you to use me!

Oh god dammit! Dammit to hell! Dammit! Not another talking-fighting sword!  
Damn you Squaresoft!

-----  
Boss Battle: Guardian  
HP: 12000  
Gil: 5600  
EXP: 5400

He casts Quake, doing about 1000 points of damage. You know the drill: Haste on fighters, Bio with Warlock, heal with Shaman. Some party members might die, but don't bother reviving them, unless you're obsessed with them leveling up equally.

-----  
Equip the Ragnarok. Now go for the staff.

If you can withstand my power I shall give you the jobs of Ninja and Sage!

Wow. New jobs. And no talking sword either. But a now it's a talking staff.

-----  
Boss Battle: Scylla  
HP: 10000  
Gil: 5400  
EXP: 5200

A 6-headed wolf? Great. Just what we needed. >\_< She casts Flare, doing 1600 points of damage or more! You know what to do: Haste on fighters, Bio with Warlock, heal with Shaman.

-----

You then get the Eldest staff! And you also get the Ninja and Sage jobs. Change your M.Knight and Karateka to the Ninja, and your Warlock and Shaman to the Sage. Note that the game may tell you "Not enough experience for this job." If so, beat the crap out of monsters until it shuts the hell up (it'll shut up at level 40). ;-) There's a healing and revivification spring in the next room too, so you should have no trouble...now go into the next room. Go forward, and pick up the treasure: Two Elixirs and Two Shurikens. Now, talk to those funny-looking guys (they're actually sages). Here, you can buy the ULTIMATE MAGIC, and other stuff.

```
-----
|Magic Shop          |   Cost   ||Secret Shop        |   Cost   |
|-----|-----||-----|-----|
|Flare              | 60000 Gil||Shuriken           | 65500 Gil!|
|Death              | 60000 Gil||Crystal Shield     | 50000 Gil |
|Meteo              | 60000 Gil||Crystal Armor      | 65000 Gil |
|WWind              | 60000 Gil||Crystal Gauntlet   | 50000 Gil |
|Life2              | 60000 Gil||Crystal Helmet     | 50000 Gil |
|Holy               | 60000 Gil||                   |           |
|                   |           ||                   |           |
|                   |           ||                   |           |
|-----|-----||-----|-----|
|Summon Shop        |   Cost   ||                   |           |
|-----|-----||-----|-----|
|Odin               | 45000 Gil||                   |           |
|Levia              | 55000 Gil||                   |           |
|Bahum              | 65000 Gil||                   |           |
|                   |           ||                   |           |
|                   |           ||                   |           |
|                   |           ||                   |           |
|                   |           ||                   |           |
|                   |           ||                   |           |
|-----|-----||-----|-----|
```

Yeah! You should have plenty of cash for this great stuff! Among them are the great Life2, the death dealing Death, and more helpings of the Bahumut summon. Flare isn't all that great due to the fact that Bahumut is better, unless you for some reason LIKE to single target. Holy literally KILLS undeads, but you can't multi-target it. WWind is pretty useful, but only if the enemy is immune to instant Death. Meteo is fun to play with, and looks cool too. In order to use the summon shop, you must have gotten each of those summons once already. :P Oh yeah, check the alcove behind the Sages to open a secret passage to the secret shop...it has some awesome armor, but it costs a crapload of Gil, much better spent on spells (at least for now). If you still have some left, then by all means grab your VISA and go nuts! Now fight your way out of here.

\*\*\*\*\*

Sylx Tower

Level: 43+ (preferably 55+ by the end)

Party: Ninja, Ninja, Sage, Sage...it's really up to you...

Monsters: Bluk, D.General, DorgaCln., FlameDevil, Gomoree, Grashara,

Green D., Platinal, QumQum, Red D., Shinobi, Thor, Yellow D.

Items: Barrier x2, WhiteScent x2, ChocoRage x2, LilithKiss, EarthDrum, Elixir

x4, FenixDown x5, Eldest Staff, Crystal Armor, Crystal Helmet, Crystal Shield, Crystal Gauntlet

Search Code: 0058

\*\*\*\*\*

Job note: You can actually have any combination of those two jobs. However, be sure to have at least one of each kind. If you love magic, you could go with Ninja, Sage, Sage, Sage. If you have an array of weapons (or just a crapload of Shurikens) go with Ninja, Ninja, Ninja, Sage, and so on.

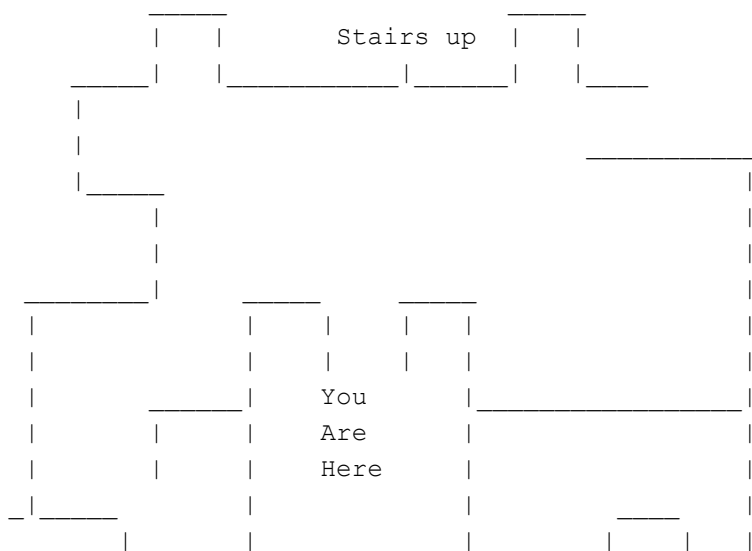
Before doing this, go do everything. You cannot return after you get by here, you get stuck in the last dungeon, so be careful.

After returning from Eureka, get the chests on the left and right of the start. They hold a Barrier, WhiteScent and another Barrier respectively. Now it seems like a dead end, but look closely at the walls. At one point, there is a weird looking wall on each side (they're parallel to the Eureka door). You can walk through these. Do so and get the treasure on the other sides, WhiteScent, ChocoRage and EarthDrum. There are also two more treasure chests near the exit of this room, they contain a ChocoRage and a LilithKiss. Now go in the door and...OW!!! That would've hurt walking right into it. If you press A, you'll see writing on the door that says the seal will open with the Sylx Key. So use the Sylx Key.

In the next room, go left and when you come to a fork where you can go up or down, go up and get the Elixir. Then go down and keep going until you reach a weird looking wall, walk through it, go up and get the FenixDown. Continue onwards until you find some stairs. There is an Elixir in a treasure chest nearby there. Get it and go on up. On the next floor, go up until you come to a fork, go right through two weird looking walls. There's an Elixir here, get it and go down. On the next floor, go up and around on down to the middle to where two treasure chests containing an Eldest Staff and FenixDown are, then go on up around and down the stairs.

Now you are back in the previous room, except on the other side. Get the nearby FenixDown, then go up 'n around, hang a right around the weird looking walls, then go up the steps. Get the Elixirs from the two chests on the left and right, then go up, up, up the stairs! Now you are back in that room with the second Eldest Staff, only in the part in the middle. Walk down and go up the stairs.

This next room is kinda like a maze. Here's a crappy ASCII diagram of it (but good enough to give you a good enough visual of it).



```

_____ |           |           |           |
|       |           |           |           | | | |
|       |           |           |           |
|_____| |_____| |_____| |_____|
|       | |       | |       | |       |
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|_____| |_____| |_____| |_____|

```

After getting by the maze, go down in the next room. There are treasure chests on the left and right, they have a Crystal Armor and a FenixDown respectively. Now go on down and around up the stairs. In this room, go left and pick up the Crystal Glove and Crystal Shield, then go right and get the FenixDown and Crystal Helmet. Now go into the next room to find yourself surrounded by dragon statues.

WARNING: Going through this next door will get you stuck in the final dungeon...FOREVER!!! That's normal though. Just be sure you have a lot of Shurikens, 30 or so will do, and are properly leveled. If you are ready, walk up to the door and enjoy the scene, as well as the profanity from your characters. When you regain control, walk up and get ready for a boss fight.

-----  
Boss Battle: Zande  
HP: 21000  
Gil: 0  
EXP: 0

He casts Meteo and Quake, ouch! He also has the Libra spell and the Flame spell to cast on you. Haste the Ninjas and fight mercilessly with Bahumut, and if you have any spare ones, Shurikens. Don't use too many though!

-----  
After the fight, you'll see that the Cloud of Darkness is surrounding everything in Darkness as you speak. Apparently, this idiot wants to turn both light AND darkness into nothingness.

-----  
Boss Battle: Cloud of Darkness (DarkCloud)  
HP: 65000  
Gil: 0  
EXP: 0

This thing is pretty much invincible, and even if you do beat it nothing comes out of it. Help the sorry son of a bitch kill you by attacking yourself if you wish.

-----  
After the fight, you die and go to Hell...err...actually no. You go to the Dark World. Close enough, though.

\*\*\*\*\*  
The Dark World  
Level: 55+  
Party: Ninja, Ninja, Sage, Sage  
Items: Ribbon x4  
Search Code: 0059  
\*\*\*\*\*

If you want, just go up and beat the crap out of the Cloud of Darkness. Or rather, get the crap beat out of you. So don't do it...yet...note that 55 isn't

the lowest level you can do this without too much trouble at. 48-50 should be fine too, but at level 55, it'll be more comfortable. If you need to level, try the first room of Bahamut's Cave. A topic by shelbyracer on the boards said...

From: silktail | Posted: 9/19/2004 9:10:03 AM | Message Detail  
Most people suggest leveling in the first room of Bahamut's cave.

The battles are easier and give better exp for the time spent.

(I'm sure someone will confirm that/give tactics. I never really did it so can't give many details.)

From: Sir Bahamut | Posted: 9/19/2004 11:10:27 AM | Message Detail  
I can confirm that one.

Make one character a Warlock(better HP gain than Sage) and have the rest Ninjas, for maximum HP gain. One Quake cast by the Warlock will kill all enemies in any battle in the first room.

The single enemies give less exp than monsters in Sylx and Eureka, but since you face much larger packs here, the total exp and gold is much better.

So, you'll want to save the Dark Warriors. First things first, start with the Dark Wind Crystal (it's called the Wind Dark Crystal in the translation). Enter the top-left room. Follow the path to a chest. Open it to fight a Zande Clone.

-----  
Enemy Battle: ZandeCln.  
HP: 10000  
Gil: 1550  
EXP: 3400

Easy. Handle him just like you did with Zande himself because ZandeCln.'s attack pattern is EXACTLY the same as Zande's.

-----  
Now go through the bottom secret passage and follow it to reach the Dark Wind Crystal. You will be attacked.

-----  
Boss Battle: Cerberus  
HP: 23000  
Gil: 6400  
EXP: 6000

He casts Thunder on you, but it's lame. It only does around 600 points of damage. --' Dispatch him the normal way, Haste and attack with Ninjas, Bahamut with Sages.

-----  
After the battle, examine the Dark Wind Crystal to save a Dark Warrior. They will also tell you about the Cloud of Darkness, and stuff like that. Now get the hell out of this part of the Dark World. Go directly down and enter the Water Crystal part of the Dark World. Just head straight down, then to the left a little, then down some more. Oh yeah, there's another Ribbon here too, guarded by a...

-----  
Enemy Battle: ZandeCln.

HP: 10000

Gil: 1550

EXP: 3400

...nother clone of Zande. Handle him just like you did with Zande himself because ZandeCln.'s attack pattern is EXACTLY the same as Zande's.

-----  
Anyhow, when you approach the Dark Water Crystal, another boss greets you.

-----  
Boss Battle: Echidna

HP: 32000

Gil: 7000

EXP: 8000

Among his spells are Meteo, Quake, Brak2, Drain and Flare. Ouch! Fling some Shurikens at him if you feel like it, or just use the typical strategy I keep telling you to use.

-----  
Now get back to the main room, and go in the bottom right part. Go all the way down, then right, through the fake wall, then continue going right then go up. There's another Ribbon here too, by the way. Guarded by yet another...

-----  
Enemy Battle: ZandeCln.

HP: 10000

Gil: 1550

EXP: 3400

Handle him just like you did with Zande himself because ZandeCln.'s attack pattern is EXACTLY the same as Zande's.

-----  
Yes, another boss attacks when you approach the Dark Earth Crystal.

-----  
Boss Battle: Ahriman

HP: 35000

Gil: 7200

EXP: 9000

It casts Blizzard, Cure2, Flame, Meteo, Quake and Thunder. Chuck Shurikens to your heart's content if you have many, otherwise use the normal strategy...

-----  
Finally, go to the top right part. Follow the path (there are secret passages) to help you get there faster. And there is another Ribbon guarded by yes, another...

-----  
Enemy Battle: ZandeCln.

HP: 10000

Gil: 1550

EXP: 3400

Why the hell are you reading this? Listen you idiot, you already have 4

Ribbons. You do not need one for your imaginary party member. Unless you forgot to get the one in Forbidden Land Eureka.

-----  
Back to serious business...

-----  
Boss Battle: Two-Headed Dragon  
HP: 29000  
Gil: 6800  
EXP: 7000

Has a nasty physical attack. Use the typical strategy.  
-----

Finally! Now go through the central door. Get through that maze, and prepare for the final battle! The Dark Warriors will sacrifice themselves, and the Cloud of Darkness decides to screw using the power of the Dark Crystals and KILL YOU.

-----  
This is the Last Battle: Cloud of Darkness  
HP: 45000  
Gil: 0  
EXP: 0

All it does is cast FlareWave, an extremely powerful attack. Arm all of your Shurikens, and throw them mercilessly. Your Sages should heal every round, or cast Bahumut when healing is not needed. Keep this up and it will die, hopefully before it kills you.  
-----

Congratulations. You have won. Enjoy the awesome death sequence of the Cloud of Darkness...

"In the Beginning, there was the Void  
Then Light and Dark were made  
Everything was born then  
Stars, Moon, Water, Fire  
and Life...-

But Life gave birth  
to something more  
Dividing the Light and Dark  
into an Energy call Hope...

When Light and Dark overlap  
and all would return to Void,  
4 to divide them shall appear.  
Never forget that their power  
is the Hope of the people...

Time washes away all  
Dreams, Despair, Love  
But do not be swept away  
Look instead to that place

To the Light that shines  
after all else is gone...  
Hope..."

Then it's the ending. I won't spoil that...

```
*****  
*   Section 4: Side Quests   *  
*****
```

Hunger for more? Then here are some things to do.

```
*****
```

Undersea Cave

When it can be done: When the Nautilus can go underwater

Items: Diamond Shield x2, Defender Sword, Tomahawk Axe, Ancient Sword,  
Diamond Helmet, Gods' Wine, BlackHole, Diamond Armor, AirKnife, Loki Harp,  
Diamond Bracelet, Aegis Shield, Blood Spear, Triton Hammer, Reflect Armor  
Level: 26+

Party: Knight, Karateka, White Wizard, Black Wizard

Monsters: Dosmea, KillerSnail, Aegil, Olog-Hai, Kelpie, D.Zombie, Eater,  
Peryton, DeathClaw

Search Code: 0060

```
*****
```

To the east of Goldor's Mansion is a triangular shaped island. This is, of course, Triangle Island. DUH! What did you expect, pr0n? Turn the Nautilus into a submarine and enter the cave. This place is FILLED with treasure, but sometimes, monsters guard them. Who cares?

When you first enter, follow the path to a staircase. When you appear, you'll find your first treasure chest in the cave: A Diamond Shield! Head on up and get the Defender Sword. Go down now, to get a Tomahawk Axe. Go down the stairs. Go down to find a treasure chest, containing an Ancient Sword. Further down are four treasure chests. Open them for a Diamond Shield, Diamond Helmet, Gods' Wine and BlackHole. Go back up and left to see four treasure chests. They hold Diamond Armor, AirKnife, Loki Harp and a Diamond Bracelet! Across the bridge, you'll find three more: FenixDown, Diamond Gauntlets and Elixir. Walk through the fake wall. There are four treasure chests here. Open the one in front of you for an Aegis Shield. And a monster. How nice!

```
-----  
Enemy Battle: D.Zombie  
HP: 2000  
Gil: 960  
EXP: 5000  
Weak against Fire  
Weak against Holy
```

You can easily get rid of it by casting Life. If you think using Life to kill these types of monsters in one hit is cheap, then simply using fire-based attacks will do.

```
-----  
After that, open the top-left chest. Get your Blood Spear. But another monster appears.
```

```
-----  
Enemy Battle: Peryton  
HP: 730  
Gil: 1200  
EXP: 3200
```



Too easy. A couple of attacks from some physical fighters, and he's toast.

-----  
Now, open the bottom-right chest for a Triton Hammer. And yet another monster.

-----  
Enemy Battle: Eater

HP: 1150

Gil: 945

EXP: 320

Pretty easy. Just kill it. You don't need a strategy.

-----  
Finally, open the bottom-left chest. You'll get Reflect Armor, and yes, another monster-in-a-box.

-----  
Enemy Battle: DeathClaw

HP: 1400

Gil: 980

EXP: 320

Weak against Dark Swords

This thing will divide when you attack it physically, assuming the attack isn't fatal. Just use magic/items...if you want, use that BlackHole you picked up earlier in the cave for a quick and instant win.

-----  
Not much else that you can do here, now. So just use Exit and get the hell out.

\*\*\*\*\*

Salonia Catacombs

When it can be done: When the Nautilus can go underwater

Items: Reflect Armor, Golem Staff, Giyaman Bell, Gaia Robe, Aegis Shield, Elixir x4, FenixDown x4, Odin Summon

Level: 30+

Party: Knight, Karateka, White Wizard, Black Wizard

Monsters: Kyklops, BossTroll, Fahan, Kenkos, Valar, Ourobous, Ion, Odin

Search Code: 0061

\*\*\*\*\*

In Salonia, you may have remembered an old man saying something about an area you could get to from the bottom of the ocean. This is what he was talking about. Fly to Salonia. In the water near southeast part of the castle, is a cave. Enter it.

This is where Odin is. He's tough to beat though. But the monsters here give nice amounts of Gil and EXP when defeated. You might want to use Savestates to manipulate the amount of monsters that you fight during battle. But if that isn't your cup of tea...

Go through the first two screens. On the third, you'll see two treasure chests. The one on the left holds Reflect Armor, while the one on the right has a Golem Staff. There are two treasure chests to the north of the right one, they have an Aegis Shield and Gaia Robe. To the north of the left chest, there's a Giyaman Bell, and some stairs. Take the bell from the chest and go up the stairs.

Here, walk up to the wall straight ahead and through the right wall. There are eight treasure chests here! Open the first one on the top row for an Elixir. But a monster guards it.

-----  
Enemy Battle: Ouroboros  
HP: 1400  
Gil: 1680  
EXP: 3600  
Weak against Thunder

Not a problem, just use Bolt2/Bolt3 with your Black Wizard(s) and attack normally/heal with the others. Oh yeah, it can back attack you sometimes, but it shouldn't be a problem.

-----  
Open the second treasure chest on the top row for another Elixir. Here's another monster!

-----  
Enemy Battle: Ouroboros  
HP: 1400  
Gil: 1680  
EXP: 3600  
Weak against Thunder

Same tactics as before, use Bolt2/Bolt3 with your Black Wizard(s) and attack normally/heal with the others.

-----  
Open the third treasure chest on the top row. It's yet another Elixir! And yet another...

-----  
Enemy Battle: Ouroboros  
HP: 1400  
Gil: 1680  
EXP: 3600  
Weak against Thunder

Same tactics as the last two battles, use Bolt2/Bolt3 with your Black Wizard(s) and attack normally/heal with the others.

-----  
Open the fourth treasure chest on the top row now. Yes, it's an Elixir and an Ouroboros.

-----  
Enemy Battle: Ouroboros  
HP: 1400  
Gil: 1680  
EXP: 3600  
Weak against Thunder

You should know what to do by now: Bolt2/Bolt3 for magic users, regular attacks for others.

-----  
After that, open the fourth treasure chest on the bottom row. No, it's not an

Elixir, it's a FenixDown. But there's still a monster.

-----  
Enemy Battle: Ion  
HP: 1200  
Gil: 1600  
EXP: 3400

This golden palette swap of Guzco is easy or hard, depending on how you look at it. Harder than the Ouroboros, but still fairly easy. He has a rather large tendency to preempt you, and his physical attacks are tough, sometimes doing 700 damage a hit. He also likes to cast Quake every now and then, doing about 400 damage per character. Heal constantly and attack all out and mercilessly and you'll have no problem. Don't bother with Haste or stuff like that, because he'll most likely kill you or you'll kill him before you can get it going.

From CastleOrange: Hi there, I was looking at your guide for some of the side quests and such, and in the Salonia Catacombs level, there are those Ion chest-guarding monsters. For me, they were really easy, as I casted Aero2 on them. They seem to be weak to Air, as Aero2 from my level 29 White Wiz did about 900 damage. This made these monsters very easy.

Yes, yes, they are weak against wind/air attacks.

-----  
Heal if needed after the fight, and open the third treasure chest on the bottom row for another FenixDown and another fight with an Ion.

-----  
Enemy Battle: Ion  
HP: 1200  
Gil: 1600  
EXP: 3400

As before, attack mercilessly and heal if you need to. And if all else fails, use wind.

-----  
Heal if you'd like after the fight. Open the second treasure chest on the bottom row for another FenixDown. Another Ion attacks.

-----  
Enemy Battle: Ion  
HP: 1200  
Gil: 1600  
EXP: 3400

Yes, yes, I assume you know what you are doing. If not, you can go to hell for all I care. Just attack mercilessly and heal as needed. If you are running low on MP so you can't heal fast enough (after the battle, that is), simply use an Elixir.

-----  
Finally, open the first treasure chest on the bottom row. Another FenixDown means another Ion battle.

-----  
Enemy Battle: Ion  
HP: 1200

Gil: 1600  
EXP: 3400

Attack mercilessly and heal as needed, dumbass.

-----  
Before going to Odin, check your levels. If they're not at least 34, you should fight some monsters/buy some magic before returning. When ready, go down the stairs and talk to Odin.

-----  
Boss Battle: Odin  
HP: 7000  
Gil: 5600  
EXP: 5000

This is one pain in the ass! His normal attack can hit for 800 or more points of damage. His Atom Edge attack isn't so bad at least, only 400+ damage a character. Constantly cast Fire3/Ice 3 on him to maximize damage. Heal as needed. Haste/Gods' Wines are VERY useful here. With a little luck and a little bit of time, you should come out victorious.

-----  
After the fight, Odin will acknowledge your power and you'll receive the Odin summon. You can also buy Odin summons in Forbidden Land Eureka, but that isn't for a while.

\*\*\*\*\*  
Dorga's Village  
When it can be done: When the Nautilus can go underwater  
Level: 30+  
Party: Knight, Karateka, White Wizard, Black Wizard  
Search Code: 0062  
\*\*\*\*\*

West of Goldor's Mansion is a village surrounded by mountains. There are two ways to get here. With the Nautilus, turn into a submarine while near the mountains. When you get underwater, you should notice some of the mountains underwater have an odd green tint to them. You can go right past these, so go through the path until you get out of that passage into a small lake. Resurface, and you will be there. If you have the Invincible, it's as easy as jumping a cliff.

North-center Mage		Cost	Northwest Mage		Cost
Fire2		1500 Gil	Chocb		100 Gil
Ice 2		1500 Gil	Shiva		700 Gil
Bolt2		1500 Gil	Ramuh		1500 Gil
Cure2		1500 Gil	Ifrit		3000 Gil
Exit		1500 Gil	Titan		5000 Gil
Wash		1500 Gil			
Northeast Mage		Cost	Southeast Mage		Cost
Break		3000 Gil	Quake		20000 Gil
Ice 3		3000 Gil	Brak2		20000 Gil
Shade		3000 Gil	Drain		20000 Gil

Libra		3000 Gil	Cure4		20000 Gil	
Confu		3000 Gil	Heal		20000 Gil	
Mute		3000 Gil	Wall		20000 Gil	

Southwest Mage		Cost	South-center Mage		Cost	
Bolt3		5000 Gil	Fire3		10000 Gil	
Kill		5000 Gil	Bio		10000 Gil	
Erase		5000 Gil	Warp		10000 Gil	
Cure3		5000 Gil	Aero2		10000 Gil	
Life		5000 Gil	Soft		10000 Gil	
Safe		5000 Gil	Haste		10000 Gil	
			Cure3		5000 Gil	
			Life		5000 Gil	

Buy some magic.

\*\*\*\*\*

Lake Dol

When it can be done: When you get the Invincible

Level: 35+

Items: FenixDown, NorthWind, EarthDrum, Gods' Rage, HiPotion x3, Elixir, Aegis Shield, LamiaScl., Gods' Wine, TurtlShell, WhiteScent, Imp'sYawn, LilithKiss, Levia Summon

Party: Knight, Karateka, White Wizard/Shaman, Black Wizard/Warlock

Monsters: Planktae, SeaLion, Remora, Ouroboros, Leviathan

Search Code: 0063

\*\*\*\*\*

Remember on the Floating Continent, you saw an eel thing swimming in a lake you couldn't reach? With the Invincible, you can get there. Jump the mountain and climb down on the small patch of land. Use the Canoe and get in the creature's path. You'll enter Lake Dol.

When you enter, keep on going on until the path splits. Go down and open the four treasure chests for a FenixDown, NorthWind, EarthDrum and Gods' Rage. Take the upper path now, and collect the treasure: Three HiPotions and an Elixir. Down the stairs!

In this next area, proceed until you see another split, now go up first. The first, lone chest holds a WhiteScent. The four further up have an Aegis Shield, LamiaScl., Gods' Wine and TurtlShell. Now go down, and down the stairs. On the next floor, when you come to the intersection, take the upper-right path first. You'll find three treasure chests containing BlackHole, Thor Hammer and Reflect Armor. A one further left holds a DarkScent. Go back down and to the left until you see a wall, then go down to get two more treasures, Imp'sYawn and LilithKiss. Head on down the stairs.

This is where Leviathan resides. Heal up, and talk to him to launch yourself into a boss battle.

-----  
 Boss Battle: Leviathan  
 HP: 7000  
 Gil: 5700  
 EXP: 5000

Have your Karateka and Knight constantly hit him with physical attacks. Heal with your White Wizard/Shaman and have your Black Wizard/Warlock use Bolt3 or something constantly. Leviathan likes to use Tsunami, which does 500-700 damage to all of your characters on average, but sometimes it can do more than 900 points of damage so keep at it with those Cure4s! Luckily, Leviathan is slow. Don't even think about reviving unless you either

- A) Have a death wish
- B) Want to keep your characters' levels equal
- C) Have a lot of luck/skill/levels

-----  
After the fight, you'll get the Levia summon. Now use Exit and get the hell out of here.

\*\*\*\*\*

Fargabaad

When it can be done: When you get the Invincible

Level: 35+

Items: HiPotion x2, Demon Shield, Demon Armor

Monsters: Shinobi

Search Code: 0064

\*\*\*\*\*

This is a town of "people who are trying to master the dark swords." You can pick up some nice stuff for Magic Knights here.

-----		-----	
Item Shop	Cost	Weapon Shop	Cost
-----		-----	
HiPotion	1200 Gil	Ashura Sword	20000 Gil
Carrot	150 Gil	Yoichi Bow	42000 Gil
MidgBread	200 Gil	Yoichi Arrow	200 Gil
-----		-----	
Magic Shop	Cost	Armor Shop	Cost
-----		-----	
Fire2	1500 Gil	Demon Armor	25000 Gil
Ice2	1500 Gil	Demon Shield	12500 Gil
Bolt2	1500 Gil		
Cure2	1500 Gil		
Exit	1500 Gil		
Wash	1500 Gil		

-----  
Okay, go to the northern part of the town. There's a secret passage near the waterfall. You'll end up in a room with an old man. Talk to him to fight a boss.

-----  
Boss Battle: Shinobi  
HP: 1100  
Gil: 4000  
EXP: 4400

Not exactly what I would consider to be "hard." The only hard part is that he does about 700 damage a hit, but you'll probably take him out so fast he probably won't be able to hurt any of your characters.

-----  
After killing it, you'll get a Kiku Sword, a weapon for the Magic Knight. Leave the room and walk down into the water. Follow the path to reach an island with two HiPotions, a Demon Shield and Demon Armor! Cool. Go back to the main part of the town now and enter the cave. Be sure to get your Magic Knights ready! The monsters inside take major damage from dark swords, and they split when hit.

\*\*\*\*\*  
Fargabaad Cave  
Level: 35+  
Party: M.Knight, M.Knight, M.Knight, M.Knight/White Wizard/Shaman  
Items: Thor Hammer, Demon Armor, Kotetsu Sword, Ashura Sword  
Monsters: Sirenos, Garb, DeathClaw, Haniel, Balfrey,  
Search Code: 0065  
\*\*\*\*\*

Go down immediately when you enter to pick up a Thor Hammer. The rest of the items are found through the rather large secret passage maze. Go into the top entrance to the passage, and walk up until you come to the 2nd odd-looking ceiling tile on the right side. Walk right and follow the path to find a Kotetsu sword and Ashura sword. Go back to the first odd-looking ceiling tile on the right and go until you come to a four way intersection, then go right. Go down once you reach an odd-looking ceiling tile, and go until you reach a chest with Demon Armor. Get out of here now.

\*\*\*\*\*  
Cave of Bahumut  
When it can be done: When you get the Invincible  
Level: 38+  
Items: Gods' Rage, EarthDrum, FenixDown x2, NorthWind, Golem Staff, Gods' Wine, LamiaScl., TurtlShell, ChocoRage, DarkScent, Elixir, Kotetsu, Bahum Summon  
Party: M.Knight, Karateka, White Wizard/Shaman, Black Wizard/Warlock  
Monsters: Grenade, Pterosaur, Liger S., Q.Lamia, Gt.Boros, Bahumut  
Search Code: 0066  
\*\*\*\*\*

Remember Bahumut from way back near the start of the game? Time for a little revenge my friend...hehehe...

Go forward when you enter and pick up the Gods' Rage and EarthDrum. Keep going until you reach a fork, go up and get the FenixDown and NorthWind. Then go back down and go right at the fork to get to the next room. Here, head left and pick up the Golem Staff. Go down from there and get what's in the chests: Gods' Wine, LamiaScl., TurtlShell and ChocoRage, then go into the next room.

On this floor, there are some treasures to get, DarkScent, Elixir, FenixDown and Kotetsu, all are in plain sight. However, as you try to exit, you are greeted by Bahumut. Wonderful. Now see if you can beat it.

-----  
Boss Battle: Bahumut

HP: 7500  
Gil: 3500  
EXP: 2800

He can use the powerful MegaFlare attack, doing lots of damage. Chances are however, you'll defeat him before he gets a chance to use it. At least I did. You may not be so lucky. He can also physically attack you. Pray for the latter if you're getting killed all the time. Note that he doesn't cast MegaFlare until later in the battle.

NOTE: From Joel Young...

"Hey, great walkthrough! I have quick correction for you: in the Bahamut battle, he smacked me down with a Flare on his very first attack, while your guide says he won't do that until later."

It may have been plain old Flare he got hit with and not MegaFlare, but a submission's a submission...

NOTE: From Chit Ko Ko

"I have easy way for defeating Bahamut.I only have Level 32 at this time.Not even got Earth Crystal's Job.I use M.Knight,Karateka,Conjurer and White Mage party.

1st Turn.....

M.Knight use God's Wine on himself  
Karateka Attack /500+ damages  
Bahamut Punch my Conjurer /300+ damages(if he use Mega Flare....Try again)  
Conjurer call Odin /cast Barrier on party(the Key to Victory) ,if not try again( Load state or whatever)  
White Mage cast Haste on M.Knight

2nd Turn

Bahamut (Now his Mega Flare is useless,for barrier reflect it.If he use, he damage himself for 2500 damage)unleash Mega Flare /2500 damage to himself.  
M.knight attack /1700-2100 damages  
Karateka attack /500+ damage  
Conjurer call Odin sword cut /1000 damage.  
White mage cast Haste to M.knight.

3rd turn

M.Knight Attack/2100-2500 damage to Bahamut  
Bahamut Defeated....."

-----

After the battle, you get the cool, cool, Bahamut Summon!

```
*****  
* Section 5: The Job Classes *  
*****
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Search Code: 0067

There are many jobs in Final Fantasy III. Some are good, some are only good if they're used properly, and others are just plain bad. In order to change jobs, you need capacity. Capacity is won after fights, and you can only hold up to 255. Plus, the amount of capacity needed to change to a job is dependent on three things.



- 1: The job your character is now
- 2: The job you are trying to change to
- 3: How much the skill level is with the job you're changing to

For one and two, note that it costs less capacity to change to a similarly based job. If you don't know what that means, here's a better description: It's basically easier to switch from a White Wizard to a Black Wizard than it is to switch from a White Wizard to a Monk. Both the White Wizard and the Black Wizard are magically based. The Monk is physically-based though. Previous jobs, say OnionKid, capacity costs increase if you are at a higher-level (crystal-wise) job. If all my characters had a low level job (Monk, Red Wizard, Etc.) in terms of where you got them, you'll need more capacity to change to a higher leveled job. Similarly, changing from a lower-leveled job to a higher-leveled one would cost more capacity. And it costs nothing to change to the same job you are at. For number three, it takes up less capacity to switch to a job if your skill level for it is high. If you're bored, try and make it so that no matter what job your characters are at, all jobs cost no capacity to change to. This also affects damage in a certain way. There is a theory that it increases like so every four skill levels.

Attack = [Str/4] + [Skill/4] + Weapon\_Att ....(One weapon)

Attack = [Str/4] + [Skill/4] + Left\_Weapon\_Att + [Str/4] + [Skill/4] + Right\_Weapon\_Att ....(Two weapons)

Oh, and by the way, you need to de-equip all equipment before changing to another job. Use the "Remove" Option on the equipment screen to remove all equipment quickly.

By the way, there's a list of the amount of capacity it takes to change to a particular job class. Subtract (skill level -1) you have for the class you are changing to for the total amount. What's the point of this? Well, one for the curious. Two for the FAQ being better. And three for strategic job switching. For example...

You want to switch from a Black Wizard to a Warlock. This normally takes 24 Capacity. However, if you had been a Geomancer before, and have a skill level higher than one, you can change jobs to a Geomancer first, then switch to a Warlock from there (which takes 8 Capacity).

16 - (Skill Level - 1 for Geomancer) + 8 < 24

Plus, there are level requirements for jobs.

Wind Crystal Jobs - Level 1  
Fire Crystal Jobs - Level 10  
Water Crystal Jobs - Level 15  
Earth Crystal Jobs - Level 30  
Sage and Ninja Jobs- Level 40

\*\*\*\*\*

Onion Kid

\*\*\*\*\*

Looks like: Some kid dressed in knight's armor  
Commands: Fight, Defend, Run, Item  
Received: At the start of the game.

---

This is your starting class. It's a piece of crap, except for the fact that it can equip the best equipment in the game. Other than that, AVOID IT!!!

---

Equipable items

Equipable Weapons: Knife, Dagger, Mithril Knife, Long Sword, Mithril Sword, Onion Sword, Bow, Great Bow, Wooden Arrow, Iron Arrow, Holy Arrow

Equipable Shields: Leather Shield, Ice Shield, Crystal Shield, Onion Shield

Equipable Headgear: Leather Hat, Mithril Helmet, Ribbon, Crystal Helmet, Onion Helmet

Equipable Armor: Cloth Shirt, Leather Shirt, Mithril Armor, Crystal Armor, Onion Armor

Equipable Armwear: Mithril Gauntlet, Protect Ring, Crystal Gauntlet, Onion Gauntlet

---

Base Stats

Strength - 5  
Agility - 5  
Vitality - 5  
Intelligence - 5  
Spirit - 5

---

Capacity List

OnionKid - 0  
Fighter - 8  
Monk - 8  
White Wizard - 8  
Black Wizard - 8  
Red Wizard - 8  
Hunter - 16  
Knight - 16  
Thief - 16  
Scholar - 16  
Geomancer - 24  
Dragoon - 24  
Viking - 24  
Karateka - 24  
Magic Knight - 24  
Conjurer - 20  
Bard - 24  
Warlock - 32  
Shaman - 32  
Summoner - 60  
Sage - 56  
Ninja - 64

\*\*\*\*\*

Fighter

\*\*\*\*\*

Looks like: Amateur knight with freaky red hair  
Commands: Fight, Defend, Run, Item  
Received: From the Wind Crystal in the Altar Cave

---

Simply great! Like in Final Fantasy I, this guy rocks with attack. Give him two swords, and beat the crap out of early enemies.

---

#### Equipable items

Equipable Weapons: Knife, Dagger, Mithril Knife, Long Sword, Mithril Sword, Serpent Sword, IceBlade Sword, Salamand Sword, King Sword, Ancient Sword, Blood Sword, Bow, Great Bow, Wooden Arrow, Iron Arrow, Holy Arrow

Equipable Shields: Leather Shield, Ice Shield, Crystal Shield

Equipable Headgear: Leather Hat, Mithril Helmet, Ice Helmet, Crystal Helmet, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Mithril Armor, Carapace Armor, FlameMail, Ice Armor, Crystal Armor

Equipable Armwear: Mithril Gauntlet, Power Ring, Protect Ring, Crystal Gauntlet

---

#### Base Stats

Strength - 22.5  
Agility - 22.5  
Vitality - 9.5  
Intelligence - 5.2  
Spirit - 5.25

---

#### Capacity List

OnionKid - 8  
Fighter - 0  
Monk - 8  
White Wizard - 8  
Black Wizard - 16  
Red Wizard - 8  
Hunter - 8  
Knight - 16  
Thief - 16  
Scholar - 16  
Geomancer - 32  
Dragoon - 16  
Viking - 24  
Karateka - 24  
Magic Knight - 32  
Conjurer - 28  
Bard - 24  
Warlock - 40  
Shaman - 32  
Summoner - 68  
Sage - 56  
Ninja - 64

\*\*\*\*\*

Monk

\*\*\*\*\*

Looks like: Brown haired dude in blue suit

Commands: Fight, Defend, Run, Item

Received: From the Wind Crystal in the Altar Cave

---

This guy is also great. Eventually, make him fight Bare Handed for more damage. A great choice throughout the entire game.

---

Equipable items

Equipable Weapons: Bare Hands, Nunchuck, Tonfa Nunchuck, 3-Part Nunchuck

Equipable Shields: Can't equip shields

Equipable Headgear: Leather Hat, Headband, Chakra Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Kenpo Shirt, BlackBelt Shirt

Equipable Armwear: Power Ring, Protect Ring

---

Base Stats

Strength - 28.5

Agility - 22.5

Vitality - 21

Intelligence - 0.9

Spirit - 1

---

Capacity List

OnionKid - 8

Fighter - 8

Monk - 0

White Wizard - 16

Black Wizard - 8

Red Wizard - 16

Hunter - 16

Knight - 24

Thief - 8

Scholar - 24

Geomancer - 24

Dragoon - 24

Viking - 16

Karateka - 24

Magic Knight - 32

Conjurer - 28

Bard - 32

Warlock - 32

Shaman - 40

Summoner - 60

Sage - 64

Ninja - 46

\*\*\*\*\*

White Wizard

\*\*\*\*\*

Looks like: Person in a white robe  
Commands: Fight, Magic, Run, Item  
Received: From the Wind Crystal in the Altar Cave

---

An absolute necessity. Use it. Healing is good. But when it comes to other stats, it sucks.

---

Equipable items

Equipable Weapons: Staff, Mithril Rod, Freezing Staff, Burning Staff, Shining Staff, Golem Staff, Rune Staff

Equipable Shields: Nope!

Equipable Headgear: Leather Hat, Scholar Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Wizard Robe, Scholar Shirt, White Robe

Equipable Armwear: Copper Ring, Mithril Ring, Rune Ring, Diamond Ring, Protect Ring

---

Base Stats

Strength - 14.5  
Agility - 15  
Vitality - 14.5  
Intelligence - 8  
Spirit - 22.5

---

Capacity List

OnionKid - 8  
Fighter - 8  
Monk - 16  
White Wizard - 0  
Black Wizard - 8  
Red Wizard - 8  
Hunter - 16  
Knight - 16  
Thief - 24  
Scholar - 8  
Geomancer - 24  
Dragoon - 24  
Viking - 32  
Karateka - 32  
Magic Knight - 32  
Conjurer - 20  
Bard - 16  
Warlock - 32  
Shaman - 24  
Summoner - 60  
Sage - 48  
Ninja - 72

\*\*\*\*\*

## Black Wizard

\*\*\*\*\*

Looks like: Dude with glowing eyes and a pointy hat.

Commands: Fight, Magic, Run, Item

Received: From the Wind Crystal in the Altar Cave

---

Very good with the ever-powerful and ever-necessary black magic. Weak physically.

---

Equipable items

Equipable Weapons: Knife, Dagger, Mithril Knife, Mithril Rod, Ice Rod, Fire Rod, Light Rod

Equipable Shields: Try again.

Equipable Headgear: Leather Hat, Scholar Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Wizard Robe, Scholar Shirt, Black Robe

Equipable Armwear: Copper Ring, Mithril Ring, Rune Ring, Diamond Ring, Protect Ring

---

Base Stats

Strength - 14.5  
Agility - 15  
Vitality - 14  
Intelligence - 22.5  
Spirit - 8

---

Capacity List

OnionKid - 8  
Fighter - 16  
Monk - 8  
White Wizard - 8  
Black Wizard - 0  
Red Wizard - 16  
Hunter - 24  
Knight - 24  
Thief - 16  
Scholar - 16  
Geomancer - 16  
Dragoon - 32  
Viking - 24  
Karateka - 32  
Magic Knight - 24  
Conjurer - 20  
Bard - 24  
Warlock - 24  
Shaman - 32  
Summoner - 52  
Sage - 56  
Ninja - 64

\*\*\*\*\*

## Red Wizard

\*\*\*\*\*

Looks like: Old guy in a red robe and feather hat

Commands: Fight, Magic, Run, Item

Received: From the Wind Crystal in the Altar Cave

---

Balanced and useful early on. However, its stats are way too widespread, and becomes useless after you get off the Floating Continent.

---

### Equipable items

Equipable Weapons: Knife, Dagger, Mithril Knife, Mithril Rod, Ice Rod, Light Rod, Fire Rod, Staff, Freezing Staff, Burning Staff, Shining Staff, Golem Staff, Rune Staff, W.Slayer, Tyrving Sword, Wooden Arrow, Iron Arrow, Holy Arrow

Equipable Shields: Leather Shield, Mithril Shield, Ice Shield, Crystal Shield

Equipable Headgear: Leather Hat, Mithril Helmet, Ice Helmet, Crystal Helmet, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Mithril Armor, Wizard Robe, White Robe, Black Robe, Crystal Armor

Equipable Armwear: Copper Ring, Mithril Ring, Mithril Gauntlet, Rune Ring, Power Ring, Diamond Ring, Protect Ring, Crystal Gauntlet

---

### Stats

Strength - 10  
Agility - 20.5  
Vitality - 9  
Intelligence - 10  
Spirit - 10

---

### Capacity List

OnionKid - 8  
Fighter - 8  
Monk - 16  
White Wizard - 8  
Black Wizard - 16  
Red Wizard - 0  
Hunter - 8  
Knight - 8  
Thief - 24  
Scholar - 8  
Geomancer - 32  
Dragoon - 16  
Viking - 32  
Karateka - 32  
Magic Knight - 32  
Conjurer - 28  
Bard - 16  
Warlock - 32  
Shaman - 24  
Summoner - 68

Sage - 48  
Ninja - 72

\*\*\*\*\*

Hunter

\*\*\*\*\*

Looks like: A young Robin Hood...err...maybe not.

Commands: Fight, Magic, Defend, Item

Received: From the Fire Crystal

---

Actually good early on. Can equip some decent armor early on, and can use Level 1-3 White Magic. After that though, he's the Hunted. He's the only one who can make effective use of arrows, if you know what I mean.

---

Equipable items

Equipable Weapons: Great Bow, Killer Bow, Rune Bow, Yoichi Bow, Wooden Arrow, Iron Arrow, Holy Arrow, Fire Arrow, Ice Arrow, Bolt Arrow, Yoichi Arrow

Equipable Shields: What the hell? His two hands are taken up by bow and arrow, why the heck would this be a yes?

Equipable Headgear: Leather Hat, Feather Hat, Ice Helmet, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Mithril Armor, Carapace Armor, FlameMail, Ice Armor

Equipable Armwear: Power Ring, Protect Ring

---

Base Stats

Strength - 21  
Agility - 30.5  
Vitality - 21  
Intelligence - 8  
Spirit - 8

---

Capacity List

OnionKid - 16  
Fighter - 8  
Monk - 16  
White Wizard - 16  
Black Wizard - 24  
Red Wizard - 8  
Hunter - 0  
Knight - 8  
Thief - 24  
Scholar - 16  
Geomancer - 40  
Dragoon - 8  
Viking - 32  
Karateka - 32  
Magic Knight - 40  
Conjurer - 36  
Bard - 16  
Warlock - 48



Shaman - 24  
Summoner - 76  
Sage - 48  
Ninja - 72

\*\*\*\*\*

Knight

\*\*\*\*\*

Looks like: A knight, stupid.

Commands: Fight, Defend, Run, Item

Received: From the Fire Crystal

---

Excellent. Can equip a lot of swords. As with the fighter, give him two swords and fight, fight, fight! He will also cover any weakened ally from physical attacks.

---

Equipable items

Equipable Weapons: Knife, Dagger, Mithril Knife, Long Sword, Mithril Sword, Serpent, Salamander, Ice Blade, King Sword, Blood Sword, Ancient Sword, Defender, Shiny Sword, Break Sword, Full Moon, Excalibur, Ragnarok

Equipable Shields: Leather Shield, Mithril Shield, Ice Shield, Aegis Shield, Hero Shield, Diamond Shield, Crystal Shield

Equipable Headgear: Leather Hat, Mithril Helmet, Ice Helmet, Diamond Helmet, Ribbon, Crystal Helmet

Equipable Armor: Cloth Shirt, Leather Shirt, Mithril Armor, Carapace Armor, Knight Armor, FlameMail, Ice Armor, Diamond Armor, Reflect Armor, Crystal Armor

Equipable Armwear: Mithril Gauntlet, Gauntlet, Power Ring, Protect Ring, Crystal Gauntlet

---

Base Stats

Strength - 24.5  
Agility - 24.5  
Vitality - 23.5  
Intelligence - 7.5  
Spirit - 8.5

---

Capacity List

OnionKid - 16  
Fighter - 16  
Monk - 24  
White Wizard - 16  
Black Wizard - 24  
Red Wizard - 8  
Hunter - 8  
Knight - 0  
Thief - 32  
Scholar - 16  
Geomancer - 40  
Dragoon - 16

Viking - 40  
Karateka - 40  
Magic Knight - 40  
Conjurer - 36  
Bard - 16  
Warlock - 48  
Shaman - 16  
Summoner - 76  
Sage - 40  
Ninja - 80

\*\*\*\*\*

Thief

\*\*\*\*\*

Looks like: Umm...a China man wearing a thief's clothing?  
Commands: Fight, Steal, Escape, Item  
Received: From the Fire Crystal

---

Very agile. Steal doesn't seem to work very often, but when it does you usually get a potion, but you might get other stuff. Escape is like a Run command that works more often. In addition, if a thief is your on screen character, you can unlock doors without using Magic Keys.

---

Equipable items

Equipable Weapons: Knife, Dagger, Mithril Knife, Orialcon, Air Knife, Main Gauche, Boomerang

Equipable Shields: Leather Shield, Mithril Shield

Equipable Headgear: Leather Hat, Mithril Helmet, Dark Hood, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Dark Suit

Equipable Armwear: Power Ring, Thief Glove, Protect Ring

---

Base Stats

Strength - 22.5  
Agility - 29.5  
Vitality - 15.5  
Intelligence - 21  
Spirit - 0.5

---

Capacity List

OnionKid - 16  
Fighter - 16  
Monk - 8  
White Wizard - 24  
Black Wizard - 16  
Red Wizard - 24  
Hunter - 24  
Knight - 32  
Thief - 0  
Scholar - 32  
Geomancer - 16  
Dragoon - 32

Viking	- 8
Karateka	- 32
Magic Knight	- 16
Conjurer	- 36
Bard	- 40
Warlock	- 24
Shaman	- 48
Summoner	- 52
Sage	- 72
Ninja	- 48

\*\*\*\*\*

Scholar

\*\*\*\*\*

Looks like: White Haired Guy in a red suit

Commands: Fight, Peep, Scan, Item

Received: From the Fire Crystal

---

This guy is only useful in defeating Hyne. Other than that, you should study a little yourself: Study not to use it unless you want a real challenge to do in the game. Has great Intelligence, but poor Vitality.

---

Equipable items

Equipable Weapons: Flame Book, Light Book, Ice Book, Inferno Book, Illumina Book, Blizzard Book

Equipable Shields: Take a number.

Equipable Headgear: Leather Hat, Feather Hat, Scholar Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Scholar Shirt

Equipable Armwear: Copper Ring, Mithril Ring, Rune Ring, Power Ring, Diamond Ring, Protect Ring

---

Base Stats

Strength	- 22.5
Agility	- 22.5
Vitality	- 15.5
Intelligence	- 4
Spirit	- 10.5

---

Capacity List

OnionKid	- 16
Fighter	- 16
Monk	- 24
White Wizard	- 8
Black Wizard	- 16
Red Wizard	- 8
Hunter	- 16
Knight	- 16
Thief	- 32
Scholar	- 0
Geomancer	- 24

Dragoon - 24  
Viking - 40  
Karateka - 40  
Magic Knight - 40  
Conjurer - 20  
Bard - 8  
Warlock - 32  
Shaman - 16  
Summoner - 60  
Sage - 40  
Ninja - 80

\*\*\*\*\*

Geomancer

\*\*\*\*\*

Looks like: A Santa Clone dressed in blue. Oh, and I hope you know Santa doesn't exist.

Commands: Fight, Terrain, Defend, Item

Received: From the Water Crystal

---

A funny looking guy. Terrain is a pretty good attack, just hope it doesn't Backfire on you. His regular attack blows, however.

---

Equipable items

Equipable Weapons: Giyaman Bell, Rune Bell

Equipable Shields: LOSER!!!

Equipable Headgear: Leather Hat, Feather Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Gaia Robe

Equipable Armwear: Copper Ring, Mithril Ring, Rune Ring, Power Ring, Diamond Ring, Protect Ring

---

Base Stats

Strength - 15.5  
Agility - 22.5  
Vitality - 15.5  
Intelligence - 24.5  
Spirit - 14.5

---

Capacity List

OnionKid - 24  
Fighter - 32  
Monk - 24  
White Wizard - 24  
Black Wizard - 16  
Red Wizard - 32  
Hunter - 40  
Knight - 40  
Thief - 16  
Scholar - 24  
Geomancer - 0  
Dragoon - 48

Viking - 24  
Karateka - 48  
Magic Knight - 16  
Conjurer - 28  
Bard - 32  
Warlock - 8  
Shaman - 40  
Summoner - 36  
Sage - 64  
Ninja - 56

\*\*\*\*\*

Dragoon

\*\*\*\*\*

Looks like: Black person in blue armor

Commands: Fight, Jump, Defend, Item

Received: From the Water Crystal

---

Jumping can be great to avoid nasty attacks such as Odin's attack and Garuda's attacks. Decent alternative to Knight, I guess.

---

Equipable items

Equipable Weapons: Thunder Spear, Wind Spear, Holy Spear

Equipable Shields: Leather Shield, Mithril Shield, Hero Shield, Ice Shield, Aegis Shield, Diamond Shield, Crystal Shield

Equipable Headgear: Leather Hat, Mithril Helmet, Ice Helmet, Dragon Helmet, Diamond Hemlet, Ribbon, Crystal Helmet

Equipable Armor: Cloth Shirt, Leather Shirt, Mithril Armor, Carapace Armor, FlameMail, Ice Armor, Dragon Armor, Diamond Armor, Reflect Armor, Crystal Armor

Equipable Armwear: Mithril Gauntlet, Gauntlet, Power Ring, Diamond Gauntlet, Protect Ring, Crystal Gauntlet

---

Base Stats

Strength - 24.5  
Agility - 28.5  
Vitality - 15.5  
Intelligence - 8  
Spirit - 15.5

---

Capacity List

OnionKid - 24  
Fighter - 16  
Monk - 24  
White Wizard - 24  
Black Wizard - 32  
Red Wizard - 16  
Hunter - 8  
Knight - 16  
Thief - 32  
Scholar - 24

Geomancer - 48  
Dragoon - 0  
Viking - 24  
Karateka - 24  
Magic Knight - 48  
Conjurer - 44  
Bard - 24  
Warlock - 56  
Shaman - 32  
Summoner - 84  
Sage - 56  
Ninja - 64

\*\*\*\*\*

Viking

\*\*\*\*\*

Looks like: Viking in Blue Armor (sorta like dwarfs)

Commands: Fight, Defend, Run, Item

Received: From the Water Crystal

---

Awesome defense. If you are gonna use this guy, give him a shield and a weapon to further increase his defensive potential. They are weaker than Knights and hit less. LAHI-HO YOU DAMN ENEMIES!!!!!! HAHAHAHAHAHAAAA!!!

---

Equipable items

Equipable Weapons: Thor Hammer, Triton Hammer, Battle Axe, GreatAxe, Morning Star, Tomahawk Axe

Equipable Shields: Leather Shield, Mithril Shield, Ice Shield, Aegis Shield, Hero Shield, Diamond Shield, Crystal Shield

Equipable Headgear: Leather Hat, Mithril Helmet, Ice Helmet, Viking Helmet, Diamond Helmet, Ribbon, Crystal Helmet

Equipable Armor: Cloth Shirt, Leather Shirt, Mithril Armor, Carapace Armor, FlameMail, Ice Armor, Viking Armor, Diamond Armor, Reflect Armor, Crystal Armor

Equipable Armwear: Mithril Gauntlet, Gauntlet, Power Ring, Diamond Gauntlet, Protect Ring, Crystal Gauntlet

---

Base Stats

Strength - 23.5  
Agility - 15.5  
Vitality - 30.5  
Intelligence - 8  
Spirit - 14.5

---

Capacity List

OnionKid - 24  
Fighter - 24  
Monk - 16  
White Wizard - 32  
Black Wizard - 24  
Red Wizard - 32

Hunter	- 32
Knight	- 40
Thief	- 8
Scholar	- 40
Geomancer	- 24
Dragoon	- 24
Viking	- 0
Karateka	- 24
Magic Knight	- 24
Conjurer	- 44
Bard	- 48
Warlock	- 32
Shaman	- 56
Summoner	- 60
Sage	- 80
Ninja	- 40

\*\*\*\*\*

Karateka

\*\*\*\*\*

Looks like: A cross between the Knight and the Monk...okay, that just sounds wrong.

Commands: Fight, BuildUp, Run, Item

Received: From the Water Crystal

---

Great attack! Can use claws, but his bare fists are better eventually. Also has some nice armor. The Build Up command will double his attack power to help kill splitting monsters without them splitting, but reduce defense to zero. You can use it again to make the reduction only to half, but dammit, it's much better just to Build Up and attack in the first place!

---

Equipable items

Equipable Weapons: Bare Hands, Kaiser Claw, Cat Claw, Dragon Claw, Elven Claw, HellClaw

Equipable Shields: NEVER, EVER get your hopes up with me.

Equipable Headgear: Leather Hat, Headband, Chakra Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Kenpo Shirt, Black Belt

Equipable Armwear: Power Ring, Protect Ring

---

Base Stats

Strength	- 31.5
Agility	- 28.5
Vitality	- 30.5
Intelligence	- 0.5
Spirit	- 0.5

---

Capacity List

OnionKid	- 24
Fighter	- 24
Monk	- 24
White Wizard	- 32

Black Wizard - 32  
Red Wizard - 32  
Hunter - 32  
Knight - 40  
Thief - 32  
Scholar - 40  
Geomancer - 48  
Dragoon - 24  
Viking - 24  
Karateka - 0  
Magic Knight - 48  
Conjurer - 44  
Bard - 48  
Warlock - 24  
Shaman - 56  
Summoner - 36  
Sage - 80  
Ninja - 40

\*\*\*\*\*

Magic Knight

\*\*\*\*\*

Looks like: A knight wearing a blue tin can

Commands: Fight, Magic, Defend, Item

Received: From the Water Crystal

---

Not only does he look cool, he will prevent enemies from splitting when he attacks them. He can also use Level 1-3 White Magic. Think of him as an upgraded Red Wizard. Just be sure to find his equipment first.

---

Equipable items

Equipable Weapons: Ashura, Kotetsu, Kiku, Full Moon, Masamune, Ragnarok

Equipable Shields: Demon Shield, Genji Shield, Crystal Shield

Equipable Headgear: Genji Helmet, Ribbon, Crystal Helmet

Equipable Armor: Demon Armor, Genji Armor, Crystal Armor

Equipable Armwear: Genji Glove, Crystal Gauntlet

---

Base Stats

Strength - 24.5

Agility - 24.5

Vitality - 15.5

Intelligence - 14

Spirit - 14

---

Capacity List

OnionKid - 24

Fighter - 32

Monk - 24

White Wizard - 32

Black Wizard - 24



Red Wizard - 32  
Hunter - 32  
Knight - 40  
Thief - 32  
Scholar - 40  
Geomancer - 16  
Dragoon - 48  
Viking - 24  
Karateka - 48  
Magic Knight - 0  
Conjurer - 44  
Bard - 48  
Warlock - 24  
Shaman - 56  
Summoner - 36  
Sage - 80  
Ninja - 40

\*\*\*\*\*

Conjurer

\*\*\*\*\*

Looks like: Hoodless Robin Hood in a Camouflage Suit (or something)

Commands: Fight, Magic, Defend, Item

Received: From the Water Crystal

---

Uses Level 1-8 Summon Magic's White and Black effects. These can be handy, such as Bahumut's White effect, Aura, which casts Haste on all allies, but it is a little too unpredictable.

---

Equipable items

Equipable Weapons: Mithril Rod, Ice Rod, Fire Rod, Light Rod

Equipable Shields: You kiddin'?

Equipable Headgear: Leather Hat, Feather Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Wizard Robe, White Robe, Black Robe

Equipable Armwear: Copper Ring, Mithril Ring, Rune Ring, Diamond Ring, Protect Ring

---

Base Stats

Strength - 22.5  
Agility - 15.5  
Vitality - 8  
Intelligence - 23.5  
Spirit - 23.5

---

Capacity List

OnionKid - 20  
Fighter - 28  
Monk - 28  
White Wizard - 20

Black Wizard - 20  
 Red Wizard - 28  
 Hunter - 36  
 Knight - 36  
 Thief - 36  
 Scholar - 20  
 Geomancer - 28  
 Dragoon - 44  
 Viking - 44  
 Karateka - 44  
 Magic Knight - 44  
 Conjuror - 0  
 Bard - 20  
 Warlock - 20  
 Shaman - 20  
 Summoner - 40  
 Sage - 36  
 Ninja - 84

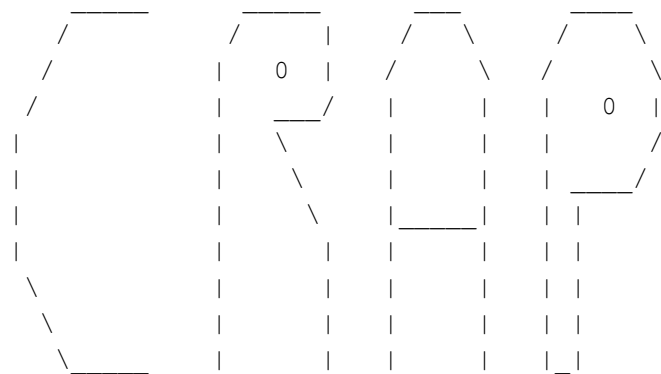
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Bard

\*\*\*\*\*

Looks like: Ugly looking sissy  
 Commands: Sing, Cheer, Scare, Item  
 Received: From the Water Crystal

\_\_\_\_\_  
 The best job evar!!!! Sing will annoy the enemies to death, cheer will make you even better at singing and Scare will own the enemies!!!! Actually, this job is nothing but a piece of...



...with an S...

\_\_\_\_\_ Equipable items

Equipable Weapons: Madora Harp, Loki Harp

Equipable Shields: Pieces of crap with an S don't need no shields.

Equipable Headgear: Leather Hat, Feather Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Bard Robe

Equipable Armwear: Power Ring, Protect Ring

\_\_\_\_\_ Base Stats

Strength - 8  
Agility - 23.5  
Vitality - 23.5  
Intelligence - 15.5  
Spirit - 22.5

---

Capacity List

OnionKid - 24  
Fighter - 24  
Monk - 32  
White Wizard - 16  
Black Wizard - 24  
Red Wizard - 16  
Hunter - 16  
Knight - 16  
Thief - 40  
Scholar - 8  
Geomancer - 32  
Dragoon - 24  
Viking - 48  
Karateka - 48  
Magic Knight - 48  
Conjurer - 20  
Bard - 0  
Warlock - 32  
Shaman - 8  
Summoner - 60  
Sage - 32  
Ninja - 88

\*\*\*\*\*

Warlock

\*\*\*\*\*

Looks like: Black Wizard with a Moon Hat and PANTS!!!

Commands: Fight, Magic, Run, Item

Received: From the Earth Crystal

---

The ultimate black magic user. Has excellent MP. Use it!!!! NOW!!!!!!

---

Equipable items

Equipable Weapons: Mithril Rod, Ice Rod, Light Rod, Fire Rod, Ultimate Rod

Equipable Shields: They were gonna be in there, but they got \_mooned\_ from the final version.

Equipable Headgear: Leather Hat, Feather Hat, Scholar Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Wizard Robe, Scholar Robe, Black Robe

Equipable Armwear: Copper Ring, Mithril Ring, Rune Ring, Diamond Ring, Protect Ring

---

Base Stats

Strength - 9  
Agility - 23.5  
Vitality - 28.5  
Intelligence - 33.5  
Spirit - 14.5

---

Capacity List

OnionKid - 32  
Fighter - 40  
Monk - 32  
White Wizard - 32  
Black Wizard - 24  
Red Wizard - 40  
Hunter - 48  
Knight - 48  
Thief - 24  
Scholar - 32  
Geomancer - 8  
Dragoon - 56  
Viking - 32  
Karateka - 56  
Magic Knight - 24  
Conjurer - 20  
Bard - 32  
Warlock - 0  
Shaman - 32  
Summoner - 29  
Sage - 56  
Ninja - 64

\*\*\*\*\*

Shaman

\*\*\*\*\*

Looks like: A Bunny Boy

Commands: Fight, Magic, Run, Item

Received: From the Earth Crystal

---

An excellent Healer. Change your White Wizard into this as soon as you get this. Also has good MP.

---

Equipable items

Equipable Weapons: Staff, Freezing Staff, Burning Staff, Shining Staff, Golem Staff, Rune Staff, Mithril Rod, Eldest Staff

Equipable Shields: Answer this: Would YOU trust a rabbit with a Shield? I swear, this isn't a Bugs Bunny stereotype.

Equipable Headgear: Leather Hat, Feather Hat, Scholar Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Wizard Robe, Scholar Robe, White Robe

Equipable Armwear: Copper Ring, Mithril Ring, Rune Ring, Diamond Ring,

## Protect Ring

---

### Base Stats

Strength - 17  
Agility - 22.5  
Vitality - 23.5  
Intelligence - 14.5  
Spirit - 32.5

---

### Capacity List

OnionKid - 32  
Fighter - 32  
Monk - 40  
White Wizard - 24  
Black Wizard - 32  
Red Wizard - 24  
Hunter - 24  
Knight - 16  
Thief - 48  
Scholar - 16  
Geomancer - 40  
Dragoon - 32  
Viking - 56  
Karateka - 56  
Magic Knight - 56  
Conjurer - 20  
Bard - 8  
Warlock - 32  
Shaman - 0  
Summoner - 60  
Sage - 24  
Ninja - 96

\*\*\*\*\*

Summoner

\*\*\*\*\*

Looks like: Kid with a horn wearing a green robe

Commands: Fight, Magic, Run, Item

Received: From the Earth Crystal

---

Is better than conjurer. Still, he doesn't have much variety in his attacks. I'd suggest waiting until you get the Sage to use Summon Magic. Also costs an excessive amount of Capacity to switch to for most jobs.

---

### Equipable items

Equipable Weapons: Mithril Rod, Ice Rod, Fire Rod, Light Rod, Ultimate Rod

Equipable Shields: The horn got in the way.

Equipable Headgear: Leather Hat, Feather Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Wizard Robe, White Robe, Black Robe

Equipable Armwear: Copper Ring, Mithril Ring, Rune Ring, Diamond Ring, Protect Ring

---

Base Stats

Strength - 24.5  
Agility - 29.5  
Vitality - 8  
Intelligence - 23.5  
Spirit - 23.5

---

Capacity List

OnionKid - 60  
Fighter - 68  
Monk - 60  
White Wizard - 60  
Black Wizard - 52  
Red Wizard - 68  
Hunter - 76  
Knight - 76  
Thief - 52  
Scholar - 60  
Geomancer - 36  
Dragoon - 84  
Viking - 60  
Karateka - 84  
Magic Knight - 36  
Conjurer - 40  
Bard - 60  
Warlock - 28  
Shaman - 60  
Summoner - 0  
Sage - 60  
Ninja - 60

\*\*\*\*\*

Sage

\*\*\*\*\*

Looks like: Redheaded nurse in a White Robe

Commands: Fight, Magic, Run, Item

Received: After killing Scylla in Forbidden Land Eureka

---

The ultimate magic user. Can use ALL magic, and has great stats and MP. Sucks otherwise.

---

Equipable items

Equipable Weapons: Mithril Rod, Ice Rod, Light Rod, Fire Rod, Ultimate Rod, Staff, Freezing Staff, Burning Staff, Shining Staff, Golem Staff, Rune Staff, Mithril Rod, Eldest Staff, Flame Book, Light Book, Ice Book, Inferno Book, Illumina Book, Blizzard Book

Equipable Shields: The courts voted against it.

Equipable Headgear: Leather Hat, Feather Hat, Scholar Hat, Ribbon

Equipable Armor: Cloth Shirt, Leather Shirt, Wizard Robe, Scholar Robe, White Robe, Black Robe

Equipable Armwear: Copper Ring, Mithril Ring, Rune Ring, Diamond Ring, Protect Ring

---

Base Stats

Strength - 17  
Agility - 24.5  
Vitality - 23.5  
Intelligence - 32.5  
Spirit - 32.5

---

Capacity List

OnionKid - 56  
Fighter - 56  
Monk - 64  
White Wizard - 48  
Black Wizard - 56  
Red Wizard - 48  
Hunter - 48  
Knight - 40  
Thief - 72  
Scholar - 40  
Geomancer - 64  
Dragoon - 56  
Viking - 80  
Karateka - 80  
Magic Knight - 80  
Conjurer - 36  
Bard - 32  
Warlock - 56  
Shaman - 24  
Summoner - 60  
Sage - 0  
Ninja - 120

\*\*\*\*\*

Ninja

\*\*\*\*\*

Looks like: Red dude in Ninja Suit

Commands: Fight, Defend, Run, Item

Received: After killing Scylla in Forbidden Land Eureka

---

The ultimate attacker. Can use ALL Weapons and ALL armor, except the Onion Equipment, which I personally don't like because of the poor base stats of the Onion Kid. He also can't equip the ever-so infamous Rusted Armor. But who'd want to wear that P.O.S. (Don't know what that means? Think about it.) anyways?

---

Equipable items

Equipable Weapons: Air Knife, Dagger, Knife, Main Gauche, Mithril Knife, Orialcon, Ancient Sword, Blood Sword, Break Sword, Defender, Excalibur, Ice Blade, King Sword, Long Sword, Mithril Sword, Ragnarok,

Salamand Sword, Serpent Sword, Shiny Sword, Tyrving Sword, Wight Slayer, Burning Staff, Eldest Staff, Freezing Staff, Golem Staff, Rune Staff, Shining Staff, Staff, Flame Rod, Ice Rod, Light Rod, Mithril Rod, Ultimate Rod, 3-Part Nunchuck, Nunchuck, Tonfa Nunchuck, Bow, Great Bow, Killer Bow, Rune Bow, Yoichi Bow, Bolt Arrow, Fire Arrow, Holy Arrow, Ice Arrow, Iron Arrow, Medusa Arrow, Wooden Arrow, Yoichi Arrow, Boomerang, Full Moon, Blizzard Book, Flame Book, Ice Book, Illumina Book, Inferno Book, Light Book, Earth Bell, Giyaman Bell, Rune Bell, Blood Lance, Holy Spear, Thunder Spear, Wind Spear, Battle Axe, Great Axe, Morning Star, Tomahawk Axe, Hammer, Thor Hammer, Triton Hammer, Cat Claw, Dragon Claw, Elven Claw, Hell Claw, Kaiser Claw, Ashura, Kiku, Kotetsu, Masamune, Dream Harp, Lamia Harp, Loki Harp, Madora Harp, Shuriken. Phew!

Equipable Shields: Aegis Shield, Crystal Shield, Demon Shield, Genji Shield, Hero Shield, Ice Shield, Leather Shield, Mithril Shield

Equipable Headgear: Carapace Helmet, Chakra Hat, Crystal Helmet, Dark Hood, Diamond Helmet, Dragon Helmet, Feather Hat, Genji Helmet, Headband, Ice Helmet, Leather Hat, Mithril Helmet, Ribbon, Scholar Hat, Viking Helmet

Equipable Armor: Bard Robe, Black Belt, Black Robe, Cloth Shirt, Dark Suit, Gaia Robe, Kenpo Shirt, Leather Shirt, Scholar Robe, White Robe, Wizard Robe, Carapace Armor, Crystal Armor, Demon Armor, Diamond Armor, Dragon Armor, FlameMail, Genji Armor, Ice Armor, Knight Armor, Mithril Armor, Reflect Armor, Viking Armor

Equipable Armwear: Copper Ring, Mithril Ring, Rune Ring, Diamond Ring, Protect Ring, Crystal Gauntlet, Diamond Gauntlet, Gauntlet, Genji Glove, Mithril Gauntlet, Thief Glove

---

#### Base Stats

Strength - 32.5  
Agility - 32.5  
Vitality - 30.5  
Intelligence - 17  
Spirit - 17

---

#### Capacity List

OnionKid - 64  
Fighter - 64  
Monk - 56  
White Wizard - 72  
Black Wizard - 64  
Red Wizard - 72  
Hunter - 72  
Knight - 80  
Thief - 48  
Scholar - 80  
Geomancer - 56  
Dragoon - 64  
Viking - 40  
Karateka - 40  
Magic Knight - 40  
Conjurer - 84  
Bard - 88



Warlock - 64  
Shaman - 96  
Summoner - 60  
Sage - 120  
Ninja - 0

---

\*\*\*\*\*  
\*Section 6. Item List\*  
\*\*\*\*\*

Items are listed Alphabetically.  
Search Code: 0068

DISCLAIMER: If you see something unusual under one section, it means "no."

---

Antidote

Target: Single  
Used: In battle and outside battle.  
Price: 40 Gil  
Effect: Heals poison status

Location: 2 are found in Ur  
Steal from: Laruwai, Pharaoh, Revenant, Shadow  
Dropped by: Nothing!  
Buy from:

For 40 Gil in Ur, Kazus, Canaan, Tozas and Viking Base.  
For 80 Gil in Ancients' Village and Dwarf Cave.  
For 100 Gil in Amur, Leprit, Dastar, NW Salonia, NE Salonia, Dorga's House and Airship Invincible.

---

Barrier

Target: Single  
Used: In battle  
Price: 2500 Gil  
Effect: Gives Wall status.

Location: 4 are found in Dorga's Cave, 2 in Sylx Tower.  
Steal from: No.  
Dropped by: I said no.  
Buy from: FOR THE LAST TIME...

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Blackhole

Target: Single  
Used: In battle  
Price: 2000 Gil  
Effect: Destroys magical barriers and defenses like Erase.

Location: 1 found in the Underwater Cave, 1 in Lake Dol

Steal from: Absolutely nothing.

Dropped by: It's THAT rare.

Buy from: Imbecile, it's not really a good idea to be doing this.

---

BombHead - Search Code: 0092

Target: Single

Used: In battle

Price: 1000 Gil

Effect: Flare effect.

Location: Crap!

Steal from: You can't.

Dropped by: Sorry.

Buy from: Maybe you should consider getting a chainsaw and going on a Bomb killing massacre?

---

Bomb's Right Arm

Target: Single/Multiple

Used: In battle

Price: 750 Gil

Effect: Fire 2 effect if used single, Fire 3 if Multi

Location: 2 are found in Forbidden Land Eureka

Dropped by: Pudding, Roper

Steal from: Azrael, Bomb, DarkKngt., Fahan, Magician, Pudding, Roper, Vulcan

Buy from:

Bomb: WHAT?!! You want my arm????!!!! YOU BASTARD!!!! \*EXPLOSION\*

---

Bomb Shard

Target: Single/Multiple

Used: In battle

Price: 500 Gil

Effect: Fire effect if used single, Fire 2 if Multi

Location: 1 can be found in Argass Castle, 1 is found in the Tower of Owen

Dropped by: Lamia

Steal from: Azrael, Bomb, DarkKngt., Fahan, Magician, Pudding, Roper, Vulcan

Buy from: Don't ask.

---

Carrot

Target: None

Used: Outside of Battle

Price: 75 Gil

Effect: If you smell Chocobos, use it to summon the Big Chocobo. What do Chocobos smell like, anyways?

Location: 3 found in Gisahl, 1 in Dwarf Cave, 4 in Amur, and 11 in SW Salonia

Dropped by: Bugs Bunny, if he was in the game.

Steal from: Eh, what's up doc?

Buy from:

For 150 Gil in Gisahl, Amur, Leprit, Dastar, NW Salonia, NE Salonia, Dorga's House, Airship Invincible, and Fargabaad.

---

ChocoRage

Target: Single/Multiple

Used: In Battle

Price: 2500 Gil

Effect: Strong Non-Elemental Attack on the target(s).

Location: 1 found in Cave of Bahumut, 2 found in Sylx Tower.

Dropped by: Wark!

Steal from: No! It's Kweh!

Buy from: Wark! Wark! Kweh! Kweh!

---

Dark Scent

Target: Single

Used: In Battle

Price: 2500 Gil

Effect: Attempts to insantly kill the target, like Death.

Location: 1 found in Lake Dol, 1 in Cave of Bahumut, 1 in Ancients' Labyrinth

Dropped by: You smell bad.

Steal from: Get some deodorant!

Buy from: Hell...err...you can't buy it.

---

Devil's Sigh

Target: Multiple

Used: In Battle

Price: 1500 Gil

Effect: Attempts to insantly all enemies, like Kill.

Location: It got lost in the mail. Sorry.

Dropped by: The number you have dialed is not in service.

Steal from: Knocker and RedCap.

Buy from: I dunno...from a Devil, maybe?

---

Earth Drum

Target: Multiple

Used: In Battle

Price: 1250 Gil

Effect: Earth Elemental attack on all enemies.

Location: 2 found in Dastar, 1 in Lake Dol, 1 in Cave of Bahumut, 1 in Sylx Tower

Dropped by: Incorrect.

Steal from: You still lose.

Buy from: The natives.

---

Echo Herb

Target: Single

Used: In Battle/Outside of Battle

Price: 50 Gil

Effect: Heals Silence status

Location: 1 can be found in the Dwarf Cave

Dropped by: For once, you won something!!! Congratulations!!! You've just won an L!

Steal from: PutiMage, Pygman

Buy from:

For 100 Gil in Ancients' Village, Dwarf Cave, Amur, Leprit, Dastar, NW Salonia, NE Salonia, Dorga's House, and Airship Invincible

---

Elixir

Target: Single

Used: In Battle/Outside of Battle

Price: 1500 Gil

Effect: Fully Restores HP and MP (THE ONLY WAY TO RESTORE MP)

Location: 1 found in Canaan, 1 in Dwarf Cave, 2 in Argass Castle, 2 in Leprit, 4 in Salonia Catacombs, 1 in Underwater Cave, 1 in Lake Dol, 1 in Cave of Bahumut, 1 in Ancients' Labyrinth, 4 in Forbidden Land Eureka, 5 in Sylx Tower

Dropped by: Green Dragon, Red Dragon, Yellow Dragon

Steal from: Green Dragon, Red Dragon, Yellow Dragon

Buy from: NOOOOOOO!!!!!!!!!!!!

---

Eyedrop

Target: Single

Used: In Battle/Outside of Battle

Price: 20 Gil

Effect: Cures Blind Status.

Location: 1 is found in the Cave of the Seal.

Dropped by: Pharaoh, Shadow

Steal from: Pharaoh, Shadow

Buy from:

For 40 Gil in: Ancient's Village and Dwarf Cave

For 80 Gil in: Ur, Kazus, Canaan, Tozas, and Viking Base

For 100 Gil in: Bought for 100 Gil in Amur, Leprit, Dastar, NW Salonia, NE Salonia, Dorga's House, and Airship Invincible

---

FenixDown

Target: Single

Used: In Battle/Outside of Battle

Price: 1500 Gil

Effect: Cures the Dead Status and restores character with low HP.

Location: 2 found in Canaan, 1 in Tokkle, 2 in Dwarf Cave, 3 in Hyne Castle, 1 in Leprit, 2 in SE Salonia, 2 in Salonia Castle, 4 in Salonia Catacombs, 1 in Underwater Cave, 1 in Lake Dol, 2 in Cave of Bahumut, 2 in Ancients' Labyrinth, 4 in Forbidden Land Eureka, 5 in Sylx Tower.

Dropped by: Phoenix, perhaps? Too bad it is a dummied monster.

Steal from: Dummies are stupid.

Buy from: I sure hope you're not a dummy.

---

Gods' Rage

Target: Single

Used: In Battle

Price: 750 Gil

Effect: Bolt 2 effect if used single, Bolt 3 if Multi

Location: 1 found in Lake Dol, 1 in Cave of Bahumut, 2 in Forbidden Land Eureka.

Dropped by: Kyklops, Storoper, Thor

Steal from: DarkKngt., Kyklops, Magician, Pudding, Roper, Storoper, Thor  
Buy from: God himself, just don't go near the Catholic Church.

---

Gods' Wine

Target: Single  
Used: In Battle  
Price: 1500 Gil  
Effect: Haste effect! Speed is doubled! Yay!!!!

Location: 1 found in Underwater Cave, 1 in Lake Dol, 2 in Cave of Bahumut.  
Dropped by: The lord is drunk.  
Steal from: He won't give you any.  
Buy from: Cool it, man! But hey! I didn't know that god got drunk either so you're not alone.

---

HiPotion

Target: Single  
Used: In Battle/Outside of Battle  
Price: 600 Gil  
Effect: Restores HP, up to 500.

Location: 3 found in Flame Cave, 2 in Salonia Castle, 1 in Dorga's House, and 3 in Lake Dol.  
Dropped by: Dropped by: Balfrey, BossTroll, Cronos, Death Claw, D.General, Garb, Grashara, Haniel, Kyklops, Magician, M.Helcan, Needler, Pudding, Sirenos, Sleipnir, Sorceror, Storoper, Thor, Vassago.  
Steal from: Bomb, Death Claw, DevilHorse, D.General, Fahan, Garb, Grashara, K.Lizard, Needler, Sleipnir, Sorceror, Storoper, Vassago, Vulcan  
Buy from:

For 1200 Gil in: Ancients' Village, Dwarf Cave, Amur, Leprit, Dastar, NW Salonia, NE Salonia, Dorga's House, Airship Invincible, and Fargabaad

---

Imp's Yawn

Target: Single  
Used: In Battle  
Price: 1500 Gil  
Effect: Aero effect if single targeted, Aero2 if used on multiple targets

Location: One is found in Lake Dol.  
Dropped by: This is pathetic.  
Steal from: Death Claw, Grashara, Needler  
Buy from: They were too tired to deliver the stuff.

---

Lamia Scale

Target: Single/Multiple  
Used: In Battle  
Price: 1500 Gil  
Effect: Confuses the target.

Location: 1 found in Tokkle, 1 in Lake Dol, 1 in Cave of Bahumut, and 1 in Cave of Darkness.  
Dropped by: Sucker.  
Steal from: WOW! YOU LOSE!  
Buy from: Bah.

---

Lilith Kiss

Target: Single

Used: In Battle

Price: 1500 Gil

Effect: All your HP are belong to us. Non-Undead are on the way to destruction. (HP Drain)

Location: 1 found in Lake Dol, 1 in Cave of Darkness, 1 in Ancients' Labyrinth, and 1 in Sylx Tower.

Dropped by: How can you drop a kiss?

Steal from: Death Claw, Grashara, Needler.

Buy from: Don't count on it.

---

Lucky Mallet

Target: Single

Used: In Battle/Outside of Menu

Price: 50 Gil

Effect: Casts Mini on the target.

Location: 1 found in Canaan and the Castle of Hyne

Dropped by: You're damn lucky, fool! You just got yourself a Shiny new O!

Steal from: You're not so lucky after all.

Buy from:

For 100 Gil in: Ancients' Village, Dwarf Cave, Amur, Dastar, NW Salonia, and NE Salonia.

---

Magic Key

Target: OH MY GOD!!! THEY KILLED KENNY!!!! WITH A KEY!!!

Used: Field

Price: 50 Gil

Effect: Opens locked doors.

Location: 1 found in Flame Cave.

Dropped by: YOU BASTARDS!!!

Steal from: I left it on my keychain, it's at home.

Buy from:

For 100 Gil in: Gisahl

---

Maiden's Kiss

Target: Single

Used: In Battle/Outside of Battle

Price: 50 Gil

Effect: Casts toad on target.

Location: 2 found in Tower of Owen.

Dropped by: PutiMage and Pygman

Steal from: PutiMage and Pygman, which quite frankly: don't even look close to being Maidens.

Buy from:

For 100 Gil in: Ancients' Village, Dwarf Cave, Amur, Dastar, NW Salonia, and Dorga's House.

---

Midget Bread

Target: Mmm...bread...

Used: Field

Price: 100 Gil

Effect: Shows the world map

Location: 2 found in Canaan.

Dropped by: Puny little...

Steal from: Adamantai

Buy from:

For 200 Gil in: Tozas, Leprit, NE Salonia, Airship Invincible, and Fargabaad.

---

Mute Charm

Target: Single

Used: In battle

Price: 1000 Gil

Effect: Attempts to silence the target

Location: God-knows-where. But don't bother asking. He's still drunk.

Dropped by: I still don't know.

Steal from: OMG STFU N00B!!!!!!11111oneoneshift+11eleventyone

Buy from: Oh #@^& you.

---

NorthWind

Target: Single/Multiple

Used: In battle

Price: 750 Gil

Effect: Ice 2 effect if targeted Single, Ice 3 if Targeted Multiple.

Location: 1 found in Lake Dol, 1 in Cave of Bahumut, 2 in Forbidden Land

Eureka

Dropped by: Hmm...I wonder...

Steal from: Roper, Sorcerer.

Buy from: You lose again!

---

OtterHead

Target: YOU CANNOT DO THIS. I mean Single.

Used: In battle or Outside of Battle.

Price: 1000 Gil

Effect: Exit in a can. And coming soon...Bahumut in a Jar! Use it in battle to kill an enemy, use it outside to get the hell out of there.

Location: 1 found in Dwarf Cave.

Dropped by: You just won an S! Raise the Roof! Raise it!

Steal from: SCREW THE WHALES! Save the Otters instead!

Buy from:

For 2000 Gil in: Leprit, NE Salonia, and Airship Invincible.

---

Pants - Search Code: 1337

Target: None

Used: On your lower half

Price: 20-30 bucks

Effect: Wear these to hide your butt and genitals.





SouthWind

Target: Single/Multiple

Used: In battle

Price: 500 Gil

Effect: Ice effect if targeted single, Ice 2 if Multi

Location: 2 found in Altar Cave, 1 in Cave of Seal, 1 in Argass Castle, and 2 in Flame Cave.

Dropped by: Griffon, Lemwraith

Steal from: Adamantai, Griffon, Lamia.

Buy from: The basement bargain shop in the town of non-existence.

---

SplitShell

Target: Single

Used: In battle

Price: 1500 Gil

Effect: Gets rid of barriers

Location: Who knows?

Dropped by: God knows.

Steal from: Maybe you should ask God.

Buy from: But he's still drunk.

---

Turtle Shell

Target: Single

Used: In battle

Price: 1500 Gil

Effect: Raises physical defense

Location: On the backs of some enemies.

Dropped by: Drop? How could they drop their shells?

Steal from: Good luck, you'll need it.

Buy from: As if it were possible.

---

WhiteScent

Target: Single

Used: In battle

Price: 2500 Gil

Effect: Holy-Elemental Attack

Location: 1 found in Lake Dol and 2 in Sylx Tower

Dropped by: HAHAAHAHAHAHAHAHAHAHAHAHAHAHAHA!!!! Fool.

Steal from: Wanna bet?

Buy from: Fine! Be that way!

---

Zeus' Rage

Target: Single/Multiple

Used: In battle

Price: 500 Gil

Effect: Bolt effect if single, Bolt 2 if Multi

Location: 1 found in Tower of Owen, 1 in Underground Lake, 1 in Hyne Castle, and 1 in Shipwreck.

Dropped by: Knocker, Puti, RedCap.

Steal from: Lamia, Lemwraith, Pharaoh.

Buy from: CONGRATULATIONS!!!!!!!!!! YOU HAVE JUST GOT THE FINAL LETTER, A

WONDERFUL R! Enjoy your prize, loser!

---

```
*****
*   Section 7: Weapon List   *
*****
```

Coming next version...a mortal like me can only do so much at once.

---

```
*****
*   Section 8: Armor List   *
*****
```

Coming next version...a mortal like me can only do so much at once again.

---

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*****
*Section 9: Basic monster List*
*****
```

Search Code: 0069

A complete, detailed listing of all monsters, in fancy looking tables. Or so I wish. It would be in this format.

```
-----
|           Monster Name - What the monster looks like           |
|-----|-----|
|   BASIC INFORMATION   |   ADVANCED INFORMATION   |
|-----|-----|
|Level:   Level of the monster |Skill Level: Monster's skill level |
|HP:      Monster's Health     |Strength:   Physical Power         |
|EXP:     EXP Given for a kill  |Defense:    Physical Defense        |
|Gil:     Gil given for a kill   |Intellect:  Black Magic Power       |
|Capacity: Capacity given for a kill|Spirit:     White Magic Power       |
|Steal:   What you can steal    |Magic Def.: Magical Defense         |
|Win:     What you can win      |Evade:      Evasion                 |
|Weakness: Monster's Weakness   |Magic Evade: Magic Evasion          |
|Resistance: Monster's Resistance |Hits:       Number of Hits         |
|Absorbs:  What monster absorbs  |Hit Percent: Percentage to hit     |
|Attack Elm: Attack Element     |Blocks:     Hits it may block      |
|Status Att: Status attack inflicts |Magic Blocks:Magical Blocks        |
|Status Blk: Status immune to    |% to Spc Att: % to special attack  |
|-----|-----|
|Special Attacks: Special attacks the monster may use.         |
|-----|-----|
|Location: Where monster is found                                |
|-----|-----|
```

But since I'm too lazy (or it takes too long), I simplified it. For now, at least. It's called "basic" for a reason.

---

```
| Monster Name - What it looks like |
|-----|
|Level:   Level, you fool. What did you expect? |
```

HP:	HP of monster
Gil:	Gil given for a kill.
EXP:	EXP given for a kill.
Win/Steal:	What you can win or steal
Location:	Where it is found
_____	
Spells:	Spells it casts.
_____	

ONWARDS!

Abai - Stone Gargoyle	Abuto - Blue Fish with a Horn
Level: 59	Level: 60
HP: 990	HP: 385
Gil: 3000	Gil: 550
EXP: 4000	EXP: 1400
Win/Steal: Potion	Win/Steal: Potion
Location: Forbidden Land Eureka	Location: Underwater
_____	
Spells: None.	Spells: None.
_____	

Acheron - Skeleton with green cape and a sword	
_____	
Level: 38	
HP: 1020	
Gil: 3300	
EXP: 4000	
Win/Steal: Potion	
Location: Forbidden Land Eureka	
_____	
Spells: None.	
_____	

Adamantai - Light green turtle with brown shell	
_____	
Level: 11	
HP: 153	
Gil: 135	
EXP: 200	
Win/Steal: Potion, SouthWind, MidgetBread	
Location: Flame Cave	
_____	
Spells: None.	
_____	

Aegil - Octopus with eyes on its tentacles	
_____	
Level: 46	
HP: 590	
Gil: 860	
EXP: 2800	
Win/Steal: Potion	
Location: Undersea Cave	
_____	

|Spells: None. |  
|\_\_\_\_\_ |

I'll get the rest done later. When? Most likely, when I move to Version 2.0.

\*\*\*\*\*  
\* Section 10: The Magic List \*  
\*\*\*\*\*

Search Code: 0070

#### Level 1 Magic

Pure (w): Heals Poison.  
Cure (w): Restores HP by a little.  
Sight(w): See the world map.

Sleep(b): Puts foes to sleep.  
Fire (b): Inflicts weak Fire Elemental damage on one or more foes.  
Ice (b): Inflicts weak Ice Elemental damage on one or more foes

-----

#### Level 2 Magic

Aero (w): Inflicts weak Wind Elemental damage on one or more foes.  
Toad (w): Turns the target into a toad, or transforms them back.  
Mini (w): Makes the target small, or big again.  
  
Bolt (b): Inflicts weak Thunder Elemental damage on one or more foes.  
Venom(b): Poisons the targets and does small non-elemental damage.  
Blind(b): Blinds your foes so they can't hit you. Sir Bahumut also says that  
it can also reduce Magic accuracy.

-----

#### Level 3 Magic

Cure2(w): Restores a decent amount of HP.  
Wash (w): Cures Poison, Blind and Confused status.  
Exit (w): Escape from a dungeon. In battle, attempts to instantly kill an  
enemy.  
  
Bolt2(b): Inflicts decent Thunder Elemental damage on one or more foes.  
Fire2(b): Inflicts decent Fire Elemental damage on one or more foes.  
Ice2 (b): Inflicts decent Thunder Elemental damage on one or more foes.

-----

#### Level 4 Magic

Libra(w): Shows enemy's HP. Doesn't work on all enemies.  
Confu(w): This will try to confuse enemies.  
Mute (w): Mutes enemies so they can't cast magic.  
  
Ice3 (b): Inflicts a large amount Ice Elemental damage on one or more foes.  
Shade(b): Attempts to paralyze opponents.  
Break(b): Attempts to cause petrifying status.

-----

Level 5 Magic

Cure3(w): Restores a large amount of HP

Life (w): Revives a fallen ally with one HP.

Safe (w): Raises defense.

Bolt3(b): Inflicts a large amount of Thunder Elemental damage on one or more foes.

Erase(b): Dispels magical barriers and such.

Kill (b): A very inaccurate attack that tries to kill all enemies.

-----

Level 6 Magic

Aero2(w): Inflicts a large amount Wind Elemental damage on one or more foes.

Soft (w): Heals Petrified status.

Haste(w): Speeds up a character, letting them get in more hits.

Fire3(b): Inflicts a large amount of Fire Elemental damage on one or more foes.

Bio (b): Strong Non-Elemental attack that inflicts poison status.

Warp (b): Warp backward to another floor. In battle, attempts to instantly kill an enemy.

-----

Level 7 Magic

Cure4(w): Restores all HP if used on a single target, or a ton of it if used on multiple targets.

Wall (w): Causes Reflect Status.

Heal (w): Cures all status alignments, besides Death.

Brak2(b): Attempts to cause Petrified Status.

Quake(b): Strong Earth Elemental damage on all enemies.

Drain(b): Drains HP from the target. DO NOT USE ON THE UNDEAD. You'll be hurt and they'll get the HP!

-----

Level 8 Magic

WWind(w): Wind Elemental attack that attempts to reduce HP to single digits.

Life2(w): Revives an ally with full HP.

Holy (w): Strong Holy Elemental attack.

Flare(b): Strong non-elemental damage on a single target.

Death(b): Attempts to instantly kill one enemy. Nice hit ratio.

Meteo(b): Strong non-elemental damage on all targets.

-----

Summon Spells - Search Code: 0072

The White Effect is the first Call Effect, the Black Effect is the second Call Effect. The Summon Effect is the effect that happens when a Summoner or Sage Summons it.

---

Spell	White Effect	Black Effect	Summon Effect
	Escape: Escape from battle.	Stumble: No effect. Damn.	Chocobo Kick: Weak non-elemental damage
	Hypno Beam: Puts enemies to sleep	Icy Glare: Ice damage on one enemy	Diamond Dust: Strong ice-elemental damage
	Mindblast: Paralyzes all enemies	God's Thunder: Thunder damage on one enemy	Heaven's Rage: Strong Thunder-elemental damage
	Recover: Restores HP	Flames of Fury: Fire damage on one enemy	Hellfire: Strong Fire elemental damage
	Punch: Gives the enemy a bleeding nose	Kick: Kicks da sorry target in da shin!	Earthquake: Strong Earth Elemental damage
	Barrier: Causes reflect status	Sword Cut: Physical damage on a target.	Atom Edge: Instantly kills all enemies.
	Stony Gaze: Petrifies all enemies.	Tempest: Water damage on all enemies	Tsunami: Strong Water elemental damage.
	Aura: Hastes all allies! Very nice.	Rend: Attempts to kill a single enemy.	Megaflare: STRONG non elemental damage!

-----  
Terrain Magic - Search Code: 0073

These are the spells that a Geomancer can use.

Attack	Where?	Effect
Air Blade	Forest/Dungeon	Wind damage on one enemy
Backfire	Anywhere	Damages the caster!
Earthquake	Plains	Earth damage on all enemy
Quicksand	Desert	Kills an enemy.
Rapids	River	Kills an enemy.
Sinkhole	Swamp	Kills an enemy.
Tornado	Sky	Wind damage on all enemies
Waterspout	Sea	Water damage on all enemies

And here's a helpful pointer from instructrtrepe. Check out his damage formula FAQ on GameFAQs.

From: instructrtrepe | Posted: 9/14/2004 10:40:00 AM | Message Detail  
You also need to take into account Magic Attack Multiplier. At Level 20-25 and 30 Intellect your Magic Attack Multiplier is 3. You'll only BackFire if all your attacks miss, so the chance of that

$$= (1-.75)^3 = 0.01 = 1\% \text{ (for Waterspout or Tornado)}$$

$$= (1-.45)^3 = 0.17 = 17\% \text{ (for Quicksand or Air Blade)}$$

However, there's also enemy Magic Evade% and Magic Defense Multiplier which potentially reduces your number of attacks. Typically enemies only have 1 or 2

Magic Defense Multiplier and a Magic Evade of 20%-50% ish. This means for the most part, your number of attacks will probably only be reduced by 1 if at all.

So with two attacks, the odds of missing

$$= (1-.75)^2 = 0.06 = 6\% \text{ (for Waterspout or Tornado)}$$

$$= (1-.45)^2 = 0.30 = 30\% \text{ (for Quicksand or Air Blade)}$$

Finally, for Earthquake or Cave-In, you need to have all attacks miss all targets in order to Backfire. Say you're fighting three enemies at two attacks each, the chances of all six attacks missing:

$$= (1-.55)^6 = 0.008 = 0.8\% \text{ (for Cave-In)}$$

---

```
*****
*   Section 11: The Shop List   *
*****
```

A list of all the shops so you don't need to search the Walkthrough.  
Search Code: 0074

---

U R			
Item Shop	Cost	Weapon Shop	Cost
Potion	150 Gil	Knife	20 Gil
Antidote	40 Gil	Dagger	60 Gil
Eyedrop	80 Gil	Long Sword	100 Gil
		Staff	40 Gil
		Nunchuck	60 Gil
-----			
Magic Shop	Cost	Armor Shop	Cost
Pure	100 Gil	Cloth Cap	50 Gil
		Leather Cap	95 Gil
		Leather Shield	40 Gil
		Leather Shirt	15 Gil
		Copper Armband	80 Gil

---

---

K A Z U S			
Item Shop	Cost	Weapon Shop	Cost
Potion	150 Gil	Mythril Rod	400 Gil
Antidote	40 Gil	Mythril Dagger	500 Gil
Eyedrop	80 Gil	Mythril Sword	500 Gil
-----			
Magic Shop	Cost	Armor Shop	Cost
Fire	100 Gil	Mythril Armor	350 Gil

---

Ice		100 Gil	Mythril Shield		180 Gil	
Sleep		100 Gil	Mythril Helmet		130 Gil	
			Mythril Gauntlet		120 Gil	
			Mythril Bracelet		120 Gil	

---

C A N N A N						
-----						
Item Shop	Cost		Weapon Shop		Cost	
-----						
Potion		150 Gil	Mythril Rod		400 Gil	
Antidote		40 Gil	Mythril Dagger		500 Gil	
Eyedrop		80 Gil	Mythril Sword		500 Gil	
-----						
Magic Shop	Cost		Armor Shop		Cost	
-----						
Cure		100 Gil	Mythril Armor		350 Gil	
Bolt		700 Gil	Mythril Shield		180 Gil	
Venom		700 Gil	Mythril Helmet		130 Gil	
Blind		700 Gil	Mythril Gauntlet		120 Gil	
			Mythril Bracelet		120 Gil	

---

T O Z A S						
-----						
Item Shop	Cost		Item Shop 2		Cost	
-----						
Potion		150 Gil	Midget Bread		200 Gil	
Antidote		40 Gil				
Eyedrop		80 Gil				
-----						
Magic Shop	Cost					
-----						
Fire		100 Gil				
Ice		100 Gil				
Sleep		100 Gil				
Bolt		700 Gil				
Venom		700 Gil				
Blind		700 Gil				
Aero		700 Gil				

---

V I K I N G B A S E						
-----						
Magic Shop	Cost		Item Shop		Cost	
-----						



Fire		100 Gil	Potion		150 Gil	
Ice		100 Gil	Antidote		40 Gil	
Sleep		100 Gil	Eyedrop		80 Gil	
Bolt		700 Gil				
Venom		700 Gil				
Blind		700 Gil				

A N C I E N T ' S V I L L A G E

Item Shop		Cost	Weapon Shop		Cost	
Potion		150 Gil	Serpent Sword		1000 Gil	
Hi-Potion		1200 Gil	W. Slayer		1000 Gil	
Soft		300 Gil	Burning Staff		3500 Gil	
MaidKiss		100 Gil	Freezing Staff		3500 Gil	
EchoHerb		100 Gil	Killer Bow		2000 Gil	
LuckMallet		100 Gil	Fire Arrow		30 Gil	
Eyedrop		40 Gil	Ice Arrow		30 Gil	
Antidote		80 Gil	Bolt Arrow		30 Gil	
Magic Shop		Cost	Armor Shop		Cost	
Sight		100 Gil	Carapace Armor		1250 Gil	
Fire2		1500 Gil	FlameMail		2400 Gil	
Ice2		1500 Gil	Headband		1200 Gil	
Bolt2		1500 Gil	Kenpo Shirt		2000 Gil	
Cure2		1500 Gil	Wizard Shirt		2000 Gil	
Exit		1500 Gil				
Wash		1500 Gil				

D W A R F C A V E

Item Shop		Cost	Weapon Shop		Cost	
Potion		150 Gil	Serpent Sword		1500 Gil	
Hi-Potion		1200 Gil	Salamand Sword		3000 Gil	
Soft		300 Gil	Wight Slayer		1000 Gil	
MaidKiss		100 Gil	Tyrving Sword		2800 Gil	
EchoHerb		100 Gil	Tonfa Nunchuck		500 Gil	
LuckMallet		100 Gil	3-Part Nunchuck		3000 Gil	
Eyedrop		40 Gil	Shining Staff		3500 Gil	
Antidote		80 Gil				
			Armor Shop		Cost	
			Ice Armor		2400 Gil	
			Ice Helmet		1200 Gil	
			Ice Shield		1800 Gil	
			Kenpo Shirt		2000 Gil	
			Wizard Shirt		2000 Gil	

G I S H A L

Item Shop	Cost	Key Shop	Cost
Carrot	150 Gil	Magic Key	100 Gil

Item Shop	Cost		
Magic Shop			
Toad	700 Gil		
Mini	700 Gil		
Break	3000 Gil		
Ice3	3000 Gil		
Shade	3000 Gil		
Libra	3000 Gil		
Confu	3000 Gil		
Mute	3000 Gil		

A M U R

Item Shop	Cost	Weapon Shop	Cost
HiPotion	1200 Gil	Battle Axe	5000 Gil
Soft	300 Gil	M.Star	8000 Gil
MaidKiss	100 Gil	M.Gauche	7000 Gil
EchoHerb	100 Gil	Boomerang	9000 Gil
LuckMallet	100 Gil	Kaiser Claw	7000 Gil
Eyedrop	40 Gil		
Antidote	80 Gil		
Carrot	150 Gil		

Item Shop	Cost	Armor Shop	Cost
		Viking Helmet	3000 Gil
		Viking Armor	4000 Gil
		Hero Shield	3500 Gil
		Thief Glove	2500 Gil
		DarkSuit	3800 Gil
		DarkHood	2000 Gil
		BlackBelt	3800 Gil
		Chakra Hat	2000 Gil

L E P R I T

Item Shop	Cost	Weapon Shop	Cost
HiPotion	1200 Gil		
Soft	300 Gil		
EchoHerb	100 Gil		
Eyedrop	40 Gil		
Antidote	80 Gil		
OtterHead	2000 Gil		

Carrot		150 Gil			
MidgBread		200 Gil			
-----					
Magic Shop		Cost		Armor Shop	
-----				-----	
Chocb		100 Gil			
Shiva		700 Gil			
Ramuh		1500 Gil			
Ifrit		3000 Gil			
Titan		5000 Gil			
-----					

D A S T A R

Item Shop		Cost		Weapon Shop	
-----				-----	
HiPotion		1200 Gil		Giyaman Bell	
Soft		300 Gil		Madora Harp	
MaidKiss		100 Gil			
EchoHerb		100 Gil			
LuckMallet		100 Gil			
Eyedrop		40 Gil			
Antidote		80 Gil			
Carrot		150 Gil			
-----					
Magic Shop		Cost		Armor Shop	
-----				-----	
				Gaia Robe	
				Bard Shirt	
				Feather Hat	
				Rune Bracelet	
-----					

S A L O N I A

Item Shop in NE		Cost		NW Weapon Shop in NE	
-----				-----	
HiPotion		1200 Gil		Thunder Spear	
Soft		300 Gil		Wind Spear	
EchoHerb		100 Gil			
Eyedrop		40 Gil			
Antidote		80 Gil			
OtterHead		2000 Gil			
Carrot		150 Gil			
MidgBread		200 Gil			
-----					
Item Shop in NW		Cost		SE Magic Shop in NE	
-----				-----	
HiPotion		1200 Gil		Bolt3	
Soft		300 Gil		Kill	
MaidKiss		100 Gil		Erase	
EchoHerb		100 Gil		Cure3	
LuckMallet		100 Gil		Life	

Eyedrop		40 Gil	Safe		5000 Gil	
Antidote		80 Gil				
Carrot		150 Gil				

NW Magic Shop in NE		Cost	NE Weapon Shop in NE		Cost
Break		3000 Gil	Burning Staff		3500 Gil
Ice 3		3000 Gil	Freezing Staff		3500 Gil
Shade		3000 Gil	Shining Staff		3500 Gil
Libra		3000 Gil	Golem Staff		13500 Gil
Confu		3000 Gil	Rune Staff		18000 Gil
Mute		3000 Gil	Flame Rod		3000 Gil
			Ice Rod		3000 Gil
			Light Rod		3000 Gil

Magic Shop in NW		Cost	SW Armor Shop in SW		Cost
Fire2		1500 Gil	WhiteRobe		7000 Gil
Ice 2		1500 Gil	BlackRobe		7000 Gil
Bolt2		1500 Gil	Rune Bracelet		5000 Gil
Cure2		1500 Gil	Gaia Robe		4200 Gil
Exit		1500 Gil	Scholar Shirt		5500 Gil
Wash		1500 Gil	Scholar Hat		7500 Gil

D O R G A ' S C A S T L E

Item Shop		Cost	Magic Shop		Cost
HiPotion		1200 Gil	Fire3		10000 Gil
Soft		300 Gil	Bio		10000 Gil
MaidKiss		100 Gil	Warp		10000 Gil
EchoHerb		100 Gil	Aero2		10000 Gil
LuckMallet		100 Gil	Soft		10000 Gil
Eyedrop		40 Gil	Haste		10000 Gil
Antidote		80 Gil	Cure3		5000 Gil
Carrot		150 Gil	Life		5000 Gil

A N C I E N T R U I N S

Item Shop		Cost	Weapon Shop		Cost
HiPotion		1200 Gil	Blood Sword		16500 Gil
Soft		300 Gil	Defender		16500 Gil
MaidKiss		100 Gil	Triton Hammer		20000 Gil
EchoHerb		100 Gil	Tomahawk Axe		20000 Gil
LuckMallet		100 Gil	Ancient Sword		16500 Gil
Eyedrop		40 Gil			
Antidote		80 Gil			
Carrot		150 Gil			

Magic Shop		Cost	Armor Shop		Cost
			Diamond Shield		18000 Gil
			Diamond Helmet		20000 Gil
			Diamond Armor		33000 Gil
			Diamond Bracelet		10000 Gil

		Diamond Gauntlet		15000 Gil	

F O R B I D D E N L A N D E U R E K A

Magic Shop		Cost	Secret Shop	Cost
Flare		60000 Gil	Shuriken	65500 Gil
Death		60000 Gil	Crystal Shield	50000 Gil
Meteo		60000 Gil	Crystal Armor	65000 Gil
Wind		60000 Gil	Crystal Gauntlet	50000 Gil
Life2		60000 Gil	Crystal Helmet	50000 Gil
Holy		60000 Gil		

Summon Shop		Cost		
Odin		45000 Gil		
Levia		55000 Gil		
Bahum		65000 Gil		

D O R G A ' S V I L L A G E

North-center Mage		Cost	Northwest Mage	Cost
Fire2		1500 Gil	Chocb	100 Gil
Ice 2		1500 Gil	Shiva	700 Gil
Bolt2		1500 Gil	Ramuh	1500 Gil
Cure2		1500 Gil	Ifrit	3000 Gil
Exit		1500 Gil	Titan	5000 Gil
Wash		1500 Gil		

Northeast Mage		Cost	Southeast Mage	Cost
Break		3000 Gil	Quake	20000 Gil
Ice 3		3000 Gil	Brak2	20000 Gil
Shade		3000 Gil	Drain	20000 Gil
Libra		3000 Gil	Cure4	20000 Gil
Confu		3000 Gil	Heal	20000 Gil
Mute		3000 Gil	Wall	20000 Gil

Southwest Mage		Cost	South-center Mage	Cost
Bolt3		5000 Gil	Fire3	10000 Gil
Kill		5000 Gil	Bio	10000 Gil

Erase		5000 Gil	Warp		10000 Gil	
Cure3		5000 Gil	Aero2		10000 Gil	
Life		5000 Gil	Soft		10000 Gil	
Safe		5000 Gil	Haste		10000 Gil	
			Cure3		5000 Gil	
			Life		5000 Gil	

F A R G A B A A D

Item Shop		Cost	Weapon Shop		Cost	
HiPotion		1200 Gil	Ashura Sword		20000 Gil	
Carrot		150 Gil	Yoichi Bow		42000 Gil	
MidgBread		200 Gil	Yoichi Arrow		200 Gil	

Magic Shop		Cost	Armor Shop		Cost	
Fire2		1500 Gil	Demon Armor		25000 Gil	
Ice2		1500 Gil	Demon Shield		12500 Gil	
Bolt2		1500 Gil				
Cure2		1500 Gil				
Exit		1500 Gil				
Wash		1500 Gil				

I N V I N C I B L E

Item Shop		Cost	Weapon Shop		Cost	
HiPotion		1200 Gil	Defender		16500 Gil	
Soft		300 Gil	Great Axe		14000 Gil	
EchoHerb		100 Gil	Inferno Book		15000 Gil	
Eyedrop		100 Gil	Illumina Book		15000 Gil	
Antidote		100 Gil	Blizzard Book		15000 Gil	
OtterHead		2000 Gil	Yoichi Arrow		200 Gil	
Carrot		150 Gil	Loki Harp		40000 Gil	
Midget Bread		200 Gil	Rune Bell		5500 Gil	

Magic Shop		Cost	Armor Shop		Cost	
Quake		20000 Gil	Diamond Shield		18000 Gil	
Brak2		20000 Gil	Diamond Helmet		20000 Gil	
Drain		20000 Gil	Diamond Armor		33000 Gil	
Cure4		20000 Gil	Diamond Bracelet		10000 Gil	
Heal		20000 Gil	Diamond Gauntlet		15000 Gil	
Wall		20000 Gil	White Robe		7000 Gil	
			Black Robe		7000 Gil	
			Gaia Robe		4000 Gil	

\*\*\*\*\*

There are the bright ones, and then there are the not-so-bright ones. Then, there are the dumbasses. And they're out to spread stupidity. There is some strong language here. This includes, but is not limited to the following...

- Guide Stealers
- Advertisers
- Morons

DAVID ALLISON: The owner of CheatCodeCentral. He's a fucking moron, to put it MUCH more lightly than what he deserves to be called. And if you are reading this off of CheatCodeCentral, know that everyone on the staff there deserve to be shot. I think he deserved the death threat he got on the message boards (which, incidently got his site name and his own name banned).

Susan Smith: She's some ass-faced ad-lover who once asked me "what's the fastest way to advance your career?" Well, read this: I could ask you the same question sister!

kasdfkjaskd: Your lame-assed attempts to spread viruses bore me.

PayDayRightAway: Don't wait until next payday? Sure, I can deny your offer right now.

Credit Worthy: If you're called Credit Worthy, then how are you worthy of that credit if you're so lame?

Distance-Learning: They teach us that in school, you rat bastards. What the hell do you think we are, a bunch of uneducated African children? No offense to the people from Africa who are reading this.

Cruz Roberts: If women wanted wang steroids to be invented, they would've made them themselves. And seeing as your name shows you are a male, I'd say you're gay.

Tom Strong: "Have a healthy life without paying a stiff price for it!!!" The message was about wang steroids. Made me laugh, until I saw the part where it read "Men's Sexual Power!" with the word "power" in red. I bet you weren't always called "Tom Strong."

Citi: What the fuck? I never signed up for a citibank account. And why the hell did you send the mail to all shaw emails with "curtis" in their name?

That guy who signed me up for that spam list: My spambot guard is fully operational now, so I don't need to worry about your crap. If I ever find out who you are, you'll be getting signed up for something too, but it won't be a spam list...

\*\*\*\*\*  
\* Section 13: FF3 on the DS \*  
\*\*\*\*\*

If you haven't already heard about it yet, FF3 is supposedly being re-released for the DS. I have a strange feeling that it isn't going to make it to North America, though. If it does get released here, I will update the FAQ

with a section that shows the official translation's names.

Of course, anyone who's played through some of the later Final Fantasies knows this is going to mean \*\*\*\*ed up names. The things they seem to love to do most is to switch Ls and Rs, mutilate names due to some bone-headed character limit, and shorten hings. Don't be surprised if we end up with stuff like the following...

Altar Cave  
Gulgans  
Dolg  
Algas  
Dark(ness) Cave  
Dwarf (in place of Viking job)

Another interesting thing is that FF1 has been re-re-re-re-re-re-re-re-released. Not joking on the number of 're's, either. FF2 is accompanies it, it's only got a re-re-re-re-re-release on it. Check it out.

- Original Games - NES in Japan.
- Modified FF1 - NES in North America. This version modified the "eye" and "medusa" monsters. Medusa was topless, so they added a bra onto her. The eye monster was originally a beholder-like creature, it was a ball with an eye with "hair" sticking out of the top. Why it was changed is beyond me.
- MSX FF1 Release - MSX in Japan. Had the original medusa and eye graphics (and medusa actually had white skin: you can see her nipples) with updated colors and graphics.
- FF1+FF2 Release - For NES in Japan, basically FF1 and FF2 on one cart.
- WS Release - For Wonderswan in Japan, FF1 and FF2 got released seperatly for this lesser portable system. A FF4 remake was also made. This was more or less the base for the Playstation remake.
- Origins Release - For the Playstation, basically FF1 and FF2 on one disc with better music and the Wonderswan release's graphics.
- Advance Release - FF1 and FF2 on the Game Boy Advance. Some new features have been added, one in particular optional dungeons in FF1 where you get to take on bosses from the later Final Fantasies. Among them are the bosses you fight in the Dark World in this game! (Cerberus, Echidna, Ahriman, and Two-Headed Dragon)

```
*****  
*   Section 14: The Credits   *  
*****
```

Search Code: 0074

- Me, System Error. I wrote this.
- CJayC, he made GameFAQs.
- Nintendo, for making the NES.
- Squaresoft, for making FF3j
- The makers of the Translation for FF3j
- lordskylark for his enemy lists
- The Final Fantasy 3 Shrine for various things
- Sir Bahumut for many things, including...



- Firefries are not weak to wind
  - Garuda not being weak to Jump
  - The Burning staff being able to cast Fire.
  - That White Wizards can cast Aero on Big Rat for "goof damage" (actually meant good)
  - Reminding me Libra sucks...dunno what I was thinking when I said it was useful...
  - Battle items do random damage, no matter who uses them.
  - Reminding me that BuildUp with Karateka can be fatal.
  - Recommending a Thief for Magic Circle Cave
  - That Shade is effective against splitters.
  - The Cave of Darkness hint.
  - That Blind may also reduce magical accuracy.
  - Wearing Ice equipment for the Salamandr fight can reduce damage from Flame.
  - Pointed things out to me (causing me to move some stuff around)
  - Pointing out the Wight Slayer doesn't do MAJOR damage to Undeads, only extra damage
  - Reminding me of the Thief's greatness after you get his equipment in Amur
  - Telling me about the Protects and Lamia's Harp in the Temple of Time
  - And more...
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- Magus999 for pointing out the Shuriken's location in Gishal. It's hard to find without directions, and I forgot exactly where it was.
  - neikolion for a tip suggesting to use Geomancers in Magic Circle Cave.
  - CastleOrange for telling me that Ions are weak against wind.
  - FFhsr815 for reminding me that the Cloud of Darkness is immortal until you free the Dark Warriors.
  - silktail deserves some credit for that topic on the boards about leveling before the Dark World, as does shelbyracer for posting the topic.
  - fastbilly for reminding me about the 1000 Gil chests in the Cave of the Altar
  - Joel Young for telling me that he got hit with MegaFlare right away in the Bahamut battle.
  - DrMario2k for telling me that Ancient Ruins is to the west of Salonia, not to the east as I had previously said. He also corrected me on a minor error in the Hunter's job description on shields (I missed the word "be"). He also told me that Ancient's village is not in the shop section.
  - randypanthegoatboy for various info
  - Chit Ko Ko for a Bahumut strategy.

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