

# Final Fantasy III FAQ/Walkthrough

by Young-Gamer

Updated to v1.0 on Jun 25, 2019

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## WALKTHROUGH

for PSP

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If this Guide has help you, click
the Yes Option on the Recommendation
Box above. It will be a great help.

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/\=====/\
||           0. VERSION HISTORY           ||
\/\=====\/
```

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+-----+
| Version: 0.5                               |
| Date: 13th of June, 2019                   |
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Completed Prologue and Chapter 1.

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+-----+
| Version: 1.0                               |
| Date: 26th of June, 2019                   |
+-----+
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Completed Chapter 2.

```
/\=====/\
||           I. INTRODUCTION               ||
\/\=====\/
```

Welcome to this Guide for Final Fantasy III (PSP).

Enjoy!

```
/\=====/\
||           II. WALKTHROUGH               ||
\/\=====\/
```

This Walkthrough is for Final Fantasy III (PSP).

Enjoy!

```
 / \===== / \
|   |           PROLOGUE - THE BEGINNING   |   |
 \_ /===== \_ /
|_ | Level Recommended: 1                   |_ |
 / \===== / \
|   |                                       |   |
 \_ /===== \_ /
```

So, before the game started, you were greeted with a 3D cutscene of some adventures our 4 heroes undertook. This has nothing to do with how the game started. It's like a run-down of what the game is about. The Ships, Airships (my personal favourite) and of course the legendary Chocobo and what-not. >\_>

This is PSP version so after the cutscene, you can go and mess around with options and gallery. All I did was put the volumes to Max.

Anyway, select New Game and let's be on our way.

```
+-----+
|           Altar Cave                       |
+-----+
```

- 
- |                   |  |
|-------------------|--|
| Item Checklist    |  |
|                   |  |
| Leather Shield    |  |
| Potion x3         |  |
| Longsword         |  |
| Antarctic Wind x2 |  |

MONSTERS ROAMING AROUND:						
MONSTERS	LVL	HP	ATK	DEF	GIL	EXP
Goblin	1	7	6	6	10	1
Carbuncle	1	10	6	6	5	2
Eye Fang	1	11	7	6	7	3
Blue Wisp	1	14	7	6	10	4

=====  
 B3  
 =====

Alright, the game starts with a hole above and...someone just fell down from it. Good, epic start, 10/10. The boy who falls down lets us know he didn't see the hole there. He wonders what he has got himself into.

You then see the boy's Biography. Apparently, his name is Luneth, the default name of course. Moving on, he's an orphan raised by Nina and Elder Topapa in the Village of Ur. Adventurous by nature, his curiosity gets the better of him as he tumbles into a hole made by an earthquake...

Well, we got the gist of what's happening...ish...anyway, our young Luneth decides to explore this portion of the cave but encounters a GOBLIN!!!!

Battle time. No it's not a Boss, just 3 weak Goblins. Well, we are at Level 1 so our HP is 32 and we have a Knife as a default weapon. We have no magic so just attack them when its your turn to strike. I hope you're not new to Turn-based battle system. If you are...well, you probably aren't. It's simple, you choose your attack and whoever is faster attacks first.

After dealing with the Goblins, Luneth gets back up on his feet and finally realizes that this isn't the best place to be right now.

We finally gain control over Luneth. Well, we came from East so go North. You should see 2 Chests. The left one contains a LEATHER SHIELD while the right one contains a POTION. Equip the Leather Shield to your Left hand to increase your Defense by 2.

Continue on North and Luneth will notice something strange about that Rock right in front of you. The game then teaches you a new command, use the L button to Zoom in and the R button to zoom out. Now zoom in into the rock and you'll now see sparkles around it. Go near it and press the X button to reveal a path leading east.

Continue on east and open the Chest you see for a LONGSWORD.

Before we continue on with the walkthrough, now that we have another Weapon, we can equip it with our Knife and get double damage but less Defense but if we Equip only the Longsword and the Leather Shield, we'll have less damage but more defense. So, choose how you want to do it. I'm going with the

Sword and Shield combo so I can block most damage from enemies and bosses. So, I equipped the Longsword and Leather Shield.

Moving on, after opening the chest, go down the stairs you see to the next floor of this Cave.

=====  
B4  
=====

On this floor, go west and get the ANTARTIC WIND from the chest you find there. The Antartic Wind casts Blizzara when used as an item in battle. I advice you save it for huge fights and not for the common monster spawns. Speaking of monsters, the other monsters in the Cave starts to spawn but they should be easy to handle.

Backtrack east back to the entrance of this floor. From there, continue on east to the end to find a chest containing a POTION. Go back to the entrance of this floor and go north to a split going west/east, also a chest containing another POTION.

Go east to find a chest containing an ANTARTIC WIND, continue further east to find a Wellspring with mystifying colors. Go near it and examine it with the X button to have your HP and MP restored.

This is great spot to Level up. Get to Level 5 and heal yourself with the Wellspring when needed. With that, you should be able to collect Bestiary data from the 4 monsters here.

Now, you must have noticed that while you were grinding for EXP, Luneth Job Level increased. Jobs are what your characters are assigned to. It's a new system if you're coming from the first 2 Final Fantasy. In this game, you are able to choose your Job. We have the default one for now, the Freelancer. As we progress in the game, we'll unlock other jobs such as a Thief, Warrior, Black Mage, etc. As you fight with a specific Job, it's level increases which is the Job Level. I'll explain further as we progress in the game.

After you're done leveling up to 5, go back to the split to the west and continue on west then north, down the stairs and through the door.

=====  
B5  
=====

Make sure you're fully healed then go north to a cutscene.

Luneth looks around a bit then all of a sudden an evil creature attacks him!!!!

```
+=====+
|                BOSS BATTLE #1                |
+-----+-----+
| Boss: Land Turtle          | Item Drops:          |
| LVL: 4                    | - Antartic Wind    |
| HP: 111                   | - Potion           |
| ATK: 8                    | - Artic Wind       |
```

```

| DEF: 6 | - Bacchus's Cider |
|-----|
| Weakness: None | Steals: |
| | - You can't use Steal yet. |
| | +=====|
|=====| Gils Earned: 600 |
| Recommended Level: 5 | Exp Earned: 20 |
+=====+=====+
| ATTACKS: |
| He only has his normal physical attack, Bite which deals up |
| to 10 damage or less. |
| |
| HOW TO DEFEAT: |
| Well, all we can do is Attack and Guard. So attack!!! Use |
| your Potions when your health is low. Don't waste your |
| Antarctic Wind on this weak boss. If you are at Level 5 like |
| I am since I told you to level up, this battle should end |
| in a short while. |
+=====+

```

After our first boss battle, a cutscene will kick in. Luneth recovers a bit and then he hears a voice telling him he has been chosen. The voice further says that Warrior from the land of darkness, you have been chosen as the bringer of hope. Luneth goes up a staircase. Luneth finds a huge blue Crystal and wonders if the voice is coming from it. The Crystal goes further to say that Darkness is threatening to engulf the world, it also says when light is lost, the equilibrium will be no more. Luneth of course doesn't understand what it's saying. The Crystal gives Luneth a mission to find others with the same destiny as he and then he would bestow upon us our last light, our last hope.

The Crystal instructs Luneth to go and teleports him out of the Cave to the overworld.

```

+=====+
|                               Overworld                               |
+=====+
| MONSTERS ROAMING AROUND: |
|-----+-----+-----+-----+-----+-----+-----|
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----|
| Goblin | 1 | 7 | 6 | 6 | 10 | 1 | | | | | | | |
| Killer Bee | 2 | 18 | 8 | 6 | 12 | 12 |
| Werewolf | 3 | 24 | 9 | 6 | 14 | 14 |
| Berserker | 4 | 28 | 11 | 6 | 22 | 14 |
|_____||_____||_____||_____||_____||_____||_____||

```

Out here, a little cutscene kicks in showing Luneth appearing in the Overworld out of thin air. Luneth realizes he's back on surface, he doesn't understand what the Crystal told him before clearly though.

Back in control and on the Overworld, SAVE YOUR GAME.

End of Chapter. The next chapter is just a few scrolls away!!!



immediately.

Go back to the entrance of this floor and go south to the end and down the stairs.

=====

B2

=====

Here, go west then north to large portion of this floor with 2 Chests to the left, 3 to the right and the hole Luneth fell in at the middle....Ignore that hole. We know what's down there.

Loot the chests for:

LONGSWORD  
BRONZE KNUCKLES  
SLEEP  
BRONZE BRACERS  
LONGSWORD

Nice loot. SLEEP is our first Level 1 Black Magic so equip it by going to the Item Menu, select it and choose Luneth as the one that will learn it and use it to put your enemy to sleep in battle. The Bronze Knuckles deals more damage than the Longsword so equip that too.

Backtrack and exit the Cave. We're done here.

```
+=====+
|                                     |
|                               Overworld                               |
|=====+
| MONSTERS ROAMING AROUND:                                           |
|-----+-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+-----+
| Goblin   | 1   | 7  | 6   | 6   | 10  | 1   |
| Killer Bee | 2   | 18 | 8   | 6   | 12  | 12  |
| Werewolf  | 3   | 24 | 9   | 6   | 14  | 14  |
| Berserker | 4   | 28 | 11  | 6   | 22  | 14  |
|_____+_____+_____+_____+_____+_____+_____+_____+

```

In the Overworld you can easily open your Map by pressing the START Button. It only shows Altar Cave so we need to fill it as we explore. Our destination is the village just south, hard to miss....:/ but while we're here, fight the new monsters to get your "imaginary" Bestairy updated. We have 3 new monsters around currently in the Overworld. Get to Level 6 while you're at it.

Berserker is an uncommon encounter so search around a bit if you want to encounter it.

When you're done, go into the village just south of Altar Cave.

```
+=====+
|                                     |
|                               Ur                                       |
|=====+
|_____+_____+
| Item Checklist |
|_____+_____+

```

```

| Potion x5
| Antidote x2
| Longsword
| Eyedrops
| Cure
| Dagger
| Phoenix Down x2
|

```

```

| MONSTERS ROAMING AROUND:
|

```

```

|-----+-----+-----+-----+-----+-----+-----|
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----|
| Goblin   | 1   | 7  | 6   | 6   | 10  | 1   |
|-----+-----+-----+-----+-----+-----+-----|

```

```

| Weapon Shop
|

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```

| Item Name | Cost |
|-----|-----|
| Dagger    | 60 Gil |
| Staff     | 40 Gil |
| Wooden Arrow | 4 Gil |
| Longsword | 100 Gil |
| Bow       | 100 Gil |
|-----|-----|

```

```

| Armor Shop
|

```

```

| Item Name | Cost |
|-----|-----|
| Leather Armor | 90 Gil |
| Leather Cap | 15 Gil |
| Leather Shield | 40 Gil |
| Bronze Bracers | 80 Gil |
|-----|-----|

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| Inn: Free |
|-----|

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```

| Wellspring: Available |
|-----|

```

```

| Item Shop
|

```

```

| Item Name | Cost |
|-----|-----|
| Potion    | 50 Gil |
| Antidote  | 80 Gil |
| Eye Drops | 40 Gil |
|-----|-----|

```

```

| Magic Shop
|

```



Item Name	Cost
Poisona (White Magic Lv1)	100 Gil

Our first village, Ur. From the entrance, talk to the little girl nearby to find out the others are at the corner of the town but she doesn't know what they're doing though. The woman above her tells you that King Sasune's Castle is to the west from here. He is Lord of all the land surrounded by the Parmeni Mountains, including this village. Talk to the Old Man in front of the huge blue house to your left to find out the Village Elders are looking for you. Further to the left of the huge blue house at the corner is a man who says he heard someone put a curse on everyone in Kazus. He's says he's not going there.

From the Big Blue House, go directly east to find the Inn. The Item Shop is found inside it. Anyway, speak to the manager in front of the spring to find out that this blessed by the crystals can regain their health and be revived by drinking from wellspring water, like the one we found at Altar Cave. From the Inn, continue southeast then east to a forest area with an Old Woman and a well. Talk to the Woman and she'll give you permission to take the Potions from the well. Approach the well to go down it.

Here, go south and open the chests you find for POTION x3. Go back outside by using the ladder.

Backtrack to the Inn and go northeast into another forest area. A cutscene will kick in. Apparently, a boy is being bullied and we get to see his biography. He's Luneth friend, Arc and he loves reading which makes him filled with knowledge and that makes up for his shyness. The group of boys sees Luneth and runs off out of fear of being beat up I guess. Luneth tries to engage Arc but Arc ends up running away. We see Arc as he sets off to prove that he's strong and decides not to ask Luneth for help.

Back in control, zoom in and go to the North end of the flower patch to see a sparkle. Examine it to get a POTION. Backtrack to the Inn. From the Inn, to the North, you should see the Magic, Armor and Weapons Shop. Speak to the 3 villagers nearby south of them to find out you can switch to auto-battle by pressing the SELECT button while in battle. It's a new function added to the PSP port. You also get told that you should look after Arc more from the Old Woman and finally the other man says he didn't believe in ghosts until he went to Kazus. To the west from Magic Shop is another man. He says he doesn't know where Arc is.

Next, speak to the Old Man found behind the Weapon Shop. He permits you to take the items from the storehouse to the North but warns you about the monster spawns. Just goblins, you can take care of them.

Venture north from behind the Weapon Shop and make your way to the end of the forest path to find the Storehouse. Before going into it though there's a hidden item to get. From the door of the Storehouse, go directly south to the river and examine there to find a POTION. Go into the Storehouse.

Speak to the Old Man here and he'll explain that there's secret and hidden paths and switches around and you can only notice them by zooming in. He also shows you a candle switch. Before examining it, zoom into the pots to the left for 2 Sparkles. Examine them for ANTIDOTE x2. Now examine the candle to reveal a passage. Go through it and up the stairs there to a room with 5 Chests. LOOT!!! Open them all to get:

LONGSWORD  
EYEDROPS  
CURE  
DAGGER  
PHOENIX DOWN

Learn the Cure Spell immediately. It's very helpful this early in the game.

That's all. Exit this place and return to the entrance of the village and go into the Big Blue House to your left.

Inside, speak to the Old Man, Elder Dahn and he will say he senses what has happened to you. He tells you to listen to Elder Topapa. Go to the left and examine the wellspring to get your HP and MP restored. The one to the right says it does nothing but it actually revives a KO'd member of your party. Anyway, go through the opening next to the old man.

The woman to the left is Nina, she's the one that took care of Luneth. Remember to SAVE YOUR GAME!!! XD The Old Man to the right is Elder Homak. He tells you that Nina isn't your birth mom but we should be kind to her since she took her of us. The Bald Old Man is obviously Elder Topapa. Speak to him and let the cutscene move in.

Topapa realizes immediately that Luneth were chosen by the Crystal. He tells Luneth of how he came into the village and gives him permission to set off on his journey. In control, speak to him again and he'll tell you to go to Kazus but we must go prepared. Exit the Elder's House.

Finally done with this town. Well not yet. Speak to the Old Man in front of the Big Blue House or the Elder's House and he'll teach you a new command introduced in this game. After speaking to him, the Item Menu will show up. This happens sometimes when it is needed to use an item at a particular place or to give it to someone. Give him a Potion and he'll rejoice? He then gives you a PHOENIX DOWN as a reward.

Next, go to the Magic Shop and purchase POISONA to replace Antidotes. Next, go into the Armor Shop and purchase a LEATHER ARMOR. Equip it immediately. Nothing good to buy at Weapon Shop. Ignore it. Go into the Inn.

Here, the Item Shop is run by the Old Man behind the counter. Stock up on 10 ANTIDOTES and EYEDROPS. I have so many Potions at this point so I didn't need to buy any. The lady gives you permission to stay at the Inn for free. Go up the stairs and let's see what up there. The Old Man here on the second floor tells you about your Current Job.

Which is very useful as we progress through the game and get more jobs. The man here is just sleeping. You can rest on the other bed. Go back downstairs and through the door next to the Lady to reach the PUB. The Man there tells you to stock up on Antidotes and Eyedrops like I said before, the Woman wants you to play a song, the man with the Mohawk can't get back to Canaan because of the Earthquake which caused a rock to block the path through Nelv Valley and the Bartender is too busy to talk to you. Speak to the dancer to watch her dance for you. At least she dances better the Warriors of Light back at Final Fantasy 1 in Dawn of Souls. >\_> Play the Piano by examining it when you're near it.

The Dancers and Piano is just for entertainment there's no secret in it or anything like that. Not that I know of >\_>

That's all. Exit Ur.

```

+=====+
|                                     |
|                               Overworld                               |
|                                     |
+=====+
| MONSTERS ROAMING AROUND:                |
|-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+
| Goblin   | 1   | 7  | 6   | 6   | 10  | 1   |
| Killer Bee | 2   | 18 | 8   | 6   | 12  | 12  |
| Werewolf  | 3   | 24 | 9   | 6   | 14  | 14  |
| Berserker | 4   | 28 | 11  | 6   | 22  | 14  |
|_____|_____|_____|_____|_____|_____|_____|

```

So, we're heading to Kazus. It's directly south from Ur so it's hard to miss.

```

+=====+
|                                     |
|                               Kazus                               |
|                                     |
+=====+
|_____|
| Item Checklist                |
|_____|
| Mythril Helm                 |
| Staff                        |
| Zeus' Wrath                  |
| Potion x2                    |
|_____|

```

Here, you see Arc looking around...speak to him and Luneth will scare him a bit and after some short dialogue, Luneth agrees to let Arc join the Party.

So, Arc starts off at Level 3. I gave him 2 Longsword and a Bronze Bracers which you should have if you haven't been selling your stuff which I never told you too :p

Anyway, I went back into the Overworld and trained Arc until he reached Level 6. By that time, Luneth went to Level 7. After that, I went back to Ur and got Arc a Leather Shield.

Finally, we can progress. From the entrance of Kazus, go northeast





Castle Sasune

Item Checklist

- Holy Arrow (x40)
- Wooden Arrow (x40)
- Potion
- Wightslayer
- Phoenix Down
- 1000 Gil
- 1000 Gil
- Blizzard
- Leather Shield
- Bronze Knuckles

Outside the actual Castle, speak to the young warrior and he'll say a curse was placed upon the Castle while he was away. He needs Mythril Ring just like us but he doesn't know where to get one. Refia explains to him that the King has one and the young warrior lets us through and into the Castle.

Courtyard

We start off at the Castle's Courtyard. To access the Main Castle, all we have to do is go straight up and through the main door but first, let's explore the Courtyard a bit.

Go east from the entrance of the Courtyard then north to find a Tower. Go into it.

Sasune: East Tower

1F

Go up the stairs.

2F

Go up the next stairs.

3F

Open the chest here for HOLY ARROW (x20) and WOODEN ARROW (x20). Go up the next stairs.

4F

This place is a Room. Let's loot!! Open the 3 chests to the left for POTION, WOODEN ARROW (x20) and BOW. You can rest on the bed.

I equipped Arc with the Bow and Wooden Arrows. I also placed him in the the Back Row in Formation. Anyway, backtrack and exit this Tower.

=====  
Courtyard  
=====

Back here, from the entrance of the East Tower, go west to the end to find another Tower. SAVE YOUR GAME at the Overworld then go into it.

=====  
Sasune: West Tower  
=====

Monsters Roaming Around:

- Red Wisp
- Dark Eye
- Zombie

-----  
1F  
-----

Unlike the East Tower, the West Tower has monster spawns. So get that Bestiary updated with the new Monsters.

Go up the stairs.

-----  
2F  
-----

Go up the stairs.

-----  
3F  
-----

Open the chests here for HOLY ARROW (x20) and WOODEN ARROW (x20).

Go up the stairs.

-----  
4F  
-----

Here, heal up then open the chest for WIGHTSLAYER and a Griffin Monster Spawn!!!!

The Griffin is an easy opponent. Equip the Wightslayer while in the battle on Luneth and you should be able to do good damage on the Griffin. Use Cure and Potions when needed.

After that battle, don't leave the Tower just yet. Grind around a bit until your party are in Level 9~10. I equipped Refia with Bronze Knuckles since Luneth got a new weapon. Exit the Tower.

=====  
Courtyard  
=====

Back here, climb up the East Tower and use the bed to recover your HP and MP.

Finally, when you're ready, go back to the entrance of the Courtyard and go through the main doors and into the Castle.

=====  
1F

=====  
Here, there are 4 ghosts. By what they say, they are obviously the guards. There's 2 beds to the left of this small room for you to rest. Go through the next opening north. Ignore the chest you see at the right side of this floor, we'll get it soon.

=====  
2F  
=====

Here, you see those cracks on the wall to the Southwest and southeast? you can actually go through it. It's a secret passage. Go through the Southwest one and follow the path west then north to a chest. Open it for a PHOENIX DOWN. Backtrack to the entrance of this floor and this time, go through the southeast secret passage. You should see 2 staircases, one going up and the other going down. Use the one going downstairs.

=====  
1F  
=====

Back here but on the right side of this floor, you should see 2 chests!!! Loot them for 1000 GIL each. Go down the stairs you see. >\_>

=====  
B1  
=====

There's absolutely nothing here expect the Swimming Pool. I just wanted you to know that the Castle has a Basement. Go back up the stairs.

=====  
1F  
=====

Back here, go up back to 2F.

=====  
2F  
=====

Use the stairs going up. Not the one in the middle of the floor, the one you found when you went through the southeast secret passage.

=====  
3F  
=====

Follow the path leading west to find 2 Chests. Loot galore in this castle. It's not stealing...it's erm...taking the loot no one needed since no one wants to claim it. Anyway, the 2 Chests contains a BLIZZARD and a LEATHER SHIELD. Nice. Our first offensive Black Magic. Give it to anyone you want for now since we don't have any specific Job yet. You can always Remove it safely and give it to someone else anytime so don't worry.

I'm sure you noticed the crack on the wall west of the 2 Chests, who wouldn't.... I'm running out of puns >\_> Anyway, follow the secret path west, north to the end then east to find a chest. Open it to obtain BRONZE KNUCKLES. You should have 2 Bronze Knuckles now.





Killer Bee	2	18	8	6	12	12	
Werewolf	3	24	9	6	14	14	
Berserker	4	28	11	6	22	14	
_____	_____	_____	_____	_____	_____	_____	

Before we go into Sealed Cave, we have to go get some stuff so we won't have a disadvantage. Get aboard the Airship and travel back to Ur. Get Bronze Bracers for Ingus then fly back to Castle Sasune.

Back there, go into West Castle and grind until your party reaches Level 10~12. Ok we're set. Get aboard the Airship.

```

+=====+
|                               Cid's Airship                               |
+=====+

```

Get ready to set sail!!! Hoist the whatever they call it and let's go!!! Aye Captain~

So, from Castle Sasune, go northeast to find a Cave across a dark blue body of water. You can land nearby and go into the Cave. SAVE YOUR GAME first.

```

+=====+
|                               Sealed Cave                               |
+=====+

```

Item Checklist	
_____	
Potion	
Cure	
500 Gil	
Antarctic Wind	
Eye Drops	
_____	

MONSTERS ROAMING AROUND:							
-----+-----+-----+-----+-----+-----+-----							
MONSTERS	LVL	HP	ATK	DEF	GIL	EXP	
-----+-----+-----+-----+-----+-----+-----							
Mummy	6	52	15	10	24	100	
Skeleton	6	57	14	10	26	105	
Cursed Copper	6	42	14	10	52	105	
Larva	6	44	15	10	30	120	
Shadow	7	66	15	10	32	120	
Revenant	7	70	14	10	34	130	
_____	_____	_____	_____	_____	_____	_____	

Before we start this Cave, let's get something clear. All the monsters in dungeon are weak to Light/Holy elements. So first, the Wightslayer is good for taking care of them quickly, the Holy Arrows also deals high damage. So I replaced the Wooden Bows which I equipped to Arc with the Holy Arrows we found back at Sasune. Make sure to get your imaginary Bestiary updated by ensuring you fight all the 6 new monsters.

The Cure Spell also does damage to the monsters here since they are the Undead but that would be a waste of the Spell and besides we have limited MP so we need to save it to healing our party

members.

=====

B1

=====

Our first serious Cave. Let's start. Go south and follow the path south until you reach a split going in South/East. Continue on south to find a Chest containing a POTION. Backtrack to the split and go east to a big area which leads to 2 paths. One north and the other going southeast. Go north to get a Chest containing CURE. Well, we have 2 now....anyway, go back to the big area and go southeast. Follow the straightforward path until you see the stairs going down. Use them.

=====

B2

=====

Here, go Southwest to see a chest. Open it for 500 GIL. Go northeast to see a Skull. Zoom in and examine it to reveal a secret passage. Go east and a cutscene!

We found Princess Sara!! Ingus tells her to return to the Castle but she refused and wants to save your people. We all agree that she can join us since she obviously won't give us the Ring and she joins our party. I know what you're thinking, how the hell is she going to be with us when we have only 4 Character Slots. Well, she's a Guest Character and will leave us soon. You can't control her in battle but at times, she can cast Cure and Aero when you're in danger.

Anyway, moving on...we can speak to her anytime by pressing the Sqaure button.

She can tell you about SAVING YOUR GAME. She also speaks to our party members. Well, the only important information is when she speaks to Arc. She says the Djinn is a Fire Elemental so he's weak to Blizzard, we have that and Antarctic Wind, we also have that. I hope you haven't wasted yours. >\_>

Let's continue...go southeast and down the stairs.

=====

B3

=====

Here, go south then west to a split going south/north. Remember this split. Go south and follow the path to the end for a chest with ANTARTIC WIND. Backtrack to the split and head north and follow to the path to reach a large room. There's a chest south containing EYE DROPS. Next, go west and follow the path west, south then east to find the Djinn.

Don't approach him yet. HEAL UP and make sure you have your Blizzard ready. My party is at Level 11~12 so I'm ready. Approach the Djinn for a cutscene.

Right off the bat, Sara uses the Mythril Ring to try to banish the Djinn but it had no effect since the Djinn has the power of Darkness now. HE ATTACKS!!!!

```

+=====+
|                BOSS BATTLE #2                |
+=====+
| Boss: Djinn          | Item Drops:          |
| LVL: 7              | - Bomb Fragment     |
| HP: 600            | - Sheep Pillow      |
| ATK: 20            | - Lamia Scale       |
| DEF: 8             | - Bomb Arm          |
|-----| - Potion          |
| Weakness:          |                      |
| - Ice/Blizzard    | Steals:              |
| - Water           | - You can't use Steal yet. |
|                      |                      |
|=====| Gils Earned: 1400  |
| Recommended Level: 11~12 | Exp Earned: 200    |
+=====+
| ATTACKS:          |
| He has 2 attacks, his physical one, Slash and his Magic |
| Attack one, Fire. |
|                      |
| HOW TO DEFEAT:   |
| This battle should be easy enough if you're above level 10. |
| Djinn is weak to Blizzard so make sure you cast Blizzard |
| on him. Attack normally while the person with the Blizzard |
| spell attacks with it. Use Cure when needed and use *ONE* |
| Antarctic Wind if the need arises. Easy. Also, Sara comes |
| in time to time to cast Cure to heal everyone or attack |
| Djinn with Aero. Good luck. |
+=====+

```

After the battle, Sara seals the Djinn successfully but wait, our heroes are vanishing. Sara tries to reach out for Ingus but it's too late. We get teleported to.....

```

+=====+
|                Altar Cave                |
+=====+
We're back here. The Crystal makes it's entrance, well it was
always there so it's not actually an entrance...anyway...Luneth
recognizes the Cave and the Crystal says it was the one that
summoned them. The Crystal says our heroes are the chosen Warriors
of Light and we must return the light to the world. He bestows upon
us it's remaining light and we will now be able extract the other
Crystal's powers. The Intro plays.

```

Ahem! After the Credits roll, we have a little message shown.

```

++=====++
||                "When the four bathed in its light,          ||
||                They knew its will, its fear, its hope,      ||
||                And the destiny that awaited them."         ||
||                                                              ||
||                You must drive the darkness from this        ||
||                world and restore light to its rightful place. ||
||                                                              ||
||                You are our last hope.                       ||
++=====++

```

After that, back at the Cave, you will see as our heroes are blessed with the Crystal's Light. The Crystal tells us to step

on the shining circle behind the altar to return back to the surface.

After that, the screen goes black and a Moogles comes to address you. Yep. We all love a cute Moogles. He tells us we can now use the Job option!!! But we have to level up it's Job Level to use it efficiently. He walks off.

Back in control, open up the Menu with the Triangle button and select Job. We currently have 6 new jobs available for us to choose from.

WARRIOR  
THIEF  
MONK  
RED MAGE  
BLACK MAGE  
WHITE MAGE

So guys, pick which one you want. I'm using a Warrior, Red Mage, White Mage and Black Mage for the next part of the Walkthrough until we get more jobs and have to switch.

I mean, let's think for a bit. We obviously need a Black and White Mage. So we have 2 more slots. I like Warrior because it's great Job and the person can equip most of the Armors in the game and the Swords. I don't like the Thief Job much in this game...it's only useful for opening locked doors which we'll get to later in the game but I don't think it's a strong class although nothing is wrong with it. A monk? well, I never used a Monk before to play. I don't like them personally although they are very strong. I like the Red Mage because it's a decent beginners Job and Ingus was using it in the Intro so I'm sure the game was trying to tell us the best job early in the game.

So anyway, my party is:

LUNETH : WARRIOR  
ARC : BLACK MAGE  
REFIA : WHITE MAGE  
INGUS : RED MAGE

Decent party. I removed all my equipment though and rearranged them to this:

LUNETH:  
Right Hand: Longsword  
Left Land: Leather Shield  
Head: Mythril Helm  
Armor: Leather Armor  
Gloves: Bronze Bracers

ARC:  
Right Hand: Bow  
Left Land: Wooden/Holy Arrows  
Head: Leather Cap  
Armor: Leather Armor  
Gloves: Bronze Bracers

REFIA:



Longsword	100 Gil
Bow	100 Gil

Armor Shop	
Item Name	Cost
=====	=====
Leather Armor	90 Gil
Leather Cap	15 Gil
Leather Shield	40 Gil
Bronze Bracers	80 Gil

Inn: Free

Wellspring: Available

Item Shop	
Item Name	Cost
=====	=====
Potion	50 Gil
Antidote	80 Gil
Eye Drops	40 Gil

Magic Shop	
Item Name	Cost
=====	=====
Poisona (White Magic Lv1)	100 Gil

Same old Ur but there's something new. Go to the north part of town and you should see a Moogle to the west of the Magic Shop. I wonder what it is doing here. Talk to it.

He introduces you to a system called the Mognet. It allows you to read letters from people you've previously met. The Mognet is required if you want to complete Side-Quests. Anyway, we have our first letter from Topapa if you spoke to the Moogle with Luneth as your party leader.

```

/-----TOPAPA 1ST LETTER-----\
+-----+
)               How are you?      (
+.-----+.
|           Luneth, Arc, how fare you?           |
|-----|
|           Ur is just not the same without you two.           |
|-----|

```

```

|           Everyone here misses you, and we all pray           |
|-----|
|           for your safe return.                               |
|-----|
|                                     From Topapa                |
+=====+
)                                     (
+=====+

```

So, if you spoke to the Moogle with Luneth as the party leader, you will get Topapa 1st Letter. You need to speak with the other 3 characters to get other letters meant for them later in the game but for now, they don't have any letter.

Buy some Arrows while you're here if you ran out. I bought 99 of them. I also bought Refia another Staff so she can at least do some damage in battle.

We're done here. A little girl is at the place Arc was getting bullied before. She's picking flowers. Exit back to the Overworld.

```

+=====+
|                               Overworld                               |
+=====+
| MONSTERS ROAMING AROUND:                                           |
|-----+-----+-----+-----+-----+-----+-----|
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----|
| Goblin   | 1   | 7  | 6   | 6   | 10  | 1   |
| Killer Bee | 2   | 18 | 8   | 6   | 12  | 12  |
| Werewolf  | 3   | 24 | 9   | 6   | 14  | 14  |
| Berserker | 4   | 28 | 11  | 6   | 22  | 14  |
|_____+_____+_____+_____+_____+_____+_____|

```

There's nothing much more to do. If you enter Kazus, Refia will leave your party and when you want to leave Kazus she'll join back and for now, there's nothing to do there so head to Castle Sasune by foot because our Ahem! I mean Cid's Airship is stuck near Sealed Cave.

```

+=====+
|                               Castle Sasune                               |
+=====+
|-----|
| Item Checklist |
|-----|
| Folding Canoe |
|-----|

```

Outside the Castle, the heroes reunite with Sara, we're all glad we're safe. Sara says we must now stop the curse by cleansing the Ring at the Blessed Spring which is found at that basement we found when we first got here.

```

=====
                        B1
=====

```

Here, she throws the Ring inside the water and the spell is broken, yep just like that...no magic sparkles or anything....let's go meet



the King.

=====  
4F  
=====

The King welcomes us as courageous warriors and so on. We are the chosen Warriors of Light and we must restore the Light to the World. The King wishes us safe journey and gives us a gift. A FOLDING CANOE. Yep, we went from an Airship to a Canoe. :/

Back in control, everyone is human now so yeah, let's move around a bit. The guards here talks about the Wightslayer, Cid and Djinn Sealed being broke. We have already dealt with all those stuff. Go down the stairs to 3F

=====  
3F  
=====

Go down to 2F.

=====  
2F  
=====

Go down to 1F.

=====  
1F  
=====

Speak to the guards here if you want. Head to Castle Courtyard.

=====  
Courtyard  
=====

Here, there are Knights and guards wandering around. Speak to them if you want. Go into the East Tower.

=====  
Sasune: East Tower  
=====

-----  
1F  
-----

Go up the stairs.

-----  
2F  
-----

Go up the next stairs.

-----  
3F  
-----

Go up the next stairs

-----  
4F  
-----

Speak to Princess Sara for a little sad farewell. :(

Done? Return to the Overworld. On your way out, there's a

cutscene with a final farewell, I can already picture Sara swinging a handkerchief around. >\_>

```
=====+
|                                     |
|                               Overworld                               |
|                                     |
|=====+
| MONSTERS ROAMING AROUND:                                           |
|-----+-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+-----+
| Goblin   | 1   | 7  | 6   | 6   | 10  | 1   |
| Killer Bee | 2   | 18 | 8   | 6   | 12  | 12  |
| Werewolf  | 3   | 24 | 9   | 6   | 14  | 14  |
| Berserker | 4   | 28 | 11  | 6   | 22  | 14  |
|-----+-----+-----+-----+-----+-----+-----+-----+
|_____ |_____ |_____ |_____ |_____ |_____ |_____ |
```

Go northeast to Sealed Cave. You see the Dark Blue Water? we can now pass through it because of our Folding Canoe. Yep, just walk on it normally to get aboard your Canoe. So, cross the water and get back your...I mean Cid's Airship. >\_>

```
=====+
|                                     |
|                               Cid's Airship                           |
|                                     |
|=====+
Fly to Kazus and go into it.
```

```
=====+
|                                     |
|                               Kazus                               |
|                                     |
|=====+
|_____ |_____ |_____ |_____ |_____ |_____ |_____ |
| Weapon Shop |
|_____ |_____ |_____ |_____ |_____ |_____ |_____ |
| Item Name | Cost |
|=====+=====+=====+=====+=====+=====+=====+=====+
| Mythril Rod | 400 Gil | | | | | |
| Mythril Sword | 500 Gil |
| Mythril Knife | 500 Gil |
|_____ |_____ |_____ |_____ |_____ |_____ |_____ |
```

```
_____ |_____ |_____ |_____ |_____ |_____ |_____ |
| Armor Shop |
|_____ |_____ |_____ |_____ |_____ |_____ |_____ |
| Item Name | Cost |
|=====+=====+=====+=====+=====+=====+=====+=====+
| Mythril Armor | 350 Gil | | | | | |
| Mythril Helm | 130 Gil |
| Mythril Bracers | 120 Gil |
| Mythril Shield | 180 Gil |
| Mythril Gloves | 120 Gil |
|_____ |_____ |_____ |_____ |_____ |_____ |_____ |
```

```
_____ |_____ |_____ |_____ |_____ |_____ |_____ |
| Inn: Free |
|_____ |_____ |_____ |_____ |_____ |_____ |_____ |
```

```
_____ |_____ |_____ |_____ |_____ |_____ |_____ |
| Wellspring: Available |
|_____ |_____ |_____ |_____ |_____ |_____ |_____ |
```

Item Shop	
Item Name	Cost
Potion	50 Gil
Antidote	80 Gil
Eye Drops	40 Gil

Magic Shop	
Item Name	Cost
Fire (Black Magic Lv1)	100 Gil
Sleep (Black Magic Lv1)	100 Gil
Blizzard (Black Magic Lv1)	100 Gil

Here, Refia reunites with her father. Nice, good, happy, until he walks away without hearing us out and Refia runs after him leaving our party temporary...:/

Well, we need to get her back. First, go northeast to the actual Village area. Speak to the Villagers now. They are okay and will now get back to work, which is mining Mythrils but Nelv Valley is still blocked by that rock and a boy says he can't visit his grandma because of it. We'll get to the Moogles later. Wait a bit.

Let's start by getting Refia back. Go into the Inn. Cid is obviously the guy that stands out from the rest of the NPCs. One of the men here says something important though. He says there's a secret passage at the Mythril Mines. He even tells us how to get there. Great guy! The other guys are just glad they have their mortal form back.

Speak to Cid for a cutscene. He knew we could do it and says the Airship is better in our hands. Of course it is. I mean we were able to use it without reading any manuals. Anyway, we need to get him to Canaan first. Mrs. Cid has been waiting for Cid to return. He joins our party.

Cid is a Guest Character so don't think he took Refia's place in our hearts. Anyway, we can speak to him with the Square Button.

He talks about how famous he is so no autographs! Mrs. Cid had been waiting for him but he can't return because of the Rock blocking Nelv Valley. He's also the creator of the Airship. He also noticed Refia is missing from our party. Lastly, the most important message is him saying Takka can equip a Mythril Ram to the Airship. With that, we will be able to destroy the rock.

Let's go visit Takka. His house is north of the Inn.

At his house, approach Takka and Refia for a cutscene. Takka is glad to see Cid instead of through him again. Cid explains to Takka that we need a Mythril Ram and in no time after you hear the construction noises as the screen goes black, Takka is done with Refia's assistance.

We're ready to destroy the Big Rock. Back in control, you'll notice Refia isn't around and Takka is too busy to notice.

Exit Takka house.

Exit Kazus. We'll be back. Don't worry!!! Jeez >\_>

```
=====+
|                               Overworld                               |
+=====+
| MONSTERS ROAMING AROUND:                                          |
|-----+-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+
| Goblin   | 1   | 7  | 6   | 6   | 10  | 1   |
| Killer Bee | 2   | 18 | 8   | 6   | 12  | 12  |
| Werewolf  | 3   | 24 | 9   | 6   | 14  | 14  |
| Berserker | 4   | 28 | 11  | 6   | 22  | 14  |
|-----+-----+-----+-----+-----+-----+-----+
|_____+_____+_____+_____+_____+_____+_____+_____+

```

Get aboard your...once again I mean Cid's Airship and a cutscene!

```
=====+
|                               Cid's Airship                               |
+=====+
Refia!!! She ran off again! She's not ready to be a Smith yet.
We all find out our heroes are all Orphans and Cid says this
will be an interesting journey. We have Refia back.
```

Land the Airship and go back into Kazus.

```
=====+
|                               Kazus                               |
+=====+
|-----+-----+-----+-----+-----+-----+
| Weapon Shop |
|-----+-----+-----+-----+-----+-----+
| Item Name | Cost |
|-----+-----+-----+-----+-----+-----+
| Mythril Rod | 400 Gil |
| Mythril Sword | 500 Gil |
| Mythril Knife | 500 Gil |
|-----+-----+-----+-----+-----+-----+
|_____+_____+_____+_____+_____+_____+_____+_____+

```

```
-----+-----+-----+-----+-----+-----+
| Armor Shop |
|-----+-----+-----+-----+-----+-----+
| Item Name | Cost |
|-----+-----+-----+-----+-----+-----+
| Mythril Armor | 350 Gil |
| Mythril Helm | 130 Gil |
| Mythril Bracers | 120 Gil |
| Mythril Shield | 180 Gil |
| Mythril Gloves | 120 Gil |
|-----+-----+-----+-----+-----+-----+
|_____+_____+_____+_____+_____+_____+_____+_____+

```

```
-----+-----+-----+-----+-----+-----+
| Inn: Free |
|-----+-----+-----+-----+-----+-----+
|_____+_____+_____+_____+_____+_____+_____+_____+

```

```
-----+-----+-----+-----+-----+-----+
| Wellspring: Available |
|-----+-----+-----+-----+-----+-----+
|_____+_____+_____+_____+_____+_____+_____+_____+

```

Item Shop	
Item Name	Cost
Potion	50 Gil
Antidote	80 Gil
Eye Drops	40 Gil

Magic Shop	
Item Name	Cost
Fire (Black Magic Lv1)	100 Gil
Sleep (Black Magic Lv1)	100 Gil
Blizzard (Black Magic Lv1)	100 Gil

Alright!!! Shopping time!!!

Let's start, I'm using a Warrior, Red Mage, Black and White Mage so I bought the below equipment!!!!

I got 3 MYTHRIL SWORDS. 1 for my Warrior and 2 for my Red Mage. Yep, I'm using Dual Wield on my Red Mage. I'm sticking with a Bow for my Black Mage. I don't think the Mythril Rod are worth it. My White Mage can't equip the Mythril Rod so she's still stuck with Dual Staff.

Next, at the Armor Shop, I got 2 MYTHRIL ARMOR for my Warrior and Red Mage. 1 MYTHRIL SHIELD for my Warrior. I already had one Mythril Helm from before so I bought only 1 for my Red Mage. 1 MYTHRIL GLOVES for my Warrior and 3 MYTHRIL BRACERS for my 3 Mages.

Lastly for Magic, I got the only new Black Magic which is FIRE.

So my equipment for my party is:

LUNETH:

Right Hand: Mythril Sword  
 Left Land: Mythril Shield  
 Head: Mythril Helm  
 Armor: Mythril Armor  
 Gloves: Mythril Gloves

ARC:

Right Hand: Bow  
 Left Land: Wooden/Holy Arrows  
 Head: Leather Cap  
 Armor: Leather Armor  
 Gloves: Mythril Bracers

REFIA:

Right Hand: Staff

Left Land: Staff  
Head: Leather Cap  
Armor: Leather Armor  
Gloves: Mythril Bracers

INGUS:

Right Hand: Mythril Sword  
Left Land: Mythril Sword  
Head: Mythril Helm  
Armor: Mythril Armor  
Gloves: Mythril Bracers

Ok done with shopping for Equipments. Next is to stock up on resources. Go to the Inn and the Item Shop should be there too. Speak to the guy behind the counter and stock up on supplies. Just make sure you have 50 POTIONS, 30 ANTIDOTES and 30 EYE DROPS.

Next, speak to the Moogles west of the Inn. Sadly, we don't have any new letters. We'll receive more later in the game.

Ok, heal up and go into the Cave at the North end of the Village.

```
+=====+  
|                               Mythril Mines                               |  
+=====+
```

```
|-----|  
| Item Checklist |  
|-----|  
| Mythril Sword x2 |  
|-----|
```

```
|-----|  
| MONSTERS ROAMING AROUND: |  
|-----+-----+-----+-----+-----+-----+-----|  
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |  
|-----+-----+-----+-----+-----+-----+-----|  
| Mummy | 6 | 52 | 15 | 10 | 24 | 100 |  
| Skeleton | 6 | 57 | 14 | 10 | 26 | 105 |  
| Cursed Copper | 6 | 42 | 14 | 10 | 52 | 105 |  
| Larva | 6 | 44 | 15 | 10 | 30 | 120 |  
| Shadow | 7 | 66 | 15 | 10 | 32 | 120 |  
|-----+-----+-----+-----+-----+-----+-----|
```

No new monsters here. Same old same old.

```
=====  
B1  
=====
```

Here, follow the path east then north to a big area. Go to the northwest corner and zoom in for a Sparkle. Examine it to unlock a secret passage!!!! Go through it to the next floor.

```
=====  
B2  
=====
```

Follow the straightforward path until you reach 2 Chests!!! Open it for MYTHRIL SWORD (x2). That's all for Mythril Mines. Exit back to Kazus and back to the Overworld.

```

+=====+
|                               |
|                               |
+=====+
| MONSTERS ROAMING AROUND:    |
+-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
+-----+-----+-----+-----+-----+-----+-----+
| Goblin   | 1   | 7  | 6   | 6   | 10  | 1   |
| Killer Bee | 2   | 18 | 8   | 6   | 12  | 12  |
| Werewolf  | 3   | 24 | 9   | 6   | 14  | 14  |
| Berserker | 4   | 28 | 11  | 6   | 22  | 14  |
+-----+-----+-----+-----+-----+-----+-----+

```

Back here, get aboard Cid's Airship and from the Desert west of Kazus, go west to find the Big Rock. Rush it with your Airship for a cutscene. The Airship does down the Big Rock. We all survived. If you speak to Cid after the Crash, Luneth will say something weird. He feels like we've done this before. Hm....

We unlocked a new part of the Overworld. New monsters are around!!!

Well, that's all for this Chapter. SAVE YOUR GAME!!!!!!!!!!!!!!!!!!!!

```

/ \===== / \
| |                               | |
| |                               | |
\_/===== \_/
|_| Level Recommended: 11~12    |_|
/ \===== / \
| |                               | |
\_/===== \_/
+=====+
|                               |
|                               |
+=====+
| MONSTERS ROAMING AROUND:    |
+-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
+-----+-----+-----+-----+-----+-----+-----+
| Goblin   | 1   | 7  | 6   | 6   | 10  | 1   |
| Killer Bee | 2   | 18 | 8   | 6   | 12  | 12  |
| Werewolf  | 3   | 24 | 9   | 6   | 14  | 14  |
| Berserker | 4   | 28 | 11  | 6   | 22  | 14  |
| Basilisk  | 9   | 100| 18  | 15  | 44  | 150 |
| Bugbear   | 9   | 110| 20  | 15  | 46  | 180 |
| Mandrake  | 9   | 120| 19  | 15  | 48  | 180 |
+-----+-----+-----+-----+-----+-----+-----+

```

From where you are after destroying the Rock blocking Nelv Valley, go southeast to see a Town and a Mountain nearby. Go into the Town.

NOTE: Remember to update your imaginary Bestairy with the 3 new

monsters. The Bestiary is important so make sure you complete it.

```
+=====+
|                      Canaan                      |
+=====+
```

```
|-----|
| Item Checklist |
|-----|
| 1st Letter from Takka (Moogles Side-Quest) |
| Mallet |
| Gold Needle x2 |
| Elixir |
| Potion |
| Great Bow |
| Iron Arrow (x20) |
| Blind |
| Gnomish Bread x2 |
| Phoenix Down x3 |
| 2000 Gil |
| 2000 Gil |
|-----|
```

```
|-----|
| Weapon Shop |
|-----|
| Item Name | Cost |
|-----|-----|
| Mythril Rod | 400 Gil |
| Mythril Sword | 500 Gil |
| Iron Arrow | 8 Gil |
| Mythril Knife | 500 Gil |
| Great Bow | 1200 Gil |
|-----|-----|
```

```
|-----|
| Armor Shop |
|-----|
| Item Name | Cost |
|-----|-----|
| Mythril Armor | 350 Gil |
| Mythril Helm | 130 Gil |
| Mythril Bracers | 120 Gil |
| Mythril Shield | 180 Gil |
| Mythril Gloves | 120 Gil |
|-----|-----|
```

```
|-----|
| Inn: 40 Gil to rest |
|-----|
```

```
|-----|
| Wellspring: Available |
|-----|
```

```
|-----|
| Item Shop |
|-----|
| Item Name | Cost |
|-----|-----|
| Potion | 50 Gil |
| Eye Drops | 40 Gil |
|-----|-----|
```



Antidote	80 Gil	
Echo Herbs	100 Gil	
Gold Needle	100 Gil	
_____	_____	

Magic Shop		
_____		
Item Name		Cost
===== =====		
Cure (White Magic Lv1)		100 Gil
Poison (Black Magic Lv2)		700 Gil
Thunder (Black Magic Lv2)		700 Gil
Blind (Black Magic Lv2)		700 Gil
_____		_____

=====

SHOPS LOCATION

=====

WEAPON SHOP: From the entrance of the Village, go northeast and across the bridge to the east. Go further east to find it.

ARMOR SHOP: North of the Inn

MAGIC SHOP: North of the Weapon Shop.

INN: Northhwest from the entrance of the Village.

ITEM SHOP: Inside the Inn.

WELLSPRING: North of the Inn or southeast from the Armor Shop

=====

Immediately after you enter this Village/Town whatever, you get a cutscene.

Your party and Cid walks a bit and Cid thanks you for your help and says you should let him know if he can be of any help. (Build us a new Airship?). He actually read our mind and says he can build us a new Airship but wait, we have to meet King Argus. Cid knows how to make the ship's hull but only King Argus knows how to make the ship's engine....:/ He says you should come see him after you've met King Argus. He leaves your party and walks off to his home.

We finally yain control. With the little Shop Location section above, I'm sure you know the layout of this town a little bit but just to be sure, let's go through the Town together.

Go north to see a fountain of water. This is the Village Square area. You should see a Moogle here. Speak to the man nearby and he'll say there's a rumor that there's gnome village hidden in the woods south of here. Interesting.

Speak to the Moogle with Refia as your party leader to get your first letter from Takka, her father.

```

+=====+
)                Refia                (
+=====+.+
|                Are you doing all right, Refia?                |
|-----|
|                Remember to come straight home once                |
|-----|
|                you've completed this journey of yours.                |
|-----|
|                There's much work for you to do!                |
|-----|
|                From Takka                |
+=====+
)                (
+=====+

```

Nice letter. That's the only new letter for now. Until next time Moogles. Anyway, moving on, from the fountain, to the west is the Inn, a building next to it and a man wandering around south of them. Speak to the man to find out that a traveling mage hid a magical healing solution somewhere in this town a long time ago.

Go into the Inn and rest if you want to. Go into the house next to the Inn. In here, speak to the woman on the bed. Her name is Salina and she's wondering when her beloved Desch will come back. Apparently he went to the mountains in the east where a dragon dwells without any form of backup. For all we know he could be dead or served as baby dragon food by now. Luneth and Refia decides we should also go check out the dragon mountain and maybe we'll find the Desch guy. The other woman here is mother, Jolina. She says her daughter, Salina gas fallen in love with that vagrant, Desch. He left and now Salina is heartbroken. Well, the probably isn't a good guy by the looks of it. We can get 2 items from this house. Zoom in first and get the MALLET from the logs near the kitchen area. The second item is hidden. From where you got the first item, the Mallet, go west and to the end to enter a secret passage. Follow it left, down then right to a middle portion of this building. Zoom in and get the GOLD NEEDLE. Exit this building.

Back outside, go back to the fountain and cross the east bridge. After crossing it, go north and speak to the dancer standing in front of the Magic Shop. Watch her prance. Isn't that the same skills as the one in Ur??? From the dancer, go north and speak to the Old Woman would dering around near the Magic Shop to find out Aero, a white magic spell is great against flying type monsters. Cross the bridge west of here and go Southwest to another fountain. Speak to the Old Man nearby and he'll say Desch bought the last Mini scroll, the Mini scroll can be used to shrink down to gnomish size. Go north from the Armor Shop to find a lone house located at the northwest end of the town. Speak to the young lady wondering around nearby and she'll say they don't usually get visitors. The last one they had was Desch.

That's everyone to talk to in the village, let's go over with the story. Go into the house located at the northwest end of town.

Inside, you'll meet Cid and Mrs. Cid. Speak to Cid to find out Mrs. Cid got sick while he was away. He needs a bottle of elixir to cure here. If you speak to Mrs. Cid, your Item Menu list will come up. We need to use an elixir which we dont have. Let's go get one. Exit Cid's house.

Go to the northeast end of the village to find the Magic Shop and some stairs leading up. Go up them then head north to see another stairs leading into water. Go down it and follow the waterway Southwest then south and down the waterfall. Continue on south and follow the path under multiple bridges until you find a Chest. Go up the stairs and open the chest for ELIXIR.

DO NOT USE THAT ELIXIR!!!! IT IS FOR Mrs. Cid.

Return to Cid's house and speak to Mrs. Cid then when the Item Menu List comes up, select the Elixir to use it. A cutscene.

Cid thanks your party for everything. Cid also tells you to push his lamp. It leads to the hangar where he kept his Airship. He says there might be something in there might use.

In control, examine the lamp near the bed to reveal a secret path heading west. Follow it down the stairs and into Cid's basement or hangar. Whatever you choose to call it.

Loot!!!! Open the 8 Chests here for

POTION  
GREAT BOW  
IRON ARROW (x20)  
BLIND  
GNOMISH BREAD (x2)  
GOLD NEEDLE  
PHOENIX DOWN

Give the Blind Spell to your Black Mage. It's a Level 2 Black Magic Spell.

Equip the Great Bow and Iron Arrows on the character you chose to wield a bow. If none of them are wielding a Bow then ignore it. I gave it to Arc, my Black Mage.

There are still some hidden items here. Go to the west and down the stairs to the waterway, follow it east and through the secret passage east to find 4 more chest containing PHOENIX DOWN (x2) and 2000 GIL (x2). Exit Cid's house.

Time for some shopping. Nothing much to buy.

For my party:

I bought 99 IRON ARROWS for Arc. I also bought him THUNDER and POISON spell.

That's all I got. The Armors sold here are the same as Kazus.

As for items, make sure you have 50 POTIONS, 50 ANTIDOTES, 50 EYEDROPS, 10 ECHO HERBS and 10 GOLD NEEDLES

Leave this town and get back to the Overworld.

```
+=====+  
|                               |  
|                               |  
+=====+
```

MONSTERS ROAMING AROUND:						
MONSTERS	LVL	HP	ATK	DEF	GIL	EXP
Goblin	1	7	6	6	10	1
Killer Bee	2	18	8	6	12	12
Werewolf	3	24	9	6	14	14
Berserker	4	28	11	6	22	14
Basilisk	9	100	18	15	44	150
Bugbear	9	110	20	15	46	180
Mandrake	9	120	19	15	48	180

Make sure your party is Level 13~14 before we progress.

SAVE YOUR GAME!!!

Go into the Mountain east of Canaan. Use the southern part to enter it.

Dragon's Peak						
Item Checklist						
Phoenix Down						
Gold Needle						
Mini						

MONSTERS ROAMING AROUND:						
MONSTERS	LVL	HP	ATK	DEF	GIL	EXP
Helldiver	8	92	17	15	36	130
Firefly	9	120	17	15	38	130
Rust Bird	9	135	18	15	40	150
Rukh	9	155	19	15	42	150

New monsters here. Make sure you update that Bestiary. It's important. The Rust Bird is a rear spawn so make sure you search around properly. Make sure you get all the items and monsters here. The monsters here can also inflict petrification. Use Gold Needles to cure it.

Alright, lest conquer this mountain. From the start, follow the path until you reach a split going north/south. Go south first and get the PHOENIX DOWN from the chest. Go back to the split and head north to another split going west/east. Go east and follow the path to a chest containing AERO. Your first level 2 White Magic. Use it to defeat the monsters here easily. Go back to the split and head west to the end and get the GOLD NEEDLE from the chest. By this time, since I spent some time looking for Rust Bird, my party got to Level 14~15. From the chest that used to contain the Gold Needle, go north for a cutscene.

Your party is peacefully walking up the mountain when all of a sudden a DRAGON!!!! comes out of nowhere. It picks you up from the mountain top and drops you at it's nest.

In control, you'll be on the Dragon's nest. Speak to the Baby dragon's if you want to. Speak to the other unfortunate human here. Cutscene.

He laughs at you since you got caught by the dragon even though he also was. Hey! His name is Desch. The Dragon comes back to it's best. It's definitely a she because of the obvious babies. Desch tells you to run away!!!! Battle!!!!

```
+=====+
|                                     |
|                               BOSS BATTLE #3                               |
|=====+=====+
| Boss: Bahamut                   | Item Drops: ???                   |
| LVL: ?                           |                                     |
| HP: ?                             |                                     |
| ATK: ?                             |                                     |
| DEF: ?                             |                                     |
| Weakness: ???                     |=====+                               |
|=====+                               | Gils Earned: ???                   |
| Recommended Level: 14~15         | Exp Earned: ???                   |
|=====+=====+
| ATTACKS:                           |                                     |
| Your party will be wiped out before you know his attacks :/           |
|                                     |                                     |
| HOW TO DEFEAT:                     |                                     |
| Run Away!!! Use that Run command before it wipes out your             |
| hole party. Flee this battle. You cannot do anything.                 |
|=====+=====+
```

We escaped successfully. Desch gives you the Mini Spell. We know what that does already. It seems he can't use it but maybe we can. In return, he tags along with our party. Looks like he lost his memories and can only remember his name. Hmm... Luneth asks for Refia permission and after a little argument, everything is sorted out and we get Desch to join our party along with the spell, MINI. Your party decides to jump off the mountain. How did they survive and why didn't Desch do it immediately when he got there, we will never know.

```
+=====+
|                                     |
|                               Overworld                               |
|=====+=====+
| MONSTERS ROAMING AROUND:                                             |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+-----+
| Goblin   | 1   | 7  | 6   | 6   | 10  | 1   |
| Killer Bee | 2   | 18 | 8   | 6   | 12  | 12  |
| Werewolf | 3   | 24 | 9   | 6   | 14  | 14  |
| Berserker | 4   | 28 | 11  | 6   | 22  | 14  |
| Basilisk | 9   | 100| 18  | 15  | 44  | 150 |
| Bugbear  | 9   | 110| 20  | 15  | 46  | 180 |
| Mandrake | 9   | 120| 19  | 15  | 48  | 180 |
|_____+_____+_____+_____+_____+_____+_____+_____+

```

You start off southeast of Dragon's Peak across the waters.



MONSTERS	LVL	HP	ATK	DEF	GIL	EXP
Goblin	1	7	6	6	10	1
Killer Bee	2	18	8	6	12	12
Werewolf	3	24	9	6	14	14
Berserker	4	28	11	6	22	14
Basilisk	9	100	18	15	44	150
Bugbear	9	110	20	15	46	180
Mandrake	9	120	19	15	48	180

Back here, go south to find the woods. Shrink your whole party with the Mini Spell then go to the southwest end of the forest to enter the hidden gnomish village.

=====+  
| Tozus |  
=====+

Item Checklist
2nd Letter from Topapa (Moogle Side-Quest)
2nd Letter from Takka (Moogle Side-Quest)
Mythril Bracers
Fire Staff
Fira
Cura
Phoenix Down x2

Inn: 80 Gil to rest
---------------------

Wellspring: Unavailable
-------------------------

Item Shop #1	
Item Name	Cost
Potion	50 Gil
Eye Drops	40 Gil
Antidote	80 Gil

Item Shop #2	
Item Name	Cost
Gnomish Bread	200 Gil

Magic Shop	
Item Name	Cost
=====	=====

Fire (Black Magic Lv1)	100 Gil	
Blizzard (Black Magic Lv1)	100 Gil	
Sleep (Black Magic Lv1)	100 Gil	
Thunder (Black Magic Lv2)	700 Gil	
Poison (Black Magic Lv2)	700 Gil	
Blind (Black Magic Lv2)	700 Gil	
Aero (White Magic Lv2)	700 Gil	
_____	_____	

From the entrance of the village, go west and speak to the gnome you first see. He welcomes you to Tozus with a nice little rhyme. You can find all the shops and Inn at the southeast side of the village. There's a lone house to the northwest end.

Speak to the gnomes that are wandering around to find out:

- Miralka Basin, house of the Vikings are at the far end of the tunnel that goes through the Miranos Range.
- Doctor Shelco's fallen I'll. They're doomed. No one can cure him because he's the only doctor here.
- They are gnomes, and this is their home, do you like their abode fair? Does that explain your blankest stare??? :/
- You smell funny :/
- There's a Living Forest and the faeries there are hot stuff! Hubba hubba!
- Only gnomes and gnome-sized people can enter Tozus.
- Only Doctor Shelco knows how to find the tunnel that leads to Miralka Basin.

Well, aren't they a happy bunch. There's a Moogle here. We have 2 new letters waiting for us. One from Takka and the other from Topapa. Speak to the Moogle with Luneth as your party leader to get the second letter from Topapa.

```

/          TOPAPA 2ND LETTER          \
+=====+
)                Ur                (
+.=====+.
|          A traveling merchant came to Ur          |
|-----|
|          the other day.          |
|-----|
|          He was riding a chocobo!          |
|-----|
|          They're fine steeds indeed!          |
|-----|
|                                From Topapa      |
+=====+
)                (
+=====+

```

Speak to the Moogle with Refia as your party leader to get Takka's second letter.





Mini  
Aero

REFIA: Cure  
Poisona  
Mini  
Aero

As for equipments:

LUNETH:  
Right Hand: -  
Left Land: -  
Head: Leather Cap  
Armor: Leather Armor  
Gloves: Mythril Bracers

ARC:  
Right Hand: -  
Left Land: -  
Head: Leather Cap  
Armor: Leather Armor  
Gloves: Mythril Bracers

REFIA:  
Right Hand: -  
Left Land: -  
Head: Leather Cap  
Armor: Leather Armor  
Gloves: Mythril Bracers

INGUS:  
Right Hand: -  
Left Land: -  
Head: Leather Cap  
Armor: Leather Armor  
Gloves: Bronze Bracers

Weak equipments. :/ All we have is our magic.

As for items? The only new item here is the Gnomish Bread which shows you a detailed map when you use it in the Overworld. It's useless when you have a guide like me showing you around...right?  
>->

Done? Alright!!!! Go into the Inn and rest if it's needed.

Go to the northwest end of the village and into the lone house there.

In here, zoom in and get the MYTHRIL BRACERS from the Table, the FIRE STAFF from the Shelf with bottles and FIRA from the bookshelf. I gave the FIRA spell to Arc since he's more experienced as a Black Mage. Go east and get the CURA from the pots. I gave the CURA to Refia since he's an experienced White Mage.

We have one more Mythril Bracer so I gave it to Ingus since he was lacking one. :) Not that it matters because our Defense is low. :/

Speak to the gnome on the bed. He needs an Antidote. Your Item Menu List comes up. Give him an Antidote. You should have above 40 if you got 50 like I told you to back at Canaan. He was sampling berries and ate a poisonous one. Classic doctors. Sacrificing themselves for the better of their kind. :) Anyway, he shares a secret with you. He pushes his candle and the secret passage leading to Miralka Basin is revealed!!!!

Alright!!! I don't need to say this everytime but every Guest Character will help you in battle. Keep that in mind.

Go east and follow the stairs doing down. Open the chests here for PHOENIX DOWN (x2). These things are everywhere in the game. For an item that revives you, it isn't that rare to find. Continue south down the stairs to.....

```

+=====+
|                                     |
|                               Tozus Tunnel                               |
|                                     |
+=====+
| MONSTERS ROAMING AROUND:                                             |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+-----+
| Leprechaun | 9 | 142 | 16 | 15 | 52 | 200 |
| Darkface   | 9 | 168 | 16 | 15 | 53 | 200 |
|_____+_____+_____+_____+_____+_____+_____+_____+

```

Get your Bestiary updated with the 2 new monsters here.

```

=====
                        B2
=====

```

Here, go west and up the stairs.

```

=====
                        B1
=====

```

Here, go west and up the stairs.

```

+=====+
|                                     |
|                               Overworld                               |
|                                     |
+=====+
| MONSTERS ROAMING AROUND:                                             |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+-----+
| Goblin    | 1 | 7 | 6 | 6 | 10 | 1 |
| Killer Bee | 2 | 18 | 8 | 6 | 12 | 12 |
| Werewolf  | 3 | 24 | 9 | 6 | 14 | 14 |
| Berserker | 4 | 28 | 11 | 6 | 22 | 14 |
| Basilisk  | 9 | 100 | 18 | 15 | 44 | 150 |
| Bugbear   | 9 | 110 | 20 | 15 | 46 | 180 |
| Mandrake  | 9 | 120 | 19 | 15 | 48 | 180 |
|_____+_____+_____+_____+_____+_____+_____+_____+

```

Make sure you're still minimized. We still need it for our journey ahead.

Before you enter the Cave to the northwest, grind until your party is Level 15~16. Use the monsters inside Tozus Tunnel for greater EXP gain. You can go back there by stepping on the southeast end forest in this new side of the Overworld.

After leveling up, go into the Cave to the northwest.

```
+=====+
|                   Vikings' Cove                   |
+=====+
```

```
-----
| Item Checklist                                     |
|-----|
| Spark Dagger                                     |
| Viking Axe                                       |
| 3000 Gil                                         |
| Fira                                             |
| Blizzara                                         |
| Thundara                                         |
|-----|
```

```
-----
| Inn: 40 Gil to rest                             |
|-----|
```

```
-----
| Wellspring: Available                           |
|-----|
```

```
-----
| Item Shop                                        |
|-----|
| Item Name                                     | Cost |
|-----|-----|
| Potion                                       | 50 Gil |
| Eye Drops                                   | 40 Gil |
| Antidote                                    | 80 Gil |
| Gold Needle                                 | 100 Gil |
| Maiden's Kiss                               | 100 Gil |
|-----|-----|
```

```
-----
| Magic Shop                                      |
|-----|
| Item Name                                     | Cost |
|-----|-----|
| Fire (Black Magic Lv1)                       | 100 Gil |
| Blizzard (Black Magic Lv1)                   | 100 Gil |
| Sleep (Black Magic Lv1)                      | 100 Gil |
| Thunder (Black Magic Lv2)                    | 700 Gil |
| Poison (Black Magic Lv2)                     | 700 Gil |
| Blind (Black Magic Lv2)                      | 700 Gil |
| Mini (White Magic Lv2)                       | 1000 Gil |
|-----|-----|
```

Here, follow the path until you meet the inhabitants of this place. VIKINGS!!!! We all love a good Viking. Speak to the one on the bed and he'll say he's dreaming of sailing. That's a weird thing for a viking to say. Speak to the one close to him and he'll say they really are Vikings, they used to be anyway.

So the problem is the earthquake (the one mentioned at the beginning if the game), woke a sleeping sea dragon and wasn't happy to see them sailing on his seas so it destroyed all their ships! All expect the Enterprise but they can't slay a dragon with only one ship! You can see an opening to the southeast of this viking. Follow it south to a secret opening leading to a chest with SPARK DAGGER. We can't use it now because of our current situation. (we're minimized for now).

Speak to the other Vikings near the table. Looks like they're having a drink. They are all down about the sea dragon defeating them. One of them says the Nepto Temple is located at the end of the cape and it looks like Pops is their leader. He knows more about that place.

Go through the door you see. This is where you will find the INN, Item shop and Magic Shop. Purchase 10 Maiden's Kiss. It's the only new item here. Rest to recover your MP from your grinding to level up.

Exit this area and go up the stairs to your left.

Here, you can either go left or right. Go left to a "dead end". It isn't actually, there's a secret path south. There's a viking here. Speak to him a d he was he's not hiding. He's just waiting for Pops to come. Go down the stairs.

Open the chests here for VIKING AXE and 3000 GIL. Nice loot. We can't use the Viking Axe yet though. Speak to the Viking nearby to find out the Nepto Temple is north. It's where the Nepto Dragon used to sleep but the earthquake woke it up and ready to kick you-know-whats and take names. To the east is the Wellspring. It revives your fallen party members.

Go back up the stairs and head east this time back at the split. A Moogle!!! No new letters though sadly. Go directly south of the Moogle to find a secret passage. It's well hidden. Follow it to 3 Chests containing FIRA, BLIZZARA and THUNDARA. I gave the Fira to Luneth and the Blizzara and Thundara to Arc since he is experienced with Black Magic meaning his Job Level is higher. Vikings hid their Chests well but we are a bit to smart for them. Backtrack to the Moogle.

Speak to the Vikings east. One of them is a girl. She says you can find the boss to the south. The other one says the Enterprise is a fine ship but no one wants to board it because of the Nepto Dragon being around.

Examine the Canoon to fire it. It does nothing else. Fire away until you are satisfied.

Go south to meet the leader of the Vikings. He's the one in Red and Blue. Speak to the Female Viking first. She tells you not to get on the boat if you value your life. The Nepto Dragon will strike if we do. Speak to Viking leader or chief as Vikings call it.

He agrees to give us the Enterprise if we get rid of the Nepto Dragon!!!! Let's just hope there's not any rock this time to destroy our ship. >->

Go north back to the Canoon and go further north and up the stairs.

```

+=====+
|                               |
|                               |
+=====+
| MONSTERS ROAMING AROUND:    |
+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
+-----+-----+-----+-----+-----+-----+
| Killer Bee | 2 | 18 | 8 | 6 | 12 | 12 |
| Werewolf   | 3 | 24 | 9 | 6 | 14 | 14 |
| Berserker  | 4 | 28 | 11 | 6 | 22 | 14 |
| Basilisk   | 9 | 100 | 18 | 15 | 44 | 150 |
| Bugbear    | 9 | 110 | 20 | 15 | 46 | 180 |
| Mandrake   | 9 | 120 | 19 | 15 | 48 | 180 |
+-----+-----+-----+-----+-----+-----+

```

Here, look at Ship to the west....soo tempting...go into it.....

```

+=====+
|                               |
|                               |
+=====+
Let's test this Ship around. >:) Go north to!!!!!!?!????!???!

```

```

+=====+
|                               |
|                               |
+=====+
|                               |
|                               |
+=====+
| BOSS BATTLE #4              |
+=====+
| Boss: Nepto Dragon           | Item Drops: ???             |
| LVL: ?                       |                               |
| HP: ?                         |                               |
| ATK: ?                        |                               |
| DEF: ?                        |                               |
| Weakness: ???                 |                               |
|=====+=====+=====+=====+=====+=====+
|                               | Gils Earned: ???           |
| Recommended Level: 15~16    | Exp Earned: ???           |
+=====+=====+=====+=====+=====+=====+
| ATTACKS:                      |                               |
| Your party will be wiped out before you know his attacks :/      |
|                               |                               |
| HOW TO DEFEAT:                |                               |
| It's the sea dragon. Run for your lives!!!! Use the Run          |
| Command!!!! Run Away!!!!      |                               |
+=====+=====+=====+=====+=====+=====+

```

```

+=====+
|                               |
|                               |
+=====+
| MONSTERS ROAMING AROUND:    |
+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
+-----+-----+-----+-----+-----+-----+
| Killer Bee | 2 | 18 | 8 | 6 | 12 | 12 |
| Werewolf   | 3 | 24 | 9 | 6 | 14 | 14 |
| Berserker  | 4 | 28 | 11 | 6 | 22 | 14 |
| Basilisk   | 9 | 100 | 18 | 15 | 44 | 150 |
| Bugbear    | 9 | 110 | 20 | 15 | 46 | 180 |
| Mandrake   | 9 | 120 | 19 | 15 | 48 | 180 |
+-----+-----+-----+-----+-----+-----+

```

Go revive all your fallen characters and heal up at Vikings' Cove and let's take care of that dragon.



=====  
B2  
=====

Here, go east, branch north to get the SERPENT SWORD from the Chest then continue on east and down the hole you see.

=====  
B3  
=====

New monsters: Wererat.

Here, go east then north to find a Rat.....

It's with the other Eye and it seems it can't speak English but we get the message that he doesn't want us messing with his precious. Boss battle!!! We went from Boss Battles with Djinn, a Giant Turtle, a sea dragon, a Bahamut to this...a small rat. :/

```
+=====+
|                                     |
|                   BOSS BATTLE #5   |
|-----+-----+
| Boss: Giant Rat           | Item Drops:           |
| LVL: 11                   | - Bomb Fragment     |
| HP: 900                   | - Potion            |
| ATK: 24                   | - Antartic Wind    |
| DEF: 29                   | - Zeus's Wrath     |
|-----+-----+           | - Silence Seal      |
| Weakness: None           | - Tranquilizer     |
|                           | - Angel's Sigh     |
|                           |                     |
|                           | Steals:             |
|                           | - Bomb Fragment     |
|                           | - Potion            |
|                           | - Antartic Wind    |
|                           | - Zeus's Wrath     |
|                           |-----+-----+
|=====+=====+           | Gils Earned: 1500   |
| Recommended Level: 15~16 | Exp Earned: 1200   |
+-----+-----+
| ATTACKS:                  |
| His attacks are his physical one, Fire, Blizzard and |
| Thunder.                  |
|                             |
| HOW TO DEFEAT:           |
| Forget about physical attacks since we are minimized. Focus |
| on Offensive Spells to easily defeat this Boss. Use Fira |
| Blizzard and Thundara! Those are your Trump cards in this |
| boss battle. Use Cura or Cure when needed. Use Aero too. |
|                             |
| If you have a Thief in your party, you can steal some |
| items now. This is our first serious battle since we got |
| the Job selection option. |
+-----+-----+
```

After that battle, Luneth will go get the missing eye and you obtain NEPTO EYE.

Backtrack to 1F.

=====



=====

Here, examine the Nepto Dragon statue and your party will put the missing eye back where it belongs. Cutscene.

The Dragon speaks. It thanks your party for returning it's missing eye. Without it, his physical form cannot be controlled. He can finally get back to protecting the waters but the water itself has lost its light. The great earthquake wasn't a natural disaster, it was caused by someone and the light was pulled into the depth of the nether. He decides to give us the Fang of Water which will help us overcome new challenges. Now go forth.....

We obtain the FANG OF WATER and the Nepto Dragon goes into a deep slumber....

First of all, cast Mini on your while party again to go back to normal size. Finally. Return to your old Jobs now. All I did was change Luneth back to a Warrior and Ingus back to a Red Mage.

Now, that we're back. Let's equip our new ITEM!!!! Golly! We got a lot of good stuffs. My party now:

LUNETH:

Right Hand: Viking Axe  
Left Land: Mythril Shield  
Head: Shell Helm  
Armor: Shell Armor  
Gloves: Mythril Gloves

ARC:

Right Hand: Great Bow  
Left Land: Iron Arrow  
Head: Leather Cap  
Armor: Leather Armor  
Gloves: Mythril Bracers

REFIA:

Right Hand: Fire Staff  
Left Land: Staff  
Head: Leather Cap  
Armor: Leather Armor  
Gloves: Mythril Bracers

INGUS:

Right Hand: Serpent Sword  
Left Land: Mythril Sword  
Head: Mythril Helm  
Armor: Mythril Armor  
Gloves: Mythril Bracers

NOTE: Use the Fire Staff as an item battle to cast Fire.

Exit Nepto Temple.

+=====+  
| Overworld |  
+=====+  
| MONSTERS ROAMING AROUND: |  
|-----+-----+-----+-----+-----+-----|

MONSTERS	LVL	HP	ATK	DEF	GIL	EXP
Killer Bee	2	18	8	6	12	12
Werewolf	3	24	9	6	14	14
Berserker	4	28	11	6	22	14
Basilisk	9	100	18	15	44	150
Bugbear	9	110	20	15	46	180
Mandrake	9	120	19	15	48	180

Here, head back to Vikings' Cove since we can't run away with the ship since someone parked it far away from shore and swam back...  
:/

```

+=====+
|                   Vikings' Cove                   |
+=====+

```

```

+-----+
| Item Checklist |
+-----+
| The Enterprise |
| 1st Letter from Sara (Moogles Side-Quest) |
+-----+

```

```

+-----+
| Inn: 40 Gil to rest |
+-----+

```

```

+-----+
| Wellspring: Available |
+-----+

```

```

+-----+
| Item Shop |
+-----+
| Item Name | Cost |
+-----+
| Potion | 50 Gil |
| Eye Drops | 40 Gil |
| Antidote | 80 Gil |
| Gold Needle | 100 Gil |
| Maiden's Kiss | 100 Gil |
+-----+

```

```

+-----+
| Magic Shop |
+-----+
| Item Name | Cost |
+-----+
| Fire (Black Magic Lv1) | 100 Gil |
| Blizzard (Black Magic Lv1) | 100 Gil |
| Sleep (Black Magic Lv1) | 100 Gil |
| Thunder (Black Magic Lv2) | 700 Gil |
| Poison (Black Magic Lv2) | 700 Gil |
| Blind (Black Magic Lv2) | 700 Gil |
| Mini (White Magic Lv2) | 1000 Gil |
+-----+

```

Here, just go south, use the Canoon if you want then go meet the Vikings' Chief. Speak to him and we'll get the Enterprise as promised. The other Vikings are thankful for what you did.

Now, we don't have a goal.....oh right, we still have to restore the Crystals. Speak to Desch with the Square Button to find new juicy information.

- The sightless Gulgans makes their home in a hidden valley. Even though they're blind, they can see into the future.
- We finally have our own ship. Now we can visit new exotic places and meet exotic women.
- We also need to meet King Argus. He's the only one that can make us a new Airship engine.

Speak to the Moogle with Ingus as the Party Leader to get your first letter from Sara.

```

/-----SARA 1ST LETTER-----\
+-----+
)                Hello, Ingus                (
+.-----+.
|                Ingus, everyone, how are you doing?                |
|-----|
|                Father and I are both fine, as well                |
|-----|
|                as the rest of the people in the castle                |
|-----|
|                Stop by to say hi if you have time.                |
|-----|
|                From Sara                |
+-----+
)                (
+-----+

```

Go into the Overworld and get aboard your Ship!!!!

```

+-----+
|                The Enterprise                |
+-----+
| MONSTERS ROAMING AROUND SEA:                |
|-----+-----+-----+-----+-----+-----|
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----|
| Killer Fish | 13 | 135 | 22 | 16 | 64 | 240 |
| Hermit      | 13 | 173 | 22 | 16 | 66 | 240 |
| Sea Elemental| 13 | 155 | 22 | 16 | 68 | 250 |
| Tangie      | 13 | 225 | 24 | 16 | 70 | 250 |
| Sahagin     | 13 | 190 | 22 | 16 | 72 | 250 |
|-----+-----+-----+-----+-----+-----|

```

GO NORTH TOO!!!! nothing...scared you didn't I... we're free now. Not entirely, we can still get monster spawns. Get that Bestiary updated.

NOTE: Sahagin has high encounter rate near the Sea at Canaan. Canaan is just to the northeast from Nepto Temple.

We can visit past locations now. Check your map with the START BUTTON so you can see the way to them. All we need to do is

dock near Canaan and visit the old towns.

From Nepto Temple, go southwest to see a Village. Dock nearby.

```
+=====+
|                               Overworld                               |
+=====+
| MONSTERS ROAMING AROUND:                                          |
|-----+-----+-----+-----+-----+-----+-----+-----|
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+-----|
| Griffon  | 6   | 230 | 15  | 8   | 40  | 130 |
| Knocker  | 13  | 131 | 23  | 16  | 80  | 300 |
| Flyer    | 12  | 139 | 23  | 16  | 82  | 300 |
| Gorgon   | 13  | 145 | 24  | 16  | 86  | 320 |
| Lizardman| 13  | 155 | 24  | 16  | 84  | 320 |
|-----+-----+-----+-----+-----+-----+-----+-----|
```

Before going into the Village, get your Bestiary updated.

Get your party level to 16~17.

```
+=====+
|                               Tokkul                               |
+=====+
|-----+-----|
| Item Checklist |
|-----+-----|
| Lamia Scale   |
| Great Bow     |
| Bacchus's Cider |
| Ice Staff     |
| Serpent Sword |
| Kenpo Gi      |
| Sonic Knuckles |
|-----+-----|
```

This is a Village but there's no shops or anything. Too bad... go north to 2 Old Men. Let's engage in a friendly chat with them. They run off. They seem frightened. What happened!? There's a Moogles to the northwest. No new letters.

There's only 2 buildings in this village. The others were destroyed but by who...speak to the villagers found at the northern part of town. You find out:

- There's a moving giant tree in the desert to the west.
- The Village of Ancients is to the west from here. They can tell us more about the Crystals.
- The settlement in the mountains west of Castle Argus is said to be inhabited by people who can see the future.

Let's get some items. Go to the northwest end of town and zoom in to the trees. One of the tree base is sparkling. Examine it for LAMIA SCALE. Go south of this tree to the destroyed house. Zoom into the crates west of it for another sparkle. Examine it for GREAT BOW. From here, go southeast to another destroyed house, the yellow roofed one. Zoom into the crates and examine it for BACCHUS'S CIDER. Go to





Item Name	Cost
Serpent Sword	1500 Gil
Fire Staff	1500 Gil
Ice Staff	1500 Gil
Light Staff	1500 Gil
Killer Bow	1500 Gil
Fire Arrow	150 Gil
Ice Arrow	150 Gil
Light Arrow	150 Gil

Armor Shop

Item Name	Cost
Shell Armor	1250 Gil
Flame Mail	2400 Gil
Headband	1200 Gil
Kenpo Gi	2000 Gil
Mage Robe	2000 Gil

Inn: 120 Gil to rest

Wellspring: Available

Item Shop

Item Name	Cost
Potion	50 Gil
Hi-Potion	600 Gil
Eye Drops	40 Gil
Antidote	80 Gil
Echo Herbs	100 Gil
Gold Needle	100 Gil
Maiden's Kiss	100 Gil
Mallet	100 Gil

Magic Shop

Item Name	Cost
Sight (White Magic Lv1)	100 Gil
Fira (Black Magic Lv3)	1500 Gil
Blizzara (Black Magic Lv3)	1500 Gil
Thundara (Black Magic Lv3)	1500 Gil
Cura (White Magic Lv3)	1500 Gil
Teleport (White Magic Lv3)	1500 Gil
Blinda (White Magic Lv3)	1500 Gil

The Village of Ancients!! The Village structure is a bit confusing so I'll explain the village as we progress.

From the entrance, go up the 2 set of stairs. You should see a Moogle to your right. No new letter currently. From the Moogle, go west then northeast into the alcove with a little boy. Speak to him and he'll say he'll give you a prize if you run around the edges of the continent with a Chocobo. Do it and he'll give you a GNOMISH BREAD. You can do his task as many times as you like. It's just a side quest. From the boy, go west to the end then north, ignore the stairs going up and continue north to find the WEAPON SHOP. An Old Man is walking around nearby. Speak to him. He explains the balance of light and darkness. When one is greater than the other, it chooses 4 warriors to restore it so as there are Warriors of Light, there are also warriors of darkness.

At the WEAPON SHOP, the only thing worth purchasing is the Light Staff. The Arrows sold here can't be used by any of our current Jobs. I finally switched my Black Mage into using 2 Staves. I am done with the Bow and Arrow Combo and now, Arc my Black Mage wields a Light Staff and a Fire Staff while my White Mage a Fire Staff and an Ice Staff. You can cast Thunder when you use a Light Staff as an item in Battle.

Return to the Moogle. From there, go up the next stairs. You should see the Inn to the top-right. Speak to the young man standing by it to find out the inhabitants here are the songs and daughters of the Ancient and they live by the land as their Rule commands. Long ago they were in charge of the Tower of Owen.

At the INN, rest. Before we buy some items, I advice you wait until we've gone through the Armor Shop so you won't be short on money.

From the Inn, there's a well just to the east right next to it. From that well, zoom in then head north to see a White Flower to see a sparkle. Examine it to get SERPENT SWORD. Go down the stairs to the northeast of it then head north to find the ARMOR SHOP. Speak to the young lady here and she'll tell you the location of the Chocobo Woods.

At the ARMOR SHOP, I bought 2 FLAME MAIL and 2 MAGE ROBE. The Flame Mails are for my Warrior and Red Mage and the Robes are for my White and Black Mage.

Return to the Inn. From the In, head north to the Village Peak. The Magic Shop and the Wellspring is found here. Speak to the Old Men to find out:

- The Continent we are on is being held by the Tower of Owen. Yep we are above the clouds.
- The Warriors of Darkness came long ago to stop Light but now we The Warriors of Light have come to stop darkness. Balanced as everything should be.
- Their Rule commands them to let themselves be guided by the Great Will.

In the Magic Shop, buy the 3 New Spells. SIGHT, TELEPORT and BLINDA.



Sight Spell makes Gnomish Bread utterly useless so it's great to have it with you. Teleport allows us to instantly be teleported out of dungeons. It's a great spell. Make sure you get it.

As for items....the only good thing to buy here is the HI-POTIONS. Get 5 at least.

Get back to the Overworld. We're done here.

```

=====+
|                               Overworld                               |
=====+
| MONSTERS ROAMING AROUND:                                           |
|-----+-----+-----+-----+-----+-----+-----+-----+-----|
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+-----|
| Red Cap   | 6   | 252 | 31  | 16  | 87  | 320 |
| Tarantula | 13  | 240 | 31  | 16  | 92  | 330 |
| Cuphgel   | 12  | 240 | 31  | 16  | 94  | 360 |
| Parademon | 16  | 245 | 27  | 16  | 72  | 270 |
| Griffon   | 6   | 230 | 15  | 8   | 40  | 130 |
| Lynx      | 16  | 265 | 27  | 16  | 76  | 270 |
| Hornet    | 15  | 260 | 25  | 16  | 78  | 300 |
| Barometz  | 18  | 264 | 31  | 16  | 88  | 330 |
| Slime     | 17  | 240 | 28  | 16  | 90  | 330 |
| Knocker   | 13  | 131 | 23  | 16  | 80  | 300 |
| Flyer     | 12  | 139 | 23  | 16  | 82  | 300 |
| Gorgon    | 13  | 145 | 24  | 16  | 86  | 320 |
| Lizardman | 13  | 155 | 24  | 16  | 84  | 320 |
|_____|_____|_____|_____|_____|_____|_____|

```

Get a Chocobo and travel back to Tokkul or you can walk there but why do that?

Get aboard your Ship and get ready to set sail.

```

=====+
|                               The Enterprise                           |
=====+
| MONSTERS ROAMING AROUND SEA:                                       |
|-----+-----+-----+-----+-----+-----+-----+-----|
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+-----|
| Killer Fish | 13 | 135 | 22 | 16 | 64 | 240 |
| Hermit      | 13 | 173 | 22 | 16 | 66 | 240 |
| Sea Elemental | 13 | 155 | 22 | 16 | 68 | 250 |
| Tangie      | 13 | 225 | 24 | 16 | 70 | 250 |
| Sahagin     | 13 | 190 | 22 | 16 | 72 | 250 |
|_____|_____|_____|_____|_____|_____|_____|

```

From where you parked it, north of Tokkul, follow the shoreline west to the end then follow it all the way north until you see the shoreline heading east. Dock around and go a little north to see a Brown Castle. Go into it. In case you can't find it, it's the Castle west of Castle Sasune if you use the Sight Magic.

```

=====+
|                               Castle Argus                             |
=====+

```

Item Checklist
1000 Gil
1000 Gil
1000 Gil
1000 Gil
1000 Gil
1500 Gil
100 Gil
1000 Gil
100 Gil
Light Arrow (x20)
Killer Bow
Medusa Arrow (x20)
Fire Arrow (x20)
Book of Ice
Scholar Robe
Book of Light
Book of Fire
Ice Arrow (x20)
Bomb Fragment
Antartic Wind
Artic Wind

This the place where the soldiers came from to attack Tokkul. The woman with the child said they wore Argus Seal. Let's see if we can get to the bottom of this here. But wait! Speak to Desch to see your party saying no one's around. Too bad...

Go north and through the main Gates of the Castle.

=====  
1F  
=====

Let's go on a little treasure hunt. Go north and up the stairs.

=====  
2F  
=====

Here, you see the 4 candles? Zoom into the right-most one and examine the sparkle. A secret passage. All good castles have one. Follow it west to a room with a stairway going up. But don't go up them. The southeast wall is a secret path. Go through the hidden path to the chests in the east room. Open the chests for 1000 GIL (x3). Go up the stairs to the west of the 3 Chests.

=====  
3F  
=====

LOOT!!!! Open the chests here for:

- 1000 GIL
- 1000 GIL
- 1500 GIL
- 100 GIL
- 1000 GIL
- 100 GIL

Go up the next stairs.

=====  
4F  
=====

On the roof...:/

There are 2 Doors here. One to the northwest end and the other to the northeast end.

They are both locked sadly and we have no Key...but wait!! This is Thief's moment to shine. Switch your party leader to a Thief temporary to unlock the doors with your Thief abilities when you examine it.

Go through the northwest door first. In here, zoom in and examine the wardrobe to reveal the secret path to the chests to the east. Open them for LIGHT ARROW (x20), KILLER BOW and MEDUSA ARROW (x20).

Go through the northeast door next. In here, open the chests for FIRE ARROW (x20), BOOK OF ICE, SCHOLAR ROBE, BOOK OF LIGHT, BOOK OF FIRE and ICE ARROW (x20).

Backtrack to 2F.

=====  
2F  
=====

Go up the main stairs leading to 3F.

=====  
3F  
=====

This looks like the room used for board meetings between the King's and Ministers and what not. Notice how the Chairs and Table are in-between the west stairway down and the other pillar to the right? The pillar to the right holds a secret stairway which you can access only when you go through it from the top. Go down the secret stairs.

=====  
2F  
=====

Open the chests here for BOMB FRAGMENT and ANTARTIC WIND. Go east in-between the chests through the secret passage to a chest containing ARCTIC WIND. Return to 3F, the board meeting room.

=====  
3F  
=====

Go through the southern opening.

There are 2 springs here. The left one revives any fallen character while the right one restores your HP/MP fully.

That's all. Exit Castle Argus. Switch back to your leader normal job if you haven't yet. We won't be needed Thief for now. If you chose Thief to be a part of your party then there's no need to adjust anything I guess. Remember to equip that character if you changed back.

```

=====+
|                               Overworld                               |
+=====+
| MONSTERS ROAMING AROUND:                                         |
+-----+-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
+-----+-----+-----+-----+-----+-----+-----+
| Red Cap  | 6   | 252 | 31  | 16  | 87  | 320 |
| Tarantula | 13  | 240 | 31  | 16  | 92  | 330 |
| Cuphgel  | 12  | 240 | 31  | 16  | 94  | 360 |
| Parademon | 16  | 245 | 27  | 16  | 72  | 270 |
| Griffon  | 6   | 230 | 15  | 8   | 40  | 130 |
| Lynx     | 16  | 265 | 27  | 16  | 76  | 270 |
| Hornet   | 15  | 260 | 25  | 16  | 78  | 300 |
| Barometz | 18  | 264 | 31  | 16  | 88  | 330 |
| Slime    | 17  | 240 | 28  | 16  | 90  | 330 |
| Knocker  | 13  | 131 | 23  | 16  | 80  | 300 |
| Flyer    | 12  | 139 | 23  | 16  | 82  | 300 |
| Gorgon   | 13  | 145 | 24  | 16  | 86  | 320 |
| Lizardman | 13  | 155 | 24  | 16  | 84  | 320 |
|_____+_____+_____+_____+_____+_____+_____+

```

Remember the faeries the gnomes talked about? Let's go pay them a visit. From Castle Argus, get aboard your ship. From the waters south of Castle Argus, follow the shoreline west then south. Dock where there's a narrow opening in the mountains. Go west and into the middle of the forest you see.

```

=====+
|                               Living Woods                               |
+=====+
Faeries!!! Speak to all of them out:

```

- They are the keepers of these woods.
- These woods are blessed with life.
- The wizard Hein, of Castle Argus was the one who placed a curse on the Elder Tree.
- The Elder Tree was carved into the shape of a castle and now wanders around the desert aimlessly. We must help the elder!
- Hein changes his weak point when he uses Barrier Shift.
- Hein can change his weak point at will so we need to be careful when fighting him.
- If the Elder Tree doesn't come back soon, the woods will wither and die.
- The Elder Tree has lived up to 1000 years.

Apparently, Hein is behind the attack on Tokkul, he brainwashed the army and was the one who took the Elder Tree away.

Exit the Living Woods and head back to Castle Argus.

```

=====+

```

Overworld

MONSTERS ROAMING AROUND:

MONSTERS	LVL	HP	ATK	DEF	GIL	EXP
Red Cap	6	252	31	16	87	320
Tarantula	13	240	31	16	92	330
Cuphgel	12	240	31	16	94	360
Parademon	16	245	27	16	72	270
Griffon	6	230	15	8	40	130
Lynx	16	265	27	16	76	270
Hornet	15	260	25	16	78	300
Barometz	18	264	31	16	88	330
Slime	17	240	28	16	90	330
Knocker	13	131	23	16	80	300
Flyer	12	139	23	16	82	300
Gorgon	13	145	24	16	86	320
Lizardman	13	155	24	16	84	320

Back at Castle Argus, go west to the mountains. Follow it up until you can go west through the narrow opening. Go west to a split going northwest or southwest. Go northwest and into the forest middle to find another Chocobo Woods. Go southwest to find a Cave. Go into it.

Gulgan Gulch

Item Checklist

- Toad
- Fire Staff
- Ice Staff
- Mage Robe

Yep, we're at Gulgan Gulch. The place we find the blind men who can see into the future. Awesome.

A Moogles here!!!! No letter. :/

Speak to the Gulgan to the left and he'll tell you about the Gulgans. Follow the path southwest across the bridge. Speak to the Gulgans here. One of them says something important though. The power of fire is at the island of dwarves. That might be where the Fire Crystal is. Go down the stairs.

Speak to the Gulgans surrounding to middle one to know more about the light and darkness. Speak to the middle one for a cutscene.

He gives you the TOAD spell and says Desch destiny awaits him at the Tower of Owen. Speak to Desch with the Square Button and Refia will have a bad feeling about this. Remember to learn the Toad Spell.

Go south and through the hidden bridge. Follow the secret path to some chests. Open them for FIRE STAFF, ICE STAFF and MAGE ROBE.

Exit Gulgan Gulch.

```
=====+
|                                     |
|                               Overworld                               |
|=====+
| MONSTERS ROAMING AROUND:                                           |
|-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+
| Red Cap  | 6   | 252 | 31  | 16  | 87  | 320 |
| Tarantula | 13  | 240 | 31  | 16  | 92  | 330 |
| Cuphgel  | 12  | 240 | 31  | 16  | 94  | 360 |
| Parademon | 16  | 245 | 27  | 16  | 72  | 270 |
| Griffon  | 6   | 230 | 15  | 8   | 40  | 130 |
| Lynx     | 16  | 265 | 27  | 16  | 76  | 270 |
| Hornet   | 15  | 260 | 25  | 16  | 78  | 300 |
| Barometz | 18  | 264 | 31  | 16  | 88  | 330 |
| Slime    | 17  | 240 | 28  | 16  | 90  | 330 |
| Knocker  | 13  | 131 | 23  | 16  | 80  | 300 |
| Flyer    | 12  | 139 | 23  | 16  | 82  | 300 |
| Gorgon   | 13  | 145 | 24  | 16  | 86  | 320 |
| Lizardman | 13  | 155 | 24  | 16  | 84  | 320 |
|-----+-----+-----+-----+-----+-----+-----+
|_____+_____+_____+_____+_____+_____+_____+

```

Let's head to the Tower of Owen. From Gulgan Gulch, go east then northeast. Follow the shoreline to the northeast end to find a Tower and a whirlpool to the right blocking you from progressing that part of this continent. Go into the Tower. Stock up on Echo Herbs and make sure you have MP before going in.

SAVE YOUR GAME.

```
=====+
|                                     |
|                               Tower of Owen                               |
|=====+
|-----+-----+
| Item Checklist |
|-----+-----+
| Echo Herbs x3 |
| Spark Dagger |
| Bomb Fragment |
| Sonic Knuckles |
| Salamand Sword |
| Flame Mail |
| Zeus's Wrath |
|-----+-----+

```

```
-----+-----+
| MONSTERS ROAMING AROUND: |
|-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+
| Petit Mage | 13  | 196 | 23  | 17  | 101 | 380 |
| Pugman     | 14  | 171 | 27  | 17  | 96  | 360 |
| Far Darrig | 14  | 177 | 25  | 17  | 98  | 360 |
| Blood Rat  | 14  | 208 | 27  | 17  | 100 | 380 |
| Aughisky   | 15  | 235 | 28  | 17  | 105 | 400 |
| Fury       | 16  | 216 | 29  | 17  | 102 | 380 |
|-----+-----+-----+-----+-----+-----+-----+
|_____+_____+_____+_____+_____+_____+_____+

```

Update your Bestiary

=====  
Sewers  
=====

New monsters: Pugman, Petit Mage, Fury, Far Darrig.

The first floor of this Tower....we are in the sewers. Great...  
Speak to the toads to hear them croak.

From the entrance of the sewers, head south to the end then west.  
Go north when you can then east when you can to a dead end with  
a cutscene.

We need to change to toads to progress through the sewers.  
Despite Refia not liking the idea, we must do it. Use the  
Toad spell on your whole party then go east to the next  
area.

=====  
1F  
=====

Change your party back to humans first. :/

From where you start of, follow the path south then west for  
a cutscene. Someone welcomes your party to the Tower of Owen,  
our doom.... continue west then north and up the stairs.

=====  
2F  
=====

Here, go west then south across the bridge here. To your east  
is a chest containing ECHO HERBS. Go west then north through  
the narrow path and up the stairs.

=====  
3F  
=====

On this floor, head east, then south across the bridge or walkway  
whatever you chose to call it and up the stairs to your left.

=====  
4F  
=====

New monsters: Blood Bat, Aughisky.

Here, go west for another short cutscene but this time the voice  
only laughs Hih, Hih, Hih...

Continue on west then south through the 2 bridges. Head east and  
follow the path to a chest containing SPARK DAGGER. Head back west  
and continue west to find the stairs going up.

=====  
5F  
=====

Here, head west to trigger a cutscene. This time the voice says  
you'll never find your way through this place. Yes we will.....  
maybe...>\_>

Go back east and zoom in. You should see the sparkle in the middle area of this small portion of this floor. Examine it. A path leading southeast is revealed. Hurray! Follow it southeast then west to find the stairs going up. Further west is a chest containing ECHO HERBS. Go up the stairs.

=====  
6F  
=====

So far so good. Head West, south then east and up the stairs.

=====  
7F  
=====

How many floors does this Tower have....

A split. Go east then north first to find 2 chests. Open them to obtain BOMB FRAGMENT and another ECHO HERBS. Go back to the split and head west. Follow the path to find the stairs going up.

=====  
8F  
=====

Here, go west then north. Go east at the split to get the SONIC KNUCKLES from the chest then return west and then go west then south and up another freaking stairs. Who build this Tower. :/

=====  
9F  
=====

How high are we...

Go west, south then east and open the chest for SALAMAND SWORD. I gave it to my Red Mage. He gets all the Swords. My Warrior is fighting strong with his Viking Axe. If you haven't been slacking off then you should be dealing above 200 freaking damage like me. My Mages are kicking ass with their double Staff.

Anyway, go west to the end then north and open the chest here for FLAME MAIL. Go south to the end then east to the a chest containing ZEUS'S WRATH and another freaking stairs....:/

Go up them. I hope you're not afraid of heights because we are so high, then again isn't the continent itself high enough already?

=====  
10F  
=====

Here, yep the last floor....

Heal up and before for a boss fight. Head north for a cutscene.

Your party rushes to a lady who seems to be doing something to the lava??? She says her name is Medusa and she will destroy



this Tower in the name of their lord, Xande. Who the hell is Xande??? She also wants to plunge the world into darkness. The usual bad guys saying their plans to good guys stuff.

BOSS BATTLE!!!

```
+=====+
|                                     |
|                               BOSS BATTLE #6                               |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
| Boss: Medusa                    | Item Drops:                    |
| LVL: 17                         | - Hi-Potion                   |
| HP: 3000                        | - Phoenix Down                |
| ATK: 35                          |                                |
| DEF: 22                          |                                |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
| Weakness: None                  |                                |
|                                |                                |
|                                | Steals:                        |
|                                | - Hi-Potion                   |
|                                | - Hi-Potion                   |
|                                | - Hi-Potion                   |
|                                | - Hi-Potion                   |
|                                |-----+-----+-----+-----+-----+-----+-----+-----+-----+
|=====+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| Recommended Level: 19~20        | Gils Earned: 2600             |
| Exp Earned: 1680                |                                |
+=====+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| ATTACKS:                        |
| Her attacks are her physical one, Fira, Blizzard, Thundara |
| and Stare. She also attacks twice per turn which is annoying |
|                                |
| HOW TO DEFEAT:                  |
| Well, if you know what a Medusa is then you obviously know |
| she can petrify our whole party with her Stare attack. All |
| we got to do is focus on attacking. Use your Fira, Blizzard |
| and Thundara. Your White Mage should use her elemental |
| staff to cast Black Magic spells. Focus your attackers on |
| physical damage. Use your White Mage to cure to heal any |
| party members whose health is below 200. Desch will help |
| in his own way....you have unlimited magic with your |
| elemental staves. This battle should end soon. Don't waste |
| your Antarctic Winds, etc on this weak boss.                |
+=====+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

Cutscene!!!

Desch approaches the flame and Refia stops him. Desch remembers what he has to do. He's an Ancient and the guardian of this tower. Looks like he slept too long to remember his task. The damage is extensive but it's not too late. He decides to go into the tower to try to save everyone.

This seems to be good bye. No..Desch, we lost so much in FF2. Not there too....:( He tells us to go to Dwarve's land. That's where we'll find the Fire Crystal or the power of fire. He does the famous farewell bad hand swing and after a final goodbye, he jumps into the flames never to be seen again....Ah!!! Were blown away or teleported away whatever works with you..>\_>

+=====+

The Enterprise

Ahh!! we're back on board our ship! Arc notices the maelstrom is weakening. We can get out. You see the whirlpool to the east of The Tower of Owen weakening until it can't be seen again. We are in Desch's debt. We must continue our adventure though...Refia hopes Desch is alright. He jumped into a freaking lava, how is he all right. Someone's gotta tell her but then again I might be wrong.

The Enterprise

MONSTERS ROAMING AROUND SEA:

MONSTERS	LVL	HP	ATK	DEF	GIL	EXP
Killer Fish	13	135	22	16	64	240
Hermit	13	173	22	16	66	240
Sea Elemental	13	155	22	16	68	250
Tangie	13	225	24	16	70	250
Sahagin	13	190	22	16	72	250
Anet	14	268	25	19	100	400
Mermaid	15	364	25	19	123	450
Seahorse	14	278	25	19	119	450
Sea Serpent	17	530	30	19	406	700

New monsters. What? You think you get a break? There's are new seas to conquer and new monsters to kill. Get the 4 new monsters stored in your Bestiary. You encounter them when you cross to the northern seas by going through the little opening east of the Tower of Owen. Get to Level 20~21 while you're at it. No pain no gain.

Anyway, before we go to Dwarve's land, let's go get some goodies. From the Tower of Owen, after crossing to the northern seas, sail east all the way to the end then sail south staying near the east shoreline until you see a Village to the west of some mountains. Dock nearby and go into it.

Gysahl

- Item Checklist
- \_\_\_\_\_
- Magic Key x2
- Gysahl Greens x3
- Shuriken

Inn: 120 Gil to rest

Wellspring: Available

Item Shop #1	
Item Name	Cost
Gysahl Greens	150 Gil

Item Shop #2	
Item Name	Cost
Magic Key	100 Gil

Magic Shop	
Item Name	Cost
Toad (White Magic Lv2)	1000 Gil
Mini (White Magic Lv2)	1000 Gil
Break (Black Magic Lv4)	3000 Gil
Shade (Black Magic Lv4)	3000 Gil
Libra (White Magic Lv4)	3000 Gil
Confuse (White Magic Lv4)	3000 Gil
Silence (White Magic Lv4)	3000 Gil

Sheep!!! So many. Speak to them and hear them bleat. Go north and speak to the little girl for a cutscene. She says she takes care of the sheep here. The sheep nearby decides to venture away XD She calls it back. She is a shepard and it isn't easy to rear a sheep.

To the north of her is the Magic Shop. Get all the new spells. BREAK, SHADE, LIBRA, CONFUSE and SILENCE. Libra is the most useful because it shows enemies weaknesses. It will help us when we fight against that Hein guy later on. The others will help in defeating monsters quickly. You should have enough money.

From the Magic Shop, go northeast to find the other villagers across the bridge and a little farm or garden. They don't say anything important.

The Inn is north of the Magic Shop and the Wellspring is north of the Inn.

Let's get some items. From the garden, cross the bridge to the southeast then go south to the end. Zoom into the grass near the water to find 3 sparkles. Examine them for MAGIC KEY (x2) and GYSAHL GREENS.

Go into the house west of the garden. This is the Chocobo Stable. In here, zoom into the pots and examine them to get GYSAHL GREENS (x2). Speak to the Old Man here and he'll tell you what the Gysahl Greens are used for. You need to sprinkle them at the middle tree in a Chocobo Woods to summon a big Chocobo that allows you to store items inside it's belly. I never used them but if you want to you can.... There's a secret path leading to the Chocobos so you can

talk to them. The path is in-between the pillar and crates to the east. Exit this place.

From the Chocobo Stable, go north and across the bridge. Go into the house here. This is where you can buy Magic Keys. Get like 20 of them. There's another reason we came here though. There's a secret path in between the pillar and pot to the right leading to behind the counter. Examine the chest there for SHURIKEN. The Old Man tells you that you can open any door using the Magic Key. Exit this place.

Go into the Inn. Here, the Pub comes first before you can access the Inn and Item Shop by going through the door you see here. At the pub, speak to the little girl who says the Fat Chocobo, gotten by using Gysahl Greens on the middle tree at Chocobo Woods can store items in it's belly. That great and slightly disturbing. Isn't it? You can't speak to the Old Man since he's busy and we're probably too young to drink. The dancer is here. That's our 3rd one right?

There's a secret path leading to an Old Man to the right in-between the pot and herbs. Speak to him and he'll allow you to access your progress up till now and your BESTIARY!!!

You should have 27% of your Bestiary completed by now at this point if you weren't slacking off. :/ As for Achievements, you should have 28% Chest opened if you've been following up. We don't have any Master Card. We'll get to that very much later in the game.

I'm sure you noticed the Moogle south of the Wellspring. We have new letters!!!! Speak to him with Luneth to get Topapa 3rd Letter.

```

/-----TOPAPA 3RD LETTER-----\
+=====+
)                The Children of Ur                (
+.=====+.
|           Recently, the children have started to play           |
|-----|
|           farther and farther away from Ur.                       |
|-----|
|           While I praise their adventurous spirits,                 |
|-----|
|           I worry that it will lead them to trouble...             |
|-----|
|                                           From Topapa |
+=====+
)                                           (
+=====+
```

Exit the Moogle and enter again with Luneth to get Topapa's last letter. You should get it too.

```

/-----TOPAPA 4TH LETTER-----\
+=====+
)                The Children are in Trouble!                (
+.=====+
```



) (
+=====+

With that we can start our first Side-Quest. It's Optional but let's do it now and get the reward for it. If you chose not to do it. Skip the next sub-sub section. I advice you do so you will ready for the next dungeon in the main quest.

+=====+

ONION KNIGHT SIDE-QUEST (TOPAPA)
Level Recommended: 20~21

After receiving the 4th Letter from TOPAPA about the Children of Ur having gone missing, you can start this Side-Quest. I advice you do it immediately after receiving the 4th Letter which is when you have completed the game up to the point when Desch jumps into the flames to try to stop the Tower of Owen from blowing up.

+=====+

The Enterprise

On your Ship, travel back to Ur. To get to Ur, from Gysahl, travel west to the continent with Kazus and the Dragon's Peak. Dock nearby and travel back to Ur. Go into it.

+=====+

Ur

Here, go into the Elder House and go speak to Topapa. He tells you that the children went to Altar Cave. He asks if you can go look for them.

Exit Ur.

+=====+

Overworld

Go north from Ur and into Altar Cave.

+=====+

Altar Cave

Here, make your way to the hole Luneth falled in for a cutscene.

Arc notices where they are and let the party know. The children are in trouble. Our party engages the monsters.

3 BOMBS. Very easy to beat at the Recommended Level I stated above in the header of this Side Quest. Cast Blizzard and Blizzara in them all to defeat them. Heal with Cure if it's needed.

After the battle, the children thank you and as we are about to venture out of the cave, the boys call to Arc and gives him a CRYSTAL FRAGMENT. We also unlock the ONION KNIGHT job. One of the best jobs in the game at Max Job Level.

The Onion Knight is a great Side Job you can use. The Onion Knight can equip almost all the Equipment available. It's a great job but it's useless unless you have gotten it's Max Job Level which place your stats to 99. Yep, every stat will be 99.

After completing this Side-Quest, return to Gysahl.

+=====+

+=====+  
| Gysahl |  
+=====+

That's all here. Exit this place.

+=====+  
| Overworld |  
+=====+

| MONSTERS ROAMING AROUND: |

MONSTERS	LVL	HP	ATK	DEF	GIL	EXP
Red Cap	6	252	31	16	87	320
Tarantula	13	240	31	16	92	330
Cuphgel	12	240	31	16	94	360
Parademon	16	245	27	16	72	270
Griffon	6	230	15	8	40	130
Lynx	16	265	27	16	76	270
Hornet	15	260	25	16	78	300
Barometz	18	264	31	16	88	330
Slime	17	240	28	16	90	330
Knocker	13	131	23	16	80	300
Flyer	12	139	23	16	82	300
Gorgon	13	145	24	16	86	320
Lizardman	13	155	24	16	84	320

Get aboard your ship and sail back north then west to the Tower of Owen.

```

=====+
|                                     |
|                               The Enterprise                               |
|=====+
| MONSTERS ROAMING AROUND SEA:                                         |
|-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+
| Killer Fish | 13 | 135 | 22 | 16 | 64 | 240 |
| Hermit      | 13 | 173 | 22 | 16 | 66 | 240 |
| Sea Elemental| 13 | 155 | 22 | 16 | 68 | 250 |
| Tangie     | 13 | 225 | 24 | 16 | 70 | 250 |
| Sahagin    | 13 | 190 | 22 | 16 | 72 | 250 |
| Anet       | 14 | 268 | 25 | 19 | 100 | 400 |
| Mermaid    | 15 | 364 | 25 | 19 | 123 | 450 |
| Seahorse   | 14 | 278 | 25 | 19 | 119 | 450 |
| Sea Serpent| 17 | 530 | 30 | 19 | 406 | 700 |
|_____+_____+_____+_____+_____+_____+_____+

```

From the Tower of Owen aboard your ship, go through the north opening but this time, head west to a lone continent to the northwestern area when you check the map. On this small Island, there are 2 Caves and a forest area. The Forest Area is where you find the Chocobo Woods so go ahead and use the Gysahl Greens on the middle tree to see the Fat Chocobo if you want to. Go into the south Cave.

Before you go in, get your party to Level 21~22. SAVE YOUR GAME.

```

=====+
|                               Dwarven Hollows                               |
|=====+
|-----+-----+
| Weapon Shop |
|-----+-----+
| Item Name | Cost |
|=====+=====+
| Tyrfing | 2000 Gil |
| Fire Staff | 1500 Gil |
| Ice Staff | 1500 Gil |
| Diamond Bell | 4500 Gil |
| Iron Arrow | 8 Gil |
| Holy Arrow | 10 Gil |
|-----+-----+
|-----+-----+
| Armor Shop |
|-----+-----+
| Item Name | Cost |
|=====+=====+
| Ice Armor | 1250 Gil |
| Ice Helm | 2400 Gil |
| Ice Shield | 1200 Gil |
| Kenpo Gi | 2000 Gil |
| Mage Robe | 2000 Gil |
|-----+-----+
|-----+-----+
| Inn: 80 Gil to rest |
|-----+-----+

```



| Wellspring: Unavailable |

Item Name	Cost
Potion	50 Gil
Hi-Potion	600 Gil
Eye Drops	40 Gil
Antidote	80 Gil
Echo Herbs	100 Gil
Gold Needle	100 Gil
Maiden's Kiss	100 Gil
Mallet	100 Gil

Dwarves!!!! Speak to the one to the left to find out their in trouble. The other one to the left of him welcomes you to Dwarven Hollows. Go down the stairs.

A Moogles!!! No new letter. Go west to the cave center of attraction. Speak to the Dwarves but not the one with the green hat to find out

- They placed a ward around the shrine. No one can get close and they are ready to defend it to the last horn!
- Gutsco the Rogue stole one horn.
- There are 2 horns made by Ice. One was stolen.
- To the far east, there's a peninsula and on it is Gysahl. We've been there already.
- There's a shining tower to the north but after the earthquake it was gone but there's a big hole where it was.

Don't talk to the one with the Green Hat yet. In this Shrine area, to the north are 3 doors.

The leftmost one leads to the Inn and Item Shop. There's also the Job expert here so talk to him to find out about your Jobs. Stock up on some Gold Needles then rest. Get some Mallet too.

The middle one leads to the Weapon Shop. Nothing to buy here expect the TYRFING to replace the Serpent Sword for my Red Mage.

The rightmost one leads to the Armor Shop. Get the Ice Equipment. It's a must for our next dungeon. I got:

2 ICE ARMOR for my Warrior and Red Mage.

2 ICE HELM for my Warrior and Red Mage.

1 ICE SHIELD for my Warrior.

Finally, go speak with the dwarf with the green hat. He says Gutsco stole temhe Horn of Ice and escaped through the underground lake. They can't go after him because they can't swim but we can. We have to help them and besides we're running out of things to do so why not? Go west from him and down the stairs you see.

Approach the water body west for a cutscene. We have to turn to Toads again to make it through the water. Poor Refia. In Toad form (use the Toad spell on your whole party. Do I have to spell it out for you?) approach the water to.....

```

+=====+
|                               |
|                               |
+=====+

```

```

+-----+
| Item Checklist |
+-----+
| Gold Needle x3 |
| Zeus's Wrath x2 |
| 3000 Gil |
| 3000 Gil |
| Horn of Ice |
+-----+

```

```

+-----+
| MONTERS ROAMING AROUND: |
+-----+
|-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
+-----+-----+-----+-----+-----+-----+-----+
| Bomb | 16 | 315 | 31 | 19 | 110 | 400 |
| Manticore | 17 | 375 | 32 | 19 | 112 | 400 |
| Stalagmite | 17 | 284 | 30 | 19 | 115 | 400 |
| Sea Devil | 17 | 339 | 31 | 19 | 116 | 450 |
| Merman | 17 | 345 | 31 | 19 | 118 | 450 |
| Ruinous Wave | 16 | 296 | 30 | 19 | 120 | 450 |
+-----+-----+-----+-----+-----+-----+-----+

```

Update your Bestiary

```

=====
B1
=====

```

New Monsters: Bomb, Manticore.

Change your party back to humans. From the entrance, to south and cross the bridge leading south then cross the next bridge leading east. Go north and get the GOLD NEEDLE from the chest. Go east to the next area of this floor.

Here, go northeast to find the stairs going down.

```

=====
B2
=====

```

New Monsters: Stalagmite.

Here, go south across the bridge then west to find a chest. Open it for ZEUS'S WRATH. Go south and across the next bridge then head west to see a chest. Open it for another ZEUS'S WRATH. Continue west then south to find another chest containing

GOLD NEEDLE. Go north and across the bridge. Open the chest here for another GOLD NEEDLE. Go east and up the stairs.

=====  
B1  
=====

New Monsters: Sea Devil, Merman, Ruinous Wave

Here, follow the path to reach 2 Chests containing 3000 GIL each. Follow the path onward to reach Gutsco the Rogue. Cutscene...

Well isn't he greedy. Enough talk, let's fight!!

```
+=====+
|                                     |
|                   BOSS BATTLE #7   |
|-----+-----+
| Boss: Gutsco           | Item Drops:           |
| LVL: 17                 | - Hi-Potion          |
| HP: 3500                | - Phoenix Down       |
| ATK: 35                 |                       |
| DEF: 24                 |                       |
|-----+-----+
| Weakness: None         |                       |
|                       |                       |
|                       |                       |
|                       | Steals:              |
|                       | - Hi-Potion          |
|                       | - Hi-Potion          |
|                       | - Hi-Potion          |
|                       | - Hi-Potion          |
|                       |-----+-----+
|=====+-----+
| Recommended Level: 21~22 | Gils Earned: 3500    |
| Exp Earned: 2304        |                       |
+-----+-----+
| ATTACKS:                |
| His attacks are his physical one, Mini and Cure. He strikes |
| hard, trust me.         |
|                           |
| HOW TO DEFEAT:          |
| Attack with your Warrior and Red Mage and your Black Mage |
| should use Fira, Blizzara and Thundara. Your White Mage |
| should heal your party with Cura when needed. Your White |
| can also help by using the Elemental Staves to cast Black |
| Magic Spells. If he casts Mini, cast Mini to backfire it or |
| use a Mallet. He can use Cure but will only cure around 80 |
| HP or so. Don't waste any of your battle items on this weak |
| boss.                    |
+-----+-----+
```

After that battle, Gutsco falls down to the ground and Arc goes to receive the HORN OF ICE. Gutsco vanishes. Bleh!

In control, use Teleport Spell to return to the Overworld. Go back into Dwarven Hollows.

```
+=====+
|                                     |
|                   Dwarven Hollows   |
+-----+-----+
```

Walk to...hold on...what's that Shadow following us. I smell something fishy....Speak to the Dwarf with the green hat, he's the

Dwarf Chief I guess....he removes the ward and allows you to access the shrine so you can put back the Horn of Ice.

Go ahead and examine the shrine to get a cutscene. Our party places the Horn of Ice back where it belongs but wait. Gutsco followed us disguised as our Shadow. It wasn't our shadow...it was an entirely different shadow which was totally noticeable. Anyway, we led him to the shrine!! He stole the 2 Horns this time. Luneth gets sick of him and asks why we want them in the first place. He says the Horns of Ice are the wards against the Fire Crystal's flames. They are the keys leading to the tunnel with the Fire Crystal, now that he have both, the Fire Crystal power shall be his. He runs away. Speak to the Dwarf Chief and he will say Gutsco must have went to the cave to the north. The cave near the Chocobo Forest on this Island. Get back to the Overworld.

Stock up on Hi-Potions, Antidotes and the rest with the 6000 Gil you found earlier first.

```
=====+
|                                     |
|                               Overworld                               |
|                                     |
|-----+-----+-----+-----+-----+-----+-----+
| MONSTERS ROAMING AROUND:                                             |
|-----+-----+-----+-----+-----+-----+-----+
| MONSTERS | LVL | HP | ATK | DEF | GIL | EXP |
|-----+-----+-----+-----+-----+-----+-----+
| Red Cap   | 6   | 252 | 31  | 16  | 87  | 320 |
| Tarantula | 13  | 240 | 31  | 16  | 92  | 330 |
| Cuphgel   | 12  | 240 | 31  | 16  | 94  | 360 |
| Parademon | 16  | 245 | 27  | 16  | 72  | 270 |
| Griffon   | 6   | 230 | 15  | 8   | 40  | 130 |
| Lynx      | 16  | 265 | 27  | 16  | 76  | 270 |
| Hornet    | 15  | 260 | 25  | 16  | 78  | 300 |
| Barometz  | 18  | 264 | 31  | 16  | 88  | 330 |
| Slime     | 17  | 240 | 28  | 16  | 90  | 330 |
| Knocker   | 13  | 131 | 23  | 16  | 80  | 300 |
| Flyer     | 12  | 139 | 23  | 16  | 82  | 300 |
| Gorgon    | 13  | 145 | 24  | 16  | 86  | 320 |
| Lizardman | 13  | 155 | 24  | 16  | 84  | 320 |
|_____+_____+_____+_____+_____+_____+_____+

```

SAVE YOUR GAME.

Go into the northern cave..

```
=====+
|                                     |
|                               Molten Cave                               |
|                                     |
|-----+-----+-----+-----+-----+-----+-----+
| Item Checklist                                                         |
|-----+-----+-----+-----+-----+-----+-----+
| Antartic Wind x2                                                      |
| Freezing Blade                                                         |
| Hi-Potion                                                              |
| Phoenix Down x2                                                       |
| Impact Claws                                                          |
| Horns of Ice                                                           |
|_____+_____+_____+_____+_____+_____+_____+

```

MONSTERS ROAMING AROUND:							
MONSTERS	LVL	HP	ATK	DEF	GIL	EXP	
Balloon	18	386	33	19	125	450	
Myrmecoleon	19	494	35	19	130	500	
Crocotta	19	500	35	19	135	500	
Adamantoise	21	800	40	19	270	700	
Red Marshmallow	18	510	34	19	140	500	

Update your Bestiary

=====

B1

=====

New Monsters: Adamantoise, Crocotta, Ballin, Red Marshmallow

Here, go south the west to see some stairs leading to lava south. Ignore it and continue west to the end then north to a chest containing ANTARCTIC WIND. Go back south then east and go down the stairs and into the lava which takes 10 HP from your whole party health every second when you stand on it so we need to be quick.

In the lava, head south and at the split head east and follow the lava to a chest to the east containing ANTARCTIC WIND. Go back west to the split and head west. Follow the lava path to the end to find the stairs doing down.

=====

B2

=====

New Monsters: Myrmecoleon.

Here, heal up then head north then east to more lava path. Follow it south to split going south/west. Go south and follow the lava path then the normal path to find Chest containing FREEZING BLADE. I gave it to my Red Mage. My Warrior is still fighting strong with his Viking Axe. Go back to the split and this time, go west.

Continue west through the lava fall to a 3 way split. North/West/South. Go south to find a chest containing HI-POTION, go north to find a chest containing PHOENIX DOWN. Go west to find the stairs going down. Go down them.

=====

B3

=====

Heal up first, we have more lava to walk on. :/

Follow the lava path until you see a chest to the west on the normal platform. Open it for IMPACT CLAWS. Continue following the lava path until you reach a dead end with a Rock and a Chest. Open the chest for PHOENIX DOWN. Zoom in and examine the Rock to unlock a secret path west. Go west and to the next area.

Here, go north and up the stairs.

=====

=====

Heal up then head north for a cutscene.

It's the Fire Crystal....and Gutsco. He has the power of the Fire Crystal now just like how the Djinn had the power of darkness. His steps are now ground-shaking. He attacks you!!!!

```

+=====+
|                BOSS BATTLE #8                |
+=====+
| Boss: Salamander          | Item Drops:          |
| LVL: 19                   | - Hi-Potion         |
| HP: 5700                  | - Phoenix Down     |
| ATK: 41                   |                     |
| DEF: 25                   |                     |
|-----|
| Weakness:                 |                     |
| - Ice/Blizzard           |                     |
|                           |                     |
|                           | Steals:             |
|                           | - Hi-Potion         |
|                           | - Hi-Potion         |
|                           | - Hi-Potion         |
|                           | - Hi-Potion         |
|                           |=====|
|=====| Gils Earned: 3700 |
| Recommended Level: 22    | Exp  Earned: 2744  |
+=====+=====+
| ATTACKS:                 |
| He can attack twice a turn. His attacks are his physical |
| one and Fire Breath. He uses Fire Breath when his health is |
| low.                     |
|                           |
| HOW TO DEFEAT:          |
| Attack with your Warrior and Red Mage and your Black Mage |
| should use Blizzara. Your White Mage should heal your party |
| with Cura when needed. Your White can also help by using |
| the Ice Staff to cast Blizzard. Don't waste any of your |
| battle items on this weak boss. |
+=====+=====+

```

After that battle, we have defeated Gutsco and have obtained the HORNS OF ICE back again.

Your party and approaches the Fire Crystal and then they get blessed with the power of fire. We also get new JOBS!!!!

In control, let's check out our new jobs.

We now have RANGER, KNIGHT, GEOMANCER and SCHOLAR.

Ranger is a good class if you want to use Bow and Arrows. Make sure you place them at the back row though.

Knight is simply an upgraded version of the Warrior but without the Advance skill.

Geomancers equip bells as weapons and you can use his terrain ability to cast any random spell depending on the area you



Flyer	12	139	23	16	82	300
Gorgon	13	145	24	16	86	320
Lizardman	13	155	24	16	84	320
_____	_____	_____	_____	_____	_____	_____

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