

Final Fantasy Chronicles FAQ/Walkthrough

by Joseph Witham

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This walkthrough was originally written for Final Fantasy Chronicles on the PSX, but the walkthrough is still applicable to the PSX version of the game.

Final Fantasy Chronicles: Final Fantasy IV Guide

System: PlayStation

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Version 1.1 - 7/22/2002

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I. OPENING COPYRIGHT NOTICE  
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II. Version History  
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1.1 - 7/22/2002

- Format changes.
- Minor errors fixed.

1.0 - 10/3/2001

- Initial Release

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III. INTRODUCTION  
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This guide is to be used in conjunction with the Final Fantasy IV included in Final Fantasy Chronicles. Other versions of the game will not apply, since this is for Hard Type and the names for many items, spell, etc are completely different.

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IV. PLAYSTATION CHANGES  
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- A new movie has been added. The first part is shown at the game start up, and is shown in its entirety at the end of the game.
- This version is based on FF4 Hard Type, which is, in fact, the real FF4. Abilities, spells, and items that didn't show up in FF2 US have returned in this version.
- A Memo save has been added that allows you to save without the long load times. This save is deleted when the PlayStation's power is turned off.
- Load times have been significantly improved since the Japanese version of this port.

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V. WALKTHROUGH  
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1. Baron  
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TREASURE: [Baron Castle]: BombRing, Ether1, Tent, 480 Gil.  
[Baron Town]: Potion, HrGlass1, Tent, MaidKiss, Potion, Potion, EagleEye, Tent, Eyedrops, Ether1, Soft, Soft, Life.

After the intro sequence you'll be free to explore the castle. First, head east and talk to Kain to learn about his past. Afterward, explore the castle for treasure and talk to people on the east side of the castle. When you're finished exploring the east side of the castle, head to the west tower. On your way, you'll meet Rosa and Cid. After a brief talk with them, enter the west tower and walk up to your bed. During the night, Rosa will visit you and give you an inspirational talk. In the morning, Cecil and Kain will automatically leave the castle wherein a prologue will begin. After the prologue you'll end up on the Overworld, enter the town of Baron. Talk to the inhabitants and explore pots, water, and the inn for treasure. A couple of the buildings are locked. There is a tutorial building just south of the locked weapon shop where experienced warriors will tell you all about game mechanics. Be sure to visit the item shop and stock up on curative items for the upcoming journey. When you're ready, exit the town and walk north east on the Overworld until you reach a cave.

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2. Mist Cave  
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TREASURE: Potion, Tent, Potion, Eyedrops.

The cave is very short and linear, the enemies aren't tough either. However, some of the treasures are a little way off the main path. When you reach the north east corner of the room, you'll fight a boss.

Mist D.

HIT POINTS: 465

EXPERIENCE: 700

GIL: 200

WEAKNESS: --

STRATEGY: Have Cecil attack normally, Kain has time to jump two times before the dragon turns to mist. When it does turn to mist, don't attack it, you'll always miss and it will retaliate with a powerful attack. Just Parry until it returns to its original form and then continue the attack cycle.

After the battle, head north to exit the cave and then head directly east to the village. When you enter the village, the BombRing will automatically attack the village. An un-winnable battle will commence. Rydia will summon Titan and Cecil will end up alone with her. Kain is nowhere to be found.

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3. Water Cavern  
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TREASURE: [Kaipo]: Ether1.

[Water Cavern]: Potion, MaidKiss, Tent, Bomb, IronRing, Life, X-Potion, Ether2, Ether1, Potion, IceRod, 580 Gil, Bomb, Feather(Hat), Potion, HrGlass1, Ether1, Notus, Dark(Sword), Hades(Helmet), Hades(Glove), Hades(Armor), Hermes.

Head north east to through the huge desert to the town next to a lake called Kaipo. As soon as you enter, Cecil will automatically enter the inn, you'll be allowed to stay for free. During the night a Baronian general will enter and attack you.

General

HIT POINTS: 221

EXPERIENCE: 869

GIL: 242

WEAKNESS: --

STRATEGY: Attack the General first for experience, if you attack the Soldiers first, he'll run away. As soon as the General is dead the Soldiers will kill themselves one by one. You can speed the process up by killing them on your own. Should your HP drop, just use a quick Potion.

Rydia will join you after the fight. In the morning, exit the inn and explore the town for treasure. Enter the small house in the north east corner of the town. Walk up to the northern room where you'll find Rosa sick in bed, she'll do nothing but mutter, so leave for now. You may want to buy Rydia a new weapon, but it really doesn't matter, as her Attack Power is very low. Exit the town and have Rydia level up. When she's at least level 6 it's safe to move on. Head north east from Kaipo to the Water Cavern. Gather treasure at the entrance and then walk a short way west. You'll meet Tellah, the Sage, he'll join you on your way to Damcyan. Before moving on, enter the waterfall in the center of the area to discover a secret room full of treasure. In the next area, simply head west, leaving the path only to

collect treasure. Enter the door to reach a safe room where you can save and use Tents and Cottages. You'll automatically rest for now and Tellah will and Cecil will talk during the night. In the morning, save and exit to the north. Enter the eastern door in the next area. Collect treasures and then enter the western room. From the entrance, head directly west through the hidden wall and north east past the staircase to reach the isolated chest. Return to the staircase and enter it. First get the eastern chests, then the western ones, and, finally, use the staircase to exit the cave. Use a much needed Tent and check your equipment before entering. Just walk south and you'll automatically plummet to the bottom of the falls. Collect treasure and then use the western door. Grab the treasure and head north to the tentacles to fight a boss.

Octomamm

HIT POINTS: 2350

EXPERIENCE: 1200

GIL: 500

WEAKNESS: Bolt, Chocb

STRATEGY: Have Tellah use Bolt1, Rydia summon Chocb, and Cecil attack physically. The tentacles will die one by one until the octopus itself is finally destroyed. This boss is slow to attack, so you won't need to heal very often, but when you do, have Tellah use Cure2 on the entire party or Rydia use Cure1 on single targets.

Walk through the waterfall to exit the cavern.

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#### 4. Antlion

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TREASURE: [Damcyan]: Tent, Feather(Hat), CrossBow, RubyRing, Holy(Arrows), Brass(Arrows), Holy(Arrows), Soft, Eyedrops, Antidote, Potion, Ether1, Life. [Antlion]: Potion, Silk Web, Soft, Potion, Tent, Potion, Notus, HrGlass1, Silk Web, Lamia(Harp), Life, Ether1, Exit, SandRuby.

Walk north to the castle. Before you reach it, it'll be destroyed. Enter the ruins. Walk up to the 3rd floor to see Anna dying. Edward, her lover, and Tellah will enter an uncontrollable battle. After the battle, Tellah will leave the party and Edward, a bard, will take his place. You'll automatically appear on the Overworld inside a hovercraft. It can cross rivers, lakes, and shallows in the ocean. Get off the hovercraft and re-enter the castle. From the entrance, head east to reach a secret room full of treasure. Press the switch to reveal treasure in the closed cells. Head down the stairs and get treasure from the pots and chests. Return to the 3rd floor and use the pots in the west and east corners to restore your health. Exit the castle and cross the shallows to the north. Enter the cave to the north. Collect treasure in the first room and use the south east staircase. Just west is a safe area, use it and continue on. Walk to the southern staircase to reach the Antlion 痴 nest. Engage the Antlion.

Antlion

HIT POINTS: 1100

EXPERIENCE: 1500

GIL: 800

WEAKNESS: Chocb

STRATEGY: This is a lot easier than you would expect, just have Cecil attack regularly. Have Edward use Medicine or individual Potions each round. Rydia should summon Chocb each round. Watch out, this boss counters a random target each time it's hit physically.

You'll receive the SandRuby for winning the battle. Return to the area around the castle and cross the south west shallows to reach the desert surrounding Kaipo. Return to the house where Rosa is sleeping. Give her the SandRuby. During the night, Edward will wander out into the town and play his harp. He'll be attacked by an easy-to-defeat enemy. The next morning Rosa will join the party. Return to the shallows that brought you to Antlion. From here, hover east to the mountain.

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#### 5. Mt. Hobs

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TREASURE: Tent, Potion, Soft, 960 Gil, Holy(Arrows).

Rydia will melt the Ice at the entrance and will learn Fire1. Use the west passage to reach a safe area and several chests. Return to the entrance and use the east passage to move on. At the Summit, you'll meet Yang. He needs help in his battle.

Mom Bomb

HIT POINTS: 11000

EXPERIENCE: 2416

GIL: 543

WEAKNESS: --

STRATEGY: Quickly begin attacking the boss. Have Cecil attack it physically. Edward should constantly use Medicine, while Rosa uses Cure2 on individual characters. Rydia should summon Chocb and Yang should use the Power command. When, and if, it turns into smaller bombs, defeat them as fast as possible before they detonate.

After the battle, Yang will join you. Heal and head north. Cross the bridge and walk south to the exit. Head north east, then south east through the mountain range to reach a castle.

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#### 6. Fabul

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TREASURE: Bomb, Notus, Potion, ThorRage, Bacchus, Tent, Hermes, Silk Web, Ether1, Demon(Shield), Death(Sword).

Stay at the inn and, in the morning, go shopping for goods. On the second floor, take the south passage instead of the north staircase. Collect treasure in the east and west towers. Return to the 2nd floor and take the north staircase to meet the king. Say "Yes" to the king and the party's men will help defend the castle, and the Crystal, in the upcoming attack. A string of battles will commence wherein you'll be pushed all the way back to the Crystal Room. An un-winnable battle against Kain will occur. After the battle, Golbez will appear and take the Rosa and the Crystal with him as he leaves. Exit the Crystal Room and explore the rest of the castle for treasure. Press the east switch to reveal a secret passage, head east through it and collect the treasure. Return to the top of the east tower and speak with the injured king. He'll tell you to stay in the inn, it'll be free of cost. You'll automatically appear in the king's chambers the next day. He'll arrange for a ship and give Cecil a new sword. Exit the castle and get on the ship to the east. On the way, the ship will be attacked by Leviathan, and the entire party will be swallowed up.

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#### 7. Mt. Ordeals

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TREASURE: [Mt. Ordeals]: Potion, Potion, Ether1, Ether1.

Cecil will awaken on a foreign shore separated from all of his companions. Enter the eastern town. Everyone inside will have wicked words for you, some will even cast harmful status ailments on you! Enter the north building and talk to the elder. He'll explain your next quest and give you the assistance of two mages, Palom and Porom. The twins are poorly equipped, so head over to the armor and weapon shops. They are also in serious need of leveling up, let them go up three or four levels before heading on. Head east through the wilderness until you reach a mountain. Palom will extinguish the flame blocking the path at the entrance of the mountain. A short sequence about Golbez will occur. On this quest, you'll have to rely heavily on Palom's Fire magic, and Porom's Cure spells to help defeat all of the undead monsters, since Cecil's dark sword is useless against them. Head north and pick up treasure on the way. Enter the passage and head east, you'll meet an old friend, Tellah. After a short talk, he'll join you. Head north through the passage. Go north through the next area, but be sure to leave the path for treasure. When you reach the Summit, use the safe area immediately. When you've recovered and saved, head north west across the bridge and you'll be thrown into a boss battle.

Milon

HIT POINTS: 3500

EXPERIENCE: 2800

GIL: 850

WEAKNESS: Fire

STRATEGY: Have Palom and Porom constantly use Twin magic, unless Porom needs to heal. Cecil should attack the Ghosts and then Milon, when they're defeated. Tellah should concentrate on healing, using HiPotions and Cure2 every round.

After the battle, return to the safe area and use it again. As you cross the bridge, you'll be attacked by Milon again.

Milon Z.

HIT POINTS: 3523

EXPERIENCE: 3600

GIL: 2500

WEAKNESS: Fire, Holy

STRATEGY: Immediately switch rows. Tellah should be ready with Esuna to block out Milon Z.'s constant status attack. Cecil should attack physically and the twins should try to pull off Twin magic as much as possible. If the party is in serious need, Porom can stop using Twin magic for a while and use Cure2.

Cross over to the stone after the battle. In the chamber, Cecil will transform into a Paladin and will be attacked by his old self. Just Parry every round and the battle will be over within a few rounds. Once out of the chamber, Cecil and Tellah will have tons of new abilities. Cecil will be able to use White Magic and a Cover command. Tellah will regain all his old spells, and will lose the Recal command in the process. Descend the mountain. On your way down, you'll notice that Cecil can hurt undead monsters and that he gains levels at an alarming rate. Once out of the mountain, you can either walk directly south to the Chocobo forest for a quick ride back to Mysidia or walk back west, gaining levels as you go. In Mysidia, buy Cecil all new Paladin equipment. On your way to the see the elder, you'll notice that the villagers have many new things to say to you. After a long talk with the elder, you'll have access to Devil's Road, which

lies in a building on the east side of town. Step on the orb to be warped to Baron town.

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## 8. Waterway

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TREASURE: [Baron Town]: BaronKey, 2000 Gil, ThorRage, 1000 Gil.

[Waterway]: HiPotion, Ether1, ThorRage, HrGlass1, Hermes, Ancient(Sword), Ether1.

[Baron Castle]: Ether1, Ether1, Unihorn, Life, Life, Unihorn, Bacchus, Hermes, Hermes, Bacchus, Elixir, HiPotion, HiPotion, Ether1, Tent, Tent, Ether1.

Go directly to the inn. Walk north to the bar area, you'll notice one of you're old friends sitting at a table, Yang. Talk to him and a battle against two guards will begin. After they are defeated Yang will attack. He is extremely easy to defeat, Cecil alone can knock him out within a round or two. Once Yang is knocked out of his confused state, he'll give you the BaronKey. All of his equipment is gone, so you'll definitely want to unlock the armor and weapon shop and buy him new armor. Be sure to buy him a BoltClaw and IceClaw, they'll help greatly in the upcoming dungeon. While in the armor and weapon shop, go to the very bottom of the east wall to find a secret passage leading to treasure. When you're ready, head to the west door and use the BaronKey to open it. Before going down, go through the east wall to find a hidden chest. Head south to the chests and then north to the bridge area. From here, head west to the staircase. In the next area, head south through the hidden wall passage to reach a chest. Walk south through the passage again to reach the other chest. Now, return north and head east through the wall. Go east through the next wall to the island with a chest on it, and, finally, head east through the wall and north to the next area. Walk up the stairs and go through the east wall to reach a chest. Head north and up the stairs. Before going on, go through the west wall to reach a chest. Return to the stairs and go north. There is a safe area in the north door. Also in this room is a hidden chest, to get it, walk through the east wall above the rocks. Exit the safe area and use the north east stairs. Once in Baron Castle, walk toward the throne room. You'll meet Baigan, and soon after the meeting he'll attack you.

### Baigan

HIT POINTS: 4444

EXPERIENCE: 3000

GIL: 4800

WEAKNESS: --

STRATEGY: Cecil and Yang should target the body. The twins should use Twin magic, and Tellah should constantly cast Cure2, Cure3 in order to keep the party healthy.

Before moving north to the throne room, take the east stairs. Underneath the torch is a switch, press it to reveal a secret path leading to a room full of treasure. Take the other stairs in this tower and collect treasure from the chests and pots. You may want to return to the safe area in the waterway before entering the throne room, there will be another boss fight. Enter the throne room and talk to the king. He'll transform into Cagnazzo and attack you.

### Cagnazzo

HIT POINTS: 5312

EXPERIENCE: 5500

GIL: 4000

WEAKNESS: Bolt

STRATEGY: Have Porom or Tellah cast Bersk on Cecil near the beginning of the battle to increase his attack power. Yang should have a BoltClaw equipped and should use Power every round. Palom and Tellah should constantly use Bolt2 or Bolt3 to disintegrate Cagnazzo's dangerous water shield.

After the battle, Cid will rejoin you. On your way out of the castle, the wall will begin to cave in on the party. Palom and Porom will turn themselves to stone to stop the wall, thus leaving the party. As soon as you're on the airship, Kain will fly in on another ship and tell you to obtain the Earth Crystal in exchange for Rosa. Head north east to a town and castle surrounded by a huge forest, land on the small patch of bare land next to the town.

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## 9. Magnetic Cavern

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TREASURE: [Troia Town]: 1000 Gil, Ether2, Ether1, Illusion.

[Troia Castle]: Bacchus, Tent, Tent, HiPotion, HiPotion, Ether1, Ether1, RubyRing, (Available after obtaining Earth Crystal) HiPotion, Remedy, Ether1, Ether2, Elixir, EchoNote, GreatBow, Fire(Arrows), Fire(Arrows), Bolt(Arrows), Ice(Arrows), Ice(Arrows), EchoNote, Ag Apple, Ether2, Ether1, Remedy, HiPotion.

[Mist]: Bomb, Bomb, Tiara, Clothes, RubyRing, Change(Rod), Bomb.

[Mythril]: 5000 Gil, Mythril(Staff), Mythril(Knife).

[Agart]: Boreas.

[Magnetic Cavern]: HiPotion, Unihorn, Ether1, Ether1, 2000 Gil, HiPotion, Silk Web, HrGlass1, Exit, Fairy(Claw), Earth(Crystal).

Enter the town of Troia and explore the north west grassy area for treasure. The north west building is a chocobo barn full of black chocobos. In the pub, you can buy a Pass to a dance show for 10000 Gil, if you want. The weapon and armor shops have very primitive, but will prove useful in the near future. Enter Troia castle and head to the east chamber and explore it for treasure. After that, head to the west chamber, you'll meet Edward, weak and bed ridden. He'll give you the TwinHarp. Now, enter the northern chamber and talk to all eight clerics. Exit the castle, the world is now yours to explore. There are several towns that you should visit. You can return to Mist now, it's only a short way south east. When in Mist, enter the house in the north west corner. Enter the fire place and continue through the passage to find treasure. Another town of interest lies in the middle of the east most area of the world. It's called Mythril and has very nice equipment, and some treasure to discover. Also, there is a town located in the middle of the south most area of the world. It's called Agart and has one treasure to discover and a good selection of equipment to buy. Finally, if you're feeling adventurous, and your party's levels are high, you can explore the ruined castle called Eblan on an island in the north west corner of the world. Just beware the monsters hidden in some of the chests. You will end up going there later anyway, so don't worry about going there yet if you don't feel up to it. After exploring the world, return to the bare patch near Troia and land. Enter Troia town and buy non-metallic equipment for everyone. It is wise to do a some leveling up before moving on. When you're ready, head north and enter the patch of forest separate from the rest of the forest. Catch a black chocobo and fly to the east island. Land in the forest near the cavern entrance. Before entering, double check everyone's equipment to make sure they're not wearing anything metallic. Head east across the bridge for treasure. Head south from the middle of the bridge and west to the passage. Head west along the passage, north and east. Walk north to the door and grab the chests inside. Exit the room and head west to the



staircase. Enter the room to discover a safe area. Exit this room and walk south to another room, collect treasure and exit. Walk west, then north to the next area. Get the north chest and use the west exit. Walk a short way north and leave the path to the east. The room contains a safe area. After using the safe area, walk north around the path. Now enter the passage and you'll appear in a crystal room. Talk to the Dark Elf and an un-winnable battle will commence. After you lose the battle Edward will play his twin harp to release the magnetic field. You'll have a chance to re-equip the party with metallic weapons and armor. Talk to Dark Elf again to begin the real battle.

Dark Elf

HIT POINTS: 23890

EXPERIENCE: 7500

GIL: 5000

WEAKNESS: --

STRATEGY: Cecil, Yang, and Cid should attack the boss with all their might. Tellah should cast high level attack spells. Someone should be ready to heal Piggy status with DietFood should the need occur. After a few rounds, Dark Elf will transform into a dragon, attack it quickly and it should die off fast.

Pick up the Earth(Crystal) and use an Exit item or Exit spell to warp out of the cavern. Hop back on the black chocobo, it'll automatically transport you back to the chocobo forest. From there, head south, back to Troia castle. Speak with the clerics again. Talk to Edward again. Now, go to the west chamber and enter the dungeon. Talk to the girl and say "Yes" if you talked to the clerics. You'll gain entrance to a room brimming with treasure. Exit the castle.

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10. Tower of Zot  
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TREASURE: Flame(Armor), Flame(Sword), Gaia(Wrench), HellClaw, Flame(Shield), Wizard(Robe), Magma.

Stock up on Potions in Troia town if needed. Board your Airship and you'll automatically be transported to Tower of Zot. Walk north to the treasure and east to the door. Head south through the passages and, at the bottom, head west, then north east to the treasure. Now, return west and walk north to the door. In the next area, head south, east, north, and west around the room to the door. In this room, walk south and east to the first passage. Check each door for treasure. Now walk south, then east to the second passage and enter the door. Enter the room just south of the entrance to find a safe area. When you're ready, try to enter the west door, you'll be attacked by three sisters.

Mindy, Sandy, Cindy

HIT POINTS: Mindy: 2590, Sandy: 2591, Cindy: 4599

EXPERIENCE: 7500

GIL: 9000

WEAKNESS: --

STRATEGY: Kill the fat one first to prevent her from reviving her sisters. Tellah will need to cast reflect on the party and reflect his spells off of them. Cecil, Yang, and Cid should concentrate their physical attacks on one sister at a time.

Return to the safe area and prepare for another boss fight. Now you can pass through the previously-guarded door freely. Inside the next room you'll

finally meet Golbez. A battle between him and Tellah will commence. After several useless spells, Tellah will cast Meteo and destroy Golbez in a single hit. Meteo was too much for Tellah, his old body has finally withered away. Talk to Kain, he and Rosa will re-join your party. A boss fight will then commence.

Valvalis

HIT POINTS: 8636

EXPERIENCE: 9000

GIL: 5500

WEAKNESS: Jump

STRATEGY: Kain needs to jump every turn to eliminate the shield around Valvalis. Yang should use the power command, and Cid and Cecil should constantly attack physically. When low on HP, Rosa should heal the party.

After the battle, cast exit and you'll appear in Cecil's room in Baron Castle. Kain will give you Magma.

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11. Land of Dwarves  
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TREASURE: 5000 Gil, Smut, Dwarf(Axe), Strength(Glove), HrGlass2, Elixir, Ether1, Bacchus, HiPotion, Elixir, Ether1, BlkBlt(Armor), Gysahl, Gysahl, Gysahl, Cabin, Cabin, Cabin.

Take note that Rosa isn't equipped well, you may want to visit previous towns and re-equip her before moving on. All of the original soldiers have returned to Baron and have many new things to talk about. Exit the castle and board your airship. Fly directly south of Baron and stop at Agart, the town on the island next to a small mountain. You've probably already stopped by here, but, if not, you may want to visit the shops and talk to the villagers. Go to the well in the center of town. Drop the Magma into the hole. Exit the town and you'll find that a huge hole has been made in the mountain. Board the airship and press X to enter the hole. After being caught in the middle of a battle, you'll land next to a castle. Save your game and enter the castle. For now you can only enter the west and middle staircases, the others are guarded by skeptical dwarves. Go ahead and stay in the inn in and buy items at the item shop in the north staircase. When you're healed and stocked, enter the middle staircase to meet King Giott, Cid will leave the party. When you enter the door behind his throne you'll be accosted by several dolls that will attack you.

Calbrina

HIT POINTS: Cal: 1369, Brina: 369, Calbrina: 5315

EXPERIENCE: 9440

GIL: 7500

WEAKNESS: --

STRATEGY: Kill the Brinas first, then concentrate on the Cals. The dolls will combine to make a large Calbrina, use your best attacks on this beast. Watch out for this doll's confuse attacks, they can be deadly if cast on a powerful character. It's best to cast Bersk on Cecil and have yang use Power every round. Kain should Jump and Rosa should Aim and heal when needed.

After the battle, Golbez will appear and you'll be thrown into yet another boss battle.

Golbez

HIT POINTS: --

EXPERIENCE: 15000

GIL: 11000

WEAKNESS: Fire, Holy

STRATEGY: At first, Golbez will quickly kill everyone. Rydia will show up and use Mist D. Hurry and revive everyone, once they're all back to life, pummel Golbez hard with summons and strong physical attacks.

Rydia will rejoin you and, unfortunately, Golbez will achieve the crystal, even after being defeated. You'll appear in the throne room where a short talk with Giott will occur. You are now free to explore the castle entirely. Buy new equipment, there're tons of new pieces of weapons and armor to invest in. In the weapon and armor shop, walk between the two counters to find a hidden passage. Enter the passage and you'll appear in Dwarf pub. Talk to the dwarf to see a "Rally" cool dance. Walk through the eastern wall next to the cracked floor. Go down the stairs and you'll discover the Developer's room. You can talk to and fight various programmers throughout the game. On the lower floor, you'll find an interesting item in the book shelf. Back at the main entrance of the castle, explore the west and east towers for treasure, search every pot and chest. Go to the inn and use the staircase next to the counter. Get the Gysahls out of the pots and make a last minute Fat Chocobo stop. Talk to the dwarf next to the cabinet and he'll open up the entrance to the underground passage. Collect treasure as you head south through the tunnel. You may want to do some leveling up outside while you're next to the healing pot in the tunnel.

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## 12. Tower of Babil

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TREASURE: Ice(Arrows), Ice(Arrows), Ether1, Bandanna, IceSpear, IceBrand, CatClaw, HiPotion, Life, Archer(Bow), Notus, IceArmor, Boreas, HiPotion, Ether2, TowerKey.

Walk north west below and between mountain ranges and you'll eventually make it to the huge Tower of Babil. After the dwarves have finished their bombardment on the tower, you'll be ready to enter. Walk west and east to collect treasure. Go through the northern door when finished. Grab the west treasure and enter the two lower rooms to the south. The chests in these rooms are guarded by monsters, so be on your guard. After collecting the treasure, enter the door above the two rooms. Collect the treasures in this area and then enter the east door. Get the treasure from this room and enter the west door. Walk directly west to the next door, inside is a safe area. When you're through healing, exit and head north, east, and enter the door. The chest in here is also guarded by monsters. Exit and head west to the next door. On the west side of this area, walk up the spiraling stairs and get the treasure. Ignore the central area for now, it's locked. In the east area, go down the steps and get the chest. Go north to the door. Head west to the next door. Go north east to the safe area. Make sure you're completely healed before heading on. Get the treasure and exit this area through the south door. Be ready for a boss fight.

Dr. Lugae and Balnab

HIT POINTS: --

EXPERIENCE: --

GIL: --

WEAKNESS: --

STRATEGY: Defeat the scientist first, then take out the robot. This is a very easy battle, the real one is yet to come. Just use basic strategies and keep your HP up.

Another battle will immediately begin.

Lugaborg

HIT POINTS: 9321

EXPERIENCE: 10100

GIL: 4000

WEAKNESS: --

STRATEGY: Rydia should summon Titan every round. Rosa should heal, while Yang, Cecil, and Kain use their best attacks. Don't worry about curing the Poison spell, Lugaborg will do that for you.

You'll get the TowerKey for winning. Take this key back to the area with the locked door. Unlock the door and fight off the Dark Imps. Once Yang is gone, descend the tower and try to exit. Golbez will try to stop you, but Cid will save you in the nick of time. Cid will bring you back to the Overworld, but he will not return with you.

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13. Cave Eblan  
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TREASURE: [Eblan Castle]: HiPotion, Soft, Cabin, MaidKiss, Unihorn, Alarm, Bacchus, Mute(Arrows), 10000 Gil, Kamikaze, Sleep(Sword), Coffin, Ether1, Exit, Cabin, Hermes, BloodSpr, HrGlass2, Ag Apple, Ether1, Ether2.  
[Cave Eblan]: Shuriken, Vampire, Remedy, Potion, Potion, Ether1, Tent, HiPotion, HiPotion, Cabin, HiPotion, Silk Web, Life, Life, HrGlass2, Elixir, Elixir, Kamikaze, Shuriken, BloodSwd, Soft, Ether2.

Fly north to Baron Castle. Walk to the west wing and talk Cid's assistants, they're dressed in blue. Fly your airship to wherever you left your Hovercraft. Fly over the hovercraft and press X to attach it to the Airship. From Baron castle, fly a short way south west and land next to the ruined castle on the island with the Tower of Babil poking out. Enter the castle and go north. Simply walk through the wall to get the first chest you see. Keep going north until you reach the throne room. Walk through the east and west walls to get more hidden treasure. Return to the entrance of the castle and enter the west tower. As soon as you enter the tower, do down two steps and follow the hidden wall to the treasure. Now head up the central staircase. Check the pots for treasure. Walk below the pots on the east wall to find a secret passage leading to the chests. Now go to the west corner and enter the passage beneath the torch for more treasure. Return to the entrance of the castle and enter the east tower. Go to the top of the west wall and follow the secret path to treasure. Go up the stairs. Flip the switch and walk into the door by walking beneath the staircase. Get the chests and check the pots. To get the chest next to the hole, go through the north east wall. Fall into the hole, you'll end up next to the chest on the bottom floor. Walk south of the chest and you'll appear in the basement. Exit the castle from the south. Hop on your hovercraft and navigate the shallows to the western cave. As soon as you enter the cave go east through the wall and get the chest. Head west to the next chest. Walk down the waterway and up the steps to the next chest. From here, walk west to the southern passage. You'll appear in a cave full of friendly Eblan residents who were forced from there home. Buy new goods, search the pots, and talk the residents to learn more about their sad story. Stay at the inn, in the morning exit through the north staircase. Get the chests as you walk north. Talk to the injured man and head south through the wall. Get the lower chest and return to the north staircase. Get the northern chest and go through the east wall to get another. Go down the other south staircase just to the east. Go through the wall east of the rock to get the two secluded chests. Go back and get the chest. Walk south, past the injured man, to collect more

treasure, then continue on. Enter the immediate door and use the safe area. Before leaving this area, go through the east wall above the rocks to find a secret chest. Exit the safe area and walk west to collect treasure. Now go back east and head north to see Edge, price of Eblan, fighting with Rubicant. Once Edge has joined the party, find the hidden passage on the west wall to get the chest. You can either continue north to the Tower of Babil or stick around in this cave to do some quick leveling up near the safe area, if you aren't feeling confident.

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#### 14. Tower of Babil

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TREASURE: Unihorn, HrGlass2, Ogre(Axe), Succubus, Ashura(Ninja Sword), 82000 Gil, HiPotion, HiPotion.

As soon as Edge breaks in, circle around the room and collect treasure as you go. Circle around the next room, but stop in the center to get the southern chest. Before entering the door in the next area, get the east chest. Enter the door and in this area walk circle around the to the north east, and go west to the door. Walk east and enter the first room to reach a safe area. Heal, save, exit, and enter the east door. Enter the west door. In this room go to the west most area and get the chest, then continue to the central door. You'll be attacked by K. Eblan and Q. Eblan. Just attack and heal as is appropriate and the battle will be over soon enough. After the battle, Rubicant will appear, he'll heal the party before beginning the battle.

Rubicant

HIT POINTS: 34000

EXPERIENCE: 18000

GIL: 7000

WEAKNESS: Ice, Flood, Shiva

STRATEGY: It is essential that you use Ice attacks to win this battle, but it is also necessary to time those attacks, otherwise, they will only help him win. If he is in his cloak, don't use any Ice or Flood attacks, they'll heal him. Wait till he opens his cloak and thrash him with Rydia's Shiva and Edge's Flood. Have Cecil and Kain attack physically, while Rosa heals the party.

Enter the room and you'll appear in a Crystal Room. Walk forward and you'll soon realize that it was a trap as you plummet to the bottom floors. Get the chest and walk south to the door. Now, go north to the door. Go east to the chest and west to the door. You'll appear in an Airship called the Falcon in the underworld.

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#### 16. Tomra and Kokkol's Smithy

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TREASURE: [Dwarf Castle]: Necklace.

[Tomra]: Bomb, ThorRage, Notus, Bestiary, Ether2, 2000 Gil.

[Kokkol's Smithy]: Remedy, HiPotion, Soma Drop, 1000 Gil.

Fly the Falcon until you reach the Dwarf Castle. Go down to the infirmary and talk to Cid, he's in one of the beds. He'll upgrade the Falcon so that it can cross Magma. Go to the throne room and talk to King Giott. He'll hand over the Necklace, the key to the sealed cave. Fly to the town in the center of the southern area of the Underworld. Talk to the dwarves, go shopping, and be sure to check out the north west building, it's full of treasure in chests and pots. Exit Tomra and fly to the south east corner of

the Underworld. Enter and search pots and shelves for treasure. Talk to the dwarves inside. Be sure to walk through the wall next to the stairs to find a hidden chest.

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## 17. Land of Summons

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TREASURE: [Cave of Summons]: Life, Ether1, HiPotion, HiPotion, Cabin, Life, Bestiary, HiPotion, VenomAxe, Kikuichi(Ninja Sword), Defense(Sword).  
[Land of Summons]: Ether1, Bestiary, Rat Tail, 5000 Gil, 6000 Gil, Bestiary, Life, Yoichi(Bow), Yoichi(Arrows), Elixir, Ether1.

The following area is a side quest, you are not required to complete it. However, I strongly recommend that you take on this quest. You can return to this area any time during the game, but the boss strategies in this section will be based on the party as of now.

Fly your airship east to the small island surrounded by magna. Upon entering the cave, Rosa should cast Float on the entire party, otherwise, the party will receive damage as they walk. Repeat this process every time you enter a new floor. Head north east and get the chest. Go directly west through the hidden wall to another chest. Now, go west and follow the cavern to the staircase. Go south east to the chest; next, go north west to another treasure. Walk east to the stairs. In the next area, walk south until you reach a chest. Go all the way to the chest and find the hidden passage leading west to the chests. From here, go north to the warp, but don't step on it yet. Instead, go through the wall directly east of the warp to a chest. Go back west and step on the warp. You'll appear in the Land of Summons. Take a walk around this covert town, collecting treasure and talking to the Phantom Beasts as you go. Be sure to get the chest containing the Rat Tail, behind one of the warps. To get the chests on the bottom floor, go a short way south of the entrance warp and step on the darkly outlined floor panel, this will warp you to the bottom floor. Go shopping for new equipment and re-stock your items. Be sure to visit the safe area before entering the library. Enter the library and go down the steps, walk onto the warp. Talk to the queen to initiate a battle.

### Asura

HIT POINTS: 31005

EXPERIENCE: 20000

GIL: --

WEAKNESS: Wall

STRATEGY: Have Rosa cast wall on her so that all of her healing spells reflect onto the party. Kain, Cecil, and Edge should use their best physical attacks. Rosa may need to heal occasionally, even with the constant bombardment of healing spells from Asura. Rosa should give Asura a taste of her own medicine by casting Titan every round.

Be sure you've healed and saved before talking to the king, he is a very tough boss.

### Leviatan

HIT POINTS: 50001

EXPERIENCE: 28000

GIL: --

WEAKNESS: Bolt, Titan

STRATEGY: This battle is going to take a long time, so sit back and get used to the different attack combinations that you'll have to use, over and over again. This is where Ethers really come in handy. Rosa should constantly

cast Cure3 to help nullify the Tsunami attack. Use a Bacchus on Cecil, if you have one, and let him attack wildly. Edge should throw Shurikens and any excess weapons. Kain's jumping may or may not save him from Leviatan's Tsunami, but it's still the best use of his turns. Titan and Bolt3 are more effective than Ramuh, so use Rydia's spells wisely, and use an either if her or Rosa's MP gets too low.

You can leave the Land of Summons now, there isn't much left to do. So, use an Exit item or cast the spell Exit.

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#### 18. Sylvan Cave

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TREASURE: Bestiary, Angel(Arrows), MaidKiss, HiPotion, FairyRod, Kamikaze, 3000 Gil, Remedy, 2000 Gil, Bestiary, Exit, MaidKiss, MaidKiss, Ether1, Inferno, Blizzard, FullMoon(Boomerang), Avenger(Sword), LitStorm, ElvenBow, 1000 Gil, Cabin, Bolt(Arrows), Ice(Arrows), Fire(Arrows), Ether1, HiPotion, MageMash, Elixir, Yang's Claws.

The following area is a side quest, you are not required to complete it. However, I strongly recommend that you take on this quest. You can return to this area any time during the game, but the boss strategies in this section will be based on the party as of now.

Fly your airship to the north west most area of the underworld. Land and enter the cave. Rosa will need to cast Float on the entire party on every floor. Head east from the entrance and pick up the chests you can reach. Go south to the stairs. Walk north and down the stairs. Go north to the treasure, then go just beneath the chests to reach a hidden path leading to a secluded chest. Go north to the inlet in the middle of this area to reach another hidden path that leads to an area full of open chests. Walk into the black hole. Head south to the stairs and collect treasure on the way. Head north and through the west wall at the top. Step on the warp in between the chests. Beware that the chests contain monsters, including four Malboros. Step on the east warp to return to the entrance of the cave. Re-enter the cave and head south. Head east to the safe area. Use it, then walk north to the east wall to enter a secret passage. Walk north through it to reach a chest. Now, walk west and get the chests, then walk down the steps. Head north and head up the steps in the first east junction. Walk north and collect the chests. Go back south. Head north to the next junction, but before going up its steps, go through the east hidden wall and circle around south to get the chest. Now go back west to the steps. Get the immediate chest and walk south. Now head south to the building. Get the chests they contain whatever claws Yang was wearing when he left the party. Be sure to talk to all the sylphs and the unconscious Yang before leaving. Head up the steps and use the warp to be warped back outside of the cave.

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#### 19. Sealed Cave

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TREASURE: Kotetsu(Ninja Sword), Ether1, Bestiary, HiPotion, Ether1, StarVeil, Life, Light(Sword), Fuma, Elixir, StarVeil, Kotetsu(Ninja Sword), Ninja (Helmet), Ether1, Life, HiPotion, MuteBell, Ether2, X-Potion, Dark(Crystal).

Return to the area near Tomra and enter the cave near there. Use the Necklace you got from Luca in the Dwarf Castle to open the door. Walk south and climb down the rope. Try to enter the door. This door, like the other doors in this dungeon, is actually a monster. You don't have to open every

door, but you will have to open at least a few of these horrific doors. Enter the defeated frame and collect the treasure. Exit the room and head south to the chest. Now, go west, up the rope and fight the door. Get the two chests in this area. Neither of the doors lead to anything, but you can fight them if you want. Head down the east stairs and climb down the long rope to reach a chest. Climb back up the rope, cross the east bridge, get the chest, and walk north. You'll see a line of doors leading west. The first door leads nowhere. The second door leads to a chest. The third door leads to three chests. The fourth door leads nowhere. The fifth door leads to a safe area. The sixth door leads to two chests. Once past the six doors, head south and enter the door to continue through the cave. Collect the chest and go south to the stairs. Collect the two chests, the door leads nowhere. Exit through the southern passage. Go down the bridge, then circle around to the east to get a chest. The door leads nowhere. Go down the rope in the center. Enter the east door for two treasure chests. Exit, head west, and use the stairs. Save and use a cabin in the safe area. Continue south through the passage. Circle around on either side and use the middle stairs. Cross the bridge and fight the door. Get the Dark(Crystal), as you exit, you'll fight a boss.

#### EvilWall

HIT POINTS: 28000

EXPERIENCE: 23000

GIL: 8000

WEAKNESS: Levia

STRATEGY: The wall will slowly close in on the party and will slowly kill off each character if it gets too close. Therefore, you must act fast.

Cast Bersk on Cecil and have Edge throw weapons. Kain should jump every round. Rosa should keep the party's HP up and Rydia should summon Levia, or Titan, every round until her MP is diminished.

Either walk out of the cave or use Warp on each floor to exit the cave. As you exit Kain will leave the party and he'll take the Dark(Crystal) with him. Fly to the Dwarf Castle and talk to King Giott. After talking to him, Cid will appear and attach a drill to the falcon so that you can return to the Overworld. Fly north east to the huge creator and press X to drill your way back up to the Overworld. Fly a short way east and stop at Mysidia. Talk to the elder and the Lunar Whale will appear.

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#### 20. Side Quests

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TREASURE: [Grotto]: Adamant.

[Fabul]: Pan, Knife.

[Kokkol's Smithy]: Excalibur.

The following area is a side quest, you are not required to complete it. However, I strongly recommend that you take on this quest. You can return to this area any time during the game, but the boss strategies in this section will be based on the party as of now.

Before entering the Lunar Whale there are several side quests that you can embark on. First, fly west and pick up your hovercraft near Cave Eblan. You'll have to use the Enterprise airship to do this, since it has the grappling. Fly east toward Mt. Ordeals and then north to the Mythril village. Put your hovercraft down and land next to it. Travel across the shallows to the small southern cave. Show the miniature man the Rat Tail you got in Land of Summons and he'll exchange it for Adamant. Return to your airship and fly north to Fabul. Go to the top of the west tower and talk to



Yang's wife to receive a Pan. Return to Agart island and descend to the Underworld. Travel to Kokkol's Smithy in the south east corner of the Underworld. Be sure you have both the Legend(Sword) and Adamant before entering. Show Kokkol, the sleeping man, the Adamant and he'll immediately start work on a new sword. Walk downstairs and he'll give you your newly forged Excalibur. Now, fly north west and enter the Sylvan Cave. Remember to use Float and make your way back to the Sylvan home. Use the Pan on Yang. Rydia will learn the Sylph summon. Return to the Overworld and go back to Fabul. Give Yang's wife the Pan to receive the Knife, an extremely powerful dart that Edge can throw.

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## 21. Lunar Path

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TREASURE: Au Apple, MoonVeil, Stardust.

Board the Lunar Whale. At the bottom of the interior is a free inn and Fat Chocobo. The ducts on either side are exits, in the very front is the control panel, and if you touch the crystal in the middle of the ship you'll be transported to the moon. As soon as you're ready, touch the crystal. Fly south of the Crystal Palace and land in the secluded area surrounded by mountains. This is the Hummingway Village. One of the Hummingways will sell items to you. Exit the village and fly north, land on top of the west side of the mountain range north of the Crystal Palace. Walk down the slope and enter the cave. Get the east treasure and head north and get the eastern chests. Head north to the exit. You'll emerge outside, walk south east until you reach another cave. Once you enter, head south to the exit. Walk north and enter the cave beneath the Crystal Palace. Head north and talk to the old man, his name is FuSoYa and he'll join you. You can go to the east and west side of the palace to restore your HP and MP. The northern room contains several crystals that you can talk to about your quest. Exit the palace and return to the Lunar Whale.

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## 22. Cave Bahamut

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TREASURE: Genji(Glove), Genji(Shield), Genji(Armor), Genji(Helmet).

The following area is a side quest, you are not required to complete it. However, I strongly recommend that you take on this quest. You can return to this area any time during the game, but the boss strategies in this section will be based on the party as of now.

Before returning to earth, you may want to consider getting the ultimate summon spell, Bahamut. Fly a short way west from the Crystal Palace and land on the circular mountain range surrounding a small cave. Enter this cave and head south to a chest. Go back north to the intersection and walk east. Go to the very top of the immediate wall, through the secret passage, and to the chest. Go back west and head south to the passage. Go west, north, and to the chest. Walk east to the chest. Now, go east and as you start to head north to the passage you'll be attacked by a Behemoth. Hit it hard and fast, or it'll kill you first. After the battle, continue north to the passage. Go south around the circular path, and beware of two more Behemoths along the way. Walk up the stairs and talk to the man to commence a ferocious battle against Bahamut.

Bahamut

HIT POINTS: 45001

EXPERIENCE: 35000

GIL: --

WEAKNESS: Wall

STRATEGY: Immediately start using MoonVeils and StarVeils. Have Rosa and FuSoYa cast wall on themselves. This will cause Bahamut's MegaFlare attack to bounce off your characters and hit himself. In the meantime, have Cecil attack with Excalibur, Edge throw, and Rydia summon Levia. Rosa and FuSoYa should concentrate all their efforts on casting wall.

Rydia will now be able to use the Baham summon spell. Exit the cave and return to the Lunar Whale.

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### 23. Giant of Babil

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TREASURE: Shuriken, HiPotion, Ether1, Yoichi(Arrows), Alert, Ag Apple, SomaDrop, Elixir.

Board the Lunar Whale and touch the crystal. After a short sequence, you'll automatically end up in the Giant of Babil. Walk north and down the duct. Simply walk south and down the duct. Circle around the entire room, collecting treasure as you go, until you reach the duct. Circle around north and be sure to get the two chests in this area before going down the duct. Go south, east to the chest, then east again, north to the intersection, and west to the safe area. After you've saved your game, walk north to the duct. From here, walk directly north and you'll be attacked by the four fiends.

#### Elements

HIT POINTS: --

EXPERIENCE: 62500

GIL: 10000

WEAKNESS: Fire, Ice, Bolt.

STRATEGY: This battle will be very easy as long as you know which element is weak against what. Have your characters use spells according to these weaknesses: Rubicant=Ice, Cagnazzo=Bolt, Valvalis=Bolt, and Milon=Fire. Rydia and FuSoYa should use their highest elemental spells. Edge should also use his elemental spells. Cecil should attack normally and Rosa should concentrate on using her best spells.

Return to the safe area and heal and save again, another boss fight is coming. Go back north to the duct and then continue north to the next duct. Walk down and a boss fight will commence.

#### CPU

HIT POINTS: 30000

EXPERIENCE: 50000

GIL: 10333

WEAKNESS: --

STRATEGY: To prevent CPU from killing party members immediately, refrain from killing the Attacker orb. Go ahead and kill the Defender. Don't use any spell or attack that targets multiple enemies. In fact, you should refrain from using any offensive spells in this battle, since CPU will immediately, and constantly, put up a Wall spell. Have Rydia summon Asura, and have Rosa and FuSoYa heal the party. Edge and Cecil are going to be doing most of the offensive work, so have them hit hard and fast.

Following the battle, after several events, you'll end up on the moon with Kain in your party as a replacement for FuSoYa.

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## 24. Final Dungeon Preparation

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Before heading off to the final dungeon, it will be wise to do some quick preparation. First, stop buy the Hummingway store and buy curative items, such as HiPotion, Ethers, and, if you have enough money, Elixirs. Don't spend all of your money, though. Return to earth. You have the option of defeating Odin to gain a new summon spell. If you want to take on this battle, travel to Baron Castle and enter the basement of the east tower. Go all the way east to meet the king, he'll challenge you.

Odin

HIT POINTS: 20001

EXPERIENCE: 18000

GIL: --

WEAKNESS: --

STRATEGY: You only have a few rounds to defeat this boss. As soon as he pulls back his sword, he's getting ready to kill off the entire party. Act fast! Cast Bersk on Cecil and have edge throw any excess weapons. Rydia should summon Baham and Rosa should cast Haste on the fighters. If you time it right, Kain can actually survive the sword swoop if he's in the air while Odin uses it.

Rydia will gain use of the powerful Odin summon from here out, if you chose to fight him. You should now return to either the Enterprise or Falcon and descend to the Underworld. Fly south to Kokkol's Smithy. A new store had opened that contains powerful darts and arrows. If you're levels are extremely low, it would also be a good idea to do some quick leveling up. As soon as you're confident, travel back to the moon.

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## 25. Lunar Core

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TREASURE: [Lunar Subterrane]: Ninja(Armor), Murasame(Ninja Sword), FireLash, Dragon(Shield), Dragon(Helmet), Dragon(Armor), Dragon(Glove), Artemis(Arrows), Elixir, Blizzard, X-Potion, Stardust(Rod), Crystal(Shield), Protect(Glove), Crystal(Armor), Crystal(Glove), White(Robe), Crystal(Helmet), Inferno, Artemis(Arrows), Fuma, Cabin, Au Apple, Protect(Glove), Ragnarok, Minerva(Robe), HolyLnce, Ribbon, Ribbon.

[Lunar Core]: Fuma, Elixir, Whistle, Fuma, Fuma, Masamune, Crystal.

Travel through the Lunar Path to the Crystal Palace. Enter the crystal room in the back of the palace. Talk to the crystals to learn more about Zemus' evil plot. Walk to the warp in the middle of the room to be transported into Lunar Subterrane. Start by going through the secret passage along the middle of the east wall. Circle all the way around the path to the chest. Go back around the path, back to the entrance area. This time, find a secret path along the west wall and follow it to the warp. Go north to the door. Circle around west to the door and get the chest on your way. Go south and enter the door. Prepare for a boss fight and head north. Attempt to pick up the sword and you'll be thrown into a boss battle.

White D.

HIT POINTS: 32700

EXPERIENCE: 55000

GIL: --

WEAKNESS: Baham

STRATEGY: Have Rosa cast Float before allowing Rydia to summon Baham. Otherwise, the dragon will be able to effectively use a devastating earth attack. Cecil, Edge and Kain should all concentrate on physical attacks, while Rosa keeps the party healthy.

Now Walk or warp all the way back to the entrance. Head south through the door. Follow the corridor east and go a short distance north. Turn west at the chest and then follow the hidden path south and around to the chest. Now, go back east and follow the rest of the path north. Go west through the wall and get the chest, and then go through the door. Walk all the way south and find the secret passage along the east wall. After getting the chest, continue east through another secret passage and follow it south to the next two chests. Go back to the main area and go through the central door. Walk east until you get the chest, then head back west and go down the stairs. Enter the western door. Open the single chest and exit. Go east and down the next set of stairs and go through the door. Go north east to the first chest and then south west to the next one. Now, go through the south passage. Get the immediate chest, then head east and down the stairs. Get the chest on the west side of the platform. Enter the door. Head north and find the secret passage along the east wall, go through it and get the chest. Continue east through the wall and into the south exit. Get the chest and return to the previous area. This time go through the north door. Get the east chest and walk west to the next door. Open the southern chest and walk through the north door. Go north west and get the chest. Go east to the door. Open the single chest and exit. Go down the stairs. Get the chests on either side of the platform, then follow the west steps to a chest. Walk west across the invisible walk way between the two facing ledges. Enter the secret passage at the top of the east wall to find a hidden warp. Get the chest and walk all the way east to a warp. Walk up the stairs to the next warp. Go north to the chest and north to another warp. You should definitely use the safe area and prepare for a boss fight in the next area.

#### Wyvern

HIT POINTS: 60000

EXPERIENCE: 64000

GIL: --

WEAKNESS: --

STRATEGY: Don't use any summons or magic on this Dragon or it'll counter with deadly attacks. Use pure brute, physical force. Rosa should cast Bersk on Cecil, Kain should jump every round, and Edge should throw Fumas. Rydia will need to use curative items and Rosa should continually cast Cure4.

Return to the safe area and recover. From here you'll need to return all the way to the invisible bridge area. This time take the east stairs and enter the door to the south. Get the west chest and take the east door. Go south and enter the first door to reach a safe area. Use the safe area and then exit and enter the second door. As you attempt to pick up the spear you'll be attacked by a boss.

#### Plague

HIT POINTS: 33333

EXPERIENCE: 31108

GIL: 550

WEAKNESS: --

STRATEGY: As soon as the battle starts the Plague will cast doom on the entire party, you'll have a count down from 5, after that you're dead. It would be a very good idea to have Kain jump and Rosa shoot arrows at this boss, they are very effective against it. Edge should throw darts, Rydia should summon Baham and Cecil should attack physically. If there was ever a

battle to act fast in, it's this one! If you're lucky, the Plague will re-cast Doom, starting the count down over.

Return to the safe area and heal if needed. Now, enter the third door. As soon as you try to walk north you'll be attacked by two bosses.

#### Lunasaur

HIT POINTS: 29000

EXPERIENCE: 59000

GIL: --

WEAKNESS: Holy

STRATEGY: As long as Cecil is equipped with the Ragnarok, this battle should be a breeze, it'll deal 9999 damage with every hit. Even though these bosses are weak against Holy, don't use it, or any other black or summon magic for that matter, or else they'll counter with horrific status ailment spells. Edge and Kain should attack physically and Rosa and Rydia should concentrate on healing the party.

You're now free to collect the treasures. Return to the safe area and heal and save. At this point, you might want to level up a little, having the entire party at level 60 will make the final battle a little less stressful. You might also consider warping out of Lunar Subterrane and stocking up on darts and various potions. When you're ready to destroy the demonic Zemus, circle around the three door room north, west, down the stairs, and into the door. Beware of this area, the Lunar Core. It is full of the evilest of enemies. Each fight can be the equivalent of a boss battle run away from them if necessary. Walk through the winding paths, and collect treasure on the way. Go all the way south and try to touch the sword to enter a boss fight.

#### Ogopogo

HIT POINTS: 50000

EXPERIENCE: 61000

GIL: --

WEAKNESS: Baham

STRATEGY: This battle isn't too hard, but Ogopogo can hit pretty hard, so cast support spells and keep your HP up. Have Edge throw Fumas, while Cecil attacks physically and Kain jumps. Rydia should summon Baham every round and Rosa should cast Cure4 on the party as often as possible.

After the battle, go north and down the stairs. The next three areas are all spiraling paths with some treasures on the way. When you reach the warp in the fourth area, you've reached the final boss. There's no need to heal, you'll be healed automatically in the upcoming area.

#### Zeromus

HIT POINTS: 100000

EXPERIENCE: --

GIL: --

WEAKNESS: Meteo

STRATEGY: Before using the crystal given to you by Golbez, try having Edge steal the DkMatter. It's hard to do so, but having this item will help protect your party from one of Zeromus' fierce attacks. Use the Crystal when you're ready and Zeromus will transform. First and foremost, Rosa must cast Cure4 every round, no matter what. If she loses a large amount of HP, you must have someone use an Elixir on her! If you don't follow these Rosa rules, you're sure to lose. Edge should throw your very best weapons, and, if you have it, the Knife. Kain will not be effective as a fighter in this battle, he should stay on level ground and use Lifes and Elixirs on weakened characters. Cecil should try to attack every round, unless need to use an

Elixir. Rydia's best course is to cast Meteo, unless she needs to heal herself or restore MP. Don't waste time using status increasing items or spells, they'll be rendered useless when Zeromus uses Black Hole. With these steps, you should be able to confidently defeat Zeromus, if you're levels are at least 60.

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VI. CHARACTERS  
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Cecil - Dark Knight

Dark: Cecil uses a small portion of his HP to attack every enemy on the battle field.

Cecil - Paladin

White: Allows usage of curative White Magic.  
Cover: Takes damage for another character.

Cid - Engineer

Study: Views an enemy's HP and weakness.

Edge

Throw: Throws darts and various weapons.  
Steal: Steals items from enemies.  
Ninja: Allows usage of Ninja Magic.

Edward - Bard

Sing: Causes status effects.  
Heal: Uses one Potion to heal entire party.  
Hide/Show: Temporarily leave battle. Automatically occurs when HP is low.

FuSoYa - Lunarian

White: Allows usage of curative White Magic.  
Black: Allows usage of offensive Black Magic.  
Regen: Gradually restores party's HP, this command lasts for the entire duration of a battle.

Kain - Dragoon

Jump: Kain jumps into the air for two turns, protecting him from enemy attacks and allowing a powerful blow after the duration of two turns.

Palom - Black Mage

Black: Allows usage of offensive Black Magic.  
Twin: Allows usage of a random Twin Magic spell, requires Porom's support.  
Bluff: Raises Magic Power.

Porom - White Mage

White: Allows usage of curative White Magic.  
Twin: Allows usage of a random Twin Magic spell, requires Palom's support.  
Cry: Increases ability to run from battle.

Rosa - White Mage

White: Allows usage of curative White Magic.  
Pray: Restores a small amount of HP to entire party.  
Aim: Increases attack power of bows and arrows.

Ryida - Summoner

White: Allows usage of curative White Magic(Later disappears).  
Black: Allows usage of offensive Black Magic.  
Call: Allows usage of Phantom Beast Call Magic.

Tellah - Sage

White: Allows usage of curative White Magic.

Black: Allows usage of offensive Black Magic.

Recal: Tellah remembers random magic spells and casts them at no MP cost.

Yang - Monk

Power: Stores up energy for two turns to deal a powerful blow.

Kick: Causes damage to all enemies.

Bear: Increases Defense Power.

=====  
VII. SPELLS  
=====

WHITE MAGIC

~~~~~

Armor

DESCRIPTION: Increases Defense Power.

MP: 9

Bersk

DESCRIPTION: Increases Attack Power.

MP: 18

Blink

DESCRIPTION: Increases Evade.

MP: 8

Charm

DESCRIPTION: Confuses target, causing it to attack enemies.

MP: 10

Cure1

DESCRIPTION: Restores a small amount of HP.

MP: 3

Cure2

DESCRIPTION: Restores a medium amount of HP.

MP: 9

Cure3

DESCRIPTION: Restores a large amount of HP.

MP: 18

Cure4

DESCRIPTION: Restores a very large amount of HP.

MP: 40

Dspel

DESCRIPTION: Removes status increasing spells.

MP: 12

Esuna

DESCRIPTION: Cures all status ailments.

MP: 20

Exit

DESCRIPTION: Warps party out of dungeon.

MP: 10

Float

DESCRIPTION: Causes target to float, protecting against earth attacks.

MP: 8

Haste

DESCRIPTION: Increases speed.

MP: 25

Hold

DESCRIPTION: Stuns enemy, disabling commands.

MP: 5

Holy

DESCRIPTION: Causes a large amount of divine damage.

MP: 46

Life1

DESCRIPTION: Restores life.

MP: 8

Life2

DESCRIPTION: Restores life with full HP.

MP: 52

Mini

DESCRIPTION: Causes Mini status.

MP: 6

Mute

DESCRIPTION: Silences target, disabling the use of spells.

MP: 6

Scan

DESCRIPTION: Views target's HP and weakness.

MP: 1

Shell

DESCRIPTION: Increases Magic Defense.

MP: 10

Sight

DESCRIPTION: Gives a wider perspective of overworld map.

MP: 2

Slow

DESCRIPTION: Decreases speed.

MP: 14

Wall

DESCRIPTION: Reflects magic attacks.

MP: 30

BLACK MAGIC

~~~~~

Bio

DESCRIPTION: Causes a large amount of poison elemental damage.

MP: 20

Bolt1



DESCRIPTION: Causes a small amount of electric elemental damage.  
MP: 5

Bolt2

DESCRIPTION: Causes a medium amount of electric elemental damage.  
MP: 15

Bolt3

DESCRIPTION: Causes a large amount of electric elemental damage.  
MP: 30

Death

DESCRIPTION: Causes immediate death.  
MP: 35

Drain

DESCRIPTION: Absorbs target's HP.  
MP: 18

Fire1

DESCRIPTION: Causes a small amount of fire elemental damage.  
MP: 5

Fire2

DESCRIPTION: Causes a medium amount of fire elemental damage.  
MP: 15

Fire3

DESCRIPTION: Causes a large amount of fire elemental damage.  
MP: 30

Flare

DESCRIPTION: Causes a very large amount of fire damage.  
MP: 50

Ice1

DESCRIPTION: Causes a small amount of ice elemental damage.  
MP: 5

Ice2

DESCRIPTION: Causes a medium amount of ice elemental damage.  
MP: 15

Ice3

DESCRIPTION: Causes a large amount of ice elemental damage.  
MP: 30

Meteo

DESCRIPTION: Causes a very large amount of damage to all enemies.  
MP: 99

Piggy

DESCRIPTION: Causes target to turn into a pig, decreasing speed.  
MP: 1

Psych

DESCRIPTION: Absorbs MP.  
MP: --

Quake

DESCRIPTION: Causes earth elemental damage to ground targets.  
MP: 30

#### Sleep

DESCRIPTION: Causes target to fall asleep.  
MP: 12

#### Stone

DESCRIPTION: Causes Petrify status.  
MP: 15

#### Stop

DESCRIPTION: Stuns enemy, disabling commands.  
MP: 15

#### Toad

DESCRIPTION: Causes Toad status.  
MP: 7

#### Venom

DESCRIPTION: Causes a small amount of poison elemental damage.  
MP: 2

#### Warp

DESCRIPTION: Warps back one floor in dungeons.  
MP: 4

#### Wind

DESCRIPTION: Greatly reduces target's HP.  
MP: 25

#### CALL MAGIC

~~~~~

Asura

DESCRIPTION: Casts a random curative spell.
MP: 50

Baham

DESCRIPTION: Causes a very large amount of damage to all enemies.
MP: 60

Bomb

DESCRIPTION: Causes a large amount of damage.
MP: 10

Chocb

DESCRIPTION: Causes a small amount of damage to one enemy.
MP: 7

Cocat

DESCRIPTION: Causes Petrify status.
MP: 15

Ifrit

DESCRIPTION: Causes a medium amount of fire elemental damage to all enemies.
MP: 30

Imp

DESCRIPTION: Causes a very small amount of damage to one enemy.
MP: 1

Levia

DESCRIPTION: Causes a large amount of water elemental damage to all enemies.
MP: 50

Mage

DESCRIPTION: Causes a medium amount of damage.
MP: 18

Mist

DESCRIPTION: Causes a medium amount of damage to all enemies.
MP: 20

Odin

DESCRIPTION: Automatically kills entire enemy group.
MP: 45

Ramuh

DESCRIPTION: Causes a medium amount of electric elemental damage.
MP: 30

Shiva

DESCRIPTION: Causes a medium amount of ice elemental damage to all enemies.
MP: 30

Sylph

DESCRIPTION: Absorbs HP.
MP: 25

Titan

DESCRIPTION: Causes a large amount of earth elemental damage to all enemies.
MP: 40

NINJA MAGIC

~~~~~

Blitz

DESCRIPTION: Causes electric elemental damage to all enemies.  
MP: 25

Flame

DESCRIPTION: Causes fire elemental damage to all enemies.  
MP: 15

Flood

DESCRIPTION: Causes water elemental damage to all enemies.  
MP: 20

Image

DESCRIPTION: Increases Evade.  
MP: 6

Pin

DESCRIPTION: Stuns enemy.  
MP: 5

Smoke

DESCRIPTION: Allows party to run away.  
MP: 10

TWIN MAGIC

~~~~~  
Pyro

DESCRIPTION: Causes a medium amount of fire damage.

MP: 10

Comet

DESCRIPTION: Causes a medium amount of non-elemental damage.

MP: 20

=====
VIII. ITEMS
=====

SUPPORT ITEMS

~~~~~

Ag Apple

DESCRIPTION: Increases max HP by 50.

COST: --

Alert

DESCRIPTION: Calls a monster to attack you.

COST: --

Au Apple

DESCRIPTION: Increases max HP by 100.

COST: --

Antidote

DESCRIPTION: Cures Poison status.

COST: 40

Bomb

DESCRIPTION: Teaches Rydia bomb.

COST: Won in battle

Cabin

DESCRIPTION: Restores all HP and MP to party on overworld or save point.

COST: 500

Cocatrice

DESCRIPTION: Teaches Rydia Cocat.

COST: Won in battle

Cross

DESCRIPTION: Cures Curse status.

COST: 100

DietFood

DESCRIPTION: Cures Piggy status.

COST: 100

EagleEye

DESCRIPTION: Zooms out when used on overworld.

COST: --

EchoNote

DESCRIPTION: Cures Silence status.

COST: 50

Elixir

DESCRIPTION: Completely restores HP and MP to one character.  
COST: 100000

#### Ether1

DESCRIPTION: Restores a small amount of MP to one character.  
COST: 10000

#### Ether2

DESCRIPTION: Restores a medium amount of MP to one character.  
COST: 50000

#### Eyedrops

DESCRIPTION: Cures Darkness status.  
COST: 30

#### Exit

DESCRIPTION: Warps party out of dungeons.  
COST: --

#### Gysahl

DESCRIPTION: Summons a Fat Chocobo in a Chocobo Forest.  
COST: 50

#### HiPotion

DESCRIPTION: Restores a medium amount of HP to one character.  
COST: 150

#### Imp

DESCRIPTION: Teaches Rydia Imp.  
COST: Won in battle

#### Life

DESCRIPTION: Restores life to one dead character.  
COST: 100

#### Mage

DESCRIPTION: Teaches Rydia Mage.  
COST: Won in battle

#### MaidKiss

DESCRIPTION: Cures Toad status.  
COST: 60

#### Mallet

DESCRIPTION: Cures Mini status.  
COST: 80

#### Potion

DESCRIPTION: Restores a small amount of HP to one character.  
COST: 30

#### Remedy

DESCRIPTION: Cures all status ailments.  
COST: 5000

#### Soft

DESCRIPTION: Cures Petrify status.  
COST: 400

#### SomaDrop

DESCRIPTION: Increases maximum MP by 10.

COST: --

#### Tent

DESCRIPTION: Restores most HP and MP to party on overworld or save point.

COST: 100

#### Whistle

DESCRIPTION: Calls Fat Chocobo.

COST: 20000

#### X-Potion

DESCRIPTION: Restores a large amount of HP to one character.

COST: --

#### BATTLE ITEMS

~~~~~

Alarm

DESCRIPTION: Wakes entire party.

LOCATION: Eblan Castle

Bacchus

DESCRIPTION: Increases attack power.

LOCATION: Fabul, Baron Castle, Troia Castle, Dwarf Castle, Tower of Babil, Eblan Castle, Cave of Summons, Land of Summons

Bestiary

DESCRIPTION: Scans enemy for HP and weakness.

LOCATION: Dwarf Castle, Sealed Cave, Hummingway Village

Blizzard

DESCRIPTION: Causes a large amount of ice damage.

LOCATION: Sylvan Cave, Lunar Subterrane

Big Bomb

DESCRIPTION: Causes a large amount of fire elemental damage.

LOCATION: Won in battle

Bomb

DESCRIPTION: Causes a small amount of fire damage.

LOCATION: Water Cavern, Fabul, Mist, Tomra

Boreas

DESCRIPTION: Causes a medium amount of ice damage.

LOCATION: Agart

Coffin

DESCRIPTION: Automatically kills target.

LOCATION: Eblan Castle

DkMatter

DESCRIPTION: Protects against Zeromus' attacks.

LOCATION: Stolen from Zeromus

GaiaDrum

DESCRIPTION: Causes earth elemental damage.

LOCATION: Won in battle

Grimoire

DESCRIPTION: Summons Phantom Beasts.

LOCATION: Won in battle

Hermes

DESCRIPTION: Increases speed.

LOCATION: Water Cavern, Fabul, Waterway, Baron Castle, Eblan Castle

HrGlass1

DESCRIPTION: Stuns enemies, disabling all commands.

LOCATION: Baron, Water Cavern, Antlion, Waterway, Magnetic Cavern

HrGlass2

DESCRIPTION: Stops enemies, disabling commands.

LOCATION: Dwarf Castle, Eblan Castle, Cave Eblan, Tower of Babil

HrGlass2

DESCRIPTION: Halts enemies, disabling commands.

LOCATION: Won in battle

Illusion

DESCRIPTION: Increases evade.

LOCATION: Troia

Inferno

DESCRIPTION: Causes a large amount of fire damage.

LOCATION: Sylvan Cave, Lunar Subterrane

Kamikaze

DESCRIPTION: Destroys character and inflicts equal HP damage.

LOCATION: Eblan Castle, Cave Eblan, Sylvan Cave

LitStorm

DESCRIPTION: Causes a large amount of electric damage.

LOCATION: Sylvan Cave

MoonVeil

DESCRIPTION: Casts Wall on user.

LOCATION: Lunar Path

MuteBell

DESCRIPTION: Casts Mute.

LOCATION: Sealed Cave

Notus

DESCRIPTION: Causes a small amount of ice elemental damage.

LOCATION: Water Cavern, Antlion, Fabul, Tomra

Silk Web

DESCRIPTION: Slows enemies.

LOCATION: Antlion, Fabul, Magnetic Cavern, Cave Eblan

Stardust

DESCRIPTION: Causes a large amount of non-elemental damage.

LOCATION: Lunar Path

StarVeil

DESCRIPTION: Casts Wall on user.

LOCATION: Sealed Cave

Succubus

DESCRIPTION: Absorbs MP.

LOCATION: Tower of Babil

ThorRage

DESCRIPTION: Causes a small amount of electric elemental damage.

LOCATION: Fabul, Baron, Waterway, Tomra

Unihorn

DESCRIPTION: Cures battle effects.

LOCATION: Baron Castle, Magnetic Cavern, Eblan Castle, Tower of Babil

Vampire

DESCRIPTION: Sucks enemy HP.

LOCATION: Cave Eblan

KEY ITEMS

~~~~~

Adamant

DESCRIPTION: Given to Kokkol with Legend(Sword) to forge the Excalibur.

LOCATION: Grotto

BaronKey

DESCRIPTION: Opens locked doors in Baron.

LOCATION: Baron

BombRing

DESCRIPTION: Causes destruction to Mist.

LOCATION: Baron Castle

Crystal

DESCRIPTION: Transforms Zeromus.

LOCATION: Lunar Core

Dark

DESCRIPTION: Taken by Kain.

LOCATION: Sealed Cave

Earth

DESCRIPTION: Exchanged for Rosa.

LOCATION: Magnetic Cavern

Magma

DESCRIPTION: Allows entrance to the underworld.

LOCATION: Baron Castle

Necklace

DESCRIPTION: Allows entrance to Sealed Cave.

LOCATION: Dwarf Castle

Pan

DESCRIPTION: Wakes Yang.

LOCATION: Fabul

Pass

DESCRIPTION: Allows entrance to dance show.

LOCATION: Troia

Rat Tail

DESCRIPTION: Traded for Adamant.

LOCATION: Land of Summons



SandRuby

DESCRIPTION: Cures Rosa form desert fever.

LOCATION: Antlion

Smut

DESCRIPTION: "Ooh la la"

LOCATION: Dwarf Castle

TowerKey

DESCRIPTION: Opens the locked door in Tower of Babil.

LOCATION: Tower of Babil

TwinHarp

DESCRIPTION: Decreases Dark Elf's power.

LOCATION: Troia

=====  
IX. WEAPONS  
=====

SWORDS

~~~~~

Ancient

LOCATION: Waterway

COST: --

ATTACK POWER: 35

OTHER: Sleep elemental

Avenger

LOCATION: Sylvan Cave

COST: --

ATTACK POWER: 82

OTHER: Casts Bersk on user.

BloodSwd

LOCATION: Cave Eblan

COST: --

ATTACK POWER: 44

OTHER: Absorbs HP, Defense -2

Dark

LOCATION: Water Cavern

COST: --

ATTACK POWER: 20

OTHER: --

Death

LOCATION: Fabul

COST: --

ATTACK POWER: 31

OTHER: Defense +2, Death elemental

Defense

LOCATION: Cave of Summons

COST: --

ATTACK POWER: 105

OTHER: Defense +8

Excalibur

LOCATION: Kokkol's Smithy

COST: --
ATTACK POWER: 163
OTHER: --

Flame

LOCATION: Tower of Zot, Dwarf Castle
COST: 14000
ATTACK POWER: 65
OTHER: Fire elemental

IceBrand

LOCATION: Tower of Babil, Cave Eblan
COST: 26000
ATTACK POWER: 75
OTHER: Ice elemental

Legend

LOCATION: Equipped on Cecil
COST: --
ATTACK POWER: 40
OTHER: --

Light

LOCATION: Sealed Cave
COST: --
ATTACK POWER: 100
OTHER: --

Mythril

LOCATION: Mythril
COST: 6000
ATTACK POWER: 50
OTHER: --

Ragnarok

LOCATION: Lunar Subterrane
COST: --
ATTACK POWER: 204
OTHER: Defense +8

Shadow

LOCATION: Equipped on Cecil
COST: --
ATTACK POWER: 10
OTHER: --

Sleep

LOCATION: Eblan Castle
COST: --
ATTACK POWER: 55
OTHER: Sleep elemental

SPEARS

~~~~~

#### BloodSpr

LOCATION: Eblan Castle  
COST: --  
ATTACK POWER: 85  
OTHER: Absorbs HP, Defense -5

Dragon

LOCATION: Won in battle  
COST: --  
ATTACK POWER: 99  
OTHER: Greatly effective against dragons

FlameSpr

LOCATION: Dwarf Castle  
COST: 11000  
ATTACK POWER: 66  
OTHER: --

Gungnir

LOCATION: Equipped on Kain  
COST: --  
ATTACK POWER: 92  
OTHER: Defense +7

HolyLnce

LOCATION: Lunar Subterrane  
COST: --  
ATTACK POWER: 109  
OTHER: --

IceSpear

LOCATION: Tower of Babil, Cave Eblan  
COST: 21000  
ATTACK POWER: 77  
OTHER: Ice elemental

Spear

LOCATION: Agart  
COST: 60  
ATTACK POWER: 9  
OTHER: --

WindSpr

LOCATION: Equipped on Kain  
COST: --  
ATTACK POWER: 55  
OTHER: --

NINJA SWORDS

~~~~~

Ashura

LOCATION: Tower of Babil, Tomra
COST: 7000
ATTACK POWER: 47
OTHER: --

Kikuichi

LOCATION: Cave of Summons
COST: --
ATTACK POWER: 65
OTHER: --

Kotetsu

LOCATION: Land of Summons, Sealed Cave
COST: 11000
ATTACK POWER: 56

OTHER: --

Kunai

LOCATION: Cave Eblan

COST: 4000

ATTACK POWER: 38

OTHER: --

Masamune

LOCATION: Lunar Core

COST: --

ATTACK POWER: 91

OTHER: --

Murasame

LOCATION: Lunar Subterrane

COST: --

ATTACK POWER: 83

OTHER: Defense +3

STAVES

~~~~~

Cure

LOCATION: Mysidia, Baron

COST: 480

ATTACK POWER: 8

OTHER: --

Lunar

LOCATION: Land of Summons

COST: 7000

ATTACK POWER: 30

OTHER: --

Mythril

LOCATION: Mythril

COST: 4000

ATTACK POWER: 12

OTHER: --

Power

LOCATION: Cave Eblan

COST: 2000

ATTACK POWER: 33

OTHER: --

Sage

LOCATION: Won in battle

COST: --

ATTACK POWER: 48

OTHER: --

Staff

LOCATION: Kaipo, Agart

COST: 160

ATTACK POWER: 4

OTHER: --

Stardust

LOCATION: Lunar Subterrane

COST: --  
ATTACK POWER: 45  
OTHER: Wisdom +15

#### RODS

~~~~~

Change

LOCATION: Mist
COST: --
ATTACK POWER: 15
OTHER: --

FairyRod

LOCATION: Land of Summons, Sylvan Cave
COST: 5000
ATTACK POWER: 30
OTHER: --

FlameRod

LOCATION: Mysidia
COST: 380
ATTACK POWER: 7
OTHER: Fire elemental

IceRod

LOCATION: Water Cavern, Mysidia
COST: 220
ATTACK POWER: 5
OTHER: Ice elemental

Rod

LOCATION: Kaipo, Agart
COST: 100
ATTACK POWER: 3
OTHER: --

Thunder

LOCATION: Baron
COST: 700
ATTACK POWER: 10
OTHER: Bolt elemental

BOWS

~~~~~

##### Archer

LOCATION: Tower of Babil, Cave Eblan, Tomra  
COST: 3000  
OTHER: --

##### CrossBow

LOCATION: Damcyan, Mysidia, Agart  
COST: 700  
OTHER: --

##### ElvenBow

LOCATION: Sylvan Cave  
COST: --  
OTHER: --

##### GreatBow

LOCATION: Troia, Troia Castle, Dwarf Castle  
COST: 2000  
OTHER: --

ShortBow

LOCATION: Kaipo, Agart  
COST: 220  
OTHER: --

Yoichi

LOCATION: Land of Summons  
COST: --  
OTHER: --

ARROWS

~~~~~

Angel

LOCATION: Land of Summons, Sylvan Cave
COST: 110
OTHER: --

Artemis

LOCATION: Lunar Subterrane
COST: --
OTHER: --

Bolt

LOCATION: Troia, Troia Castle, Sylvan Cave
COST: 30
OTHER: Bolt elemental

Brass

LOCATION: Kaipo, Damcyan, Agart
COST: 10
OTHER: --

Darkness

LOCATION: Dwarf Castle
COST: 40
OTHER: Darkness elemental

Fire

LOCATION: Troia, Troia Castle, Sylvan Cave
COST: 30
OTHER: Fire elemental

Holy

LOCATION: Damcyan, Mt. Hobs, Mysidia, Agart
COST: 20
OTHER: Holy elemental

Ice

LOCATION: Troia, Troia Castle, Tower of Babil, Sylvan Cave
COST: 30
OTHER: Ice elemental

Mute

LOCATION: Eblan Castle, Tomra
COST: 100
OTHER: Silence elemental

Poison

LOCATION: Cave Eblan

COST: 70

OTHER: Poison elemental

Yoichi

LOCATION: Land of Summons, Giant of Babil, Kokkol's Smithy

COST: 140

OTHER: --

HARPS

~~~~~

Dreamer

LOCATION: Equipped on Edward

COST: --

ATTACK POWER: 8

OTHER: Confuse elemental

Lamia

LOCATION: Antlion

COST: --

ATTACK POWER: 12

OTHER: Sleep elemental

CLAWS

~~~~~

BoltClaw

LOCATION: Fabul, Baron

COST: 550

ATTACK POWER: --

OTHER: Electric elemental

CatClaw

LOCATION: Tower of Babil

COST: --

ATTACK POWER: 1

OTHER: Sleep elemental

Fairy

LOCATION: Magnetic Cavern

COST: --

ATTACK POWER: --

OTHER: Confuse elemental

FireClaw

LOCATION: Fabul, Baron

COST: 350

ATTACK POWER: --

OTHER: Fire elemental

HellClaw

LOCATION: Tower of Zot

COST: --

ATTACK POWER: 1

OTHER: Death elemental

IceClaw

LOCATION: Fabul, Baron

COST: 450

ATTACK POWER: --
OTHER: Ice elemental

WRENCHES

~~~~~

Gaia  
LOCATION: Tower of Zot  
COST: --  
ATTACK POWER: 67  
OTHER: Earth elemental

Mythril  
LOCATION: Mythril  
COST: 8000  
ATTACK POWER: 55  
OTHER: --

Wooden  
LOCATION: Troia  
COST: 80  
ATTACK POWER: 45  
OTHER: --

#### WHIPS

~~~~~

Blitz
LOCATION: Land of Summons
COST: 10000
ATTACK POWER: 40
OTHER: --

Chain
LOCATION: Tomra, Land of Summons
COST: 6000
ATTACK POWER: 30
OTHER: --

FireLash
LOCATION: Lunar Subterrane
COST: --
ATTACK POWER: 51
OTHER: Defense +2

Whip
LOCATION: Mist
COST: 3000
ATTACK POWER: 20
OTHER: Paralyze elemental

KNIVES

~~~~~

Dancing  
LOCATION: Mist  
COST: 5000  
ATTACK POWER: 28  
OTHER: --

MageMash  
LOCATION: Sylvan Cave  
COST: --



ATTACK POWER: 35  
OTHER: --

#### Mythril

LOCATION: Mythril  
COST: 3000  
ATTACK POWER: 20  
OTHER: --

#### BOOMERANGS

~~~~~

Boomrang

LOCATION: Agart, Cave Eblan
COST: 3000
ATTACK POWER: 33
OTHER: --

FullMoon

LOCATION: Sylvan Cave
COST: --
ATTACK POWER: 57
OTHER: --

AXES

~~~~~

#### Dwarf

LOCATION: Dwarf Castle  
COST: 15000  
ATTACK POWER: 63  
OTHER: Defense +3

#### Ogre

LOCATION: Tower of Babil, Tomra  
COST: 45000  
ATTACK POWER: 80  
OTHER: Greatly effective against Ogres

#### VenomAxe

LOCATION: Cave of Summons  
COST: --  
ATTACK POWER: 95  
OTHER: Poison elemental, two-handed

#### Darts

~~~~~

Fuma

LOCATION: Sealed Cave, Kokkol's Smithy, Lunar Subterrane, Lunar Core
COST: 50000
OTHER: --

Knife

LOCATION: Fabul
COST: --
OTHER: Causes 9999 damage.

Shuriken

LOCATION: Cave Eblan, Giant of Babil, Kokkol's Smithy
COST: 20000
OTHER: --

=====

X. ARMOR

=====

BODY

~~~~~

Bard

LOCATION: Mist  
COST: 70  
DEFENSE POWER: 2  
MAGIC DEFENSE: 1  
OTHER: --

Black

LOCATION: Cave Eblan  
COST: 10000  
DEFENSE POWER: 8  
MAGIC DEFENSE: 7  
OTHER: --

BlkBlt

LOCATION: Dwarf Castle  
COST: --  
DEFENSE POWER: 12  
MAGIC DEFENSE: 3  
OTHER: Attack +2

Clothes

LOCATION: Kaipo, Troia, Mist  
COST: 50  
DEFENSE POWER: 1  
MAGIC DEFENSE: --  
OTHER: --

Crystal

LOCATION: Lunar Subterrane  
COST: --  
DEFENSE POWER: 25  
MAGIC DEFENSE: 10  
OTHER: --

Demon

LOCATION: Fabul  
COST: 3000  
DEFENSE POWER: 9  
MAGIC DEFENSE: 3  
OTHER: --

Diamond

LOCATION: Tomra  
COST: 40000  
DEFENSE POWER: 19  
MAGIC DEFENSE: 4  
OTHER: --

Dragon

LOCATION: Lunar Subterrane  
COST: --  
DEFENSE POWER: 23  
MAGIC DEFENSE: 8

OTHER: --

#### Flame

LOCATION: Tower of Zot, Dwarf Castle

COST: 30000

DEFENSE POWER: 15

MAGIC DEFENSE: 4

OTHER: Protects against Ice

#### GaiaGear

LOCATION: Mysidia

COST: 500

DEFENSE POWER: 3

MAGIC DEFENSE: 3

OTHER: --

#### Genji

LOCATION: Cave Bahamut

COST: --

DEFENSE POWER: 21

MAGIC DEFENSE: 7

OTHER: --

#### Hades

LOCATION: Water Cavern

COST: --

DEFENSE POWER: 7

MAGIC DEFENSE: 2

OTHER: --

#### IceArmor

LOCATION: Tower of Babil, Cave Eblan

COST: 36000

DEFENSE POWER: 17

MAGIC DEFENSE: 4

OTHER: --

#### Iron

LOCATION: Agart

COST: 600

DEFENSE POWER: 4

MAGIC DEFENSE: 1

OTHER: --

#### Kenpo

LOCATION: Baron

COST: 4000

DEFENSE POWER: 5

MAGIC DEFENSE: 2

OTHER: Attack +1

#### Leather

LOCATION: Kaipo, Troia

COST: 200

DEFENSE POWER: 2

MAGIC DEFENSE: 1

OTHER: --

#### Ninja

LOCATION: Lunar Subterrane

COST: --  
DEFENSE POWER: 14  
MAGIC DEFENSE: 5  
OTHER: --

Paladin

LOCATION: Mysidia  
COST: 8000  
DEFENSE POWER: 11  
MAGIC DEFENSE: 2  
OTHER: --

Shadow

LOCATION: Equipped on Cecil  
COST: --  
DEFENSE POWER: 5  
MAGIC DEFENSE: 1  
OTHER: --

Sorcerer

LOCATION: Land of Summons  
COST: 30000  
DEFENSE POWER: 12  
MAGIC DEFENSE: 9  
OTHER: --

Wizard

LOCATION: Tower of Zot, Dwarf Castle  
COST: 1200  
DEFENSE POWER: 5  
MAGIC DEFENSE: 5  
OTHER: --

HEAD

~~~~~

Bandanna

LOCATION: Tower of Babil
COST: --
DEFENSE POWER: 6
MAGIC DEFENSE: 1
OTHER: Attack +1

Crystal

LOCATION: Lunar Subterrane
COST: --
DEFENSE POWER: 12
MAGIC DEFENSE: 8
OTHER: --

Demon

LOCATION: Fabul
COST: 980
DEFENSE POWER: 6
MAGIC DEFENSE: 1
OTHER: --

Diamond

LOCATION: Tomra
COST: 10000
DEFENSE POWER: 9

MAGIC DEFENSE: 2
OTHER: --

Dragon

LOCATION: Lunar Subterrane
COST: --
DEFENSE POWER: 11
MAGIC DEFENSE: 7
OTHER: --

Feather

LOCATION: Water Cavern, Damcyan, Troia
COST: --
DEFENSE POWER: 2
MAGIC DEFENSE: 3
OTHER: --

Genji

LOCATION: Cave Bahamut
COST: --
DEFENSE POWER: 10
MAGIC DEFENSE: 6
OTHER: --

Hades

LOCATION: Water Cavern
COST: --
DEFENSE POWER: 5
MAGIC DEFENSE: 1
OTHER: --

Headband

LOCATION: Baron
COST: 450
DEFENSE POWER: 1
MAGIC DEFENSE: 1
OTHER: Attack +1

Iron

LOCATION: Agart
COST: 150
DEFENSE POWER: 3
MAGIC DEFENSE: --
OTHER: --

Leather

LOCATION: Kaipo, Troia
COST: 100
DEFENSE POWER: 1
MAGIC DEFENSE: 1
OTHER: --

Magus

LOCATION: Mysidia
COST: 700
DEFENSE POWER: 3
MAGIC DEFENSE: 5
OTHER: --

Minerva

LOCATION: Lunar Subterrane
COST: --
DEFENSE POWER: 28
MAGIC DEFENSE: 5
OTHER: --

Ninja

LOCATION: Sealed Cave
COST: --
DEFENSE POWER: 6
MAGIC DEFENSE: 1
OTHER: --

Paladin

LOCATION: Mysidia
COST: 4000
DEFENSE POWER: 7
MAGIC DEFENSE: 2
OTHER: --

Ribbon

LOCATION: Lunar Subterrane
COST: --
DEFENSE POWER: 9
MAGIC DEFENSE: 11
OTHER: Protects against status ailments

Shadow

LOCATION: Equipped on Cecil
COST: --
DEFENSE POWER: 4
MAGIC DEFENSE: 1
OTHER: --

Tiara

LOCATION: Mist, Tomra
COST: 20000
DEFENSE POWER: 7
MAGIC DEFENSE: 10
OTHER: --

White

LOCATION: Lunar Subterrane
COST: --
DEFENSE POWER: 18
MAGIC DEFENSE: 10
OTHER: --

Wizard

LOCATION: Dwarf Castle
COST: 2000
DEFENSE POWER: 5
MAGIC DEFENSE: 7
OTHER: --

ARM

~~~~~

#### Crystal

LOCATION: Lunar Subterrane  
COST: --

DEFENSE POWER: 10  
MAGIC DEFENSE: 7  
OTHER: --

Demon

LOCATION: Fabul  
COST: 800  
DEFENSE POWER: 4  
MAGIC DEFENSE: --  
OTHER: --

Diamond

LOCATION: Tomra  
COST: 5000  
DEFENSE POWER: 7  
MAGIC DEFENSE: 3  
OTHER: --

Dragon

LOCATION: Lunar Subterrane  
COST: --  
DEFENSE POWER: 9  
MAGIC DEFENSE: 6  
OTHER: --

Hades

LOCATION: Water Cavern  
COST: --  
DEFENSE POWER: 3  
MAGIC DEFENSE: --  
OTHER: --

Genji

LOCATION: Cave Bahamut  
COST: --  
DEFENSE POWER: 8  
MAGIC DEFENSE: 5  
OTHER: --

GoldRing

LOCATION: Tomra  
COST: 4000  
DEFENSE POWER: 6  
MAGIC DEFENSE: 8  
OTHER: --

Iron

LOCATION: Agart  
COST: 130  
DEFENSE POWER: 2  
MAGIC DEFENSE: --  
OTHER: --

IronRing

LOCATION: Kaipo, Water Cavern  
COST: 100  
DEFENSE POWER: 2  
MAGIC DEFENSE: 1  
OTHER: --

Paladin

LOCATION: Mysidia  
COST: 3000  
DEFENSE POWER: 5  
MAGIC DEFENSE: 1  
OTHER: --

Protect

LOCATION: Lunar Subterrane  
COST: --  
DEFENSE POWER: 17  
MAGIC DEFENSE: 12  
OTHER: --

RubyRing

LOCATION: Damcyan, Troia, Troia Castle, Mist  
COST: 1000  
DEFENSE POWER: --  
MAGIC DEFENSE: 3  
OTHER: --

Rune

LOCATION: Dwarf Castle  
COST: 2000  
DEFENSE POWER: 5  
MAGIC DEFENSE: 8  
OTHER: --

Shadow

LOCATION: Equipped on Cecil  
COST: --  
DEFENSE POWER: 2  
MAGIC DEFENSE: --  
OTHER: --

Silver

LOCATION: Mysidia, Baron  
COST: 650  
DEFENSE POWER: 4  
MAGIC DEFENSE: 4  
OTHER: --

Strength

LOCATION: Dwarf Castle  
COST: --  
DEFENSE POWER: 2  
MAGIC DEFENSE: 2  
OTHER: Raises Strength

SHIELDS

~~~~~

Aegis

LOCATION: Land of Summons
COST: 20000
DEFENSE POWER: 4
MAGIC DEFENSE: 5
OTHER: --

Crystal

LOCATION: Lunar Subterrane

COST: --
DEFENSE POWER: 7
MAGIC DEFENSE: 4
OTHER: --

Demon

LOCATION: Fabul
COST: --
DEFENSE POWER: 2
MAGIC DEFENSE: --
OTHER: --

Diamond

LOCATION: Tomra
COST: 15000
DEFENSE POWER: 4
MAGIC DEFENSE: 2
OTHER: --

Dragon

LOCATION: Lunar Subterrane
COST: --
DEFENSE POWER: 6
MAGIC DEFENSE: 3
OTHER: --

Flame

LOCATION: Tower of Zot, Dwarf Castle
COST: 1250
DEFENSE POWER: 3
MAGIC DEFENSE: 2
OTHER: Protects against Ice

Genji

LOCATION: Cave Bahamut
COST: --
DEFENSE POWER: 5
MAGIC DEFENSE: 3
OTHER: --

IceShld

LOCATION: Cave Eblan
COST: 10000
DEFENSE POWER: 3
MAGIC DEFENSE: 2
OTHER: Protects against fire

Iron

LOCATION: Agart
COST: 100
DEFENSE POWER: 1
MAGIC DEFENSE: --
OTHER: --

Paladin

LOCATION: Mysidia
COST: 700
DEFENSE POWER: 2
MAGIC DEFENSE: 1
OTHER: --

Shadow

LOCATION: Equipped on Cecil

COST: --

DEFENSE POWER: 1

MAGIC DEFENSE: --

OTHER: --

=====
XI. SHOPS
=====

BARON

Inn Cost - 50

ITEM

~~~~~

Potion - 30

Life - 100

Soft - 400

MaidKiss - 60

Eyedrops - 30

Antidote - 40

Tent - 100

Gysahl - 50

WEAPON(Available after obtaining BaronKey)

~~~~~

Thunder(Rod) - 700

Cure(Staff) - 480

FireClaw - 350

IceClaw - 450

BoltClaw - 550

ARMOR(Available after obtaining BaronKey)

~~~~~

Headband - 450

Kenpo(Suit) - 4000

Silver(Glove) - 650

-----  
Kaipo  
-----

Inn Cost - 50

ITEM

~~~~~

Potion - 30

Life - 100

Soft - 400

MaidKiss - 60

Eyedrops - 30

Antidote - 40

Tent - 100

Gysahl - 50

WEAPON

~~~~~  
Rod - 100  
Staff - 100  
ShortBow - 220  
Brass(Arrows) - 10

ARMOR

~~~~~  
Leather(Helmet) - 100
Clothes - 50
Leather(Armor) - 200
IronRing - 100

Fabul

Inn Cost - 50

ITEM

~~~~~  
Potion - 30  
Life - 100  
Soft - 400  
MaidKiss - 60  
Eyedrops - 30  
Antidote - 40  
Tent - 100  
Gysahl - 50

WEAPON

~~~~~  
FireClaw - 350
IceClaw - 450
BoltClaw - 550

ARMOR

~~~~~  
Demon(Helmet) - 980  
Demon(Armor) - 3000  
Demon(Glove) - 800

-----  
Mysidia  
-----

Inn Cost - 200

ITEM

~~~~~  
Potion - 30
HiPotion - 150
Life - 100
Soft - 400
EchoNote - 50
Antidote - 40
Tent - 100
Cabin - 500

WEAPON

~~~~~  
IceRod - 220  
FlameRod - 380  
Cure(Staff) - 480  
Holy(Arrows) - 20  
CrossBow - 700

ARMOR

~~~~~  
Magus(Hat) - 700
GaiaGear - 500
Silver(Glove) - 650
Paladin(Shield) - 700
Paladin(Helmet) - 4000
Paladin(Armor) - 8000
Paladin(Glove) - 3000

Troia

Inn Cost - 200

ITEM

~~~~~  
Potion - 30  
Life - 100  
Soft - 400  
MaidKiss - 60  
Eyedrops - 30  
Antidote - 40  
Tent - 100  
Gysahl - 50

WEAPON

~~~~~  
Wooden(Wrench) - 80
GreatBow - 2000
Fire(Arrows) - 30
Ice(Arrows) - 30
Bolt(Arrows) - 30

ARMOR

~~~~~  
Leather(Helmet) - 190  
Feather(Hat) - 330  
Clothes - 50  
Leather(Armor) - 200  
RubyRing - 1000

-----  
Mist  
-----

Inn Cost - 50

ITEM

~~~~~  
Potion - 30

Life - 100
Soft - 400
MaidKiss - 60
Eyedrops - 30
Antidote - 40
Tent - 100
Gysahl - 50

WEAPON

~~~~~  
Whip - 3000  
Dancing(Knife) - 5000

ARMOR

~~~~~  
Bard(Clothes) - 70

Mythril

Inn Cost - 500

ITEM

~~~~~  
MaidKiss - 60  
Mallet - 80  
DietFood - 100

WEAPON

~~~~~  
Mythril(Staff) - 4000
Mythril(Knife) - 3000
Mythril(Wrench) - 8000
Mythril(Sword) - 6000

ARMOR

~~~~~  
Mythril(Shield) - 1000  
Mythril(Helmet) - 3000  
Mythril(Armor) - 17000  
Mythril(Glove) - 2000

-----  
Agart  
-----

Inn Cost - 50

ITEM

~~~~~  
Potion - 30
Life - 100
Soft - 400
MaidKiss - 60
Eyedrops - 30
Antidote - 40
Tent - 100
Gysahl - 50

WEAPON

~~~~~  
Rod - 100  
Staff - 160  
Spear - 60  
Boomrang - 3000  
ShortBow - 220  
CrossBow - 700  
Brass(Arrows) - 10  
Holy(Arrows) - 20

ARMOR

~~~~~  
Iron(Shield) - 100
Iron(Helmet) - 150
Iron(Armor) - 600
Iron(Glove) - 130
IronRing - 100

Dwarf Castle

Inn Cost - 600

ITEM

~~~~~  
Soft - 400  
MaidKiss - 60  
Mallet - 80  
DietFood - 100  
EchoNote - 50  
Eyedrops - 30  
Antidote - 40  
Cross - 100

Life - 100  
Potion - 30  
HiPotion - 150  
Tent - 100  
Cabin - 500  
EagleEye - 100  
Gysahl - 50  
Remedy - 5000

WEAPON

~~~~~  
Dwarf(Axe) - 15000
GreatBow - 2000
Darkness(Arrows) - 40
Flame(Sword) - 14000
FlameSpr - 11000

ARMOR

~~~~~  
Flame(Shield) - 1250  
Flame(Armor) - 30000  
Wizard(Hat) - 2000  
Wizard(Robe) - 1200  
Rune(Glove) - 2000

-----  
Cave Eblan  
-----

Inn Cost - 700

ITEM

~~~~~

Soft - 400
MaidKiss - 60
Mallet - 80
DietFood - 100
EchoNote - 50
Eyedrops - 30
Antidote - 40
Cross - 100

WEAPON

~~~~~

Power(Staff) - 2000  
IceBrand - 26000  
IceSpear - 21000  
Kunai(Ninja Sword) - 4000  
Boomrang - 3000  
Archer(Bow) - 3000  
Poison(Arrows) - 70

ARMOR

~~~~~

IceShld - 10000
IceArmor - 36000
Black(Robe) - 10000

Tomra

Inn Cost - 300

ITEM

~~~~~

Soft - 400  
MaidKiss - 60  
Mallet - 80  
DietFood - 100  
EchoNote - 50  
Eyedrops - 30  
Antidote - 40  
Cross - 100

Life - 100  
Potion - 30  
HiPotion - 150  
Tent - 100  
Cabin - 500  
EagleEye - 100  
Gysahl - 50  
Remedy - 5000

WEAPON

~~~~~

Ashura (Ninja Sword) - 7000
Chain (Whip) - 6000
Ogre (Axe) - 45000
Archer (Bow) - 3000
Mute (Arrows) - 100

ARMOR

~~~~~

Diamond (Shield) - 15000  
Diamond (Helmet) - 10000  
Diamond (Armor) - 40000  
Diamond (Glove) - 5000  
Tiara - 20000  
GoldRing - 4000

-----  
Land of Summons  
-----

Inn Cost - 1200

ITEM

~~~~~

Soft - 400
MaidKiss - 60
Mallet - 80
DietFood - 100
EchoNote - 50
Eyedrops - 30
Antidote - 40
Cross - 100

Life - 100
Potion - 30
HiPotion - 150
Tent - 100
Cabin - 500
EagleEye - 100
Gysahl - 50
Remedy - 5000

WEAPON

~~~~~

Whip - 3000  
Chain (Whip) - 6000  
Blitz (Whip) - 10000  
Kotetsu (Ninja Sword) - 11000  
FairyRod - 5000  
Lunar (Staff) - 7000  
Angel (Arrows) - 110

ARMOR

~~~~~

Aegis (Shield) - 20000
Sorcerer (Armor) - 30000

Hummingway Village

ITEM

~~~~~  
HiPotion - 150  
Life - 100  
Ether1 - 10000  
Ether2 - 50000  
Elixir - 100000  
Cabin - 500  
Bestiary - 980  
Whistle - 20000  
-----

Kokkol's Smithy  
-----

WEAPON

~~~~~  
Shuriken - 20000
Fuma - 50000
Yoichi(Arrows) - 140
=====

XII. MONSTERS
=====

Thanks to the Brady Games Final Fantasy Chronicles Official Strategy Guide
for some of these monster statistics.

Alert

LOCATION: Tower of Babil
HIT POINTS: 1425
EXPERIENCE: 2008
GIL: 380
WEAKNESS: --
DROP: --

AquaWorm

LOCATION: Waterway
HIT POINTS: 638
EXPERIENCE: 690
GIL: 219
WEAKNESS: Bolt
DROP: --

Arachne

LOCATION: Cave of Summons
HIT POINTS: 3650
EXPERIENCE: 4385
GIL: 585
WEAKNESS: Ice
DROP: Silk Web

Armadillo

LOCATION: Underworld, Cave Eblan
HIT POINTS: 325
EXPERIENCE: 1555
GIL: 194
WEAKNESS: --

DROP: --

Baloon

LOCATION: Tower of Babil
HIT POINTS: 697
EXPERIENCE: 2458
GIL: 315
WEAKNESS: --
DROP: Bomb

Basilisk

LOCATION: Antlion
HIT POINTS: 90
EXPERIENCE: 111
GIL: 30
WEAKNESS: --
DROP: Tent, Soft

Beamer

LOCATION: Giant of Babil
HIT POINTS: 3000
EXPERIENCE: 3199
GIL: 890
WEAKNESS: Bolt
DROP: Tent

Behemoth

LOCATION: Cave Bahamut, Lunar Subterrane, Lunar Core
HIT POINTS: 23000
EXPERIENCE: 57000
GIL: 65000
WEAKNESS: --
DROP: Strength (Glove)

BlackCat

LOCATION: Eblan Castle, Tower of Babil
HIT POINTS: 593
EXPERIENCE: 2758
GIL: 345
WEAKNESS: --
DROP: Unihorn

Black Liz

LOCATION: Underworld, Tower of Babil, Cave Eblan
HIT POINTS: 792
EXPERIENCE: 1297
GIL: 43
WEAKNESS: Ice
DROP: Medusa (Arrows)

BladMan

LOCATION: Tower of Babil
HIT POINTS: 1050
EXPERIENCE: 2559
GIL: 211
WEAKNESS: Holy
DROP: --

Blue D.

LOCATION: Lunar Subterrane

HIT POINTS: 15000
EXPERIENCE: 36000
GIL: 40200
WEAKNESS: --
DROP: --

Bomb

LOCATION: Mt. Hobbs, Fabul
HIT POINTS: 55
EXPERIENCE: 361
GIL: 76
WEAKNESS: --
DROP: --

Breath

LOCATION: Lunar Core
HIT POINTS: 40000
EXPERIENCE: 60000
GIL: 50000
WEAKNESS: --
DROP: --

Cannibal

LOCATION: Troia
HIT POINTS: 440
EXPERIENCE: 650
GIL: 210
WEAKNESS: Fire
DROP: --

Carapace

LOCATION: Tower of Zot
HIT POINTS: 700
EXPERIENCE: 920
GIL: 224
WEAKNESS: Ice
DROP: --

Cave Bat

LOCATION: Magnetic Cavern, Cave Eblan
HIT POINTS: 334
EXPERIENCE: 598
GIL: 151
WEAKNESS: Holy
DROP: Potion

CaveNaga

LOCATION: Magnetic Cavern
HIT POINTS: 285
EXPERIENCE: 800
GIL: 201
WEAKNESS: Holy
DROP: --

CaveToad

LOCATION: Water Cavern
HIT POINTS: 47
EXPERIENCE: 89
GIL: 24
WEAKNESS: Ice

DROP: --

Centaur

LOCATION: Tower of Zot
HIT POINTS: 380
EXPERIENCE: 860
GIL: 172
WEAKNESS: --
DROP: --

Chimera

LOCATION: Tower of Babil
HIT POINTS: 700
EXPERIENCE: 1708
GIL: 225
WEAKNESS: --
DROP: --

Clapper

LOCATION: Cave of Summons
HIT POINTS: 7600
EXPERIENCE: 7775
GIL: 900
WEAKNESS: --
DROP: --

Cocatrix

LOCATION: Mt. Hobbs
HIT POINTS: 149
EXPERIENCE: 275
GIL: 82
WEAKNESS: Bolt
DROP: --

Conjurer

LOCATION: Cave of Summons
HIT POINTS: 3600
EXPERIENCE: 3688
GIL: 475
WEAKNESS: --
DROP: --

Crawler

LOCATION: Moon
HIT POINTS: 1855
EXPERIENCE: 3437
GIL: 538
WEAKNESS: --
DROP: --

Cream

LOCATION: Antlion
HIT POINTS: 55
EXPERIENCE: 144
GIL: 33
WEAKNESS: Bolt
DROP: Potion

Crocodile

LOCATION: Waterway

HIT POINTS: 292
EXPERIENCE: 660
GIL: 218
WEAKNESS: Ice
DROP: --

D. Bone

LOCATION: Cave Bahamut, Lunar Subterrane
HIT POINTS: 12000
EXPERIENCE: 14000
GIL: 6750
WEAKNESS: Fire
DROP: --

D. Fossil

LOCATION: Lunar Subterrane
HIT POINTS: 12000
EXPERIENCE: 15000
GIL: 8100
WEAKNESS: Holy, Fire, Cure
DROP: --

Dark Imp

LOCATION: Underworld
HIT POINTS: 199
EXPERIENCE: 1950
GIL: 45
WEAKNESS: --
DROP: --

DarkTree

LOCATION: Sylvan Cave
HIT POINTS: 3900
EXPERIENCE: 5041
GIL: 525
WEAKNESS: Fire
DROP: --

Eagle

LOCATION: Baron
HIT POINTS: 18
EXPERIENCE: 40
GIL: 5
WEAKNESS: --
DROP: --

ElecFish

LOCATION: Waterway
HIT POINTS: 284
EXPERIENCE: 640
GIL: 214
WEAKNESS: --
DROP: HiPotion

EpeeGirl

LOCATION: Tower of Zot
HIT POINTS: 425
EXPERIENCE: 1049
GIL: 200
WEAKNESS: --

DROP: Silver(Glove)

EvilDoll

LOCATION: Tower of Babil
HIT POINTS: 388
EXPERIENCE: 1408
GIL: 269
WEAKNESS: --
DROP: --

EvilMask

LOCATION: Lunar Core
HIT POINTS: 37000
EXPERIENCE: 50000
GIL: 65000
WEAKNESS: Holy
DROP: --

EvilShel

LOCATION: Water Cavern
HIT POINTS: 65
EXPERIENCE: 101
GIL: 28
WEAKNESS: Bolt
DROP: DietFood, MaidKiss

FangShel

LOCATION: Waterway
HIT POINTS: 380
EXPERIENCE: 1030
GIL: 262
WEAKNESS: --
DROP: DietFood

Fiend

LOCATION: Cave of Summons
HIT POINTS: 3480
EXPERIENCE: 4288
GIL: 575
WEAKNESS: --
DROP: --

FlameDog

LOCATION: Tower of Zot, Tower of Babil
HIT POINTS: 1221
EXPERIENCE: 1707
GIL: 244
WEAKNESS: Ice
DROP: --

FlameMan

LOCATION: Tower of Babil
HIT POINTS: 579
EXPERIENCE: 1700
GIL: 225
WEAKNESS: Ice
DROP: Flame(Shield), FlameSpr

FloatEye

LOCATION: Baron

HIT POINTS: 20
EXPERIENCE: 42
GIL: 9
WEAKNESS: --
DROP: --

Gargoyle

LOCATION: Mt. Hobbs
HIT POINTS: 160
EXPERIENCE: 314
GIL: 90
WEAKNESS: Ice, Holy
DROP: --

Gator

LOCATION: Water Cavern, Waterway
HIT POINTS: 175
EXPERIENCE: 234
GIL: 16
WEAKNESS: Ice
DROP: --

Ghoul

LOCATION: Mt. Ordeals
HIT POINTS: 222
EXPERIENCE: 505
GIL: 179
WEAKNESS: Fire, Holy, Cure
DROP: --

Ghost

LOCATION: Sylvan Cave
HIT POINTS: 2800
EXPERIENCE: 3140
GIL: 362
WEAKNESS: --
DROP: --

GiantBat

LOCATION: Cave Eblan
HIT POINTS: 439
EXPERIENCE: 1976
GIL: 262
WEAKNESS: Fire
DROP: Potion, HiPotion

Ging-Ryu

LOCATION: Cave Bahamut, Lunar Subterrane
HIT POINTS: 7500
EXPERIENCE: 25000
GIL: 19000
WEAKNESS: --
DROP: StarVeil, Stardust

Gremlin

LOCATION: Tower of Zot
HIT POINTS: 410
EXPERIENCE: 1221
GIL: 275
WEAKNESS: Fire

DROP: --

Grenade

LOCATION: Moon
HIT POINTS: 1820
EXPERIENCE: 2644
GIL: 630
WEAKNESS: Bolt
DROP: Bomb

GreyBomb

LOCATION: Mt. Hobbs, Fabul
HIT POINTS: 111
EXPERIENCE: 445
GIL: 105
WEAKNESS: --
DROP: --

Grudger

LOCATION: Tower of Babil
HIT POINTS: 1400
EXPERIENCE: 2459
GIL: 149
WEAKNESS: Holy
DROP: --

Hooligan

LOCATION: Cave of Summons
HIT POINTS: 2200
EXPERIENCE: 4038
GIL: 485
WEAKNESS: Holy
DROP: --

Horseman

LOCATION: Giant of Babil
HIT POINTS: 3500
EXPERIENCE: 9699
GIL: 1220
WEAKNESS: Bolt
DROP: --

HugeNaga

LOCATION: Sealed Cave
HIT POINTS: 1480
EXPERIENCE: 3582
GIL: 238
WEAKNESS: --
DROP: Unihorn, Antidote

Hydra

LOCATION: Waterway
HIT POINTS: 252
EXPERIENCE: 670
GIL: 209
WEAKNESS: Bolt
DROP: --

IceBeast

LOCATION: Tower of Zot

HIT POINTS: 520
EXPERIENCE: 1441
GIL: 276
WEAKNESS: Fire
DROP: Ice (Arrows)

Ice Liz

LOCATION: Tower of Zot
HIT POINTS: 480
EXPERIENCE: 1231
GIL: 284
WEAKNESS: Fire
DROP: --

Imp

LOCATION: Baron, Mist Cave, Kaipo, Damcyan, Antlion
HIT POINTS: 6
EXPERIENCE: 28
GIL: 5
WEAKNESS: Fire
DROP: Potion

Imp Cap.

LOCATION: Antlion, Fabul
HIT POINTS: 37
EXPERIENCE: 184
GIL: 40
WEAKNESS: --
DROP: --

Ironback

LOCATION: Cave Eblan
HIT POINTS: 100
EXPERIENCE: 1077
GIL: 233
WEAKNESS: --
DROP: --

Jelly

LOCATION: Water Cavern
HIT POINTS: 35
EXPERIENCE: 134
GIL: 36
WEAKNESS: Fire
DROP: --

Jucllyote

LOCATION: Moon
HIT POINTS: 1700
EXPERIENCE: 6999
GIL: 1560
WEAKNESS: --
DROP: --

Kary

LOCATION: Cave Bahamut, Lunar Subterrane
HIT POINTS: 4000
EXPERIENCE: 13000
GIL: 3500
WEAKNESS: --

DROP: SomaDrop, MoonVeil, Artemis(Arrows)

King-Ryu

LOCATION: Lunar Subterrane
HIT POINTS: 8200
EXPERIENCE: 30000
GIL: 23000
WEAKNESS: --
DROP: ZeusRage

Lamia

LOCATION: Eblan Castle
HIT POINTS: 1200
EXPERIENCE: 2059
GIL: 143
WEAKNESS: --
DROP: --

Larva

LOCATION: Mist Cave
HIT POINTS: 28
EXPERIENCE: 49
GIL: 8
WEAKNESS: --
DROP: HrGlass1

Laser Arm

LOCATION: Giant of Babil
HIT POINTS: 3580
EXPERIENCE: 8703
GIL: 338
WEAKNESS: --
DROP: --

Lilith

LOCATION: Mt. Ordeals
HIT POINTS: 466
EXPERIENCE: 2700
GIL: 31262
WEAKNESS: Fire
DROP: --

MacGiant

LOCATION: Giant of Babil
HIT POINTS: 10000
EXPERIENCE: 31000
GIL: 1500
WEAKNESS: --
DROP: --

Machine

LOCATION: Giant of Babil
HIT POINTS: 4900
EXPERIENCE: 7999
GIL: 985
WEAKNESS: Bolt
DROP: --

Mad Ogre

LOCATION: Eblan Castle, Tower of Babil

HIT POINTS: 2000
EXPERIENCE: 2359
GIL: 270
WEAKNESS: --
DROP: --

Mad Toad

LOCATION: Water Cavern
HIT POINTS: 59
EXPERIENCE: 126
GIL: 34
WEAKNESS: Bolt
DROP: MaidKiss

Mage

LOCATION: Magnetic Cavern
HIT POINTS: 300
EXPERIENCE: 1000
GIL: 232
WEAKNESS: --
DROP: --

Malboro

LOCATION: Sylvan Cave
HIT POINTS: 4200
EXPERIENCE: 5640
GIL: 458
WEAKNESS: --
DROP: --

Manticore

LOCATION: Sealed Cave
HIT POINTS: 3400
EXPERIENCE: 28000
GIL: 1200
WEAKNESS: --
DROP: Bomb

Marion

LOCATION: Tower of Zot, Tower of Babil
HIT POINTS: 473
EXPERIENCE: 1000
GIL: 195
WEAKNESS: --
DROP: Illusion

Mech D.

LOCATION: Giant of Babil
HIT POINTS: 18000
EXPERIENCE: 41400
GIL: 2550
WEAKNESS: --
DROP: --

Medusa

LOCATION: Tower of Babil
HIT POINTS: 490
EXPERIENCE: 1208
GIL: 225
WEAKNESS: --

DROP: --

Mind

LOCATION: Lunar Core
HIT POINTS: 20000
EXPERIENCE: 65000
GIL: 50000
WEAKNESS: --
DROP: --

MoonCell

LOCATION: Moon
HIT POINTS: 980
EXPERIENCE: 3237
GIL: 1100
WEAKNESS: --
DROP: --

Naga

LOCATION: Tower of Babil
HIT POINTS: 320
EXPERIENCE: 1118
GIL: 150
WEAKNESS: --
DROP: --

Ogre

LOCATION: Magnetic Cavern
HIT POINTS: 865
EXPERIENCE: 800
GIL: 240
WEAKNESS: Holy, Confuse
DROP: Bacchus

Panther

LOCATION: Troia, Magnetic Cavern
HIT POINTS: 342
EXPERIENCE: 820
GIL: 252
WEAKNESS: Holy
DROP: Unihorn

Pike

LOCATION: Water Cavern, Waterway
HIT POINTS: 65
EXPERIENCE: 119
GIL: 30
WEAKNESS: Bolt
DROP: --

Pirahna

LOCATION: Waterway
HIT POINTS: 180
EXPERIENCE: 430
GIL: 145
WEAKNESS: Bolt
DROP: --

Procyote

LOCATION: Moon

HIT POINTS: 2600
EXPERIENCE: 7999
GIL: 1850
WEAKNESS: --
DROP: --

Pudding

LOCATION: Moon
HIT POINTS: 1357
EXPERIENCE: 3044
GIL: 1300
WEAKNESS: Ice
DROP: --

Puppet

LOCATION: Tower of Zot
HIT POINTS: 256
EXPERIENCE: 800
GIL: 180
WEAKNESS: Fire
DROP: --

Python

LOCATION: Troia
HIT POINTS: 108
EXPERIENCE: 700
GIL: 222
WEAKNESS: Ice, Holy
DROP: DietFood

Red Bone

LOCATION: Mt. Ordeals, Cave Eblan
HIT POINTS: 210
EXPERIENCE: 315
GIL: 169
WEAKNESS: Fire, Holy, Cure
DROP: --

Red D.

LOCATION: Lunar Subterrane, Lunar Core
HIT POINTS: 15000
EXPERIENCE: 41500
GIL: 65000
WEAKNESS: Ice
DROP: Dragon(Spear), Inferno

Red Eye

LOCATION: Cave of Summons
HIT POINTS: 2400
EXPERIENCE: 3444
GIL: 465
WEAKNESS: --
DROP: --

RedGiant

LOCATION: Cave Bahamut, Lunar Subterrane
HIT POINTS: 14000
EXPERIENCE: 18500
GIL: 7000
WEAKNESS: --

DROP: Cabin, VenomAxe

Red Worm

LOCATION: Moon
HIT POINTS: 7000
EXPERIENCE: 6303
GIL: 310
WEAKNESS: Fire
DROP: --

Revenant

LOCATION: Mt. Ordeals
HIT POINTS: 250
EXPERIENCE: 575
GIL: 186
WEAKNESS: Fire, Holy, Cure
DROP: --

Sand Man

LOCATION: Kaipo
HIT POINTS: 20
EXPERIENCE: 70
GIL: 17
WEAKNESS: Ice
DROP: Antidote

SandMoth

LOCATION: Mist Cave
HIT POINTS: 40
EXPERIENCE: 74
GIL: 18
WEAKNESS: --
DROP: --

Sandpede

LOCATION: Kaipo
HIT POINTS: 60
EXPERIENCE: 78
GIL: 18
WEAKNESS: --
DROP: --

SandWorm

LOCATION: Kaipo, Antlion
HIT POINTS: 75
EXPERIENCE: 82
GIL: 22
WEAKNESS: Ice
DROP: --

Screamer

LOCATION: Sealed Cave
HIT POINTS: 1400
EXPERIENCE: 3080
GIL: 205
WEAKNESS: Ice
DROP: Bolt (Arrows), ThorRage

Searcher

LOCATION: Giant of Babil

HIT POINTS: 5500
EXPERIENCE: 15004
GIL: 900
WEAKNESS: Bolt
DROP: --

Slime

LOCATION: Tower of Zot
HIT POINTS: 105
EXPERIENCE: 750
GIL: 50
WEAKNESS: Fire
DROP: Potion

Skeleton

LOCATION: Mt. Hobbs
HIT POINTS: 135
EXPERIENCE: 238
GIL: 126
WEAKNESS: Holy, Fire, Cure
DROP: --

Skull

LOCATION: Eblan Castle, Cave Eblan
HIT POINTS: 740
EXPERIENCE: 1577
GIL: 116
WEAKNESS: Holy, Fire, Cure
DROP: --

Sorcerer

LOCATION: Tower of Babil
HIT POINTS: 1000
EXPERIENCE: 2359
GIL: 272
WEAKNESS: --
DROP: --

Soul

LOCATION: Mt. Ordeals
HIT POINTS: 200
EXPERIENCE: 460
GIL: 135
WEAKNESS: Holy
DROP: --

Spirit

LOCATION: Mt. Hobbs
HIT POINTS: 86
EXPERIENCE: 278
GIL: 122
WEAKNESS: Holy
DROP: --

Staleman

LOCATION: Eblan Castle, Cave Eblan
HIT POINTS: 1950
EXPERIENCE: 703
GIL: 445
WEAKNESS: Ice

DROP: --

StingRat

LOCATION: Troia
HIT POINTS: 398
EXPERIENCE: 700
GIL: 220
WEAKNESS: --
DROP: Soft

Stoneman

LOCATION: Tower of Babil
HIT POINTS: 2560
EXPERIENCE: 2908
GIL: 238
WEAKNESS: Ice
DROP: --

SwordMan

LOCATION: Tower of Zot
HIT POINTS: 360
EXPERIENCE: 840
GIL: 175
WEAKNESS: Fire, Holy
DROP: --

Swordrat

LOCATION: Baron, Mist Cave
HIT POINTS: 30
EXPERIENCE: 66
GIL: 13
WEAKNESS: --
DROP: Soft

TinyMage

LOCATION: Water Cavern, Mysidia
HIT POINTS: 69
EXPERIENCE: 132
GIL: 63
WEAKNESS: --
DROP: Silver(Glove), Rod

TinyToad

LOCATION: Sylvan Cave
HIT POINTS: 600
EXPERIENCE: 1841
GIL: 335
WEAKNESS: Ice
DROP: --

ToadLady

LOCATION: Sylvan Cave
HIT POINTS: 2960
EXPERIENCE: 3440
GIL: 598
WEAKNESS: --
DROP: MaidKiss

Tofu

LOCATION: Tower of Babil

HIT POINTS: 298
EXPERIENCE: 1008
GIL: 384
WEAKNESS: Ice
DROP: --

Tortoise

LOCATION: Underworld, Tower of Babil
HIT POINTS: 435
EXPERIENCE: 1666
GIL: 234
WEAKNESS: Ice
DROP: Mythril(Shield)

TrapDoor

LOCATION: Sealed Cave
HIT POINTS: 5000
EXPERIENCE: 30000
GIL: 4500
WEAKNESS: --
DROP: --

Treant

LOCATION: Troia
HIT POINTS: 335
EXPERIENCE: 687
GIL: 148
WEAKNESS: Fire
DROP: --

Tircker

LOCATION: Lunar Subterrane
HIT POINTS: 12000
EXPERIENCE: 20000
GIL: 10700
WEAKNESS: Bolt
DROP: Tent

Turtle

LOCATION: Antlion
HIT POINTS: 90
EXPERIENCE: 234
GIL: 46
WEAKNESS: Ice
DROP: --

VampGirl

LOCATION: Magnetic Cavern
HIT POINTS: 270
EXPERIENCE: 810
GIL: 195
WEAKNESS: Fire, Holy, Cure
DROP: Vampire

VampLady

LOCATION: Sealed Cave
HIT POINTS: 2375
EXPERIENCE: 3582
GIL: 238
WEAKNESS: Fire, Holy, Cure

DROP: Vampire

Veteran

LOCATION: Lunar Subterrane
HIT POINTS: 25000
EXPERIENCE: 33333
GIL: 65200
WEAKNESS: --
DROP: Eyedrops

Warlock

LOCATION: Cave Bahamut, Lunar Subterrane
HIT POINTS: 5100
EXPERIENCE: 17003
GIL: 2400
WEAKNESS: --
DROP: Ether2, MaidKiss, Sage(Staff)

Warrior

LOCATION: Cave of Summons
HIT POINTS: 2900
EXPERIENCE: 6388
GIL: 650
WEAKNESS: --
DROP: --

WaterBug

LOCATION: Water Cavern
HIT POINTS: 125
EXPERIENCE: 225
GIL: 79
WEAKNESS: --
DROP: Mallet

WaterHag

LOCATION: Water Cavern
HIT POINTS: 64
EXPERIENCE: 136
GIL: 38
WEAKNESS: Bolt
DROP: --

Weeper

LOCATION: Antlion
HIT POINTS: 130
EXPERIENCE: 156
GIL: 42
WEAKNESS: --
DROP: --

WereBat

LOCATION: Sealed Cave
HIT POINTS: 1014
EXPERIENCE: 2305
GIL: 355
WEAKNESS: Fire
DROP: Potion, HiPotion

Witch

LOCATION: Tower of Zot

HIT POINTS: 350
EXPERIENCE: 1551
GIL: 329
WEAKNESS: --
DROP: Cabin

Zombie

LOCATION: Water Cavern
HIT POINTS: 52
EXPERIENCE: 112
GIL: 31
WEAKNESS: Fire, Holy, Cure
DROP: --

Zuu

LOCATION: Mysidia
HIT POINTS: 941
EXPERIENCE: 432
GIL: 489
WEAKNESS: Death
DROP: HiPotion

=====
XIII. BOSSES
=====

Thanks to the Brady Games Final Fantasy Chronicles Official Strategy Guide for some of these boss statistics.

Antlion

LOCATION: Antlion
HIT POINTS: 1100
EXPERIENCE: 1500
GIL: 800
WEAKNESS: Chocb
STRATEGY: This is a lot easier than you would expect, just have Cecil attack regularly. Have Edward use Medicine or individual Potions each round. Rydia should summon Chocb each round. Watch out, this boss counters a random target each time it's hit physically.

Asura

LOCATION: Land of Summons
HIT POINTS: 31005
EXPERIENCE: 20000
GIL: --
WEAKNESS: Wall
STRATEGY: Have Rosa cast wall on her so that all of her healing spells reflect onto the party. Kain, Cecil, and Edge should use their best physical attacks. Rosa may need to heal occasionally, even with the constant bombardment of healing spells from Asura. Rosa should give Asura a taste of her own medicine by casting Titan every round.

Bahamut

LOCATION: Cave Bahamut
HIT POINTS: 45001
EXPERIENCE: 35000
GIL: --
WEAKNESS: Wall
STRATEGY: Immediately start using MoonVeils and StarVeils. Have Rosa and FuSoYa cast wall on themselves. This will cause Bahamut's MegaFlare attack

to bounce off your characters and hit himself. In the meantime, have Cecil attack with Excalibur, Edge throw, and Rydia summon Levia. Rosa and FuSoYa should concentrate all their efforts on casting wall.

Baigan

LOCATION: Baron

HIT POINTS: 4444

EXPERIENCE: 3000

GIL: 4800

WEAKNESS: --

STRATEGY: Cecil and Yang should target the body. The twins should use Twin magic, and Tellah should constantly cast Cure2, Cure3 in order to keep the party healthy.

Cagnazzo

LOCATION: Baron

HIT POINTS: 5312

EXPERIENCE: 5500

GIL: 4000

WEAKNESS: Bolt

STRATEGY: Have Porom or Tellah cast Bersk on Cecil near the beginning of the battle to increase his attack power. Yang should have a BoltClaw equipped and should use Power every round. Palom and Tellah should constantly use Bolt2 or Bolt3 to disintegrate Cagnazzo's dangerous water shield.

Calbrina

LOCATION: Dwarf Castle

HIT POINTS: Cal: 1369, Brina: 369, Calbrina: 5315

EXPERIENCE: 9440

GIL: 7500

WEAKNESS: --

STRATEGY: Kill the Brinas first, then concentrate on the Cals. The dolls will combine to make a large Calbrina, use your best attacks on this beast. Watch out for this doll's confuse attacks, they can be deadly if cast on a powerful character. It's best to cast Bersk on Cecil and have yang use Power every round. Kain should Jump and Rosa should Aim and heal when needed.

CPU

LOCATION: Giant of Babil

HIT POINTS: 30000

EXPERIENCE: 50000

GIL: 10333

WEAKNESS: --

STRATEGY: To prevent CPU from killing party members immediately, refrain from killing the Attacker orb. Go ahead and kill the Defender. Don't use any spell or attack that targets multiple enemies. In fact, you should refrain from using any offensive spells in this battle, since CPU will immediately, and constantly, put up a Wall spell. Have Rydia summon Ashura, and have Rosa and FuSoYa heal the party. Edge and Cecil are going to be doing most of the offensive work, so have them hit hard and fast.

Dark Elf

LOCATION: Magnetic Cavern

HIT POINTS: 23890

EXPERIENCE: 7500

GIL: 5000

WEAKNESS: --

STRATEGY: Cecil, Yang, and Cid should attack the boss with all their might. Tellah should cast high level attack spells. Someone should be ready to

heal Piggy status with DietFood should the need occur. After a few rounds, Dark Elf will transform into a dragon, attack it quickly and it should die off fast.

Dr. Lugae and Balnab

LOCATION: Tower of Babil

HIT POINTS: --

EXPERIENCE: --

GIL: --

WEAKNESS: --

STRATEGY: Defeat the scientist first, then take out the robot. This is a very easy battle, the real one is yet to come. Just use basic strategies and keep your HP up.

Elements

LOCATION: Giant of Babil

HIT POINTS: --

EXPERIENCE: 62500

GIL: 10000

WEAKNESS: Fire, Ice, Bolt.

STRATEGY: This battle will be very easy as long as you know which element is weak against what. Have your characters use spells according to these weaknesses: Rubicant=Ice, Cagnazzo=Bolt, Valvalis=Bolt, and Milon=Fire. Rydia and FuSoYa should use their highest elemental spells. Edge should also use his elemental spells. Cecil should attack normally and Rosa should concentrate on using her best spells.

EvilWall

LOCATION: Sealed Cave

HIT POINTS: 28000

EXPERIENCE: 23000

GIL: 8000

WEAKNESS: Levia

STRATEGY: The wall will slowly close in on the party and will slowly kill off each character if it gets too close. Therefore, you must act fast. Cast Bersk on Cecil and have Edge throw weapons. Kain should jump every round. Rosa should keep the party's HP up and Rydia should summon Levia, or Titan, every round until her MP is diminished.

General

LOCATION: Kaipo

HIT POINTS: 221

EXPERIENCE: 869

GIL: 242

WEAKNESS: --

STRATEGY: Attack the General first for experience, if you attack the Soldiers first, he'll run away. As soon as the General is dead the Soldiers will kill themselves one by one. You can speed the process up by killing them on your own. Should your HP drop, just use a quick Potion.

Golbez

LOCATION: Dwarf Castle

HIT POINTS: --

EXPERIENCE: 15000

GIL: 11000

WEAKNESS: Fire, Holy

STRATEGY: At first, Golbez will quickly kill everyone. Rydia will show up and use Mist D. Hurry and revive everyone, once they're all back to life, pummel Golbez hard with summons and strong physical attacks.

Leviatan

LOCATION: Land of Summons

HIT POINTS: 50001

EXPERIENCE: 28000

GIL: --

WEAKNESS: Bolt, Titan

STRATEGY: This battle is going to take a long time, so sit back and get used to the different attack combinations that you'll have to use, over and over again. This is where Ethers really come in handy. Rosa should constantly cast Cure3 to help nullify the Tsunami attack. Use a Bacchus on Cecil, if you have one, and let him attack wildly. Edge should throw Shurikens and any excess weapons. Kain's jumping may or may not save him from Leviatan's Tsunami, but it's still the best use of his turns. Titan and Bolt3 are more effective than Ramuh, so use Rydia's spells wisely, and use an either if her or Rosa's MP gets too low.

Lugaborg

LOCATION: Tower of Babil

HIT POINTS: 9321

EXPERIENCE: 10100

GIL: 4000

WEAKNESS: --

STRATEGY: Rydia should summon Titan every round. Rosa should heal, while Yang, Cecil, and Kain use their best attacks. Don't worry about curing the Poison spell, Lugaborg will do that for you.

Lunasaur

LOCATION: Lunar Subterrane

HIT POINTS: 29000

EXPERIENCE: 59000

GIL: --

WEAKNESS: Holy

STRATEGY: As long as Cecil is equipped with the Ragnarok, this battle should be a breeze, it'll deal 9999 damage with every hit. Even though these bosses are weak against Holy, don't use it, or any other black or summon magic for that matter, or else they'll counter with horrific status ailment spells. Edge and Kain should attack physically and Rosa and Rydia should concentrate on healing the party.

Milon

LOCATION: Mt. Ordeals

HIT POINTS: 3500

EXPERIENCE: 2800

GIL: 850

WEAKNESS: Fire

STRATEGY: Have Palom and Porom constantly use Twin magic, unless Porom needs to heal. Cecil should attack the Ghosts and then Milon, when they're defeated. Tellah should concentrate on healing, using HiPotions and Cure2 every round.

Milon Z.

LOCATION: Mt. Ordeals

HIT POINTS: 3523

EXPERIENCE: 3600

GIL: 2500

WEAKNESS: Fire, Holy

STRATEGY: Immediately switch rows. Tellah should be ready with Esuna to block out Milon Z.'s constant status attack. Cecil should attack physically and the twins should try to pull off Twin magic as much as possible. If the party is in serious need, Porom can stop using Twin magic for a while and

use Cure2.

Mindy, Sandy, Cindy

LOCATION: Tower of Zot

HIT POINTS: Mindy: 2590, Sandy: 2591, Cindy: 4599

EXPERIENCE: 7500

GIL: 9000

WEAKNESS: --

STRATEGY: Kill the fat one first to prevent her from reviving her sisters. Tellah will need to cast reflect on the party and reflect his spells off of them. Cecil, Yang, and Cid should concentrate their physical attacks on one sister at a time.

Mist D.

LOCATION: Mist Cave

HIT POINTS: 465

EXPERIENCE: 700

GIL: 200

WEAKNESS: --

STRATEGY: Have Cecil attack normally, Kain has time to jump two times before the dragon turns to mist. When it does turn to mist, don't attack it, you'll always miss and it will retaliate with a powerful attack. Just Parry until it returns to its original form and then continue the attack cycle.

Mom Bomb

LOCATION: Mt. Hobs

HIT POINTS: 11000

EXPERIENCE: 2416

GIL: 543

WEAKNESS: --

STRATEGY: Quickly begin attacking the boss. Have Cecil attack it physically. Edward should constantly use Medicine, while Rosa uses Cure2 on individual characters. Rydia should summon Chocb and Yang should use the Power command. When, and if, it turns into smaller bombs, defeat them as fast as possible before they detonate.

Octomamm

LOCATION: Water Cavern

HIT POINTS: 2350

EXPERIENCE: 1200

GIL: 500

WEAKNESS: Bolt, Chocb

STRATEGY: Have Tellah use Bolt1, Rydia summon Chocb, and Cecil attack physically. The tentacles will die one by one until the octopus itself is finally destroyed. This boss is slow to attack, so you won't need to heal very often, but when you do, have Tellah use Cure2 on the entire party or Rydia use Cure1 on single targets.

Odin

LOCATION: Baron Castle

HIT POINTS: 20001

EXPERIENCE: 18000

GIL: --

WEAKNESS: --

STRATEGY: You only have a few rounds to defeat this boss. As soon as he pulls back his sword, he's getting ready to kill off the entire party. Act fast! Cast Bersk on Cecil and have edge throw any excess weapons. Rydia should summon Baham and Rosa should cast Haste on the fighters. If you time it right, Kain can actually survive the sword swoop if he's in the air while

Odin uses it.

Ogopogo

LOCATION: Lunar Core

HIT POINTS: 50000

EXPERIENCE: 61000

GIL: --

WEAKNESS: Baham

STRATEGY: This battle isn't too hard, but Ogopogo can hit pretty hard, so cast support spells and keep your HP up. Have Edge throw Fumas, while Cecil attacks physically and Kain jumps. Rydia should summon Baham every round and Rosa should cast Cure4 on the party as often as possible.

Plague

LOCATION: Lunar Subterrane

HIT POINTS: 33333

EXPERIENCE: 31108

GIL: 550

WEAKNESS: --

STRATEGY: As soon as the battle starts the Plague will cast doom on the entire party, you'll have a count down from 5, after that you're dead. It would be a very good idea to have Kain jump and Rosa shoot arrows at this boss, they are very effective against it. Edge should throw darts, Rydia should summon Baham and Cecil should attack physically. If there was ever a battle to act fast in, it's this one! If you're lucky, the Plague will re-cast Doom, starting the count down over.

Rubicant

LOCATION: Tower of Babil

HIT POINTS: 34000

EXPERIENCE: 18000

GIL: 7000

WEAKNESS: Ice, Flood, Shiva

STRATEGY: It is essential that you use Ice attacks to win this battle, but it is also necessary to time those attacks, otherwise, they will only help him win. If he is in his cloak, don't use any Ice or Flood attacks, they'll heal him. Wait till he opens his cloak and thrash him with Rydia's Shiva and Edge's Flood. Have Cecil and Kain attack physically, while Rosa heals the party.

Valvalis

LOCATION: Tower of Zot

HIT POINTS: 8636

EXPERIENCE: 9000

GIL: 5500

WEAKNESS: Jump

STRATEGY: Kain needs to jump every turn to eliminate the shield around Valvalis. Yang should use the power command, and Cid and Cecil should constantly attack physically. When low on HP, Rosa should heal the party.

White D.

LOCATION: Lunar Subterrane

HIT POINTS: 32700

EXPERIENCE: 55000

GIL: --

WEAKNESS: Baham

STRATEGY: Have Rosa cast Float before allowing Rydia to summon Baham. Otherwise, the dragon will be able to effectively use a devastating earth attack. Cecil, Edge and Kain should all concentrate on physical attacks, while Rosa keeps the party healthy.

Wyvern

LOCATION: Lunar Subterrane

HIT POINTS: 60000

EXPERIENCE: 64000

GIL: --

WEAKNESS: --

STRATEGY: Don't use any summons or magic on this Dragon or it'll counter with deadly attacks. Use pure brute, physical force. Rosa should cast Bersk on Cecil, Kain should jump every round, and Edge should throw Fumas. Rydia will need to use curative items and Rosa should continually cast Cure4.

Zeromus

LOCATION: Lunar Core

HIT POINTS: 100000

EXPERIENCE: --

GIL: --

WEAKNESS: Meteo

STRATEGY: Before using the crystal given to you by Golbez, try having Edge steal the DkMatter. It's hard to do so, but having this item will help protect your party from one of Zeromus' fierce attacks. Use the Crystal when you're ready and Zeromus will transform. First and foremost, Rosa must cast Cure4 every round, no matter what. If she loses a large amount of HP, you must have someone use an Elixir on her! If you don't follow these Rosa rules, you're sure to lose. Edge should throw your very best weapons, and, if you have it, the Knife. Kain will not be effective as a fighter in this battle, he should stay on level ground and use Lifes and Elixirs on weakened characters. Cecil should try to attack every round, unless need to use an Elixir. Rydia's best course is to cast Meteo, unless she needs to heal herself or restore MP. Don't waste time using status increasing items or spells, they'll be rendered useless when Zeromus uses Black Hole. With these steps, you should be able to confidently defeat Zeromus, if you're levels are at least 60.

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