



\*\*\*\*\*INSTANT MESSAGE ME\*\*\*\*\*

If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

\*\*\*\*\*

\*\*\*\*\*E-MAIL ME\*\*\*\*\*

One last note: Only email me about the game at psychopenguin24@aol.com , all emails about Final Fantasy IV sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it!

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\*\*\*\*\*KING EDGE SUCKUP\*\*\*\*\*

Oh, and god bless King Edge!

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=====  
-----{CREDITS}-----  
=====

-AdrenalineSL

For being a good friend, and she is a great writer. Check out her Dark Cloud guide and especially Chrono Cross, it kicks major ass. She also is doing a FFC guide with me, check out her Chrono Trigger guide! She is also a hottie! ^\_^. And she did the ASCII art and format. Hell, what didn't she do? :)

-Dingo Jellybean - <http://www.dingojellybean.com>

Very helpful and kick ass fellow. I got some storyline parts from his guide since I am too lazy to type them up myself ^\_^

-Myself

For writing this damn guide. :)

-Emperor Dark - [emperor\\_dark@hotmail.com](mailto:emperor_dark@hotmail.com)

I got the character section from his guide, thanks!

-GameFAQs - <http://www.gamefaqs.com>

For posting this guide and most of my other guides.

-Brady Games

Their guide helped me translate this guide from the SNES ROM version to the PSX version, thanks guys!

-Fresh Baked Games - <http://www.fbgames.com>

For being the coolest gaming site on the web and posting all my guides.

-Neoseeker - <https://www.neoseeker.com>

For posting this guide and most of my other guides.

-Squaresoft - <http://www.squaresoft.com>

For finally bringing this great game to America, well actually Square EA did,

so they deserve huggles!

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====Version History====

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Final Version (7/17/02) - 402.6K  
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-Minor reformatting, some info added, now the guide is done.  
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v0.75 (7/19/01) - 402.4K  
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-Guide completed.  
-FAQ updated.  
-Walkthrough finished.  
-Suggested levels guide added, through walkthrough too.  
-Rest of guide completed.  
-That's it. It's been fun, don't be surprised if it is never worked on again.  
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v0.7 (7/19/01) - 368.5K  
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-Walkthrough completed through Lunar Subterrane.. almost done!  
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v0.65 (7/18/01) - 349.2K  
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-Walkthrough completed through right after Cid modifies your airship to fly across magma.  
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v0.6 (7/17/01) - 328.3K  
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-Lists completely done.  
-This includes weapons, armor, magic, secrets, and shopping guide.  
-All I need to finish now is walkthrough.  
-Fixed a credit and conclusion.  
-Fixed guide to match my new name at GameFAQs. :)  
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v0.55 (7/16/01) - 299.5K  
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-Helmets list completed.  
-Special weapons list completed.  
-This means most of the lists are completed, which was my goal for this update, but of course my girlfriend just has to sulk over stupid crap which keeps me from working as hard as I can, ah well.  
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v0.5 (7/15/01) - 286.5K  
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-Armor list started, I got the shields list done.  
-Walkthrough and boss guide done through right before Tower of Zot.  
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v0.48 (7/14/01) - 274.2K  
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-Walkthrough, boss guide, and shop guide updated through right before Troia.

-----  
v0.45 (7/14/01) - 253.3K  
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-I updated the guide to match the PSX translation.  
-Sorry about the lack of updates these last 10 days, but I was having some serious issues. I think I am back now, though. Well, at least the guide can be posted now. :)

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v0.4 (7/5/01) - 248.1K  
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-I got the enemies list completely done.

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v0.3 (7/4/01) - 196.7K  
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-OMG, what a huge update.  
-I updated the weapons list and nearly completed it, gotta work on darts only now.  
-I fixed up the guide, it looks 10 million times better, thanks to Adrenaline!  
-That's pretty much it, the format is so much better now, but no real updated besides my work on the weapons list, which wasn't easy, by the way. :)  
-I will now submit this guide to GameFAQs where it will surely be posted because I am the king of the world and you fear me. :)

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v0.2 (7/1/01) - 91.1K  
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-I started and got the walkthrough updated through Mysidia.  
-I started and got the boss guide updated through Mombomb.  
-I added a shop guide section and updated it through Mysidia.  
-I completed the items list.  
-I completed the other information section.  
-I added a ghetto conclusion.  
-I got the controls section done.  
-I got the magic list done.  
-I got the sneak items list done.  
-I added stuff to the table of contents, now you can see what sections are complete and being worked on.  
-Starting to keep track of guide completion and last updated date, I will submit this guide when Adrenaline is ready with her guide, I want this sucka to get posted, as I am working very hard on it!  
-I added a note to the top about this being one part of a co written guide.  
-Next up: I want to try to start and finish the weapons and armor list for next update, or maybe just do the entire enemy list. I want to finish the lists ASAP, then work on the walkthrough.

-----  
v0.1 (6/30/01) - 33.8K  
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-I got the basic format done. The format will soon change, however.  
-I got the characters list completely done.  
-I got the white magic list done.

-I got the introduction done.  
-That is about it for now.

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-----[ I. Introduction ]-----  
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Wow, here I am again. Another month, another new FAQ. This month, I chose to do the award winning (OK, maybe not, but it's still fun, you must admit) game Final Fantasy IV. Since Final Fantasy Chronicles is now out, and all that fun stuff, I felt that now was a good time to do a guide for the game. Since I also have guides for Final Fantasy 5, Final Fantasy 6, and Final Fantasy 9, doing a guide for this game would get me closer to having guides for every Final Fantasy game ever made!

A little note about this guide before I start. This is actually one part of a two part, co written, guide for Final Fantasy Chronicles. I am doing Final Fantasy IV, while a kick ass writer named Adrenaline SL will be handling the Chrono Trigger part of the guide. I am not going to lie to you, my good people. I would much rather do a guide for Chrono Trigger than Final Fantasy IV. However, since AdrenalineSL pestered me to do a FAQ for this game, I had no choice but to obey her. Make sure to check out her Chrono Trigger guide, as I am sure it kicks even more butt than this guide does!

Final Fantasy IV is a great game from Squaresoft. As some of you may know, it was originally ported over to the Super Nintendo back in 1992, as Final Fantasy II. However, it was a pretty crappy translation, in some people's eyes. Apparently, Squaresoft made the game way too easy for us "stupid americans", and it was not translated properly, either. Ah well, I still loved that game, and it also made history, because it was my first review at GameFAQs. That review has since been updated, but it's the thought that counts.

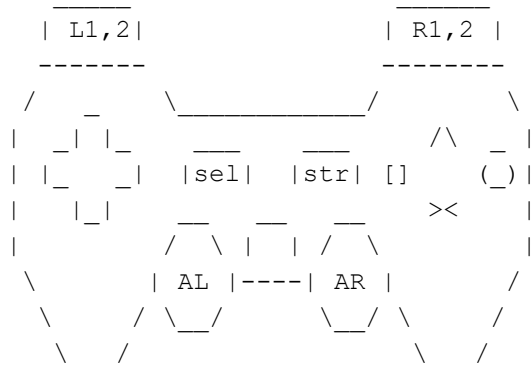
So, I decided to get off my duff and download a ROM of Final Fantasy IV, and play through it, and I can see what all the hype is about. This game is great!

It's not the best game ever, I liked some of the other Final Fantasies better, but no doubt this game kicks ass in its own way. Now, I have FFC, and the game rocks!

Peace, and remember, check out Adrenaline SL's Chrono Trigger guide or I'll break your arm in two! I'll say it once more, please check out AdrenalineSL's Chrono Trigger guide or I'll um...do stuff to you. Be scared.

-DaLadiesMan/Psycho Penguin  
mcfaddendaman@aol.com

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-----[ II. Controls ]-----  
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- D-pad: Move character or cursor.
- X Button: Accept / talk / choose / etc.
- O Button, Select Button: Cancel choice / Dash while held down.
- /\ Button: Open menu / Increase by increments of 10 (shops)
- R1 Button: Switch party leader on the field.
- L1 + R1 Buttons: Run from battle.

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MAIN MENU  
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Pressing /\ button will bring up this menu. You'll see your characters on the left and a bunch of options on the right as follows:

- Item: Use an item.
- Magic: Use / view magic of magic using characters.
- Equip: Change the equipment of your characters.
- Status: View pertinent info of your characters. Most are self explanatory, except...
- Vit: How much your HP goes up when you gain levels.
- Wis: Black magic power.
- Will: White magic power.
- Order: Change the order of your characters. (Remember the top one gets attacked most)
- Row: Change row formation (3 back and 2 front / 2 back and 3 front)
- Config: Game options...
- Mode: Wait (time stops when you choose magic or items) / Active
- Bat Spd: How fast things happen in battle.

- Bat Msg: How quickly messages scroll by in battle.
- Sound: Stereo / Mono
- Control: Normal / Custom / Single / Multi
- Cursor: Default / Memory (cursor stays where it was when you reopen a menu)
- Window: Change the colour of the window with RGB colour.
- Save: Save the game.

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-----[ III. Characters ]-----  
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Thanks to Emperor Dark at Emperor\_Dark@hotmail.com for this character info.  
Check out his guide, it's great!

-----  
CECIL HARVEY  
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Age: 20  
Height: 178 cm  
Weight: 58 kg  
Right-handed  
Birthplace: Unknown

Special Commands (Dark Knight):

Dark Wave: A dark wave is created from the force of Cecil's swordstroke that damages all enemies. Cecil loses some HP's when performing this attack.

Special Commands (Paladin):

Cover: Cecil will absorb most forms of damage targeted at a specific party member.

Story (contains spoilers):

In order to fully understand Cecil's past, it is important to cover the history of the Lunarian civilization and its ties with the planet earth. When the planet between Mars and Jupiter was on the verge of being shattered, its inhabitants, the Lunarians, fled to the Earth on spaceships. The Lunarians arrived on earth, only to discover that the planet's inhabitants were still evolving. In order to prevent disturbing this delicate process, they built a second moon where they entered a deep slumber. Among these Lunarians was Zemus, a spite-filled man who sought to make the beautiful planet of earth his own. The manifestation of hatred, Zeromus, took possession through this avarice. While Zemus's body was ultimately forced to sleep, his foul mind remained awake, contemplating the destruction of the inhabitants of earth. Only a few of the Lunarians, such as Foo-soo-ya, remained awake, anticipating the day when the people of earth would reach their full potential and thus learn to understand the Lunarian race. Foo-soo-ya's brother, Klu-ya, became bored by the humans' slow progress and built a magical ship to take him to earth. On earth he taught the humans several aspects of Lunarian technology, including the airships and the Devil's Road. During this time Klu-Ya fell in love with a human woman who later bore him two children--Cecil and Golbeza. At this point Klu-Ya foresees the actions of the dreaded Zemus and travels to Mt. Ordeals to await the day where resolution would be achieved between him and his son.

While Golbeza ultimately fell under Zemus's sinister influence, Cecil was raised as an orphan until taken in by King Baron early in his life. While under the jurisdiction of the king Cecil became a Black Knight and toiled through the army's ranks, finally securing himself a position of the Captain of the Red Wings. When Cecil begins to detect the corruption within the kingdom of Baron, he flees and along with his friend Cain sets out to inform other nations of Baron's true motives. The highlight of Cecil's journey occurs when he reaches Mt. Ordeals, where his father, now referred to as "the Light", tests Cecil's spirit. In this Cecil redeems his guilt for the atrocities he committed under King Baron's rule, and is transformed into a Paladin. He also receives a legendary sword infused with the spirit of his father and upon which is inscribed the Mysidian legend.

Eventually Cecil uncovers his father's spaceship and uses it to travel to the Lunarian moon. Here Foo-soo-ya reveals to Cecil the secrets of his past and returns with his party to earth to battle the Giant of Babel, a mechanized devil designated by a Zemus as the catalyst for the destruction of earth. After the giant's destruction, Foo-soo-ya removes Zemus's control over Golbeza's mind and Cecil and his allies return to the moon a second time to defeat the dread force awaiting them there-- the hatred, Zeromus. At the end of the game, Cecil ascends the Baronian throne with Rosa as his queen.

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KAIN HIGHWIND  
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Age: 21  
Height: 183 cm  
Weight: 61 kg  
Left-handed  
Birthplace: Baron

Special Commands:

Jump: Kain leaps high into the air and sweeps down on an unsuspecting foe, causing hefty amounts of damage. Kain is invulnerable while he is in the air.

Story (contains spoilers):

Kain is one of the Dragon Knights of Baron. He is tempted by King Baron to join the Black Knights like his friend Cecil, but refuses because he is intent on following in his father's footsteps.

Kain is jealous of Cecil due to his friend's close relationship with Rosa. It is this jealousy that allows him to be manipulated by Golbeza. Through this possession we learn that Cain does not love Rosa so much as he is envious of Cecil; while under Golbeza's influence he does not even seem to care that Rosa's life is threatened by the scythe that hovers over her head, but is quite eager to demonstrate his superiority to Cecil, both at the invasion of Fabul and at the events that build up to the confrontation at the Tower of Zot. However, when Golbeza's control is not in effect, Cain appears to be excessively troubled by the harsh actions he commits against both Cecil and Rosa. At the end of the game Cain walks away from the lives of those around him in an effort to strengthen himself as a Dragon Knight, and perhaps to redeem himself for the crimes he committed against his friends.

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ROSA FARRELL

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Age: 19  
Height: 162 cm  
Weight: 47 kg  
Right-handed  
Birthplace: Baron

Special Commands:

Aim: If equipped with a Bow, Rosa can use this attack to increase her hit rate to 100% and boost the damage inflicted by her arrows.

Pray: When Rosa uses Pray successfully, the entire party will regain some lost HP's. This technique is not always effective, however.

Story (contains spoilers):

Rosa is, in many aspects, your standard stereotypical female RPG character. She is Cecil's girlfriend, and as such the root of much of the tension that exists between Cecil and Cain. And as with any stereotypical female RPG character, Rosa has to be rescued--on more than one occassion. However, Rosa is also a very effective user of White Magic, having studied under the white wizards of Baron, and is also extremely talented with a bow and arrows.

Little is revealed about Rosa's past. Her father was apparently a great knight who was killed when Rosa was still little; as such, Rosa's mother appears to be quite protective of her, showing great distraught when she learns that Rosa was kidnapped by Golbeza. Rosa's relationship with her mother is never fully built upon, but she is especially close to Cecil, running after him when he leaves Baron and remaining with him for a great deal of the game. The reasoning behind her overbearing nature is never fully explained; one could assume that the death of Rosa's father caused her to channel all of her energies on Cecil. Rosa ascends the throne of Baron at the end of the game, with Cecil at her side.

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EDWARD CHRIS VON MUIR

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Age: 24  
Height: 174 cm  
Weight: 51 kg  
Right-handed  
Birthplace: Damcyan

Special Commands:

Hide: Gilbert hides from the ensuing battle.

Medicine: Edward restores his party members' HP's. Requires a potion.

Sing: Edward sings an enchanting melody that can cause various status ailments to befall his unfortunate enemies.

Story (contains spoilers):

Edward is the prince of Damcyan. Becoming tired of the hassles of royal life, he traveled the world under the guise of a singing bard. During his travels he meets a charming woman named Anna, with whom he immediately fell in love. Anna's over-protective father, Tella, became infuriated by this and refused to allow her to continue seeing Edward.

But Anna and Gilbert were too devoted to one another, and decided to run away. During Golbeza's invasion of Damcyan Anna is mortally wounded as a result of shielding a barrage of arrows directed at Edward (this is the first of numerous indications of Edward's cowardly nature). When Golbeza and his troops have left and Cecil's party shows up, Tella recognizes his daughter's body and attacks Edward in a blind outrage, an attack that is halted only by Anna's dying words. As Tella leaves the party to pursue his revenge on Golbeza, Cecil requests that Edward travel with him to the Antlion's Cave to help him obtain the Light of the Desert which he requires to cure a sick Rosa.

The night Rosa is recovering from her illness Edward is confronted by Anna's spirit, who convinces him to continue to help Cecil on his journey. However, Edward is separated from Cecil when the boat from Fabul is shipwrecked. He ends up in Damcyan, where he undergoes treatment by a doctor in Troia. When Cecil stumbles upon him in Troia Edward is too sick to aid the party directly in battle, and instead offers the Paladin a powerful item called the Twinharp. Whenever Edward plays his harp, the Twinharp reacts directly. This becomes the key to defeating the Dark Elf; Edward's enchanting music is emanated through the Twinharp, causing the Dark Elf's magnetic field to be lifted and providing Cecil and his party with a chance at defeating him.

At the end of the game Edward returns to his kingdom, hoping to someday rebuild it to its former glory.

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YANG FANG LEIDEN  
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Age: 35  
Height: 182 cm  
Weight: 76 kg  
Ambidexterious  
Birthplace: Fabul

Special Commands:

Endure: The physical damage dealt to Yang is reduced. The equivalent of a "Protetsu" spell.

Gather: Yang accumulates his strength in order to perform a double-damage attack.

Kick: Yang deals minimal damage to all enemies.

Story (contains spoilers):

Yang is one of the karate masters of Fabul. When Cecil and his party first come across Yang it is at the summit on Mt. Hobs, where he is defending himself from an onslaught of enemies sent by Golbeza to execute him. After helping Yang fend off the monsters the party learns that he is the last experienced fighter in his kingdom's army and that in its current state Fabul stands little chance against Golbeza's minions. Cecil's party travels with Yang to Fabul and the king there allows them to play a role in defending the crystal of fire. However, this attempt is unsuccessful, and Golbeza takes the crystal and kidnaps Rosa in the process. Defeated but still resolute, Fabul's king makes arrangements for Yang to travel with Cecil's group to Baron to speak with Cid on the issue of the war. However, the boatride to Fabul ends in disaster, and the plan is unable to be carried out. Yang plunges

into the sea in a effort to help Rydia and turns up in Baron, in a state of amnesia.

Baronian soldiers use Yang's amnesia as an advantage and recruit the karate master to their side. When Cecil reaches Baron via the Devil's Road gateway in Mysidia they find Yang and a pair of guards in the town cafe. After a brief fight Yang comes to his senses and provides Cecil's party with the key necessary to accessing the underground waterways beneath Baron.

Yang remains with the party until the assault on the Tower of Babel, when he sacrifices himself to stop the Gigantic Gun from eliminating the Dwarves engaged in battle outside. Yang survives, however, and awakens to find himself under the care of the Sylphs, magical creatures that later make themselves available to Rydia's beck and call. He recovers in time to help the rest of the world confront the Giant of Babel near the end of the game.

Once Zeromus is defeated and Cecil and his companions have returned safely to earth, Yang is made king of Fabul.

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CID POLLENDINA  
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Age: 54  
Height: 159 cm  
Weight: 67 kg  
Right-handed  
Birthplace: Baron

Special Commands:

Peep: Cid analyzes his opponent's strengths and weaknesses.

Story (contains spoilers):

Cid is long-time friends with both Cecil and Rosa as well as the master engineer behind Baron's ariships, and as such an integral figure in the kingdom's military. Over time Cid takes notice of King Baron's unusual behavior, but is imprisoned when he confronts his Majesty on this issue. After Cecil's party defeats Cagnazzo they meet up with an escaped Cid, who reveals a hidden passage in the Castle of Baron which leads to his latest airship model, the Enterprise.

When the group reaches the underground world, Cid leaves the party to wrap the Enterprise in mystic silver; without it, the airship is rendered incapable of flying over the lava. He returns just in time to save the party from plummeting to their doom, only to find that Golbeza's Red Wings are in pursuit of their airship. To impede the Red Wings' progress Cid leaps out of the Enterprise as it is approaching the gateway leading to the outer world and sets off an explosion, thus causing a landslide that effectibely blocks the passage. Cid is badly injured because of this stunt and when Cecil's party returns to the underground they find Cid being nursed back to health in the Dwarves Castle. Even in this state, Cid continues to assist the party by wrapping the Red Wings' stolen airship, the Falcon, in mystic silver and again later by attaching a large drill to the front of the machine. Cid makes himself useful again late in the game by helping Cecil's party enter the Giant of Babel's interior my dropping them into its mouth.

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EDWARD GERALDINE (EDGE)  
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Age: 26  
Height: 175 cm  
Weight: 51 kg  
Ambidexterious  
Birthplace: Eblana

Special Commands:

Dart: Edge can throw unused swords, spears, and projectiles at an opponent for massive damage.

Ninja: A type of magic unique to Edge. Mostly variations of different black and white spells.

Sneak: Edge can steal different items from an array of enemies.

Story (contains spoilers):

Edge is the ninja prince of Eblana. When Rubicante (the most powerful of the Four Emperors) launches an invasion on Edge's kingdom he kidnaps his parents, the king and queen of Eblana. Edge, being the hotheaded indivisual that he is, chases after Rubicante alone and is badly defeated. Cecil and his party chase after Edge, but when they've caught up with him Edge has already lost the battle. Edge plans on running after Rubicante again when, upon viewing Rydia's reaction to the party's recent turn of events, decides to stay with Cecil's group instead. Together they invade the Tower of Babel in an effort to take back the crystals stolen by Golbeza's army, but while ascending the tower Edge finds that his parents have been transformed into monsters. Afraid that they are beginning to lose their human mind, Edge's parents destroy themselves just as Rubicante appears in a visible state of rage. Rubicante expresses his apologies to Edge, explaining that his assistant Dr. Lugeie had mutated his parents' bodies without his consent, but Edge refuses to listen to the demon's words and the party attacks him. Once Rubicante is beaten, Edge is told about Golbeza and remains with Cecil's group for the rest of the game to help them defeat this menace.

Edge appears to have quite a crush on Rydia, and flirts with her constantly. However, this relationship is never fully developed; Rydia returns to the Land of the Phantom Beasts at the end of the game, and Edge, now king of Eblana, retains his love for her.

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TELLAH  
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Age: 60  
Height: 177 cm  
Weight: 48 kg  
Right-handed  
Birthplace: Mysidia

Special Commands:

Remember: Tellah attempts to recall a spell. This command will disappear after Cecil's transformation on Mt. Ordeals.

Story (contains spoilers):

Tellah was once one of the most renowned sages in all of Mysidia. In his older years he began to lose his memory, and with that lost a great deal of his magical prowess. When Cecil reaches the town of Kaipo the villagers tell him of how Tellah's daughter ran away with Edward, the prince of Damcyan, after the sage refused to consent to their marriage. Cecil and Rydia later run into Tellah while in the Underground Channel, and they accompany each other out of the caves. Just as they arrive outside of Damcyan, the kingdom is bombarded by the Red Wings and Golbeza storms the castle and retreats with the Crystal of Wind. When Tella enters the castle he finds his lost daughter Anna among the dying bodies, and attacks Gilbert in a blind rage. He is stopped by Anna, who explains that she died shielding Gilbert from arrows fired by Golbeza's troops. Tella comforts her daughter as she is dying then strands the party behind and leaves for Mt. Ordeals to unleash Meteo: the ultimate black magic. Halfway up the mountain he meets up with Cecil yet again, who is climbing Mt. Ordeals to become a Paladin. When the Light appears to test Cecil Tellah's mind starts to race, and he manages to recover all of the spells he had forgotten as well as discover how to use Meteo.

At the top of the Tower of Zot, after Golbeza has taken the Crystal of Earth, Tella attacks him. He uses his most powerful magic against him, but is unable to cause any real damage. He uses Meteo as a last resort, and while Golbeza's body is devastated by the magic, the shock caused by the spell destroys Tella altogether. Tella dies, regretful that he was blinded by such deep hatred.

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RYDIA OF MIST  
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Age: 7  
Height: 107 cm  
Weight: 18 kg  
Right-handed  
Birthplace: Mist

Special Commands:

Summon: An extremely potent form of magic exclusive to Rydia. Calls upon the aid of phantom beasts from a distant land to do her bidding.

Story (contains spoilers):

Rydia was born in the village of the Misty Valley, home to the Summoners. The Summoners are a rare group of humans imbued with a very special gift: they can conjure phatom beasts from a distant land and have them do their bidding. However, the Summoner and beast share a strange bond; if the monster is ever killed in battle, then the Summoner will perish as well. Cagnazzo, under the guise of the King of Baron, orders Cecil and Cain to deliver a strange ring to the isolated village. On the way they kill a dragon that forms from the mist and hinders their progress. When Cecil and Cain arrive in the valley the powers of the ring cause the village to become bathed in flames; apparently Baron felt the Summoners were too dangerous to be left alive. Cecil hears the cries of a small girl and approaches them, to find Rydia and her dead mother. Rydia's mother was the one who summoned the Mist Dragon, so when the dragon fell in battle, the woman died also. Outraged to learn that Cecil and Cain were the ones who murdered her mother, Rydia summons a phantom beast called Titan which causes most of the valley to collapse in on itself.

Cecil awakens to find Cain missing and Rydia beside him, unconscious. Cecil takes the silent girl to an inn at the desert town of Kaipo where he encourages her to rest. That night an officer from Baron shows up at the end and demands the Cecil hand over the girl; Cecil's refuses, and proceeds to dispatch the officer and his guards. Rydia begins to trust Cecil at this point, a trust that is strengthened when he and Rosa help the girl to overcome her fear of fire.

While traveling by sea to Fabul, the boat is submerged underwater and Rydia is swallowed by Leviathan, a large sea serpent and (as revealed later) the ruler of the phantom beasts. Leviathan deposits Rydia in the Land of Phantom Beasts, where she perfects her study of the arts of magic. She shows up again in the underground world, just in time to save Cecil from Golbeza and his Dark Dragon. Notably, Rydia now appears to be a grown woman; when Cecil asks about this, Rydia explains that time flows differently in the Land of the Phantom Beasts (It is never explained, however, if she actually has matured both physically and mentally or if she is still something of a child in an adult's body). Either way, Rydia is much more open-minded at this point than she was as a child.

After defeating Zeromus, Rydia returns to live with King Leviathan and Queen Asura in the Land of the Phantom Beasts, perhaps able to relate more closely to the monsters with which she shares a psychic link than with humans since she had matured physically.

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PALOM/POROM OF MYSIDIA  
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Age: 5  
Height: 94/93 cm  
Weight: 22/19 kg  
Left-/Right-handed  
Birthplace: Mysidia

Special Commands (Palom):  
Boast: Palom's attack power is increased.

Special Commands (Porom):  
False Tears: Porom pretends to cry, prompting the enemies to run away.

Special Commands (both):  
Twin: Palom and Porom weave their spells together to unleash a potent magic attack.

Story (contains spoilers):  
When the boat from Fabul is shipwrecked and Cecil winds up alone in Mysidia, the people there meet him with great discontent--the villagers are enraged at him for the raid the Red Wings made on the village at the start of the game. The elder that resides in Mysidia encourages him to travel to Mt. Ordeals to attempt to become a Paladin. Fearing that the Black Knight may have an ulterior agenda, he sends spies to accompany Cecil on his journey to the mountain. Those spies are the young yet renowned twin mages, Palom and Porom.

Palom, the black mage, is for the most part a very mouthy and arrogant character. Unlike his sister, he seems to have very little faith in Cecil the first time they meet (although he does grow to trust him

later). Porom, the white mage, is much more polite and considerate, and frequently scolds her brother's rash behavior (to the point where she becomes just as obnoxious). As one might imagine, these two are usually at each other's throats, but at the same time they have a very intimate and unspoken understanding of one another.

When Cecil returns from Mt. Ordeals, Palom and Porom beg the elder to allow them to stay with the Paladin. The elder agrees to this, and the twins remain in Cecil's party until a sad parting at Baron. Cagnazzo's magic causes the walls of the castle to move together, and to prevent the party from being crushed Palom and Porom turn themselves into stone. They are revived by the elder's magic later in the game.

-----  
FOO-SOO-YA  
-----

Special Commands:

Spirit Wave: Foo-soo-ya becomes disabled for the remainder of the bout; the HP's of his party members count upward.

Story (contains spoilers):

Foo-soo-ya is the guardian of the Lunarians' slumber. When the Lunarians arrived on earth from their homeworld to find the humans still evolving, the Lunarians built a second moon where most of them entered a deep sleep. One of the ones who refused to enter this state, Zemus, longed to live on the earth and so was forced to sleep by Foo-soo-ya. When Foo-soo-ya discovered that Zemus's mind is still active and causing a range of disasters to befall earth, he reveals the location of his brother's magical ship and calls out to the half-Lunar, Cecil. Cecil uses the ship to travel to the Lunarian moon, where Foo-soo-ya reveals his heritage and offers his assistance to the people of earth.

When the group arrives back on earth they find that the Giant of Babel, Zemus's tool of destruction, has already appeared. Cecil's party enters the interior of the Giant through its mouth and destroy its Control System. Golbeza shows up at this point, but Foo-soo-ya intervenes and removes Zemus's control over him. The connection between Cecil and Golbeza is revealed, and Foo-soo-ya and Golbeza travel back to the moon using the Tower of Babel gate to face Zemus alone. Cecil's party follows after them, and with their combined efforts manage to force the emergence of Zeromus.

With Zeromus defeated, Foo-soo-ya states that he will return to watch over the slumber of the Lunarians. Golbeza goes with him, realizing that he cannot return to earth considering the atrocities he has committed.

-----  
-----[ IV. Walkthrough ]-----  
-----

I am going to try a bit of a different approach to this walkthrough this time. Normally, I will leave out storyline elements in an attempt not to spoil the walkthrough reader. But I figured, most walkthrough readers won't mind the spoilers, so I will proceed to include some storyline elements this time.

Here you go, a suggested levels guide! Also, this is the level I was at during the point of the game, if they seem weird, it's because characters died during big battles, I built up two people only, etc. You can do the same as I did to make characters like Edge have higher levels than they're supposed to.

-----  
Place: Mist Cave

Levels: Cecil - 11, Kain - 11  
-----

-----  
Place: Water Cavern

Levels: Cecil - 15, Rydia - 10, Tellah - 20  
-----

-----  
Place: Antlion's Den

Levels: Cecil - 17, Rydia - 14, Edward - 8  
-----

-----  
Place: Mt. Hobs

Levels: Cecil - 19, Rydia - 16, Edward - 14, Rosa - 11  
-----

-----  
Place: Fabul

Levels: Cecil - 20, Rydia - 18, Edward - 16, Rosa - 15, Yang - 12  
-----

-----  
Place: Mt. Ordeals

Levels: Cecil - 23, Palom - 13, Porom - 13  
-----

-----  
Place: Town of Baron

Levels: Cecil - 20, Palom - 20, Porom - 20, Tellah - 23  
-----

-----  
Place: Waterways of Baron

Levels: Cecil - 20, Palom - 20, Porom - 20, Tellah - 23, Yang - 19  
-----

-----  
Place: Magnetic Cavern

Levels: Cecil - 28, Tellah - 30, Cid - 28, Yang - 29  
-----

-----  
Place: Tower of Zot

Levels: Cecil - 31, Tellah - 32, Cid - 30, Yang - 31  
-----

-----  
Place: Dwarven Castle

Levels: Cecil - 34, Rosa - 33, Kain - 36, Yang - 35  
-----



-----  
-----  
Place: Tower of Babil

Levels: Cecil - 44, Rosa - 43, Rydia - 43, Kain - 47, Edge - 32  
-----

-----  
-----  
Place: Sylvan Cave

Levels: Cecil - 48, Rosa - 48, Rydia - 48, Kain - 50, Edge - 40  
-----

-----  
-----  
Place: Cave of Summons

Levels: Cecil - 49, Rosa - 49, Rydia - 49, Kain - 51, Edge - 42  
-----

-----  
-----  
Place: Sealed Cave

Levels: Cecil - 50, Rosa - 50, Rydia - 50, Kain - 52, Edge - 44  
-----

-----  
-----  
Place: Lunar Path

Levels: Cecil - 53, Rosa - 52, Rydia - 52, Edge - 48  
-----

-----  
-----  
Place: Bahamut Cave

Levels: Cecil - 58, Rosa - 58, Rydia - 56, Edge - 52, FuSoYa - 50  
-----

-----  
-----  
Place: Giant of Babil

Levels: Cecil - 59, Rosa - 59, Rydia - 55, Edge - 55, FuSoYa - 52  
-----

-----  
-----  
Place: Lunar Subterrane

Levels: Cecil - 61, Rosa - 61, Rydia - 58, Edge - 58, Kain - 60  
-----

-----  
-----  
Place: Final Boss

Levels: Cecil - 76, Rosa - 75, Rydia - 72, Edge - 74, Kain - 78  
-----

-----  
-----  
OPENING STORYLINE  
-----

The game starts off with Cecil and a group called the Red Wings heading back from Mysidia from an airship. Cecil was forced to take a crystal from the Mysidian Wizards, even though he really did not want to. Cecil suddenly demands silence, and thinks about what he did, when enemies attack. Cecil quickly dismisses them, but then wonders why monsters are suddenly attacking.

Back in Baron Castle now, Cecil hands the crystal to a man in a red cape named

Baigan. Baigan's job is to give the crystal to the King of Baron. The king tells Cecil to leave, but Cecil tries to explain to him exactly what his feelings are. The king will have none of it, however, so Cecil explains some more. He tells the king that his fellow Red Wings are unhappy with the decision to take the Crystal from the Mysidian Wizards. Suddenly, the king gets all bitchy and fires Cecil from his post of commander of the Red Wings. That was awfully nice of the king, eh? Kain comes in to back up Cecil, and the King orders them both to deliver a Bomb Ring to Mist Village.

Now, you have control of Cecil. The game has begun!

=====

BARON CASTLE

=====

Items to be Found:

Tent  
Ether  
480 gil

=====

Head down. On floor 1F, hit the switch and nab the treasure chests. Head left, then go up the stairs. Keep going, and Rosa will talk to you. Go into the left tower, and now Cid will talk with you. Go up the tower.

-----

Rosa will walk in. Cecil is extremely mad at her for some reason, and refuses to talk to her. Rosa gets all bitchy, and gets worried because Cecil is leaving so soon. Cecil then turns into a wuss, reassures her that everything will be OK (heh heh), then goes back to sleep.

-----

In the morning, you should automatically go through a scene, where you leave the castle. The result: The start of your journey. Here's the cool monologue scene that ended after Final Fantasy 6, for some reason. Play FF7, FF8, or FF9 and see if you get one of these scenes. =/

=====

BARON VILLAGE

=====

Items to be Found:

Potion x3  
Ether  
Softs x2  
Life  
Tent x2  
Eagle Eye  
Hr Glass  
Maiden's Kiss

=====

Enemies to be Fought: Eagle, Floateye, Imp, Sword Rat

=====

SHOP ITEMS

-----

Potion            30 gil  
Life              100 gil

|               |         |
|---------------|---------|
| Soft          | 400 gil |
| Maiden's Kiss | 60 gil  |
| Eyedrops      | 30 gil  |
| Antidote      | 40 gil  |
| Tent          | 100 gil |
| Gyashl        | 50 gil  |

Go to the Inn. Check the pot on the right hand side to get the Potion. Go inside the Inn. Check the pot for another potion, and then click the swords and nab the treasure chests. Go by Rosa's house. You will see a bunch of pots, in the shape of a cross. Check the bottom pot in this cross, and you will get yet another potion. In Rosa's house, check the shelves to get a Ether 1, and check the pot to get a Maiden's Kiss. Go into the back of the town, inside the water there is a Tent and Hr Glass. Now, but some stuff, and head out into the world map. Head north, then west. You will be in the Mist Cave.

=====  
MIST CAVE  
=====

Items to be Found:  
2 Potions  
Eyedrop  
Tents

=====  
Enemies to be Fought: Larva, Sandmoth  
Boss: Mist Dragon  
=====

SUGGESTED LEVELS: Cecil - 11, Kain - 11  
=====

The first thing I would reccomend for you to do once you get in here is raise your levels. You start off at Level 10, but I got to Level 11 outside. Like I said, levels in this game are not extraordinarily important, but they're important enough. I got Cecil to 13 and Kain to 12, I think. It is harder to get Kain to a high level than it is to get Cecil. The path through this place is actually damn easy. You should not need a walkthrough to get through here, but I will provide one anyways.

Keep on going through the path. Wow, what tough stuff. There will be a warning soon."Go back....!" After you read the warning, head up and get the Potion from the treasure chest. Go left, down, and all the way around to get the Tent from the treasure chest. Go back up and get the Eyedrop from the treasure chest. Now go back down, and go right. Get the Potion from the treasure chest. Now, head up, and keep on going through the warnings, until you get to the boss.

-----  
-----  
MIST DRAGON  
475 HP, 200 gil, 700 experience  
-----

This Mist Dragon boss should not be too hard. Just have Cecil attack the Dragon normally, while Kain Jumps it. Just jump it because the Jump attack does more damage then Kain's normal attack does. It doesn't really matter about the Mist Dragon's attacks, but this will mean most of them will focus on Cecil alone. Just keep him cured up, I hope you bought some Cure 1 Potions in Baron Village! Keep on doing this, and after about five, six rounds, the Mist Dragon will turn into Mist. At this point, do not do anything. This could be a good time to cure, as well. If you attack the Mist Dragon while it is in Mist form, it will

counter with a COLDMIST attack which does more than double the damage that the normal attack does, and it affects both Cecil and Kain! However, if you jump, it will not counter. Odd. Soon enough, the boss will die.

-----  
Head out, save your game, de-equip Kain, and enter the Town of Mist.

=====  
TOWN OF MIST  
=====

Items to be Found:

None  
=====

-----  
When you enter the town, the ring will glow, and bombs will come and destroy the entire city. Then, you will hear this little girl crying. Head up and help her out. She tells Cecil and Kain that someone killed her mother's pet dragon. Uh oh. Cecil will fess up to the crime, and suddenly the little girl gets mad and frightened. Kain says that the King must want all the summoners to die, so the little girl must die as well. Fortunately, he regains his senses and decides to go against those orders of the king. You try to save the girl, but a battle ensues, and she summons Titan. Nice job. When you awaken, Kain will be gone, but you will have the little girl (Rydia) with you. OK..  
-----

Head north, then east, until you get to Kaipo.

=====  
KAIPO  
=====

Items to be Found:

Ether 1  
=====

Enemies to be Found: Sand Man, Sandpede, Sand Worm, Float Eye

Boss: Officer and 3 Soldiers  
=====

SHOP ITEMS  
-----

Potion - 30 gil  
Life - 100 gil  
Soft - 400 gil  
Maiden's Kiss - 60 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Tent - 100 gil  
Gyashl - 50 gil

WEAPON SHOP ITEMS  
-----

Rod - 100 gil  
Staff - 160 gil

Short Bow - 220 gil  
Brass Arrows - 10 gil

ARMOR SHOP ITEMS

-----  
Leather Helmet - 100 gil  
Clothes - 50 gil  
Leather Armor - 200 gil  
Iron Ring - 100 gil

Take the girl to the Kaipo Inn.

-----  
The inkeeper will let you stay for free. In the middle of the night, a Baron General will come in, and say that all summoners must die! Since the girl is a summoner, that means that she must die soon. Cecil obviously disagrees with that, so the general orders that Cecil must die!  
-----

Fight the boss.

-----  
OFFICER AND THREE SOLIDERS

Soldiers - 30 HP each. Officer - 120 HP. 162 gil, 471 EXP

-----  
This battle is not bad, at all. Killing all three soldiers, who all die in one hit, is all it takes to win this battle. You can kill off the Officer first for additional HP. Kill off all three soldiers and the Officer will just run away.  
-----

You promise to protect the girl. Name her and go to sleep. In the morning, you have control. Go buy stuff, and get all the items. Head into the top right building, where Rosa will be. The man tells you she needs the Sand Ruby to survive. Leave the town. When you get outside, fight around the town, gaining levels. I reccomend getting Rydia to Level 7. Once you do that, save your game and head up and right to get to the Water Cavern.

=====

WATER CAVERN

=====

Items to be Found:

Dark Sword  
Potion x3  
Ether 1 x2  
Ether 2  
Feather Hat  
Hades Helmet  
Hades Arm  
Hades Armor  
Ice Rod  
Iron Ring  
X-Potion  
Hermes  
Bomb x2

580 gil  
Hr Glass 1  
Tent  
Maiden's Kiss  
Life

=====  
Enemies to be Fought: Cave Toad, Evil Shell, Gator, Jelly, Mad Toad, Pike, Tiny Mage, Water Bug, Water Hag, Zombie  
Boss: Octomamm  
=====

SUGGESTED LEVELS: Cecil - 15, Rydia - 10, Tellah - 20  
=====

Head up from the entrance, and grab the two treasure chests, which contain a Heal and Cure 1. Head left, and take the treasure chest, which contains a Tent. Talk to the old man, and he will tell you that a bard has tricked his daughter into running away with him. Tellah will join your party. Go up, and take the treasure chest on the right hand side for an Iron Ring. Equip it on Tellah. Go left and enter the waterfall. There is some stuff in here. Now, head out, and go up to the next floor.

Keep following the path, collecting treasures from treasure chests along the way. The next room is a save room. Follow the conversation. Follow the path, grabbing the Ice Rod along the way. In the next room, grab the chests (Cure 1 and Feather Hat), and go left of the stairway, go around to get the Feather Cap. Now, take the stairway. Get the rest of the treasure chests, and leave to the overworld. Use a tent, and go inside the cave (up). Walk into the waterfall and you will fall down into it. Collect the Dark Knight stuff and equip it. Grab the armor, cure everyone, and get ready for a boss fight!

-----  
-----  
OCTOMAMM  
2300 HP, 500 gil, 1200 experience  
-----

This guy is pretty simple. The thing you should notice most about him is how slow his attacks are when you finally defeat him compared to when the battle starts. I guess he just wears down as battle goes on. Have Rydia and Tellah attack with Bolt 1, although Rydia could use the Chocobo summon magic if you wish, since it will actually do more damage than Bolt 1. However, Tellah's most powerful attack is Bolt 1, so use it for now. Also, Tellah should be the healer for this battle, as he has Cure magic. Cecil's attacks should do at least 115 HP per attack, so that alone will help out. As you wear him down, he will start to lose legs. That is how you can tell if he is going to die or not. When Tellah mentions something about the monster slowing down, just pound away on it and it will die. The battle is not tough at all as long as you keep your HP up.  
-----

Leave and head to Damcyan Castle. Unequip Tellah when you get there. When you get to the town, save and head in, but before you do, the Red Wings fly by and attack it! Yikes!

=====  
DAMCYAN CASTLE  
=====

Items to be Found  
Tent  
Crossbow

Feather Hat  
Ruby Ring  
Ether 1  
Life  
Soft  
Eyedrops  
Antidote  
Potion  
Holy Arrows (x10) x2  
Iron Arrows (x10) x2

=====  
Grab the tent and head to the top of the castle.

-----  
Upon entering the castle you will see the remains of the once beautiful castle of Damcyan and also the downed guards. Once you have reached the center of the castle you will see Tellah's only daughter Anna lying on the floor almost dying. Tellah becomes enraged as he attacks the "Spoony Bard." You can't control this battle and everything the Bard is trying to say Tellah ignores, when Anna speaks Tellah comes to his senses and stops his attack against the Bard. Here Anna explains what had happened, it appears that when Edward and Anna was about to leave they were attacked by the Red Wings of Baron, also they had taken the Crystal of Fire. Anna explains that Edward is the prince of Damcyan and he was disguised as a Bard so that he can go to Kaipo and find Anna. Anna saved Edward's life by shielding him from the arrows that were brought upon by the Red Wings fleet. Afterwards Anna dies and Tellah is once again enraged, he wishes to take vengeance upon the one called Golbez, who led the Red Wings' attack against Damcyan. Cecil says he can't go alone but Tellah is too frustrated and angry to listen and he goes off on his own. Here Edward cries over Anna's death and Rydia calls him a "Crybaby!" she tells him that he is not the only one who has lost the ones he loved and tells him that he is a grown man. Edward does not care and he wishes to stay with Anna, Cecil comes over and literally knocks some sense into him. He tells Edward that Anna would not like it if he was just to stay here and Cecil desperately needs Edward's help. Edward wonders how he can help and Cecil tells him that he needs to find the Sandruby to cure Rosa's fever. Edward tells him that he has a Hovercraft and with it you can reach the cave of the Antlion. Before the party leaves out of the castle, Edward comes and says the final goodbye before leaving to help his new friends.

-----  
Wow. That was damn cool stuff. Go out through the front entrance, then swing around the side. Enter the side building, open the secret door, go through the secret passage, and go through the first wall in the second cell. Get the Leather Hat and Crossbow, leave, move to the next cell, and get the Ruby Ring. Now, exit, and take the stairs down. Grab the items in the six chests (Ether 1, Life, Soft, Eyedrops, Antidote, and Potion) and get the Arrows from 4 pots.

Now, go outside. Use the hovercraft to go northeast, through the shallow rocks. Head to the cave below Mt. Hobs.

=====  
ANTILION DEN  
=====

Items to be Found:  
Lamia Harp  
Potion x3  
Ether 1

Silk Web x2  
Soft  
Tent  
Notus  
Exit  
Life  
Hr Glass 1

=====  
Enemies to be Fought: Basilisk, Cream, Imp Captain, Turtle, Weeper  
Boss: Antlion  
=====

SUGGESTED LEVELS: Cecil - 17, Rydia - 14, Edward - 8  
=====

There are six treasure chests in the first room. On the left side, there is a Cure 1 and 190 gil. To the right side, there is 210 gil and a Cure 1. On the bottom left, there is a Tent and Cure 1. Collect all the treasure then head down to the bottom right. Get the Life potion and go in the door to get Lamia Harp. Equip it on Edward, as it doubles his attack power.

Head around, go up the door, and get the Heal Potion. Now go into the door, and use the save point, and get the three treasure chests, which contain a Life Potion, Ether 1, and Tent. Head into the left side of the room and get the 250 gil from the treasure chest. Head towards the center of the room and into the Nest of the Antlion.

-----  
-----  
ANTILION

1000 HP, 800 gil, 1500 experience  
-----

This boss fight is damn easy. The main thing you have to worry about is the Antlion's counter attack. It will basically counter any physical attacks, so don't use them much. Have Cecil do physical attacks, since he can take the pain, Rydia could use her Chocobo summon magic, and Edward can heal and do attacks, he can somewhat take them if you built him up enough. This boss is pretty easy, just make sure to heal whenever possible, and he will die soon enough.  
-----

Get out of here and head back to Kaipo.

=====  
KAIPO  
=====

Hand Rosa the Sand Ruby and she will recover.

-----  
She wakes up and tells you she followed you. Golbez is now the new captain of the Red Wings, which means that the king has truly lost his damn mind. Golbez already has the power of one crystal, and of course, he doesn't want to stop there, so he will go after the other three next. Edward will say that he already has the Fire Crystal of Damycaan (hmm, I thought they gave him the Water Crystal of Mysidia at the beginning of the game..) and so he must be going to Fabul next. However, they cannot get to Fabul because the path to Fabul goes through Mt. Hobs, and Mt. Hobs is being blocked by ice. Rosa asks Rydia if she



can cast Fire magic, but Rydoia can't. Rosa can, I guess, because she joins your party.

-----  
During the night, Edward will play his harp by the water, when a water hag comes to attack him. Beat him up, as a ghost of Anna cheers him. This turns out to be all a dream, so the game continues.. Put Rydia, Rosa, and Edward all in the back row. Hop on the hovercraft and go to Mt. Hobs, which is near the Antlion Den.

=====

### MT. HOBS

=====

#### Items To Be Found:

Potion  
Soft  
Tent  
10 Holy Arrows  
960 Gil

=====

Enemies to be Fought: Bomb, Cocatris, Gargoyle, Gray Bomb, Skeleton, Spirit  
Boss: Mombomb

=====

Cecil - 19, Rydia - 16, Edward - 14, Rosa - 11

=====

After a lot of talking, Rydia will cast Fire, and will learn Fire 1. Take the door on the left hand side (I love this music!), get the four treasure chests (Tent, Cure 1, Heal, 350 Gold) and save your game at the save point. Now, head to the right side of the mountain. Head to the Summit, and this is when you meet Yang for the first time. Boss time!

-----

### MOMBOMB

3200 HP, 543 gil, 2415 experience

-----

This battle can get to be pretty tough. The toughest part about this battle is how the boss will change forms. It starts off the battle as the one Mombomb. Have Rydia use the Chocobo summon magic, have Cecil use his normal attacks, have Yang attack, Edward can heal or attack, and Rosa can use Aim. Soon enough, the Mombomb will change form. So far, so good. Keep your party healed, because sooner or later it will explode, which sauses 50 to 60 HP of damage to every character, and then turn into 3 Bombs and 3 Grey Bombs. Have the same attack pattern continue, but have Yang kick, and these bombs should be dead, although I did have a bit of trouble with them, since I was not too well off on HP after the Mombomb exploded on me like that.

-----

After this battle, Yang is warned about Golbez. Keep on going down the mountain. Exit and head to Fabul Castle.

=====

### FABUL CASTLE

=====

#### Items To Be Found:

Demon Shield  
Death Sword  
Potion  
Ether 1  
Tent  
Thor's Rage  
Bomb  
Notus  
Bacchus  
Hermes  
Silk Web

=====  
Enemies to be Fought: Needler, Imp Captain

Boss: Captain, 2 Fighters  
=====

SUGGESTED LEVELS: Cecil - 20, Rydia - 18, Edward 16, Rosa - 15, Yang - 12  
=====

#### SHOP ITEMS

-----

Potion - 30 gil  
Life - 100 gil  
Soft - 400 gil  
Maiden's Kiss - 60 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Tent - 100 gil  
Gyashl - 50 gil

#### WEAPON AND ARMOR STORE ITEMS

-----

Fire Claw - 350 gil  
Ice Claw - 450 gil  
Bolt Claw - 550 gil  
Demon Helmet - 980 gil  
Demon Armor - 3000 gil  
Demon Arm - 800 gil

Buy some stuff and check around the town for items. Go inside the left tower and get the Thor's Rage from the pot. Talk to Yang's Wife then head back down. In the right tower, you can get a Tent (king's bedroom) and a Bacchus (pot). Go to the throne room. Rydia and Rosa will stay behind behind, Cecil, Yang, and Edward till help protect the castle. Go through all the battles here. They're not that tough, just use Edward as a healer and have Yang do Kick and Cecil do normal attacks and you will do fine.

-----  
Afterwards the party makes their last retreat back to the Crystal Room. Here Kain comes in and Cecil is shocked to see Kain alive. Here Kain wants to fight Cecil and Cecil has no choice. Here you shouldn't bother trying to fight Kain because he keeps using that JUMP attack and it will knock you out in a few blows. Here afterwards Kain will try to put Cecil out of his misery and Rosa comes in and tries to stop Kain, but Kain is somewhat startled and then Golbez finally meets the party. Here, Golbez knocks out both Edward and Yang, and commands Kain to take the Crystal of Air which Kain happily ablodges. Here Golbez realizes that Rosa is important to Cecil and he kidnappes her and Kain

tells Cecil he had a narrow escape. Afterwards Rydia is helpless against Kain and she performs the CURE magic towards the party and they are revived out of their wounds. Here, Yang will help Cecil this time, but Cecil's spirit has taken a hard punch.

-----

Now, head to the King's Chamber, and rest in the inn. Go talk to the King in the morning to get the boat, and the Death Sword from the King.

After doing everything, unequip everyone except Cecil, and head to the boat. (Sorry I am not being more detailed about this storyline stuff, I am not used to writing a walkthrough involving storyline elements. =). The boat is northeast of Fabul Castle, you'll see it when you leave the town. The boat takes the long route to Baron. The party wonders why, when a whirlpool sucks them in! The boat crashes, and Cecil wakes up.. alone. Go to Mysidia. Hoo boy. I bet you're glad to be here, eh?

=====  
TOWN OF MYSIDIA  
=====

Items To Be Found:

None

=====  
Enemies to be Fought: Zuu, Cockatris  
=====

SHOP ITEMS  
-----

Potion - 30 gil  
Hi Potion - 150 gil  
Life - 100 gil  
Soft - 400 gil  
Echo Note - 50 gil  
Antidote - 40 gil  
Tent - 100 gil  
Cabin - 500 gil

WEAPON SHOP  
-----

Ice Rod - 220 gil  
Flame Rod - 380 gil  
Cure Staff - 480 gil  
Crossbow - 700 gil  
Holy Arrows - 20 gil

ARMOR SHOP  
-----

Magus Hat - 700 gil  
Gaia Gear - 500 gil  
Silver Arm - 650 gil  
Paladin Shield - 700 gil  
Paladin Helmet - 4000 gil  
Paladin Armor - 8000 gil

Paladin Arm - 3000 gil

May I recommend not talking to anyone. See, you stole their crystal, so you're not exactly their best friend. Talk to the elder in the northern building. He will tell you to go to Mt. Ordeals to become a Paladin. He offers you the duet of Palom and Porom, who kick butt. Buy each twin a Magus Hat, Gaia Hair, and Silver Arm. In terms of weapons, Palom should have a Flame Rod, while Porom should have a Cure Staff. Buy all the Paladin stuff for Cecil.

Now, head out and head east until you get to Mt. Ordeals. I recommend raising levels before going there. Below Mt. Ordeals, there is a Chocobo Forest. Use the Fat Chocobo to keep your items for you, while the White Chocobo will regain your MP for you. The yellow chocobo is the classic one that you can use for riding.

=====  
MT. ORDEALS  
=====

Items To Be Found:

Potion x2  
Ether 1 x2

=====  
Enemies to be Fought: Ghoul, Lilith, Red Bone, Revenant, Soul  
Bosses: Milon, Milon Zombie, Dark Knight  
=====

SUGGESTED LEVELS: Cecil - 23, Palom - 13, Porom - 13  
=====

Make sure you enter this place with Paladin Armor. Now, head up, and find Tellah. He will rejoin you. Put Cecil in the front row, the other three in the back. Now, head up the cliff, fighting enemies along the way. You will have to use Palom and Porom a lot. Don't worry about gaining levels for Cecil here. When you get to the top, save your game, go up and left across the bridge to fight the boss.

-----  
-----  
MILON AND 4 GHOSTS

Milon: 3500 HP, 2000 gil, 3200 experience  
Ghosts: 200 HP each, 100 gil, 50 experience each  
-----

Kill off the 4 Ghosts first. Using Fire 3 or Cure magic on them should kill them. Have Cecil focus on the Milon, even if the Ghosts aren't dead. When the Ghosts have died, have Palom and Porom do twin magic, while Tellah does Fire 2 or Fire 3. Cecil should attack normally throughout the fight. Milon will do bolt spells a lot, so make sure Porom heals the party after he does the Bolt spell. This guy really should not be that tough at all.  
-----

Now, go back and save, and go back to the bridge, go across and you will be attacked again!

-----  
-----  
MILON ZOMBIE

3523 HP, 2500 gil, 3600 experience

-----  
You will notice about this battle the fact that Milon Zombie attacks you from behind, which means that you will have your back row characters in front, and your front row characters in back. There are two simple ways to combat that. One, before you go into battle, make sure Cecil is in the back row, and the other 3 are in the front row. That way, when the battle begins, Cecil will be in the front row, and the other 3 will be in the back row. Or, when the battle begins, have your first character do Row. Now, to the battle itself. Have Tellah cast Fire magic every around, and Palom do Fire 2. If he does not have Fire 2, then have Porom and Palom do twin magic every round. Cure as needed. Milon Zombie has a nasty poison attack, either let it ride out or have Tellah cast Esuna.  
-----

You do not have to go back and save, since this next boss fight is almost impossible to lose. (even though I lost it, heh)

-----  
-----  
DARK KNIGHT

100,000 HP, 0 gil, 0 experience

-----  
Parry for 3 rounds and it's over. Whoo hoo.  
-----

-----  
After the battle, the cool music plays and Cecil has become a Paladin! Oh, what now! You will notice that he is quite a bit stronger, despite the fact he is Level 1. Anyways, the light will speak, and call him son. Why is the light calling him son? Tellah becomes the center of attention and learns Meteo, as well as the rest of his spells. Cool.  
-----

Now then, I stayed up here until Cecil got to Level 20. It's not as bad as it sounds. You don't have to get that high, but I did, and it made the next place easier. Make sure to equip that Paladin stuff, though. When you are at a high enough level, head out, go to the chocobo forest, heal using the white one, use the yellow one to go back to Mysidia.

=====  
TOWN OF MYSIDIA  
=====

Items To Be Found:

None

=====  
Enemies to be Fought: Zuu, Cockatris  
=====

Talk to the Elder, and he will open the Serpent Road. Now, go out and into the house in the right hand side, and use the Serpent Road to head back to Baron.

=====  
TOWN OF BARON  
=====

Items To Be Found:

Baron Key

1000 Gil

=====
SUGGESTED LEVELS: Cecil - 20, Palom - 20, Porom - 20, Tellah - 23
=====

SHOP ITEMS

- Potion - 30 gil
Life - 100 gil
Soft - 400 gil
Maiden's Kiss - 60 gil
Eyedrops - 30 gil
Antidote - 40 gil
Tent - 100 gil
Gyashl - 50 gil

WEAPON SHOP ITEMS

- Thunder Rod - 700 gil
Cure Staff - 480 gil
Fire Claw - 350 gil
Ice Claw - 450 gil
Bolt Cloaw - 550 gil

ARMOR SHOP ITEMS

- Headband - 450 gil
Kenpo - 4000 gil
Silver Gauntlets - 650 gil

Go to the Inn, and find Yang up above. He will challenge you to a fight.

-----
2 GUARDS
280 HP each, 0 gil, 0 experience
-----

Easy. Next.
-----

-----
YANG
???? HP, 0 gil, 0 experience
-----

Just beat up on him and Cure when he does Kick and you should do fine. He's not tough.
-----

After the scene, you will get the Baron Key. Unlock the Weapons and Armor shops and get some new equipment for Yang. Now, go over to the left hand side of town, and open that house. This is the entrance to the Waterway.

=====  
WATERWAY  
=====

Items To Be Found:

Hi Potion  
Ether 1 x2  
Thor's Rage  
Hr Glass 1  
Silk Web  
Hermes  
Ancient Sword

=====  
Enemies to be Fought: Aqua Worm, Crocodile, Electric Fish, Fang Shell, Guard, Hydra, Piranha  
=====

SUGGESTED LEVELS: Cecil - 20, Palom - 20, Porom - 20, Tellah - 23, Yang - 19  
=====

First thing you will notice is that a lot of tough enemies in here. I advise using the Bolt spell a lot, and then raising Levels until you are good to go. You can always heal back at the Inn if you have to.

B4F: When you are finally ready to go, go down, and when you see a split in the path, go down, and right, and take the three treasure chests (Hi Potion, Ether 1, Thor's Rage), then go right, and up, and left, then up, and follow the path until you get to the next room.

B3F: Well, this is fun. Go into the water, and head down, through the secret passage, and get the Hr Glass 1. Go down again, and go through the secret passage to get the Silk Web. Go down, then when you get to the bottom, go right, and follow until you get out. Go up, and go left when you see the water on the left hand side. Go into the middle platform here to get the Hermes, go back right, and then follow the path up.

B2F: Go through here, go up the stairs, go left through the passage to get the Ether 1, then go out and up.

B1FG: Before you save your game in the room, find the secret passage and go through it to get the Ancient Sword. Now, go back and save. Go out, and go right, then up, through the door. Remember this place?

=====  
BARON CASTLE  
=====

Items To Be Found:

Unihorn x2  
Ether 1 x4  
Life x2  
Bacchus x2  
Hermes x2  
Hi Potion x2

Tent x2

Elixir

=====  
Bosses: Baigan (Left Arm/Right Arm) and Cagnazzo  
=====

Go into the west tower and go into the bed if you need to. Follow the path counter clockwise until you get into the courtyard. Watch the scene here with Baigan, and you will fight him.

-----  
-----  
BAIGAN, LEFT ARM, RIGHT ARM

Baigan: 4444 HP, 3000 gil, 4000 experience

Left Arm: 444 HP, 0 gil, 10 experience

Right Arm: 444 HP, 0 gil, 10 experience

-----  
-----  
This boss is pretty easy, all things considering. Just make sure to focus on the body. The arms are good to hit and all, but they just keep on regenerating, so why bother? If you have Tellah cast a powerful spell on the body, it will cast Wall. I just had everyone attack the center, and healed when necessary, and he died soon enough. Not that bad.  
-----

Go back and heal in the bed. Now go to the right side of the castle. Press the wall switch to get the two Unihorns, two Ether 1's, and two Lifes. Go to the northeast tower, and get the two Hermes and two Bacchus. In the basement, get the Elixir. On the third floor, get the two Tents and the Ether 1. Get the other Ether 1 in the pot. Now, go back and into the throne room.

-----  
-----  
CAGNAZZO

5312 HP, 4000 gil, 5500 experience

-----  
-----  
Lightning. I cannot stress this enough, but this guy is really weak against Bolt magic. Equip Yang with the Bolt Claw, and have him do Power, that will take off some huge damage. Tellah and Palom should do either Bolt 2 or Bolt 3 each around, while Polom cures, especially after Cagnazzo does his one big attack, the Big Wave. However, as long as you do Bolt magic, it will break his barrier, so don't worry about it. When he goes into his shell, just use that time for curing and stuff. He ain't that bad, trust me.  
-----

-----  
-----  
Here after the battle Cid comes in, and the party introduces themselves to Cid. Now the party must hurry to retrieve the airship. But before they can do so Cagnazzo has already set a trap, the doors are locked and the walls are caving in. Here the twins turn themselves into Stone and stop the wall from caving in. Tellah tries to break the spell but to no avail, the twins willingly let their lives go to save the rest of the party. Tellah was the one who wanted to go first, but Cid re-groups the party.

Meanwhile...In the Tower of Zot, Kain plans up a plot to capture the last crystal, they will exchange Rosa for the crystal, and Kain will be the messenger, Rosa tries to stop Kain, but Kain is too much under the influence



of Golbez's powerful mind control. Meanwhile back at the castle of Baron...

Cid unlocks the hidden entrance to his airship and the Enterprise flies off, then suddenly the Red Wings come but they do not wish to fight this time. Kain delivers a message to Cecil, about trading in Rosa for the Crystal of Earth in Toroia. Now land your airship in front of Baron and return to the King's chambers in the basement below, remember the place with the mysterious force? Its gone now so enter it and the real King of Baron wishes to tell you something. He tells you to go to the Land of Summoned Monsters and return back after your trip, then he leaves.

-----

=====

VILLAGE OF MIST

=====

Items To Be Found:

Bomb x3

Tiara

Prisoner Clothes

Ruby Ring

Change Rod

=====

WEAPON SHOP ITEMS

-----

Whip - 3000 gil

Dancing Dagger - 5000 gil

ARMOR SHOP ITEMS

-----

Bard - 70 gil

The Village of Mist is where it's always been :). It's by Baron Castle. There are three Bombs in the grass. In a house, you can use the fireplace to walk through a secret passage to get the Tiara, Prisoner Clothes, and Ruby Ring. In the right wall, take the secret passage to get the Change Rod. That's it for this town!

=====

AGART

=====

Items To Be Found:

Boreas

=====

SHOP ITEMS

-----

Potion - 30 gil

Life - 100 gil

Soft - 400 gil

Maiden's Kiss - 60 gil

Eyedrops - 30 gil

Antidote - 40 gil  
Tent - 100 gil  
Gyashl - 50 gil

WEAPON SHOP ITEMS

-----  
Rod - 100 gil  
Staff - 160 gil  
Spear - 60 gil  
Boomerang - 3000 gil  
Short Bow - 220 gil  
Crossbow - 700 gil  
Brass Arrows - 10 gil  
Holy Arrows - 20 gil

ARMOR SHOP ITEMS

-----  
Iron Shield - 100 gil  
Iron Helmet - 150 gil  
Iron Armor - 600 gil  
Iron Gauntlets - 130 gil  
Iron Ring - 100 gil

Just go here to get items if you want. Nothing serious here, it's just good if you can't afford the stuff at Mythril Village yet. Buy stuff, talk to people, leave.

=====

MYTHRIL VILLAGE

=====

Items To Be Found:

5000 Gil  
Mythril Dagger  
Mythril Hammer

=====

SHOP ITEMS

-----  
Maiden's Kiss - 60 gil  
Mallet - 80 gil  
Diet Food - 100 gil

WEAPON SHOP ITEMS

-----  
Mythril Staff - 4000 gil  
Mythril Dagger - 3000 gil  
Mythril Hammer - 8000 gil  
Mythril Sword - 6000 gil

ARMOR SHOP ITEMS

-----

Mythril Shield - 1000 gil  
Mythril Helmet - 3000 gil  
Mythril Armor - 17000 gil  
Mythril Gauntlets - 2000 gil

Go to the island directly south of Fabul, it is shaped like a cat's head. Go in here, get the 5000 gil, Mythril Dagger, and Mythril Staff from the grass, then get the following stuff for your characters.

Cecil: Mythril Shield, Mythril Helmet, Mythril Armor, Mythril Gauntlets,  
Mythril Sword  
Cid: Mythril Shield, Mythril Helmet, Mythril Armor, Mythril Hammer  
Tellah: Mythril Staff  
Yang: Nothing here.

=====

TROIA VILLAGE

=====

Items To Be Found:  
1000 gil  
Ether 1  
Ether 2  
Illusion

=====

SHOP ITEMS

-----

Potion - 30 gil  
Life - 100 gil  
Soft - 400 gil  
Maiden's Kiss - 60 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Tent - 100 gil  
Gyashl - 50 gil

WEAPON SHOP ITEMS

-----

Wooden Hammer - 800 gil  
Great Bow - 2000 gil  
Fire Arrows - 30 gil  
Ice Arrows - 30 gil  
Bolt Arrows - 30 gil

ARMOR SHOP ITEMS

-----

Leather Hat - 100 gil  
Feather Hat - 330 gil  
Clothes - 50 gil  
Leather Armor - 200 gil  
Ruby Ring - 1000 gil

Go to the western continent. Troia will be on the lower left hand corner of a huge forest. There is a castle, and below it is a town. Go inside the town. There are some hidden items in this town. Climb out of the pool when you get in it, and head through the secret passage to get this grass like area. Get the 1000 gil, Ether 1, Ether 2, and Illusion. Go to the Pub inside the weapon shop and buy a Pass if you want. Now, leave this town.

=====  
OVERWORLD AROUND TROIA  
=====

Items To Be Found:

None

=====  
Enemies to be Fought: Cannibal, Panther, Python, Sting Rat, Treant  
=====

This is a very interesting part of the game, and this is one of the few times where I will include the overworld. Basically, you should level up here. If you are not on Level 25 for Cecil, get there. But the enemies around here are tough.

Treants are Trees and usually come 2, along with 3 Sting rats. Have Yang Kick here, but be careful, because it probably won't kill the Sting Rats, and they will proceed to do Needle 3 times. Needle hurts, and is a powerful counterattack.

If you see a Panther, KILL IT. First. because I died twice when i was gaining levels, their damn Bluster Attack kills a character instantly, and it's not like I had many guys alive to begin with. I had to raise levels fore a lot longer than I wanted because I had to start over. Anyways, buy non metallic weapons for all your characters, and then head into the Castle.

=====  
TROIA CASTLE  
=====

Items To Be Found:

Twin Harp

Bacchus

Tent x2

Hi Potion x2

Ether 1 x2

Ruby Ring x2  
=====

Go north and talk to the eight sages. Now, go into the lower left hand corner, talk to Edward, and get the Twin Harp. Now then... your job here is done. Go out, and north to the chocobo forest.

=====  
CHOCOBO VILLAGE  
=====

Items To Be Found:

Gysahl  
=====

There are three chocobos here. White ones let you regain your lost MP (it's basically a free inn, as you can use Cure magic to regain your HP, then the

white chocobo to regain lost MP). A Fat Chocobo is in the northern part of this area, use a Gysahl to summon it, it will let you store items. Now, take a black chocobo, and go east across the water, land it in the forest, save (reccomended), and then go inside the cave.

=====

MAGNETIC CAVERN

=====

Items To Be Found:

Hi Potion x2  
Unihorn  
Ether 1 x2  
2000 Gil  
Silk Web  
Hr Glass 1  
Fairy Claw  
Exit  
Earth Crystal

=====

Enemies to be Fought: Cave Bat, Cave Naga, Mage, Ogre, Vamp Girl  
Bosses: Dark Elf, Dark Dragon

=====

SUGGESTED LEVELS: Cecil - 28, Tellah - 30, Cid - 28, Yang - 29

=====

You can work this one of two ways. One, you can be smart and use non metallic weapons to work your way through the cave. Two, you can be a dumbass like me, and just go through the cave without any weapons or armor, running from every battle. If you choose the first route, Usew Fire 3 to kill Bats, and the Power attack and Holy Arrows to kill Ogres. Just hack away on Mages.

B1F: Walk right, and get the Hi Potion from the treasure chest. Go back left, and head down. Keep going along the path, and get the treasure chest along the way. Go into the door.

B2F: Go up, and whne you get to the bridge, go in the door, and you will be in a room with 2 chests. Get the chests, go out, and go left.

B3F: Go left, into the door, and save your game. Go out, and right, and down. Go into the room and get the three chests. Exit, go left, keep on going until you get to the next door. Get the Fairy Claw for Yang, go left, and go down through the door.

B4F: Keep on going up the bridge, and head right when you can to the save point. Then go back, and up. Get the chest, then go into the Crystal Room.

-----

DARK ELF

23890 HP, 1000 experience, 4000 gil

-----

The first fight, do nothing. Just don't waste your power doing anything, because he will kill you. Then Edward plays his harp, and the control is broken. In the second battle, have Tellah cast Wall on every member he can, Have everyone attack normally, while Yang does power. Use Diet Food when he casts Pig on you, that's the most annoying attack he does.

-----

-----  
-----  
DARK DRAGON

3927 HP, 6000 experience, 5000 gil  
-----

This guy is pretty tough. Have Cecil attack, Yang power, Tellah use Level 3 spells or Cure 3 when the enemy does its Breath attack, and that should do it. I died twice, but if you are on Level 30, you should have no problem beating him.  
-----

-----  
-----  
Afterwards the DARK ELF dies, so take the Crystal of Earth and return to Torioia. To make a short cut have Tellah use his WARP magic(or use the Exit item you found earlier) once he is outside the Crystal Room. Now head back to the center of the Castle of Torioia where the Clerics are. Inside the Clerics greet you, then suddenly Kain tells you to take the Crystal to his airship and he will show him where Rosa is. Beofre you leave go to the room where the lady was guarding the treasure earlier, now the treasure of Torioia is now yours!

Now head back to Edward's room, and a short scenario will take place, Tellah now respects Edward and will avenge Anna's death and also avenge Edward's injury. Now leave Torioia and head for your airship and make sure you save your game before you enter you airship.  
-----

=====

TOWER OF ZOT

=====

Items To Be Found:

Flame Armor  
Flame Sword  
Hell Claw  
Flame Shield  
Gaia Hammer  
Wizard Robe

=====

Enemies to be Fought: Carapace, Centaur, Epee Girl, Gremlin, Ice Beast, Ice Lizard, Marion, Puppet, Slime, Sword Man, Witch  
Bosses: Magus Sisters, Valvalis

=====

SUGGESTED LEVELS: Cecil - 31, Tellah - 32, Cid - 30, Yang - 31  
=====

Enter your airship, and watch the scene involving Kain taking the crystal and leaving you in the Tower of Zot to get Rosa.

1F: When you can finally move, head to the upper left hand corner and get the Flame Armor, and equip it on Cecil. Now, move directly right, in the northeast corner you will find the door to 2F.

2F: Go down, and make the first left you can make. Keep going until you can go down (there will be an opening in the wall), and do so. Head right, then down when you can. Head left, and then follow the path up. Head right when you can,

and go up. About halfway up, on the left hand side, open the chest. Defeat the enemies to get the Flame Sword. Equip it on Cecil. Now, move back down, left, and up to go through the door.

3F: Basically, just follow the path. There are two paths you can take, and both lead you to 4F.

4F: Go down, then right, then go up when you can. Take the first door to your left. Go in, head right, and get the Hell Claw. Yang can equip this. Go all the way down and get the Flame Shield. Put it on Cecil. Now, go back up through the door. Go down, right, and go up through the next door. Grab the Gaia Hammer from the chest. Cid can use this. Now, go back out, go down, and head right, and up through the next door. Get the chest (Wizard Robe) and head back out. Equip Rydia with the Wizard Robe. Now, go down until the bottom, and head right, and go through that door.

5F: Go down, left, and go through the door. Use a tent and save. Go back out, left, and up, and engage in the first of two boss fights.

-----  
-----  
MAGUS SISTERS x3  
Sandy: 2591 HP, 3000 gil, 2500 experience  
Cindy: 4599 HP, 3000 gil, 2500 experience  
Mindy: 2590 HP, 3000 gil, 2500 experience  
-----

This boss fight is really easy if you know how to handle it. Kill off the middle sister (Cindy) first, since it can heal people. It casts Wall, so don't use magic. Instead, use physical attacks. Once she is dead, kill the one in front (Mindy). Once she succumbs, take out the final sister. Easy enough, just make sure you heal when you have to (I didn't even have to), and the battle is yours.

-----  
-----  
Now, go back, and rest/save. Remove all items from Tellah, and go back up through where you fought the Magus Sisters. Watch the scene, Tellah leaves your party, but Kain and Rosa join. Equip them, then leave the room, and Valvalis, the third element, will attack!

-----  
-----  
VALVALIS  
8636 HP, 5500 gil, 9000 experience  
-----

I cannot stress how important patience is in this battle. Do not just hit the attack button when it is your turn to attack. Valvalis will turn herself into a tornado, and when she does, she will counterattack you with a powerful wind attack which leaves all party members with single digit HP's. To get her out of this state, have Kain jump her. When she is normal, have Cecil and Cid attack, Rosa heal, Kain jump, and Yang use power. This battle wasn't bad, as long as you remember to keep healed, at all times.

-----  
-----  
After this battle, Rosa will teleport you out of here to Castle Baron. Remember this room from the beginning of the game? Anyways, Kain will hand over the Magma. Now where can you use it? Before leaving here, by the way, go down to

the basement of the northeast tower, where the king will tell you to return later.

Now, head back to the airship. Fly south of Baron until you get to Agart. Land, go inside, go into the well in the center of town, and drop the Magma in it. Go out, go in the aircraft, fly over the crater, and press X. Watch the scene and you will land in Dwarven Castle.

=====  
DWARVEN CASTLE  
=====

Items To Be Found:

- 5000 Gil
- Dwarf Axe
- Bacchus x2
- Elixir x2
- Ether 1 x2
- Hr Glass 2
- Strength Glove
- Hi Potion
- Black Belt
- Gyashl x3
- Cabin x3

=====  
Bosses: 3 Cal/3 Brina, Calbrina, Golbez/Shadow  
=====

SUGGESTED LEVELS: Cecil - 34, Rosa - 33, Kain - 36, Yang - 35  
=====

Go north, watch the scene, and fight the 3 bosses. Whoo hoo.

-----  
-----  
3 CAL, 3 BRINA

Cal: 1369 HP each, 500 gil each, 1000 experience each

Brina: 369 HP each, 500 gil each, 1000 experience each  
-----

Have Cecil and Kain take out the Brinas in front while Kain uses Jump and Yang uses Powers to take out the Cals in back. Take out as many as you can, as you gain more experience this way. Have Rosa heal everyone when there is only 1 or 2 enemies left.  
-----

-----  
-----  
CALBRINA

5315 HP, 5000 gil, 12000 experience  
-----

I don't see why this boss is such a big deal. All I did was have Kain Jump, Yang use Power, Rosa use Aim, and Cecil attack normally, and the doll died before I knew it.  
-----  
-----



-----  
GOLBEZ/SHADOW

???? HP, 11,000 gil, 15000 experience  
-----

Golbez casts Hold Gas on the entire party, then summons Shadow, who pretty much kills everyone. Bring everyone back to life once the battle starts. This battle is easy since Rydia returns. Have her do Titan, and have Cecil attack, while Kain jumps. Rosa can heal and cure as necessary, while Yang does Power, and this boss will die before you know it. Just make sure to take out your frustrations on Golbez.  
-----

Afterwards, watch the scene, where basically Golbez's hand will steal the crystal. The King wants you to take back the crystals from the Tower of Babil.

Notice how the weapon and armor shops are now open, so buy some weapons. Here is what you should buy for each character.

Cecil: Nothing.

Rosa: Rune Ring, Wizard Helm

Kain: Flame Harpoon, Fire Armor, Fire Shield

Rydia: Rune Ring, Wizard Helm

Yang: Rune Ring

You can go between the two shops to get to the Developers Room. Head up the stairs in the weapon and armor shops room. On 3F, get the Dwarf Axe. On 4F, get the Bacchus from the secret passage. On 5F, get a Strength Glove, Elixir, Ether 1, and Hr Glass 2.

Go to the left side of the castle now, by the Inn and items shop. Search the pot to get 5000 gil. Head upstairs. Get the Bacchus from the secret passage. On 5F, get the Elixir, Hi Potion, Black Belt, and Ether 1.

Go down the stairs in the Inn room now. Talk to the guard and he will open a secret passage. Move to the right and search the pots to get 3 Gyshals. Go up the stairs to summon the Fat Chocobo. Now enter the secret passage. Move through this place. Drink from the Water of Life to restore HP and MP.

Head outside here, and level up. Get Cecil to AT LEAST Level 35, then head up, until you get to the Tower of Babil. Save, then go inside.

=====  
TOWER OF BABIL  
=====

Items To Be Found:

Ice Arrows (x10) x2

Ether 1

Bandanna

Ice Spear

Ice Brand

Cat Claw

Hi Potion x2

Life

Archer Bow

Notus

Ice Armor

Ice Shield

Boreas

Ether 2  
Tower Key

=====  
Enemies to be Fought: Alert, Egg, Evil Doll, Flame Dog, Flame Man, Chimera,  
Medusa, Naga, Stoneman, Tofu

Bosses: Dr. Lugae/Balnab/Balnab-Z, Lugaborg

=====  
SUGGESTED LEVELS: Cecil - 39, Rosa, 38, Rydia - 38, Kain - 41, Yang - 40  
=====

1F: Head up, then left, and get the Ice Arrows from the 2 chests. Now, head back to the middle, and go right to get the Ether 1. Now, head back, and up through the door.

2F: Get the Bandanna from the chest, and equip it on Rosa. Head down, and go through the door. Kill off the Alert, then get the Ice Spear. Head out of this room and go through the next door. Kill off that Alert, and get the Ice Brand. Equip the Ice Spear on Kain, and the Ice Brand on Cecil. Get out, head left, and up through the door.

3F: Go left and get the Hi Potion. Go down, right, up, and right. Go down and get the Hi Potion. Head up, left, down, and go left and up through the door. Get the Archer Bow and Notus, go back, and then go all the way up, all the way left, across the path, and go through the door.

4F: Go into the left hand door and use a Cabin and save. Go north, and follow the path. Kill the Alert to get the Ice Armor. Equip it on Cecil. Below this room is another Alert, and the Ice Shield. Equip that on Cecil too. Ignore the other room, and head up and left across the bridge, and through the door.

5F: Go down, right, and go up when you can. Get the Boreas. Go back down, and ignore the next path up. Keep on going right, then up, then right when you can to get the Ether 2. Now, head up, and go through the door.

7F: The top right room is a save point. Use a Cabin and save. Go down, follow the path, until you encounter the boss.

-----  
-----  
DR. LUGAE, BALNAB, BALNAB-Z  
Dr. Lugae: 4936 HP, 0 gil, 0 experience  
Balnab: 4832 HP, 0 gil, 0 experience  
Balnab-Z: 4518 HP, 0 gil, 0 experience  
-----

Kill Lugae first, and Balnab will detonate. Parry and then have Rosa heal. Have Rydia summon Titan until Balnab Z dies.  
-----

-----  
-----  
LUGABORG  
9321 HP, 4000 gil, 10101 experience  
-----

He will automatically poison everyone, and will keep on poisoning you if you try to heal it. So, just stay poisoned. Have Rosa spend every turn healing, while Kain jumps, Yang Power attacks using the Bolt Claw. Have Rydia cast Bolt

2, and have Rosa chip in with aiming with Bolt arrows when she can.

-----  
After the battle, get the Tower Key, go back and save, go back down to 5F and go in the center room. Remove everything from Yang, kill the Dark Imps, and head back to the first floor. Watch all the scenes, and you will be back in the overworld. Go to Baron Castle, and go to the east side of the courtyard, and talk to Cid's assistants to get a attachment for the hovercraft. Fly back to the hovercraft and pick it up using X. Go west of Agart to get to Eblan Castle. Drop the hovercraft right next to it, and go in if you want.

=====  
EBLAN CASTLE  
=====

Items To Be Found:

Bacchus x2  
Kamikaze  
Mute Arrows (x10)  
10000 gil  
Sleep Sword  
Coffin  
Exit  
Ether 1 x3  
Hermes  
Cabin x2  
Hr Glass 2  
Ag Apple  
Blood Spear  
Hi Potion  
Soft  
Maiden's Kiss  
Unihorn  
Alarm

=====  
SUGGESTED LEVELS: Cecil - 41, Rosa - 39, Rydia - 39, Kain - 44  
=====

This is optional. Anyways, go north and get the Hi Potion. In the royal chamber, go to the left and then right using secret passages, getting all the itens. Go back to the courtyard and go down the left hand stairs, and use all the secret passages to gain secret itens. Go through this entire castle to get all the itens until you have found all the itens on the list, then go out, and use your hovercraft to go across the shallows to get to the Eblan Cave.

=====  
CAVE EBLAN  
=====

Items To Be Found:

Vampire  
Shuriken x2  
Remedy  
Potion x2  
Ether 1  
Tent  
Hi Potion x3  
Cabin

Elixir x2  
Silk Web  
Life x2  
Hr Glass 2  
Kamikaze  
Soft  
Blood Sword  
Ether 2

=====  
Enemies to be Fought: Giant Bat, Ironback, Skull  
=====

SUGGESTED LEVELS: Cecil - 41, Rosa - 39, Rydia - 39, Kain - 44  
=====

Move down, and go right to get the Vampire from the chest. Go up and climb down the water. Go up through the falls to get the Shruiken. Go right and get the Remedy. Go into the next chamber, and rest, buy weapons, etc. Search the pots in the far left house of the section to get 2 Potions. Go north, and through the door, to move on.

Go through the cave, it's not that tough. When you get to the soldier, go down through the passage to get the Hi Potion. Go north now through the door. Find another guard, and move north to get a Kamikaze. As you head down, go right and get the Shruiken in another hidden passage. Go south, get the three chests, and go above the cabin through the secret passage to get 2 Elixirs. Follow the path south, then north.

Get the chest, save, use a Cabin, then kill the Stalemen to get the Blood Sword. Go up, watch the scene, and Edge will join you. Gain a few levels with him (Level 32 is good), and head north through the door.

=====  
TOWER OF BABIL  
=====

Items To Be Found:

Unihorn  
Succubus  
Ogre Axe  
Ashura  
82000 gil  
Hi Potion x2

=====  
Enemies to be Fought: Balloon, Black Cat, Blade Man, Grudger, Lamia, Mad Ogre, Sorcerer

Bosses: King Eblan/Queen Eblan, Rubicant  
=====

SUGGESTED LEVELS: Cecil - 44, Rosa - 43, Rydia - 43, Kain - 47, Rosa - 32  
=====

1F: Follow the path, that's all. No shortcuts, just one straight path. Go through the door.

2F: Follow the path until you can go down, and get the Unihorn. Go up, and continue left until you can go through the door.

3F: Go right, skip the door, get the Succubus, then go through the door.

4F: Go right, left leads to a dead end. Follow the path, and get the chest.

Kill the Mad Ogres and equip Cecil with the Ogre Axe you win. Go left, and go up through the door.

5F: Go right, up, down, up, right, and go through the door to the save point. Save, heal, go out and right, through the door.

6F: Just go through the next door.

7F: Go down, left, and up the center.

-----  
-----  
KING EBLAN/QUEEN EBLAN  
???? HP, 0 gil, 0 experience  
-----

Just stay still. They'll wake up soon enough.  
-----

-----  
-----  
RUBICANT  
34,000 HP, 7000 gil, 18000 experience  
-----

Have Rosa cure, Cecil and Kain should have ice weapons, Kain can jump while Cecil does normal attacks. When Rubicant opens his cloak, have Rydia cast Ice 3, and it will do 9999 damage. Edge can do Flood magic when his cloak is open as well, but it does less damage.  
-----

When you land, follow the path out, getting items along the way. Go back to the Dwarven Castle, and go to King Giott. He will give you the Necklace. Go to the Infirmary in B1F. Talk to Cid, and he will fix up the airship so you will now be able to fly across magma.

=====

TOMRA

=====

Items To Be Found:

Thor's Rage  
Bomb  
Notus  
2000 Gil  
Ether 2  
Bestiary

=====

Fly directly south and a little west until you get to a small town. Land and go in. Buy stuff for your new characters (Diamond Armor!), and get items. In the top left building, get all the items from the chests and pots. The cave north of Tomra is the sealed cave, but don't go there yet.

Instead, go east until you get to the southeastern corner, and go in. Get all the items from the pots, go to the second floor, search the bookcase for the Soma Drop, and talk to the blacksmith.

=====

CAVE OF SUMMONED MONSTERS

=====

Items To Be Found:

Life x3  
Ether 1  
Hi Potion x3  
Cabin  
Bestiary x3  
Kikuichi  
Venom Axe  
Defense Sword  
Ether 1  
5000 Gil  
6000 Gil  
Yoichi Bow  
Yoichi Arrows (x10)  
Elixir  
Ether 2  
Rat Tail

=====

Enemies to be Fought: Arachne, Clapper, Conjurer, Fiend, Hooligan, Red Eye, Warrior

Bosses: Asura, Leviatan

=====

SUGGESTED LEVELS: Cecil - 49, Rosa - 49, Rydia - 49, Kain - 51, Edge - 42

=====

1F: Cast Float on your party. Go in, and go down to the bottom right hand corner to get the Life potion. Go up, and get the Life potion. Now, head left through the passage to get the Ether 1. Go right, then down, then left, then up, then left, then down through the door.

2F: There are two chests in here, one in the lower right hand corner, and one in the upper left hand corner. Ge them, then move into the door on the right hand side.

3F: Go down, then left, then down, then right, when you get to the bottom, go left to get the three chests. Go out to the right and get the chest, then go all the way right and get that chest. Go up, and before you go into the teleporter, go right, then up, then left to get the final chest. Now go inside the teleporter.

Inside: Teleport out, then go back in, and go down to get the Rat Tail. Collect all the items in this town, when you get to the southern part of the first floor, go in the hidden teleporter above the chest to get 4 chests. Go into the teleporter now. Get all the items and armor and weapons you need, then go into the house and save your game. Go into the library, and go into the second floor. Challenge the queen.

-----

ASURA

31005 HP, 0 gil, 20,000 experience

-----

Cast Wall on Asura to start, so all her recovery spells that she casts on

herself will bounce off her and go onto you. Attack her with powerful attacks, summons, etc. Regular attacks would work just fine, but you know. Jump with Kain, have Cecil do regular attacks, Rosa use Aim, Rydia summon Titan, and Edge attack. No magic should be used on her, because you casted Wall on her, remember?

-----  
-----  
-----  
LEVIATAN

50001 HP, 0 gil, 28000 experience

-----  
-----  
-----  
Make sure no one is wearing Ice Armor. Now then, have everyone equipped with bolt weapons, have Rydia cast Bolt 3, Edge should Blitz, and Rosa should heal or Aim with Bolt arrows. Leviatan does the majorly awesome attack called Big Wave, which causes a lot of damage to every character. Just have Rosa heal, and attack as normal, and you are good to go.

-----  
-----  
-----  
Now you have two more summons! Head out, go back to Tomra, save, heal, buy more stuff, and go into the northwestern corner of the world, to the Sylvan Cave. This is optional.

=====

SYLVAN CAVE

=====

Items To Be Found:

- Bestiary x2
- Angel Arrows (x10)
- Cabin
- 1000 Gil
- Mage Masher
- Elixir
- Cat Claw
- Hell Claw
- Kamikaze
- Remedy
- 2000 Gil
- 3000 Gil
- Exit
- Maiden's Kiss x3
- Ether 1 x2
- Inferno
- Blizzard
- Lit Storm
- Medusa Arrows (x10)
- Avenger
- Full Moon
- Hi Potion x2
- Fairy Rod
- Elven Bow
- Bolt Arrows (x10)
- Ice Arrows (x10)
- Fire Arrows (x10)

=====

Enemies to be Fought: Dark Tree, Ghost, Malboro, Tiny Toad, Toad Lady

=====

SUGGESTED LEVELS: Cecil - 48, Rosa - 48, Rydia - 48, Kain - 50, Edge - 40

=====  
Malboros: If you see these guys, just do yourself a favor and run, then heal yourself.

Don't forget to cast Float on yourself every level.

Enter, and go right and get the 2 chests. Go down, and left, then down through the door. Go straight down, and go through the door. Go right, and save your game. Go up to the top here, and go right through the secret passage. Go up and nab the chest. Now, head out, go back to the save point, and save again if you wish. You will probably fight a lot of Tiny Toads and Toad Ladies around here, the trick is to let them cast Toad on you twice, so you won't be affected.

From the save point, go left, then up, and get the 2 chests. Now, go down and through the door. Here, go right and get the chest, then go left and up. Go all the way up, and go through the secret passage. Get the chest, then go out, and go back down, and go through that door, not the one you first saw. Get the 5 chests, then go out, then back up, and go through that door. Go down, left, and up to get the chest, then go down, and over and up, and go into the house. Look in the secrets section to see what to do here.

Now, go back in the cave. From the entrance, go straight down, then follow the wall, and follow through that door. Go up and get the three chests, then go through the secret passage. Go through the door. Go right, then down, and get the 4 chests on the left hand side. Go down, and get the chest, then go in the teleporter. Go up, then left through the secret passage, and go in the teleporter. Get all the chests, killing enemies in the chests, then go through the final teleporter to exit the cave once and for all.

Now, get to at least Level 48, heal, save, and go into the cave north of Tomra.

=====  
SEALED CAVE  
=====

Items To Be Found:

Bestiary  
Ether 1 x3  
Kotetsu x2  
Hi Potion x2  
Life x2  
Light Sword  
Fuma  
Elixir  
Star Veil  
Ninja Hood  
Mute Bell  
Ether 2  
X Potion  
Dark Crystal

=====  
Enemies to be Fought: Huge Naga, Mantcore, Screamer, Trap Door, Vamp lady, Were Bat, Yellow Dragon  
=====

SUGGESTED LEVELS: Cecil - 50, Rosa - 50, Rydia - 50, Kain - 52, Edge - 44  
=====



Trap Doors: It has 5000 HP, but if you do 4000 damage, but less than 5000, it will turn into a Mantcore, who gives less Gil and Experience. Trap Door will pretty much automatically kill a character with its search/dimension attack. The old "cast Wall on the character it casts search on" no longer works since he does it too quickly.

Anyways, go in, and head up through the door. Go right, then down, over the bridge, and go to the bottom left hand corner to get the Bestiary. Go up and through the door. Get the 2 chests, and head out, then over to the left, up the rope, and through the door. Get the two chests in here, skip the two doors if you want unless you want experience, since they lead to dead ends. Go down when you are ready. Go down the rope, and get the chest. Go up, and right, and get the chest. Go up, and go through all the doors if you want, although the third door from right is a dead end. The fourth door from right is a save point.

Go down, and go through the door. Get the chest, and go through the next door. Here, the door just leads to a dead end, but fight it if you want. Get the two chests, and go through the door. Go down the bridge, skip the rope, get the chest, and go through the door, even though it leads to a dead end. Go out, then down the rope, and go right through the door. Get the two chests, exit, go all the way across, and down the stairs. Go down, use a cabin, save, and go down. Go down (not down the ropes), then go up through the door. Now, go up, and into the next room. Take the crystal, exit, and prepare for a boss fight unlike any other.

-----  
-----

EVIL WALL  
28000 HP, 8000 gil, 23000 experience

-----  
Make sure you have Leviatan before fighting this guy. You have to kill him before he crushes you to death. First, have Rosa cast Slow on the Evil Wall, so it moves slower. Kain and Cecil should just attack normally. Do not have Kain Jump. Rydia should summon Leviatan, while Edge throws Shruikens and Fumas. He should die before he gets to crush anyone, but once he gets to, he'll crush everyone really quickly. Fun.

-----  
Afterwards, remove everything from Kain, and return to the entrance. Kain will turn on you, amazing! Return to Dwarven Castle, and speak to King Giott. He tells you to go back to Mysidia.

Go back into the overworld, and fly east from the crater until you see the town. Land and the Lunar Whale will raise. Use the top controls to move around, and the middle crystal will take you to the world/moon. The bottom of the whale is the Fat Chocobo and free Inn. Now, click on the crystal, and go to the moon!

=====  
LUNAR PATH  
=====

Items To Be Found:  
Au Apple  
Moon Veil  
Stardust

=====  
Enemies to be Fought: Crawler, Grenade, Juclyote, Moon Cell, Procyote, Pudding, Red Worm

=====

SUGGESTED LEVELS: Cecil - 53, Rosa - 52, Rydia - 52, Edge - 48

=====

If you want, you can go into the Bahamut Cave, and level up in there. I got to Level 58 in there using only 4 characters, it's not that tough. But if you want to add a 5th before leveling up in there, then..

Land in a gray plateau just west of the Crystal Palace, then go inside. Follow the Lunar Path, collecting items, when you get to the Palace, cure yourself on the left hand side, then go in the center and meet FuSoYa. He will join you. Now, go back to the big whale. Fly south from the Crystal Palace, and find the Hummingway's Home, which is a small cave in a plateau. Find the one that sells items and stock up! Waste all your gold, trust me. Now then, go east of the crystal palace, and land the big whale inside that crater with the cave in it. That's Bahamut's Cave.

=====

BAHAMUT'S CAVE

=====

Items To Be Found:

Genji Shield  
Genji Gloves  
Genji Armor  
Genji Helmet

=====

Enemies to be Fought: Behemoth, D Bone, Ging Ryu, Kary, Red Giant, Warlock

=====

SUGGESTED LEVELS: Cecil - 58, Rosa - 58, Rydia - 56, Edge - 52, FuSoYa - 50

=====

It is very easy to gain levels in here, so hang around here for a while.

B1F: Move down to the bottom. Get the Genji Gloves. Go to the right and go through the hidden passage to get the Genji Shield. Go through the bottom right exit door.

B2F: Get the Genji Armor on the left and Genji Helm on the right. Go north, kill the Behemoth using your most powerful attacks, and go through the door.

B3F: Fight two more Behemoths as you make your way down to Bahamut. You should consider Exiting and coming back in after killing the 3, since they don't come back once you beat them.

-----

-----

BAHAMUT

45001 HP, 0 gil, 35000 experience

-----

Have every character use Moon Veils or Star Veils, while Rosa casts Wall. If 4 characters got Wall off, you should have no problem. Just keep Wall up and his attack will hit him for 9999 damage. Bring characters back to Life using Life potions then have Rosa cast Wall on them. As long as you keep Wall up, he's no problem.

-----

Now, go back to the Earth. You'll end up in the Giant of Babil.

=====  
GIANT OF BABIL  
=====

Items To Be Found:

- Shuriken
- Hi Potion
- Ether 1
- Alert
- Yoichi Arrows (x10)
- Soma Drop
- Ag Apple
- Elixir

=====  
Enemies to be Fought: Beamer, Horseman, Last Arm, Mac Giant, Machine, Mech D, Searcher

Bosses: 4 Fiends, CPU/Attack/Defender

=====  
SUGGESTED LEVELS: Cecil - 59, Rosa - 59, Rydia - 59, Edge - 55, FuSoYa - 52  
=====

Searchers: Have Rydia use a Bolt 3 spell to kill it right away, do not attack it otherwise.

Head up, and go through the exit. Go down through the teleporter. Head left and up to get the chest. Follow the path, getting the two chests. When you get to the door, skip it and keep on going to get another chest. Now, go through the door. Go up and get the chest. Now, go down and right, make a right in the path and go up to get the chest. Go down, and take the left curve this time. Follow the path and go through the next door. Go down, follow the path, get the chest along the way. When you get a choice, go left, and rest/save, then go up through the door. Go up and prepare for two somewhat easy boss battles.

-----  
FOUR FIENDS

28000 HP each, 10000 gil, 62500 experience

-----  
For a battle this late, it should not be this easy. Cast Fire 3 against Milon Z, Bol 3 against the next 2, and cast Ice 3 against Valvalis. Cure as needed, and you are good to go.  
-----

-----  
CPU, ATTACKER, DEFENDER

CPU: 30000 HP, 10333 gil, 50000 experience

-----  
Kill the Defender (bottom) orb first, then go for the CPU itself. Do not kill both orbs. Follow this, cure as needed, and you won't die.  
-----

Kain rejoins, FuSoYa leaves afterwards.

=====

FINAL PREPARATIONS

=====

- Go back to Kokkol's Smithy and get the Excalibur.
- Go to Baron Castle, and speak to the King in the basement. Boss time!

-----

ODIN

20001 HP, 0 gil, 18000 experience

-----

Rydia uses Bolt 3, Kain Jumps, Cecil attacks, Rosa uses Bolt arrows, and Edge uses Blitz. He should die before he gets a chance to kill you.

-----

- Go back to the Crystal Palace, and go back to where you got FuSoYa. Go up and step on the panel to get into the final dungeon! Level up for a while in here if you have to.

=====

LUNAR SUBTERRANE

=====

Items To Be Found:

Ninja Clothes  
Saga Staff  
Murasame  
Fire Lash  
Dragon Shield  
Dragon Helm  
Dragon Armor  
Dragon Gauntlets  
Artemis Arrows (x10) x2  
Elixir x2  
Blizzard  
X Potion  
Stardust Rod  
Crystal Shield  
Protect Ring x2  
Crystal Armor  
Crystal Gauntlets  
White Robe  
Crystal Helm  
Fuma x4  
Cabin  
Minerva Plate  
Inferno  
Ribbon x2  
Holy Lance  
Au Apple  
Ragnarok  
Masamune

Whistle  
Crystal

=====  
Enemies to be Fought: Blue D., Breath, D. Fossil, Evil Mask, King Ryu, Mind,  
Pink Puff, Red D., Tricker, Veteran

Bosses: White Dragon, Wyvern, Plague, Lunasaurs, Ogopogo, Zemus, Zeromus

=====  
SUGGESTED LEVELS: Cecil - 61, Rosa - 61, Rydia - 58, Edge - 58, Kain - 60  
=====

Well, here it is. Go up, then right, then you see that opening on the right hand side? Go through it, it's a secret passage. Go across, and follow the path. Get the Ninja Clothes from the chest. Now, go up, and back through the secret passage. Go to the other side and go through the other secret passage. Go down and go through the teleporter. Go up through the door. Go around, get the Saga Staff from the chest, and go down through the door. Go left, down, and left through the door. Go up, left, cast Float and cure your party, then engage in the boss battle here.

-----  
-----  
WHITE DRAGON

32700 HP, 0 gil, 55000 experience

-----  
If you cast Float before the battle on the entire party, the Gaia Rage attack this guy will throw at you will be largely ineffective. Have Rydia summon Bahamut, Rosa cast Cure 4 EVERY round, because the White Dragon does this storm attack which takes everyone down to 10 HP or less, and that's not a very good thing, and he can pull it off at any time, so just have Rosa cast Cure 4 on everyone, so it'll heal the effects. Cecil and Kain should attack normally, by the way. You win this battle, you get Edge's Murasame. Cool.

-----  
Now, go back down, then follow the path until you get back to the main first area. You can go out and save now if you want, that's what I did. Come back in, and go down through the door. Go down, then right, through the secret passage. About 1/8th the way up, go left, and follow that to get the Fire Lash, Rydia's best weapon. Move out, then continue heading up the passage. Go left, through the wall, and get the Dragon Shield from the chest, then go through the door.

Here, go all the way down, past the door, and go to the bottom, then right through the secret passage. Get the Dragon Helm from the chest, then go down, and left, and get the Dragon Armor and Dragon Gauntlets from the two treasure chests. Now head out of here, and go up through that door. Go all the way right and pick up the Artemis Arrows from the chest. Go back left, and go down. Head left and go through the door. Now, head out, and go down the bridge, to the right hand door. Go in here, go to the upper right hand corner, and get the Elixir. Go over to the left, get the other Elixir, then go through the door.

Go down, and get the Blizzard from the chest. Go down the bridge here. Swerve up here and get the X Potion. Now, go through the door. Go up, then right through the passage, and get the Stardust Rod after beating the Behemoth. Go right through the passage, and when you go out, go down, and out. Get the Crystal Shield. Go back through the door, and go straight up through the next door.

Go right and up to get the Protect Ring. Go down, and go left through the door

on the left side. Go up, left, then down to get the Protect Ring. Go up through the door. Go left, and up to get the Crystal Armor. Go right, and go through the door on the far right hand side. Go in and get the Crystal Gauntlets. Go down, and go through the bridge. Get the White Robe and Crystal Helm. Go down the left hand bridge to get the Fuma. Go up, then swing around the right hand side, and go down through the door.

Go up here and get the Cabin from the left hand side, and go through the right hand door. Go through the door. Go down, go through the first door to save. Now, go out, and go back through the door. Go down through that door. Swing up, then left, over the invisible platform. Then go left, then up, then right through the secret passage to get to a teleporter. Go down, and get the Minerva Plate. Go right, and go through the teleporter. Go up, and go through the teleporter. Go up, get the chest, keep going up. Save your game here, use a tent, go out, and fight Wyvern.

-----  
-----

WYVERN

60000 HP, 0 gil, 64000 experience

-----

I had a pretty easy time beating this boss, since its Megafire attack only killed one person (Rydia), and didn't cast Megafire again, only Megafire on one character, which pretty much killed it. Use up all your Starveils and Moonveils, have everyone attack, Rosa use Wall, Life 2, and Cure 4, and have Rydia summon Bahamut while Edge throws stuff.

-----

You get the Ragnarok for winning. Cool. Give it to Cecil, now go back and save. Follow the path down, and go back to the other save point. Cabin, save there. Now, go out and go through the door to the right. This is a fun boss.

-----  
-----

PLAGUE

33333 HP, 550 gil, 31108 experience

-----

Kill off everyone except Cecil before the battle starts. Plague will cast Doom on Cecil. Have Cecil attack, and on his next turn, give Rydia a life potion. Plague will cast Doom on Cecil and Rydia, restarting the countdown. Have her cast Bahamut, and Cecil attack. Next turn, have Rydia give Kain a life potion. Plague will cast Doom on the 3 characters. Have Cecil and Kain attack, while Rydia uses Bahamut again. Next round, have the first character give edge a life potion. Now, he will cast Doom on 4 characters. He should die soon if you have them do normal attacks, he should die after 3 Cecil attacks and 3 Bahamuts. Bring Rosa back quick if you want her to gain the experience.

-----

You get Kain's Holy Lance here. Cool. Now, go back and save. Go two rooms over, and engage in the other boss fight here.

-----  
-----

LUNASAURUS

23000 HP each, 0 gil, 29500 experience

-----  
There are two of them! Kill one first, obviously. They cast Wall on themselves. They do this annoying fire attack, so just kill off one first. Have Rydia summon Bahamut, Rosa use Holy or Cure 4, and everyone else attack like mad. Have Rosa cast Slow on them when their Wall spell goes off for an easier battle.  
-----

The prize here are two Ribbons. Cool. Go back, and save. Now, go up, and left, down, through the door. Go right, then down, then all the way to the left and get the chest. Go down, and follow the path down to engage in another boss battle.

-----  
OGOPOGO  
50000 HP each, 0 gil, 61000 experience  
-----

Have Rydia summon Bahamut, Rosa cure everyone as needed, Kain should jump to avoid the Big Wave attack, and Cecil should attack. Edge should either throw stuff, or just attack as normally. He will start off the battle doing Big Wave twice, then once, then twice. So Rosa will have to heal like crazy. Have her heal, while everyone does their attacks, and he should die.  
-----

Go back and save. Now go back, but go north this time, through the door. Follow the path, and get the final chest. Soon enough, you will be to Zeromus.

Golbez and Tellah finish off Zemus, but they forgot about Zeromus.

-----  
ZEROMUS  
133333 HP, 0 gil, 0 experience  
-----

=====

SUGGESTED LEVELS: Cecil - 76, Rosa - 75, Rydia - 72, Edge - 74, Kain - 78

=====

On the first form, make sure to just parry until Edge steals the Dark Matter. Then have Edge use the Crystal. Now Zeromus' true form will be revealed. Here are his three main attacks.

Big Bang - Major damage caused, in the area of 2000 HP, devastating if he does it twice in a row.

Black Hole - It removes all your good status magic.

Flare - Major damage to one character. He does this as a normal attack.

Therefore, do not attack him unless it will be a good attack, because he will usually counterattack with Big Bang, then Black Hole. This is what you should do.

Cecil - Attack, and heal as needed.  
Rosa - Cure 4, Life 2, Shell.  
Kain - Jump, and heal as needed.

Rydia - Bahamut, and heal as needed.

Edge - Throw Excalibur, Dragon Lance, etc. and heal as needed.

Good luck! Try to be on level 75 before fighting him, but make sure you do not attack him until you are fully cured!

=====

YOU HAVE BEAT THE GAME! ENJOY THE ENDING!

-----[V. Frequently Asked Questions ]-----

1.

Q: Why won't I learn the Bomb summon using the Bomb item?

A: You have the wrong one.

2.

Q: What level should I be on before fighting Zeromus?

A: I reccomend at least 75, but you can be on 99 and get your butt kicked if you don't know HOW to beat him.

3.

Q: Well, how do I beat him then?

A: Just make sure you don't attack him unless you are ready to feel Big Bang. He won't do it all the time, but that's a good rule.

-----[VI. Boss Guide ]-----

Here you go, a list of how to beat all the bosses in the game. Enjoy.

-----

MIST DRAGON

475 HP, 200 gil, 700 experience

-----

This Mist Dragon boss should not be too hard. Just have Cecil attack the Dragon normally, while Kain Jumps it. Just jump it because the Jump attack does more damage then Kain's normal attack does. It doesn't really matter about the Mist Dragon's attacks, but this will mean most of them will focus on Cecil alone. Just keep him cured up, I hope you bought some Cure 1 Potions in Baron Village! Keep on doing this, and after about five, six rounds, the Mist Dragon will turn into Mist. At this point, do not do anything. This could be a good time to cure, as well. If you attack the Mist Dragon while it is in Mist form, it will counter with a COLDMIST attack which does more than double the damage that the normal attack does, and it affects both Cecil and Kain! However, if you jump, it will not counter. Odd. Soon enough, the boss will die.

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-----  
OFFICER AND THREE SOLDIERS

Soldiers - 30 HP each. Officer - 120 HP. 162 gil, 471 experience  
-----

This battle is not bad, at all. Killing all three soldiers, who all die in one hit, is all it takes to win this battle. You can kill off the Officer first for additional HP. Kill off all three soldiers and the Officer will just run away.  
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-----  
-----  
OCTOMAMM

2300 HP, 500 gil, 1200 experience  
-----

This guy is pretty simple. The thing you should notice most about him is how slow his attacks are when you finally defeat him compared to when the battle starts. I guess he just wears down as battle goes on. Have Rydia and Tellah attack with Bolt 1, although Rydia could use the Chocobo summon magic if you wish, since it will actually do more damage than Bolt 1. However, Tellah's most powerful attack is Bolt 1, so use it for now. Also, Tellah should be the healer for this battle, as he has Cure magic. Cecil's attacks should do at least 115 HP per attack, so that alone will help out. As you wear him down, he will start to lose legs. That is how you can tell if he is going to die or not. When Tellah mentions something about the monster slowing down, just pound away on it and it will die. The battle is not tough at all as long as you keep your HP up.  
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-----  
ANTILON

1000 HP, 800 gil, 1500 experience  
-----

This boss fight is damn easy. The main thing you have to worry about is the Antilon's counter attack. It will basically counter any physical attacks, so don't use them much. Have Cecil do physical attacks, since he can take the pain, Rydia could use her Chocobo summon magic, and Edward can heal and do attacks, he can somewhat take them if you built him up enough. This boss is pretty easy, just make sure to heal whenever possible, and he will die soon enough.  
-----

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-----  
MOMBOMB

3200 HP, 543 gil, 2415 experience  
-----

This battle can get to be pretty tough. The toughest part about this battle is how the boss will change forms. It starts off the battle as the one Mombomb. Have Rydia use the Chocobo summon magic, have Cecil use his normal attacks, have Yang attack, Edward can heal or attack, and Rosa can use Aim. Soon enough, the Mombomb will change form. So far, so good. Keep your party healed, because sooner or later it will explode, which causes 50 to 60 HP of damage to every character, and then turn into 3 Bombs and 3 Grey Bombs. Have the same attack pattern continue, but have Yang kick, and these bombs should be dead, although



???? HP, 0 gil, 0 experience

-----  
Just beat up on him and Cure when he does Kick and you should do fine. He's not tough.

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-----  
BAIGAN, LEFT ARM, RIGHT ARM  
Baigan: 4444 HP, 3000 gil, 4000 experience  
Left Arm: 444 HP, 0 gil, 10 experience  
Right Arm: 444 HP, 0 gil, 10 experience

-----  
This boss is pretty easy, all things considering. Just make sure to focus on the body. The arms are good to hit and all, but they just keep on regenerating, so why bother? If you have Tellah cast a powerful spell on the body, it will cast Wall. I just had everyone attack the center, and healed when necessary, and he died soon enough. Not that bad.

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-----  
CAGNAZZO  
5312 HP, 4000 gil, 5500 experience

-----  
Lightning. I cannot stress this enough, but this guy is really weak against Bolt magic. Equip Yang with the Bolt Claw, and have him do Power, that will take off some huge damage. Tellah and Palom should do either Bolt 2 or Bolt 3 each around, while Polom cures, especially after Cagnazzo does his one big attack, the Big Wave. However, as long as you do Bolt magic, it will break his barrier, so don't worry about it. When he goes into his shell, just use that time for curing and stuff. He ain't that bad, trust me.

-----  
-----  
MAGUS SISTERS x3  
Sandy: 2591 HP, 3000 gil, 2500 experience  
Cindy: 4599 HP, 3000 gil, 2500 experience  
Mindy: 2590 HP, 3000 gil, 2500 experience

-----  
This boss fight is really easy if you know how to handle it. Kill off the middle sister (Cindy) first, since it can heal people. It casts Wall, so don't use magic. Instead, use physical attacks. Once she is dead, kill the one in front (Mindy). Once she succumbs, take out the final sister. Easy enough, just make sure you heal when you have to (I didn't even have to), and the battle is yours.

-----  
-----  
VALVALIS  
8636 HP, 5500 gil, 9000 experience

-----  
I cannot stress how important patience is in this battle. Do not just hit the attack button when it is your turn to attack. Valvalis will turn herself into a

tornado, and when she does, she will counterattack you with a powerful wind attack which leaves all party members with single digit HP's. To get her out of this state, have Kain jump her. When she is normal, have Cecil and Cid attack, Rosa heal, Kain jump, and Yang use power. This battle wasn't bad, as long as you remember to keep healed, at all times.

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-----  
-----  
3 CAL, 3 BRINA

Cal: 1369 HP each, 500 gil each, 1000 experience each  
Brina: 369 HP each, 500 gil each, 1000 experience each

-----  
Have Cecil and Kain take out the Brinas in front while Kain uses Jump and Yang uses Powers to take out the Cals in back. Take out as many as you can, as you gain more experience this way. Have Rosa heal everyone when there is only 1 or 2 enemies left.

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-----  
-----  
CALBRINA

5315 HP, 5000 gil, 12000 experience

-----  
I don't see why this boss is such a big deal. All I did was have Kain Jump, Yang use Power, Rosa use Aim, and Cecil attack normally, and the doll died before I knew it.

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-----  
-----  
GOLBEZ/SHADOW

???? HP, 11,000 gil, 15000 experience

-----  
Golbez casts Hold Gas on the entire party, then summons Shadow, who pretty much kills everyone. Bring everyone back to life once the battle starts. This battle is easy since Rydia returns. Have her do Titan, and have Cecil attack, while Kain jumps. Rosa can heal and cure as necessary, while Yang does Power, and this boss will die before you know it. Just make sure to take out your frustrations on Golbez.

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-----  
DR. LUGAE, BALNAB, BALNAB-Z

Dr. Lugae: 4936 HP, 0 gil, 0 experience  
Balnab: 4832 HP, 0 gil, 0 experience  
Balnab-Z: 4518 HP, 0 gil, 0 experience

-----  
Kill Lugae first, and Balnab will detonate. Parry and then have Rosa heal. Have Rydia summon Titan until Balnab Z dies.

LUGABORG

9321 HP, 4000 gil, 10101 experience

-----  
He will automatically poison everyone, and will keep on poisoning you if you try to heal it. So, just stay poisoned. Have Rosa spend every turn healing, while Kain jumps, Yang Power attacks using the Bolt Claw. Have Rydia cast Bolt 2, and have Rosa chip in with aiming with Bolt arrows when she can.  
-----

-----  
KING EBLAN/QUEEN EBLAN

???? HP, 0 gil, 0 experience

-----  
Just stay still. They'll wake up soon enough.  
-----

-----  
RUBICANT

34,000 HP, 7000 gil, 18000 experience

-----  
Have Rosa cure, Cecil and Kain should have ice weapons, Kain can jump while Cecil does normal attacks. When Rubicant opens his cloak, have Rydia cast Ice 3, and it will do 9999 damage. Edge can do Flood magic when his cloak is open as well, but it does less damage.  
-----

-----  
ASURA

31005 HP, 0 gil, 20,000 experience

-----  
Cast Wall on Asura to start, so all her recovery spells that she casts on herself will bounce off her and go onto you. Attack her with powerful attacks, summons, etc. Regular attacks would work just fine, but you know. JUmP with Kain, have Cecil do regular attacks, Rosa use Aim, Rydia summon Titan, and Edge attack. No magic should be used on her, because you casted Wall on her, remember?  
-----

-----  
LEVIATAN

50001 HP, 0 gil, 28000 experience

-----  
Make sure no one is wearing Ice Armor. Now then, have everyone equipped with bolt weapons, have Rydia cast Bolt 3, Edge should Blitz, and Rosa should heal or Aim with Bolt arrows. Leviatan does the majorly awesome attack called Big Wave, which causes a lot of damage to every character. Just have Rosa heal, and attack as normal, and you are good to go.  
-----  
-----

EVIL WALL

28000 HP, 8000 gil, 23000 experience

-----  
Make sure you have Leviatan before fighting this guy. You have to kill him before he crushes you to death. First, have Rosa cast Slow on the Evil Wall, so it moves slower. Kain and Cecil should just attack normally. Do not have Kain Jump. Rydia should summon Leviatan, while Edge throws Shruikens and Fumas. He should die before he gets to crush anyone, but once he gets to, he'll crush everyone really quickly. Fun.  
-----

-----  
BAHAMUT

45001 HP, 0 gil, 35000 experience

-----  
Have every character use Moon Veils or Star Veils, while Rosa casts Wall. If 4 characters got Wall off, you should have no problem. Just keep Wall up and his attack will hit him for 9999 damage. Bring characters back to Life using Life potions then have Rosa cast Wall on them. As long as you keep Wall up, he's no problem.  
-----

-----  
FOUR FIENDS

28000 HP each, 10000 gil, 62500 experience

-----  
For a battle this late, it should not be this easy. Cast Fire 3 against Milon Z, Bol 3 against the next 2, and cast Ice 3 against Valvalis. Cure as needed, and you are good to go.  
-----

-----  
CPU, ATTACKER, DEFENDER

CPU: 30000 HP, 10333 gil, 50000 experience

-----  
Kill the Defender (bottom) orb first, then go for the CPU itself. Do not kill both orbs. Follow this, cure as needed, and you won't die.  
-----

-----  
ODIN

20001 HP, 0 gil, 18000 experience

-----  
Rydia uses Bolt 3, Kain Jumps, Cecil attacks, Rosa uses Bolt arrows, and Edge uses Blitz. He should die before he gets a chance to kill you.  
-----

-----  
WHITE DRAGON

32700 HP, 0 gil, 55000 experience

-----  
If you cast Float before the battle on the entire party, the Gaia Rage attack this guy will throw at you will be largely ineffective. Have Rydia summon Bahamut, Rosa cast Cure 4 EVERY round, because the White Dragon does this storm attack which takes everyone down to 10 HP or less, and that's not a very good thing, and he can pull it off at any time, so just have Rosa cast Cure 4 on everyone, so it'll heal the effects. Cecil and Kain should attack normally, by the way. You win this battle, you get Edge's Murasame. Cool.  
-----

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-----  
WYVERN

60000 HP, 0 gil, 64000 experience  
-----

I had a pretty easy time beating this boss, since its Megafire attack only killed one person (Rydia), and didn't cast Megafire again, only Megaflare on one character, which pretty much killed it. Use up all your Starveils and Moonveils, have everyone attack, Rosa use Wall, Life 2, and Cure 4, and have Rydia summon Bahamut while Edge throws stuff.  
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-----  
-----  
PLAGUE

33333 HP, 550 gil, 31108 experience  
-----

Kill off everyone except Cecil before the battle starts. Plague will cast Doom on Cecil. Have Cecil attack, and on his next turn, give Rydia a life potion. Plague will cast Doom on Cecil and Rydia, restarting the countdown. Have her cast Bahamut, and Cecil attack. Next turn, have Rydia give Kain a life potion. Plague will cast Doom on the 3 characters. Have Cecil and Kain attack, while Rydia uses Bahamut again. Next round, have the first character give edge a life potion. Now, he will cast Doom on 4 characters. He should die soon if you have them do normal attacks, he should die after 3 Cecil attacks and 3 Bahamuts. Bring Rosa back quick if you want her to gain the experience.  
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-----  
LUNASAURUS

23000 HP each, 0 gil, 29500 experience  
-----

There are two of them! Kill one first, obviously. They cast Wall on themselves. They do this annoying fire attack, so just kill off one first. Have Rydia summon Bahamut, Rosa use Holy or Cure 4, and everyone else attack like mad. Have Rosa cast Slow on them when their Wall spell goes off for an easier battle.  
-----

-----  
-----  
OGOPOGO

50000 HP each, 0 gil, 61000 experience  
-----

Have Rydia summon Bahamut, Rosa cure everyone as needed, Kain should jump to avoid the Big Wave attack, and Cecil should attack. Edge should either throw

stuff, or just attack as normally. He will start off the battle doing Big Wave twice, then once, then twice. So Rosa will have to heal like crazy. Have her heal, while everyone does their attacks, and he should die.

ZEROMUS

133333 HP, 0 gil, 0 experience

On the first form, make sure to just parry until Edge steals the Dark Matter. Then have Edge use the Crystal. Now Zeromus' true form will be revealed. Here are his three main attacks.

Big Bang - Major damage caused, in the area of 2000 HP, devastating if he does it twice in a row.

Black Hole - It removes all your good status magic.

Flare - Major damage to one character. He does this as a normal attack.

Therefore, do not attack him unless it will be a good attack, because he will usually counterattack with Big Bang, then Black Hole. This is what you should do.

Cecil - Attack, and heal as needed.

Rosa - Cure 4, Life 2, Shell.

Kain - Jump, and heal as needed.

Rydia - Bahamut, and heal as needed.

Edge - Throw Excalibur, Dragon Lance, etc. and heal as needed.

Good luck! Try to be on level 75 before fighting him, but make sure you do not attack him until you are fully cured!

That be all yo! Congrats on beating the game!

[VII. Items List]

----Here is a list of all the items in the game and how they affect you.----

{LIST OF ITEMS}

Item Name: Ag Apple  
Effect: Raises maximum HP by 50 points.

Item Name: Au Apple  
Effect: Raises maximum HP by 100 points.



-----  
-----  
Item Name: Alarm

Effect: Wakes up those who have fallen asleep during battle.  
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-----  
Item Name: Alert

Effect: Alerts enemies to your presence and pulls you straight into battle.  
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-----  
Item Name: Antidote

Effect: Cures those who have been poisoned.  
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-----  
Item Name: Bacchus

Effect: Berserks the target so he/she attacks powerfully but uncontrollably.  
Same effect as the white magic spell Berserk.  
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-----  
-----  
Item Name: Bestiary

Effect: Learn enemy HP and weaknesses. Same effect as the white magic spell  
Scan.  
-----

-----  
-----  
Item Name: Big Bomb

Effect: Stronger version of Bomb. Generates a ball of fire that scorches  
enemies.  
-----

-----  
-----  
Item Name: Blizzard

Effect: Freezes the enemy with cold dragon breath.  
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-----  
-----  
Item Name: Bomb

Effect: Causes fire damage.  
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-----  
-----  
Item Name: Bomb (summon spell item)

Effect: This item teaches Rydia the Bomb Summon spell.  
-----

-----  
-----  
Item Name: Boreas

Effect: Stronger version of Notus. Generates a huge icicle that pierces enemies  
to the core.  
-----

-----  
-----  
Item Name: Cabin

Effect: Completely restores HP and MP. Cures all bad status effects.  
-----

-----  
Item Name: Cocatris

Effect: Teaches Rydia how to summon the Cockatrice spell.  
-----

-----  
Item Name: Coffin

Effect: Kills the enemy instantly. Same as the black magic spell Death.  
-----

-----  
Item Name: Cross

Effect: Cures those who have been cursed.  
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-----  
Item Name: Diet Food

Effect: Cures those who have become pigs.  
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-----  
Item Name: Eagle Eye

Effect: Zooms out of the screen to provide a panoramic view of your surroundings. Same effect as the white magic spell Sight.  
-----

-----  
Item Name: Echo Note

Effect: Cures those who have lost their magic ability.  
-----

-----  
Item Name: Elixir

Effect: Completely restores HP and MP.  
-----

-----  
Item Name: Ether 1

Effect: Restores some MP.  
-----

-----  
Item Name: Ether 2

Effect: Restores more HP than Ether 1.  
-----

-----  
Item Name: Exit

Effect: Warps you out of dungeons to the surface.  
-----

-----  
Item Name: Eyedrops

Effect: Cures those who have become blind.  
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-----  
Item Name: Galadrum

Effect: Causes an earthquake to damage enemies. Same as the black magic spell

Quake.

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---

Item Name: Grimore

Effect: A book of summons that calls a random summoned creature.

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---

Item Name: Gysahl

Effect: Calls Fat Chocobo if used in an area where there is the smell of chocobo in the air.

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---

Item Name: Hermes

Effect: Raises agility. Same effect as the white magic spell Haste.

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---

Item Name: Hi-Potion

Effect: Stronger version of Potion.

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Item Name: Hr-Glass 1

Effect: Stops time for enemies, immobilizing them.

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---

Item Name: Hr-Glass 2

Effect: Stronger version of Hr-Glass 1. Enemies become immobile for a longer time.

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Item Name: Hr-Glass 3

Effect: An even stronger version of Hr-Glass 2. Enemies become immobile for a very long time.

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---

Item Name: Illusion

Effect: Allows you to dodge attack by creating your double. Same effect as the white magic spell Blink.

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---

Item Name: Imp

Effect: Teaches Rydia how to summon Imp.

---

---

Item Name: Inferno

Effect: Scorches the enemy with dragon fire.

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---

Item Name: Kamikaze

Effect: Sacrifices the user's HP to damage the enemy by that same amount. The

user becomes KO'ed.

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---

Item Name: Life

Effect: Cures KO and restores minimal HP. Same effect as the white magic spell Lifel.

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---

Item Name: Lit Storm

Effect: Zaps the enemy with a dargon's lightning bolt.

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---

Item Name: Maiden's Kiss

Effect: Cures those who have become toads.

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---

Item Name: Mallet

Effect: Cures those who have become small.

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---

Item Name: Mage

Effect: Teaches Rydia how to summon Mage.

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---

Item Name: Moon Veil

Effect: Stronger version of StarVeil. Reflects enemy magic with a veil of moonlight.

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---

Item Name: Mute Bell

Effect: Prevents the enemy from using magic by silencing them. Same effect as the white magic spell Mute.

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---

Item Name: Notus

Effect: Causes ice damage.

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---

Item Name: Potion

Effect: Restores some HP.

---

---

Item Name: Remedy

Effect: Cures all bad status ailments except KO. Same effect as the white magic spell Esuna.

---

---

Item Name: Silk Web

Effect: Spins webs around the enemy to hinder their mobility. Same effect as

the white magic spell Slow.

-----  
-----  
Item Name: Soft

Effect: Cures those who have become petrified.

-----  
-----  
Item Name: Soma Drop

Effect: Raises maximum MP by 10 points

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-----  
Item Name: Stardust

Effect: Showers stardust that damages any type of enemy.

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-----  
Item Name: StarVeil

Effect: Reflects enemy magic with a wall of holy light. Stronger than the white magic spell Wall.

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-----  
Item Name: Succubus

Effect: Restores MP by absorbing the target's MP. Same effect as the black magic spell Psych.

-----  
-----  
Item Name: Tent

Effect: Restores some HP and MP. Cures all bad status effects except KO.

-----  
-----  
Item Name: Thor's Rage

Effect: Causes bolt damage.

-----  
-----  
Item Name: Unicorn

Effect: Immediately cures bad status effects that would otherwise disappear after battle.

-----  
-----  
Item Name: Vampire

Effect: Restores HP by absorbing the target's HP. Same effect as the black magic spell Drain.

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-----  
Item Name: Whistle

Effect: Allows you to call Fat Chocobo from anywhere except during battle.

-----  
-----  
Item Name: X-Potion

Effect: Stronger version of Hi-Potion.

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-----  
Item Name: Zeus' Rage

Effect: Stronger version of Thor's Rage. Damages enemies with a powerful lightning attack.  
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=====  
-----{LIST OF SPECIAL ITEMS}-----  
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----This is a list of all special items. They are also known as Key Items.----

-----  
-----  
Item Name: Adamant

Use: A rare ore.  
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-----  
-----  
Item Name: Baron Key

Use: Unlocks a door.  
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-----  
Item Name: Bomb Ring

Use: Deliver it to the Mist Village.  
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-----  
Item Name: Crystal

Use: A mystic jewel with the power to seal evil.  
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-----  
-----  
Item Name: DkMatter

Use: It decreases the damage that Zeromus' Big Bang attack causes.  
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-----  
Item Name: Earth Crystal

Use: Stolen by Dark Elf from Toroia.  
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-----  
-----  
Item Name: Magma Key

Use: Drop in the well at Agart to go underground.  
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-----  
Item Name: Necklace

Use: Necklace with the power to break a powerful seal.  
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-----  
-----  
Item Name: Pan

Use: Yang's wife's frying pan.  
-----

-----  
Item Name: Pass  
Use: Get into the Toroia pub.  
-----

-----  
Item Name: Pink Tail  
Use: Very hard to get. Use it to get Adamant Armor.  
-----

-----  
Item Name: Rat Tail  
Use: Give this to the tail collector to get the Adamant ore.  
-----

-----  
Item Name: Sand Ruby  
Use: Cures Rosa's fever.  
-----

-----  
Item Name: Tower Key  
Use: Deliver it to the Mist Village.  
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-----  
Item Name: Twin Harp  
Use: Used to break the Magnetic seal in the Magnetic Cavern.  
-----

=====  
-----{LIST OF SNEAKED ITEMS}-----  
=====

----This is a list of items you can steal from enemies.----

-----  
Enemy Name: Alert  
Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Alligator  
Item Sneaked: Cap  
-----

-----  
Enemy Name: Aqua Worm  
Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Arachne  
Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Armadillo  
-----

Item Sneaked: Silver (shield)

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Enemy Name: Balloon  
Item Sneaked: Cure 1

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---

Enemy Name: Basilisk  
Item Sneaked: Cure 1

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---

Enemy Name: Beamer  
Item Sneaked: Tent

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---

Enemy Name: Behemoth  
Item Sneaked: Headband (helmet)

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---

Enemy Name: Black Cat  
Item Sneaked: Cure 2

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Enemy Name: Black Liz  
Item Sneaked: Medusa (arrow)

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---

Enemy Name: Blade Man  
Item Sneaked: Tent

---

---

Enemy Name: Blue D  
Item Sneaked: Cure 2

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---

Enemy Name: Bomb  
Item Sneaked: Cure 1

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---

Enemy Name: Cannibal  
Item Sneaked: Heal

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---

Enemy Name: Cave Bat  
Item Sneaked: Cure 1

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---

Enemy Name: Cave Naga



Item Sneaked: Poison (Arrow)

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---

Enemy Name: Cave Toad

Item Sneaked: Heal

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---

Enemy Name: Centepede

Item Sneaked: Cure 1

---

---

Enemy Name: Chimera

Item Sneaked: Fire (arrow)

---

---

Enemy Name: Clapper

Item Sneaked: Cure 1

---

---

Enemy Name: Cockatrice

Item Sneaked: Life

---

---

Enemy Name: Conjuror

Item Sneaked: Cure (staff)

---

---

Enemy Name: Cream

Item Sneaked: Cure 1

---

---

Enemy Name: Crocodile

Item Sneaked: Cap

---

---

Enemy Name: Dark Imp

Item Sneaked: Cure 1

---

---

Enemy Name: Dark Tree

Item Sneaked: Heal

---

---

Enemy Name: D Bone

Item Sneaked: Cure 1

---

---

Enemy Name: D Fossil

Item Sneaked: Cure 1

---

---

Enemy Name: D Machine

Item Sneaked: Cure 1

---

---

Enemy Name: Eagle

Item Sneaked: Life

---

---

Enemy Name: Elec Fish

Item Sneaked: Heal

---

---

Enemy Name: Evil Doll

Item Sneaked: Cure 1

---

---

Enemy Name: Evil Mask

Item Sneaked: Cure 2

---

---

Enemy Name: Evil Shell

Item Sneaked: Heal

---

---

Enemy Name: Fang Shell

Item Sneaked: Heal

---

---

Enemy Name: Fatal Eye

Item Sneaked: Ether 1

---

---

Enemy Name: Fiend

Item Sneaked: Cure 2

---

---

Enemy Name: Flame Dog

Item Sneaked: Fire (arrow)

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---

Enemy Name: Flame Man

Item Sneaked: Fire (spear)

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---

Enemy Name: Float Eye

Item Sneaked: Heal

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---

Enemy Name: Gargoyle  
Item Sneaked: Cure 1

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---

Enemy Name: Ghost  
Item Sneaked: Cure 1

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Enemy Name: Ghoul  
Item Sneaked: Cure 1

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Enemy Name: Giant Bat  
Item Sneaked: Cure 1

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---

Enemy Name: Ging-Ryu  
Item Sneaked: Cure 1

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---

Enemy Name: Green D  
Item Sneaked: Heal

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---

Enemy Name: Grenade  
Item Sneaked: Cure 1

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---

Enemy Name: Grey Bomb  
Item Sneaked: Cure 1

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---

Enemy Name: Grudger  
Item Sneaked: Lit (arrow)

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---

Enemy Name: Guard  
Item Sneaked: Cure 1

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Enemy Name: Hooligan  
Item Sneaked: Cure 1

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---

Enemy Name: Horseman

Item Sneaked: Tent

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Enemy Name: Huge Cell

Item Sneaked: Cure 1

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---

Enemy Name: Huge Naga

Item Sneaked: Poison (Arrow)

---

---

Enemy Name: Hydra

Item Sneaked: Poison (Arrow)

---

---

Enemy Name: Imp

Item Sneaked: Cure 1

---

---

Enemy Name: Imp Captain

Item Sneaked: Cure 1

---

---

Enemy Name: Iron Back

Item Sneaked: Silver (shield)

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---

Enemy Name: Iron Man

Item Sneaked: Silver (dagger)

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---

Enemy Name: Jelly

Item Sneaked: Cure 1

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---

Enemy Name: Jucllyote

Item Sneaked: Cure 2

---

---

Enemy Name: Kary

Item Sneaked: Artemis (arrow)

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---

Enemy Name: King Ryu

Item Sneaked: Cure 1

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Enemy Name: Lamia

Item Sneaked: Charm (harp)

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-----  
Enemy Name: Larva  
Item Sneaked: Cure 1  
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-----  
-----  
Enemy Name: Last Arm  
Item Sneaked: Cure 2  
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-----  
-----  
Enemy Name: Lilith  
Item Sneaked: Ether 1  
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-----  
-----  
Enemy Name: Mac Giant  
Item Sneaked: Cabin  
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-----  
-----  
Enemy Name: Machine  
Item Sneaked: Lit (arrow)  
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-----  
-----  
Enemy Name: Mad Ogre  
Item Sneaked: Cure 2  
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-----  
-----  
Enemy Name: Mad Toad  
Item Sneaked: Heal  
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-----  
Enemy Name: Mage  
Item Sneaked: Cure 2  
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-----  
-----  
Enemy Name: Mantcore  
Item Sneaked: Fire (arrow)  
-----

-----  
-----  
Enemy Name: Marion  
Item Sneaked: Cure (staff)  
-----

-----  
-----  
Enemy Name: Medusa  
Item Sneaked: Medusa (arrow)  
-----

-----  
-----  
Enemy Name: Molbol  
Item Sneaked: Heal  
-----

-----  
-----  
Enemy Name: Moon Cell  
Item Sneaked: Ether 1  
-----

-----  
-----  
Enemy Name: Needler  
Item Sneaked: Cure 1  
-----

-----  
-----  
Enemy Name: Ogre  
Item Sneaked: Cure 2  
-----

-----  
-----  
Enemy Name: Panther  
Item Sneaked: Cure 1  
-----

-----  
-----  
Enemy Name: Pike  
Item Sneaked: Cure 1  
-----

-----  
-----  
Enemy Name: Pink Puff  
Item Sneaked: Ether 2  
-----

-----  
-----  
Enemy Name: Pirahna  
Item Sneaked: Cure 1  
-----

-----  
-----  
Enemy Name: Procyote  
Item Sneaked: Cure 2  
-----

-----  
-----  
Enemy Name: Pudding  
Item Sneaked: Ether 1  
-----

-----  
-----  
Enemy Name: Python  
Item Sneaked: Poison (Arrow)  
-----

-----  
-----  
Enemy Name: Queen Lamia  
Item Sneaked: Charm (harp)  
-----

-----  
-----  
Enemy Name: Raven  
Item Sneaked: Leather (harp)  
-----

-----  
Enemy Name: Red Bone  
Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Red Dragon  
Item Sneaked: Firebomb  
-----

-----  
Enemy Name: Red Eye  
Item Sneaked: Heal  
-----

-----  
Enemy Name: Red Giant  
Item Sneaked: Cabin  
-----

-----  
Enemy Name: Red Worm  
Item Sneaked: Ether 1  
-----

-----  
Enemy Name: Revenant  
Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Roc  
Item Sneaked: Leather (helmet)  
-----

-----  
Enemy Name: Roc Baby  
Item Sneaked: Life  
-----

-----  
Enemy Name: Rock Larva  
Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Rock Moth  
Item Sneaked: Heal  
-----

-----  
Enemy Name: Sand Man  
Item Sneaked: Heal  
-----

-----  
Enemy Name: Sand Moth  
Item Sneaked: Heal  
-----

-----  
Enemy Name: Sand Pede

Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Screamer

Item Sneaked: Lit (arrow)  
-----

-----  
Enemy Name: Searcher

Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Skeleton

Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Skull

Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Spirit

Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Soul

Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Sorcerer

Item Sneaked: Cure (staff)  
-----

-----  
Enemy Name: Stale Man

Item Sneaked: Earth (hammer)  
-----

-----  
Enemy Name: Sting Rat

Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Stone Man

Item Sneaked: Cure 2  
-----

-----  
Enemy Name: Sword Rat

Item Sneaked: Cure 2  
-----



-----  
Enemy Name: Tiny Mage

Item Sneaked: Rod  
-----

-----  
Enemy Name: Tiny Toad

Item Sneaked: Heal  
-----

-----  
Enemy Name: Toad Lady

Item Sneaked: Heal  
-----

-----  
Enemy Name: Tortoise

Item Sneaked: Silver (shield)  
-----

-----  
Enemy Name: Trap Rose

Item Sneaked: Heal  
-----

-----  
Enemy Name: Treant

Item Sneaked: Heal  
-----

-----  
Enemy Name: Tricker

Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Turtle

Item Sneaked: Heal  
-----

-----  
Enemy Name: Vamp Girl

Item Sneaked: Cure 2  
-----

-----  
Enemy Name: Warlock

Item Sneaked: Heal  
-----

-----  
Enemy Name: Warrior

Item Sneaked: Tent  
-----

-----  
Enemy Name: Water Bug

Item Sneaked: Heal  
-----

-----  
Enemy Name: Water Hag  
Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Weeper  
Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Were Bat  
Item Sneaked: Cure 1  
-----

-----  
Enemy Name: Yellow Dragon  
Item Sneaked: Heal  
-----

-----  
Enemy Name: Zombie  
Item Sneaked: Cure 1  
-----

-----  
-----[VIII. Weapons List]-----  
-----

----This is a list of all weapons in the game and their stats.----

=====  
-----{SWORDS}-----  
=====

-----  
Name of Sword: Shadow Sword  
Attack Power: 10  
Hit Percentage: 80  
Equipped By: Dark Knight  
Special Attribute: Casts Silence magic randomly each time you get a hit on an enemy with it.  
Acquired By: You have it when you start the game.  
-----

-----  
Name of Sword: Darkness Sword  
Attack Power: 20  
Hit Percentage: 85  
Equipped By: Dark Knight  
Special Attribute: Casts Silence magic randomly each time you get a hit on an enemy with it.  
Acquired By: Cave before the Waterfall in the Water Cavern.  
-----

-----  
Name of Sword: Death Sword  
Attack Power: 30  
Hit Percentage: 90  
Equipped By: Dark Knight  
Special Attribute: Casts Death magic randomly each time you get a hit on an enemy with it.  
Acquired By: The King of Fabul will give it to you.  
-----

-----  
Name of Sword: Legend Sword  
Attack Power: 40  
Hit Percentage: 99  
Equipped By: Paladin  
Special Attribute: It can be exchanged for Legendary Sword Excalibur.  
Acquired By: Initially equipped by Paladin.  
-----

-----  
Name of Sword: Ancient Sword  
Attack Power: 37  
Hit Percentage: 80  
Equipped By: Paladin  
Special Attribute: This weapon can be used as a dart.  
Acquired By: Found at the Waterfall during the Raid on Baron.  
-----

-----  
Name of Sword: Blood Sword  
Attack Power: 45  
Hit Percentage: 40  
Equipped By: Paladin  
Special Attribute: It drains HP from an opponent with each successful hit.  
Acquired By: It is found in the Tower of Bab-il.  
-----

-----  
Name of Sword: Mythril Sword  
Attack Power: 50  
Hit Percentage: 85  
Equipped By: Paladin  
Special Attribute: This sword does great against Spirit enemies.  
Acquired By: Weapon shop.  
-----

-----  
Name of Sword: Sleep Sword  
Attack Power: 55  
Hit Percentage: 85  
Equipped By: Paladin  
Special Attribute: Casts Sleep magic randomly each time you get a hit on an enemy with it.  
Acquired By: Found in castle of Eblan.  
-----

-----  
Name of Sword: Flame Brand  
Attack Power: 65  
Hit Percentage: 88  
-----

Equipped By: Paladin

Special Attribute: Regular attack w/added bonus of Fire 2. Use it as item to cast Fire 2.

Acquired By: Steal from flame dog, or weapon shop.

---

Name of Sword: Ice Brand

Attack Power: 75

Hit Percentage: 88

Equipped By: Pakadin

Special Attribute: Regular attack w/added bonus of Ice 2. Use it as an item to cast Ice 2.

Acquired By: Weapon shop.

---

Name of Sword: Gorgon Sword

Attack Power: 77

Hit Percentage: 80

Equipped By: Paladin

Special Attribute: Casts Stone magic randomly each time you get a hit on an enemy with it.

Acquired By: Steal from a Black Lizard to get it, you can also win it in battle from them.

---

Name of Sword: Avenger Sword

Attack Power: 80

Hit Percentage: 95

Equipped By: Paladin

Special Attribute: The sword casts Berserk magic on the equipped character.

Acquired By: Found in Case of Sylph.

---

Name of Sword: Light Sword

Attack Power: 99

Hit Percentage: 99

Equipped By: Paladin

Special Attribute: This sword works super well against the undead.

Acquired By: It is found in the Locked Cave of the Monsters.

---

Name of Sword: Defense Sword

Attack Power: 105

Defensive Power: 2

Magic Defensive Power: 1

Hit Percentage: 92

Equipped By: Paladin

Special Attribute: This sword will raise the defensive power of the equipped character.

Acquired By: It is found in the Land of Summoned Monsters.

---

Name of Sword: Excalibur

Attack Power: 166

Hit Percentage: 100  
Equipped By: Paladin  
Special Attribute: It works well against the undead.  
Acquired By: Exchange the Adamant Ore with the weapon keeper southeast in the underworld.

---

---

Name of Sword: Ragnarok  
Attack Power: 200  
Hit Percentage: 110  
Equipped By: Paladin  
Special Attribute: This is by far the strongest sword in the game. It does strong attacks against everyone.  
Acquired By: Defeating the Wyvern in the Moon's Core.

---

---

=====  
-----{SPEARS}-----  
=====

---

---

Name of Spear: Spear  
Attack Power: 9  
Hit Percentage: 75  
Equipped By: Dragoon  
Special Attribute: None.  
Acquired By: You start off the game with it.

---

---

Name of Spear: Wind Spear  
Attack Power: 55  
Hit Percentage: 80  
Equipped By: Dragoon  
Special Attribute: It works well against flying opponents.  
Acquired By: Initially equipped during trip to Tower of Zot.

---

---

Name of Spear: Fire Spear  
Attack Power: 66  
Hit Percentage: 80  
Equipped By: Dragoon  
Special Attribute: It casts Fire 2 with each successful hit.  
Acquired By: Buy it in a weapon shop or steal it from the Flameguard enemy.

---

---

Name of Spear: Ice Spear  
Attack Power: 75  
Hit Percentage: 80  
Equipped By: Dragoon  
Special Attribute: It casts Ice 2 with each successful hit.  
Acquired By: Buy it in a weapon shop or get it in the Tower of Bab-il.

---

---

Name of Spear: Blood Spear

Attack Power: 88  
Hit Percentage: 50  
Equipped By: Dragoon  
Special Attribute: It drains the opponent's Hit Points with each successful attack.  
Acquired By: Located in Castle of Eblan.

---

---

Name of Spear: Gungnir Spear  
Attack Power: 92  
Defensive Power: 7  
Hit Percentage: 75  
Equipped By: Dragoon  
Special Attribute: Increases the defensive power of the equipped character.  
Acquired By: It is initially equipped after the destruction of the Giant.

---

---

Name of Spear: Dragon Spear  
Attack Power: 99  
Hit Percentage: 99  
Equipped By: Dragoon  
Special Attribute: None.  
Acquired By: It is found in the Moon's Core.

---

---

Name of Spear: Holy Lance  
Attack Power: 109  
Hit Percentage: 100  
Equipped By: Dragoon  
Special Attribute: It is strong against undead monsters, and it casts a weak version of White magic with each successful hit.  
Acquired By: You receive it after beating Plague.

---

---

=====  
----- {BLADES} -----  
=====

---

---

Name of Blade: Kunai  
Attack Power: 28  
Hit Percentage: 90  
Equipped By: Ninja  
Special Attribute: None.  
Acquired By: You start off the game with it.

---

---

Name of Blade: Ashura  
Attack Power: 32  
Hit Percentage: 90  
Equipped By: Ninja  
Special Attribute: None.  
Acquired By: You start off the game with it.

---

---

-----  
Name of Blade: Kotestu  
Attack Power: 40  
Hit Percentage: 90  
Equipped By: Ninja  
Special Attribute: None.  
Acquired By: Purchase for 11,000 gold, or find Rubicant to win it.  
-----

-----  
Name of Blade: Kikuichi  
Attack Power: 48  
Hit Percentage: 95  
Equipped By: Ninja  
Special Attribute: None.  
Acquired By: It is located in the Locked Cave.  
-----

-----  
Name of Blade: Murasame  
Attack Power: 55  
Hit Percentage: 95  
Equipped By: Ninja  
Special Attribute: None  
Acquired By: You can get this from the Pale Dim in the Moon's Core.  
-----

-----  
Name of Blade: Masamune  
Attack Power: 60  
Hit Percentage: 99  
Equipped By: Ninja  
Special Attribute: None.  
Acquired By: You can get this from the Ogoopogo in the Moon's Core.  
-----

=====  
-----{CLAWS}-----  
=====

----With claws, it multiplies the attack power of your other equipped  
weapon.----

-----  
Name of Claw: Fire Claw  
Attack Power: 0  
Hit Percentage: 80  
Equipped By: Ninja, Karate Master  
Special Attribute: It randomly casts Fire 2 with each hit you pull off with it  
on an enemy.  
Acquired By: You can buy it in a weapon shop.  
-----

-----  
Name of Claw: Ice Claw  
Attack Power: 0  
Hit Percentage: 80  
Equipped By: Ninja, Karate Master  
Special Attribute: It randomly casts Ice 2 with each hit you pull off with it  
-----

on an enemy.

Acquired By: You can buy it in a weapon shop.

---

Name of Claw: Bolt Claw

Attack Power: 0

Hit Percentage: 80

Equipped By: Ninja, Karate Master

Special Attribute: It randomly casts Bolt 2 with each hit you pull off with it on an enemy.

Acquired By: You can buy it in a weapon shop.

---

Name of Claw: Fairy Claw

Attack Power: 0

Hit Percentage: 60

Equipped By: Ninja, Karate Master

Special Attribute: It randomly casts Confusion with each hit you pull off with it on an enemy.

Acquired By: It is located in the Dark Elf's cave.

---

Name of Claw: Hell Claw

Attack Power: 0

Hit Percentage: 90

Equipped By: Ninja, Karate Master

Special Attribute: It randomly casts Poison with each hit you pull off with it on an enemy.

Acquired By: It is located in the Tower of Zot.

---

Name of Claw: Cat Claw

Attack Power: 0

Hit Percentage: 99

Equipped By: Ninja, Karate Master

Special Attribute: It randomly casts Sleep with each hit you pull off with it on an enemy.

Acquired By: It is located in the Tower of Bab-il.

---

=====  
-----{RODS}-----  
=====

---

Name of Rod: Rod

Attack Power: 3

Hit Percentage: 30

Equipped By: Caller, Sage, Black Mage

Special Attribute: None.

Acquired By: You start off the game with it.

---

Name of Rod: Ice Rod



Attack Power: 5

Hit Percentage: 30

Equipped By: Caller, Sage, Black Mage

Special Attribute: It casts Ice 1 with each successful hit. It also can be used as an item.

Acquired By: It can be found in the Waterfall Cave, or purchased in a weapon shop.

-----

Name of Rod: Flame Rod

Attack Power: 7

Hit Percentage: 35

Equipped By: Caller, Sage, Black Mage

Special Attribute: It casts Fire 1 with each successful hit. It also can be used as an item.

Acquired By: It can be purchased in a weapon shop.

-----

Name of Rod: Thunder Rod

Attack Power: 10

Hit Percentage: 40

Equipped By: Caller, Sage, Black Mage

Special Attribute: It casts Bolt 1 with each successful hit. It also can be used as an item.

Acquired By: It can be purchased in a weapon shop.

-----

Name of Rod: Change Rod

Attack Power: 15

Hit Percentage: 45

Equipped By: Caller, Sage, Black Mage

Special Attribute: It casts Toad or Pig randomly with each hit you pull on an enemy. It also can be used as an item.

Acquired By: It is on as soon as you leave the Land of Summoned Monsters.

-----

Name of Rod: Charm Rod

Attack Power: 30

Hit Percentage: 50

Equipped By: Caller, Sage, Black Mage

Special Attribute: It casts Confusion with each successful hit. It also can be used as an item.

Acquired By: It is located in the underworld.

-----

Name of Rod: Fairy Rod

Attack Power: 45

Hit Percentage: 100

Equipped By: Caller, Sage, Black Mage

Special Attribute: It can be used as an item to cast a weak version of Comet magic.

Acquired By: It is located on the Moon's Core.

-----

Name of Rod: Silence Rod  
Attack Power: 52  
Hit Percentage: 100  
Equipped By: Caller, Sage, Black Mage  
Special Attribute: It is effective against Mages.  
Acquired By: It is located in the Crystal Palace.

---

-----  
=====

----- {STAFFS} -----  
=====

---

Name of Staff: Staff  
Attack Power: 4  
Hit Percentage: 25  
Equipped By: Caller, Sage, White Mage  
Special Attribute: None  
Acquired By: You start off the game with it.

---

Name of Staff: Cure Staff  
Attack Power: 8  
Hit Percentage: 30  
Equipped By: Caller, Sage, White Mage  
Special Attribute: It cures enemies except the undead.  
Acquired By: You can purchase it at a weapons shop.

---

Name of Staff: Mythril Staff  
Attack Power: 12  
Hit Percentage: 35  
Equipped By: Caller, Sage, White Mage  
Special Attribute: It is very good against undead enemies.  
Acquired By: You can purchase it at a weapons shop.

---

Name of Staff: Power Staff  
Attack Power: 32  
Hit Percentage: 44  
Equipped By: Caller, Sage, White Mage  
Special Attribute: It randomly casts Berserk magic with each hit you land on an enemy.  
Acquired By: You can purchase it at a weapons shop.

---

Name of Staff: Lunar Staff  
Attack Power: 36  
Hit Percentage: 55  
Equipped By: Caller, Sage, White Mage  
Special Attribute: You can use it as an item.  
Acquired By: You start the game with it after the Land of Summoned Monsters.

---

Name of Staff: Life Staff  
Attack Power: 38  
Hit Percentage: 65  
Equipped By: Caller, Sage, White Mage  
Special Attribute: It randomly casts Life 1 magic with each hit you land on the target. It can also be used as an item to cast Life 1.  
Acquired By: It is located on the Moon.

---

---

Name of Staff: Sage Staff  
Attack Power: 48  
Hit Percentage: 65  
Equipped By: Caller, Sage, White Mage  
Special Attribute: None.  
Acquired By: Location unknown.

---

---

Name of Staff: Silence Staff  
Attack Power: 54  
Hit Percentage: 70  
Equipped By: Caller, Sage, White Mage  
Special Attribute: It randomly casts Silence magic with each hit you land on the enemy.  
Acquired By: It is found in the Giant of Bab-il.

---

---

=====  
-----{HAMMERS}-----  
=====

---

---

Name of Hammer: Wooden Staff  
Attack Power: 45  
Hit Percentage: 80  
Equipped By: Chief Engineer  
Special Attribute: None.  
Acquired By: You start the game with it.

---

---

Name of Hammer: Mythril Staff  
Attack Power: 55  
Hit Percentage: 85  
Equipped By: Chief Engineer  
Special Attribute: None.  
Acquired By: You can purchase it at a weapons shop.

---

---

Name of Hammer: Gaia Staff  
Attack Power: 65  
Hit Percentage: 90  
Equipped By: Chief Engineer  
Special Attribute: None.  
Acquired By: It is found in the Tower of Zot.

---

---

-----  
----- {DAGGERS} -----  
-----

-----  
Name of Knife: Mythril Dagger  
Attack Power: 20  
Hit Percentage: 99  
Equipped By: Paladin, Black Mage, Ninja, Caller, Dragoon, Bard  
Special Attribute: It is effective against spirits and the undead.  
Acquired By: You can purchase it at a weapon shop.  
-----

-----  
Name of Knife: Dancing Dagger  
Attack Power: 28  
Hit Percentage: 44  
Equipped By: Paladin, Black Mage, Ninja, Caller, Dragoon, Bard  
Special Attribute: It causes a random status effect with each successful hit you land on the enemy.  
Acquired By: You can purchase it at a weapon shop.  
-----

-----  
Name of Knife: Assassin  
Attack Power: 28  
Hit Percentage: 95  
Equipped By: Paladin, Black Mage, Ninja, Caller, Dragoon, Bard  
Special Attribute: It randomly casts Swoon magic with each hit it lands on an enemy.  
Acquired By: It is located in the underworld.  
-----

-----  
Name of Knife: Mute Knife  
Attack Power: 36  
Hit Percentage: 77  
Equipped By: Paladin, Black Mage, Ninja, Caller, Dragoon, Bard  
Special Attribute: It randomly casts Silence magic with each hit it lands on an enemy.  
Acquired By: It is located in the underworld.  
-----

-----  
Name of Knife: Knife  
Attack Power: 255  
Hit Percentage: 99  
Equipped By: No one  
Special Attribute: It can only be thrown, works well vs. aerial enemies.  
Acquired By: Get it from Yang's wife.  
-----

-----  
----- {BOWS} -----  
-----

-----  
Name of Bow: Short Bow  
-----

Attack Power: 10  
Hit Percentage: 30  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: None.  
Acquired By: You can purchase it in a weapons shop.

---

---

Name of Bow: Cross Bow  
Attack Power: 20  
Hit Percentage: 35  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: None.  
Acquired By: You can purchase it in a weapons shop.

---

---

Name of Bow: Great Bow  
Attack Power: 30  
Hit Percentage: 35  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: None.  
Acquired By: You can purchase it in a weapons shop.

---

---

Name of Bow: Archer Bow  
Attack Power: 40  
Hit Percentage: 55  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: None.  
Acquired By: You can purchase it in a weapons shop.

---

---

Name of Bow: Elven Bow  
Attack Power: 50  
Hit Percentage: 60  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: None.  
Acquired By: It is located in the Cave of Slyph in the underworld.

---

---

Name of Bow: Yoichi Bow  
Attack Power: 60  
Hit Percentage: 70  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: None.  
Acquired By: It is located in the Locked Cave of the underworld.

---

---

Name of Bow: Artemis Bow  
Attack Power: 80  
Hit Percentage: 88  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: It works very well against Dragons.  
Acquired By: You can steal it from a Kary or Warlock on the Moon.

---

---

-----  
-----{ARROWS}-----  
-----

-----  
Name of Arrows: Medusa Arrows  
Attack Power: 1  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: Added bonus of Petrify.  
Acquired By: They can be purchased in a weapons shop.  
-----

-----  
Name of Arrows: Brass Arrows  
Attack Power: 3  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: None.  
Acquired By: They can be purchased in a weapons shop.  
-----

-----  
Name of Arrows: Holy Arrows  
Attack Power: 10  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: They are very effective against undead monsters.  
Acquired By: They can be found in Mt. Ordeals.  
-----

-----  
Name of Arrows: Fire Arrows  
Attack Power: 15  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: It casts Fire 1 with each successful hit on an enemy.  
Acquired By: They can be purchased in a weapons shop.  
-----

-----  
Name of Arrows: Ice Arrows  
Attack Power: 15  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: It casts Ice 1 with each successful hit on an enemy.  
Acquired By: They can be purchased in a weapons shop.  
-----

-----  
Name of Arrows: Bolt Arrows  
Attack Power: 15  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: It casts Bolt 1 with each successful hit on an enemy.  
Acquired By: They can be purchased in a weapons shop.  
-----

-----  
Name of Arrows: Darkness Arrows  
Attack Power: 20  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: It casts Curse magic randomly with each successful hit on an enemy.  
Acquired By: They are located in the Underworld.  
-----

-----  
Name of Arrows: Poison Arrows  
Attack Power: 30  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: It casts Poison magic randomly with each successful hit on an enemy.  
Acquired By: They can be purchased in a weapons shop.  
-----

-----  
Name of Arrows: Mute Arrows  
Attack Power: 35  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: It casts Silence magic randomly with each successful hit on an enemy.  
Acquired By: They can be purchased in a weapons shop.  
-----

-----  
Name of Arrows: Angel Arrows  
Attack Power: 40  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: It casts Confuse magic with each successful hit on an enemy.  
Acquired By: They can be purchased in a weapons shop.  
-----

-----  
Name of Arrows: Yoichi Arrows  
Attack Power: 50  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: None.  
Acquired By: They can be purchased in a weapons shop. They can also be found in the Land of Summoned Monsters.  
-----

-----  
Name of Arrows: Artemis Arrows  
Attack Power: 75  
Hit Percentage: 0  
Equipped By: Dark Knight, Caller, Black Mage, White Mage, Bard, Cid  
Special Attribute: They work very well against Dragons.  
Acquired By: They can be stolen from the Kary on the moon.  
-----  
=====

-----{AXES}-----  
=====

-----  
Name of Axe: Hand Axe  
Attack Power: 50  
Hit Percentage: 65  
Equipped By: Dark Knight, Chief Engineer, Dragoon  
Special Attribute: None.  
Acquired By: It is located in the Tower of Zot.  
-----

-----  
Name of Axe: Dwarf Axe  
Attack Power: 62  
Hit Percentage: 70  
Equipped By: Dark Knight, Chief Engineer, Dragoon  
Special Attribute: None.  
Acquired By: It can be purchased in the Dwarf Castle.  
-----

-----  
Name of Axe: Ogre Axe  
Attack Power: 80  
Hit Percentage: 70  
Equipped By: Dark Knight, Chief Engineer, Dragoon  
Special Attribute: It is very effective against giants.  
Acquired By: It can be purchased in a weapons shop.  
-----

-----  
Name of Axe: Poison Axe  
Attack Power: 95  
Hit Percentage: 75  
Equipped By: Dark Knight, Chief Engineer, Dragoon  
Special Attribute: It casts Poison magic randomly each time you land a hit on an enemy.  
Acquired By: It is located in the underworld.  
-----

-----  
Name of Axe: Rune Axe  
Attack Power: 102  
Hit Percentage: 65  
Equipped By: Dark Knight, Chief Engineer, Dragoon  
Special Attribute: It casts Swoon randomly each time you land a hit on an enemy.  
Acquired By: You have to defeat two Red Giants, and the second one drops it.  
-----

-----{WHIPS}-----  
=====

-----  
Name of Whip: Whip  
Attack Power: 20  
Hit Percentage: 95  
Equipped By: Caller  
Special Attribute: It casts Hold magic randomly each time you land a hit on an



enemy.

Acquired By: You start off with it.

---

---

Name of Whip: Chain Whip

Attack Power: 30

Hit Percentage: 80

Equipped By: Caller

Special Attribute: It casts Hold magic randomly each time you land a hit on an enemy.

Acquired By: It can be purchased in a weapons shop.

---

---

Name of Whip: Blitz Whip

Attack Power: 40

Hit Percentage: 85

Equipped By: Caller

Special Attribute: It casts Hold magic randomly each time you land a hit on an enemy. It also casts Bolt 2 each time you land a hit on an enemy.

Acquired By: It can be purchased in a weapons shop.

---

---

Name of Whip: Fire Lash

Attack Power: 50

Hit Percentage: 90

Equipped By: Caller

Special Attribute: It casts Hold magic randomly each time you land a hit on an enemy. It also casts Fire 3 each time you land a hit on an enemy.

Acquired By: It is located on the moon.

---

---

Name of Whip: Serpent Whip

Attack Power: 55

Hit Percentage: 90

Equipped By: Caller

Special Attribute: It casts Paralyze magic randomly each time you land a hit on an enemy. It

Acquired By: It is located on the Crystal Palace.

---

---

Name of Whip: Dragon Whip

Attack Power: 80

Hit Percentage: 99

Equipped By: Caller

Special Attribute: It works very well against dragons, it casts Hold magic randomly each time you land a hit on an enemy.

Acquired By: Win a battle against two Blue Dragons.

---

---

=====  
-----{SPECIAL WEAPONS}-----  
=====

-----  
Name: Sleep Rod  
Effect: Casts Sleep magic.  
-----

-----  
Name: Defense Sword  
Effect: Casts Armor magic.  
-----

-----  
Name: Fire Spear  
Effect: Casts Fire 2 magic.  
-----

-----  
Name: Ice Spear  
Effect: Casts Ice 2 magic.  
-----

-----  
Name: Holy Lance  
Effect: Casts Holy magic.  
-----

-----  
Name: Venom Axe  
Effect: Casts Venom magic.  
-----

-----  
Name: Elven Bow  
Effect: Casts Shell magic.  
-----

-----  
Name: Dancing Dagger  
Effect: Hurls a dagger at the enemy.  
-----

-----  
Name: Murasame  
Effect: Casts Armor magic.  
-----

-----  
Name: Masamune  
Effect: Casts Haste magic.  
-----

-----  
Name: Gaia Whip  
Effect: Casts Gaia magic, causing an earthquake.  
-----

-----  
Name: Rod  
Effect: It fires an energy bolt at the enemy.  
-----

-----  
Name: Ice Rod  
Effect: It casts Ice 1 magic.  
-----

-----  
Name: Flame Rod  
Effect: It casts Fire 1 magic.  
-----

-----  
Name: Thunder Rod  
Effect: It casts Bolt 1 magic.  
-----

-----  
Name: Change Rod  
Effect: It casts Piggy magic.  
-----

-----  
Name: Fairy Rod  
Effect: It casts Charm magic.  
-----

-----  
Name: Stardust Rod  
Effect: It casts Comet magic.  
-----

-----  
Name: Lilith Rod  
Effect: It casts Psych magic.  
-----

-----  
Name: Staff  
Effect: It cures Poison.  
-----

-----  
Name: Cure Staff  
Effect: It casts Cure 1 on the entire party.  
-----

-----  
Name: Mythril Staff  
Effect: It cures paralyze, sleep, confuse, and berserk.  
-----

-----  
Name: Power Staff  
Effect: It cures Berserk.  
-----

-----  
Name: Lunar Staff  
Effect: It cures Dispel.  
-----

-----  
Name: Sage Staff  
Effect: It casts Life 1 on the entire party.  
-----

-----  
Name: Silence Staff  
Effect: It casts Silence magic.  
-----

-----  
-----[IX. Armor List]-----  
-----

----Here is a list of all the armor in this game.----

=====  
-----{SHIELDS}-----  
=====

-----  
Name of Shield: Iron Shield  
Defense: 1  
Magic Defense: 0  
Equipped by: Cecil, Kain, Cid  
Special Attribute: Nothing.  
Acquired By: Buy it in a armor shop for 100 G.  
-----

-----  
Name of Shield: Shadow Shield  
Defense: 1  
Magic Defense: 0  
Equipped by: Cecil as Dark Knight  
Special Attribute: It is effective against Undead attacks.  
Acquired By: Buy it in a armor shop for 200 G.  
-----

-----  
Name of Shield: Demon Shield  
Defense: 2  
Magic Defense: 0  
Equipped by: Cecil as Dark Knight  
Special Attribute: It is effective against Undead attacks.  
Acquired By: Buy it in a armor shop for 400 G.  
-----

-----  
Name of Shield: Paladin Shield  
Defense: 2  
Magic Defense: 1  
Equipped by: Cecil  
Special Attribute: Nothing.  
Acquired By: Buy it in a armor shop for 700 G.  
-----

-----  
Name of Shield: Ice Shield  
Defense: 3  
Magic Defense: 2  
Equipped by: Cecil, Kain, Cid  
Special Attribute: Strong against Ice attacks, weak against Fire attacks.  
Acquired By: Buy it in a armor shop for 10000 G, located in Tower of Bab-Il.  
-----

-----  
Name of Shield: Flame Shield  
Defense: 3  
Magic Defense: 2  
Equipped by: Cecil, Kain, Cid  
Special Attribute: Strong against Fire attacks, weak against Ice attacks.  
Acquired By: Buy it in an armor shop for 1250G, located in Tower of Zot.  
-----

-----  
Name of Shield: Mythril Shield  
Defense: 3  
Magic Defense: 2  
Equipped by: Cecil, Kain, Cid  
Special Attribute:  
Acquired By: Buy it in an armor shop for 1000G.  
-----

-----  
Name of Shield: Aegis Shield  
Defense: 4  
Magic Defense: 3  
Equipped by: Cecil, Kain, Cid  
Special Attribute: It protects against Petrify attacks.  
Acquired By: Buy it in an armor shop for 20,000G.  
-----

-----  
Name of Shield: Diamond Shield  
Defense: 4  
Magic Defense: 2  
Equipped by: Kain, Cid, Cecil  
Special Attribute: It protects against Bolt attacks.  
Acquired By: Buy it in an armor shop for 15,000G.  
-----

-----  
Name of Shield: Genji Shield  
Defense: 5  
Magic Defense: 3  
Equipped by: Cecil, Kain, Cid  
Special Attribute: None.  
Acquired By: It is located in the Bahamut Cave.  
-----

-----  
Name of Shield: Dragon Shield  
Defense: 6  
Magic Defense: 3  
Equipped by: Cecil, Kain, Cid  
-----

Special Attribute: It does 1/2 damage against Fire attacks, Ice attacks, and Bolt attacks.

Acquired By: It is located in the Moon's Core.

---

Name of Shield: Crystal Shield

Defense: 7

Magic Defense: 4

Equipped by: Cid

Special Attribute: None.

Acquired By: It is located in the Moon's Core.

---

-----  
-----{HELMETS}-----  
-----

Name of Helmet: Leather

Defense: 1

Magic Defense: 1

Equipped By: Everyone except Cecil as a Dark Knight.

Special Attribute: None

Acquired By: Initially equipped, or buy it at an armor shop for 100 gil.

---

Name of Helmet: Headband

Defense: 1

Magic Defense: 1

Equipped By: Everyone except Cecil as a Dark Knight.

Special Attribute: None

Acquired By: Buy it in a armor shop for 450 gil.

---

Name of Helmet: Feather

Defense: 2

Magic Defense: 3

Equipped By: Everyone except Cecil as a Dark Knight.

Special Attribute: None

Acquired By: Buy it in an armor shop for 330 gil.

---

Name of Helmet: Iron

Defense: 3

Magic Defense: 0

Equipped By: Cecil, Kain, Cid

Special Attribute: None

Acquired By: Buy it in an armor shop for 150 gil.

---

Name of Helmet: Bandanna

Defense: 3

Magic Defense: 1

Equipped By: Everyone except Cecil as a Dark Knight.

Special Attribute: None

Acquired By:

---

Name of Helmet: Magus

Defense: 3

Magic Defense: 5

Equipped By: Cecil, Rosa, Rydia, Tellah, Palom, Porom, FuSoYa

Special Attribute: None

Acquired By: Buy it in an armor shop for 700 gil.

---

Name of Helmet: Shadow

Defense: 4

Magic Defense: 0

Equipped By: Cecil as Dark Knight

Special Attribute: None

Acquired By:

---

Name of Helmet: Hades

Defense: 5

Magic Defense: 1

Equipped By: Cecil as Dark Knight

Special Attribute: None

Acquired By:

---

Name of Helmet: Ninja

Defense: 5

Magic Defense: 1

Equipped By: Everyone except Cecil as Dark Knight

Special Attribute: It protects the wearer against Sleep.

Acquired By: None

---

Name of Helmet: Wizard

Defense: 5

Magic Defense: 7

Equipped By: Cecil, Rosa, Rydia, Tellah, Palom, Porom, FuSoYa

Special Attribute: None

Acquired By: Buy it in an armor shop for 2000 G.

---

Name of Helmet: Demon

Defense: 6

Magic Defense: 1

Equipped By: Cecil as Dark Knight

Special Attribute: None

Acquired By: Buy it in an armor shop for 980 G.

---

Name of Helmet: Tiara  
Defense: 7  
Magic Defense: 10  
Equipped By: Rosa/Rydia/Porom  
Special Attribute: It protects against Bolt attacks, cutting damage in half.  
Acquired By: Buy it in an armor shop for 20,000 G.

---

Name of Helmet: Paladin  
Defense: 7  
Magic Defense: 2  
Equipped By: Cecil  
Special Attribute: None  
Acquired By: Buy it in an armor shop for 4,000 G.

---

Name of Helmet: Mythril  
Defense: 8  
Magic Defense: 2  
Equipped By: Cecil, Kain, Cid  
Special Attribute: None  
Acquired By: Buy it in an armor shop for 3,000 G.

---

Name of Helmet: Diamond  
Defense: 9  
Magic Defense: 2  
Equipped By: Cecil, Kain, Cid  
Special Attribute: It protects against Bolt attacks, cutting damage in half.  
Acquired By: Buy it in an armor shop for 10,000 G.

---

Name of Helmet: Ribbon  
Defense: 9  
Magic Defense: 2  
Equipped By: Cecil, Kain, Cid  
Special Attribute: It prevents all status attacks.  
Acquired By: Located in Floor B7F of the Moon Core, fight Lunasaurs.

---

Name of Helmet: Genji  
Defense: 10  
Magic Defense: 6  
Equipped By: Cecil, Kain, Cid, Edge  
Special Attribute: None  
Acquired By: Located in Bahamut Cave

---

Name of Helmet: Dragon  
Defense: 11  
Magic Defense: 7  
Equipped By: Cecil, Kain, Cid  
Special Attribute: It protects against Ice, Fire, and Bolt attacks, cutting damage in half.





Special Attribute: None

Acquired By: Buy it in an armor shop for 200 G.

---

Name of Armor: Kenpo

Defense: 3

Magic Defense: 2

Equipped by: Everyone except Cecil as a Dark Knight.

Special Attribute: None

Acquired By: Buy it in an armor shop for 4000 G.

---

Name of Armor: Gaia Gear

Defense: 3

Magic Defense: 3

Equipped by: Cecil, Rosa, Rydia, Tellah, Palom, Porom, FuSoYa

Special Attribute: It protects against the Petrify status effect.

Acquired By: Buy it in an armor shop for 500 G.

---

Name of Armor: Iron

Defense: 4

Magic Defense: 1

Equipped by: Cecil, Kain, Cid

Special Attribute: None

Acquired By: Buy it in an armor shop for 600 G.

---

Name of Armor: Shadow

Defense: 5

Magic Defense: 1

Equipped by: Cecil as Dark Knight

Special Attribute: None

Acquired By: Located in Antlion's Den.

---

Name of Armor: Wizard

Defense: 5

Magic Defense: 5

Equipped by: Cecil, Rosa, Rydia, Tellah, Palom, Porom, FuSoYa

Special Attribute: None

Acquired By: Buy it in an armor shop for 1200 G.

---

Name of Armor: Hades

Defense: 7

Magic Defense: 2

Equipped by: Cecil as Dark Knight

Special Attribute: None

Acquired By: It is located in the Water Cavern.

---

Name of Armor: Black

Defense: 8  
Magic Defense: 7  
Equipped by: Rydia, Tellah, Palom, FuSoYa  
Special Attribute: None  
Acquired By: Buy it in an armor shop for 10,000 G.

---

Name of Armor: Demon  
Defense: 9  
Magic Defense: 3  
Equipped by: Cecil as Dark Knight  
Special Attribute: None  
Acquired By: Buy it in armor shop for 3,000 G.

---

Name of Armor: Black Belt  
Defense: 10  
Magic Defense: 3  
Equipped by: Everyone except Cecil as Dark Knight.  
Special Attribute: None  
Acquired By: Buy it in an armor shop for 14,000 G.

---

Name of Armor: Paladin  
Defense: 11  
Magic Defense: 3  
Equipped by: Cecil  
Special Attribute: None  
Acquired By: Buy it in an armor shop for 8,000 G.

---

Name of Armor: Sorcerer  
Defense: 12  
Magic Defense: 9  
Equipped by: Cecil, Rosa, Rydia, Tellah, Palom, Porom, FuSoYa  
Special Attribute: It protects against Bolt attacks, cutting the damage in half.  
Acquired By: Buy it in an armor shop for 30,000 G.

---

Name of Armor: Flame  
Defense: 13  
Magic Defense: 4  
Equipped by: Cecil, Kain, Cid  
Special Attribute: It protects against Ice attacks, cutting the damage in half.  
Acquired By: Buy it in an armor shop for 30,000 G. Also located in Tower of Zot.

---

Name of Armor: Mythril  
Defense: 13  
Magic Defense: 4  
Equipped by: Kain, Cecil, Cid  
Special Attribute: None  
Acquired By: Buy it in an armor shop for 17,000 G.

---

-----  
Name of Armor: Power Vest  
Defense: 15  
Magic Defense: 0  
Equipped by: Everyone except Cecil as Dark Knight.  
Special Attribute: None  
Acquired By: Win them from a Behemoth in Bahamut Cave or Moon's Core.  
-----

-----  
Name of Armor: Ice Armor  
Defense: 17  
Magic Defense: 4  
Equipped by: Cecil, Kain, Cid  
Special Attribute: It protects against fire attacks, cutting damage in half.  
Acquired By: Buy it in an armor shop for 35,000 G.  
-----

-----  
Name of Armor: White  
Defense: 18  
Magic Defense: 10  
Equipped by: Cecil, Rosa, Tellah, Porom, FuSoYa  
Special Attribute: It protects against Darkness attacks.  
Acquired By: Located in Moon's Core.  
-----

-----  
Name of Armor: Diamond  
Defense: 19  
Magic Defense: 4  
Equipped by: Cecil, Kain, Cid  
Special Attribute: It protects against Bolt attacks, cutting damage in half.  
Acquired By: Buy it in an armor shop for 40,000 G.  
-----

-----  
Name of Armor: Minerva  
Defense: 20  
Magic Defense: 5  
Equipped by: Rosa, Rydia, Porom  
Special Attribute: It protects against Paralyze attacks.  
Acquired By: Located in Moon's Core.  
-----

-----  
Name of Armor: Genji  
Defense: 21  
Magic Defense: 7  
Equipped by: Cecil, Kain, Cid, Edge  
Special Attribute: None  
Acquired By: Located in Bahamut's Cave.  
-----

-----  
Name of Armor: Dragon  
Defense: 23  
Magic Defense: 8  
Equipped by: Cecil, Kain, Cid  
-----

Special Attribute: It protects against Bolt, Ice, and Fire attacks, cutting damage in half.

Acquired By: Located in Moon's Core.

---

Name of Armor: Ninja

Defense: 24

Magic Defense: 13

Equipped by: Edge

Special Attribute: None

Acquired By: It can be purchased in an armor shop for 64,000 G.

---

Name of Armor: Crystal

Defense: 25

Magic Defense: 10

Equipped by: Cecil

Special Attribute: It protects against all status effects.

Acquired By: Located in the Moon's Core.

---

Name of Armor: Adamant

Defense: 100

Magic Defense: 20

Equipped by: Everyone except Cecil as a Dark Knight.

Special Attribute: All stats increase by 15.

Acquired By: Get the Pink Tail and give it to the Tail Collector.

---

=====  
-----{ARM GEAR}-----  
=====

Name of Arm Gear: Ruby Ring

Defense: 0

Magic Defense: 3

Equipped by: Everyone except Cecil as Dark Knight.

Special Attribute: It protects against the Pig status.

Acquired By: Buy it in an armor shop for 1000 G.

---

Name of Arm Gear: Cursed Ring

Defense: 0

Magic Defense: 0

Equipped by: Everyone

Special Attribute: Benefits Dark Knight, hurts everyone else, it absorbs every magical attack.

Acquired By: Win it from a Spirit.

---

Name of Arm Gear: Strength Bracelet

Defense: 2

Magic Defense: 2  
Equipped by: Cecil, Kain, Cid, Rydia, Yang, Edge  
Special Attribute: None  
Acquired By: It can be purchased for 760 G.

---

---

Name of Arm Gear: Shadow Gauntlet  
Defense: 2  
Magic Defense: 0  
Equipped by: Cecil as Dark Knight  
Special Attribute: It is strong against undead attacks.  
Acquired By: It can be purchased for 260 G.

---

---

Name of Arm Gear: Iron Gauntlet  
Defense: 2  
Magic Defense: 0  
Equipped by: Cid, Kain, Cid, FuSoYa  
Special Attribute: None  
Acquired By: It can be purchased for 130 G.

---

---

Name of Arm Gear: Iron Ring  
Defense: 2  
Magic Defense: 2  
Equipped by: Rosa, Rydia, Tellah, Edge, Yang, Palom, Porom, FuSoYa  
Special Attribute: None  
Acquired By: It can be purchased for 100 G.

---

---

Name of Arm Gear: Hades Gauntlet  
Defense: 3  
Magic Defense: 2  
Equipped by: Cecil as Dark Knight  
Special Attribute: It is strong against darkness attacks.  
Acquired By: It can be purchased for 320 G.

---

---

Name of Arm Gear: Rune Gauntlet  
Defense: 3  
Magic Defense: 8  
Equipped by: Rosa, Rydia, Tellah, Edge, Yang, Palom, Porom, Edge  
Special Attribute: It protects against Silence attacks.  
Acquired By: It can be purchased for 2000 G.

---

---

Name of Arm Gear: Demon Gauntlet  
Defense: 4  
Magic Defense: 0  
Equipped by: Cecil as Dark Knight  
Special Attribute: None  
Acquired By: It can be purchased for 800 G.

---

---

-----  
Name of Arm Gear: Silver Gauntlet  
Defense: 4  
Magic Defense: 4  
Equipped by: Rosa, Rydia, Tellah, Edge, Yang, Palom, Porom, Edge  
Special Attribute: None  
Acquired By: It can be purchased for 650 G.  
-----

-----  
Name of Arm Gear: Paladin Gauntlet  
Defense: 5  
Magic Defense: 1  
Equipped by: Cecil  
Special Attribute: None  
Acquired By: It can be purchased for 3000 G.  
-----

-----  
Name of Arm Gear: Gold Ring  
Defense: 6  
Magic Defense: 8  
Equipped by: Rosa, Rydia, Tellah, Edward, Yang, Palom, Porom, Edge  
Special Attribute: It protects against Bolt attacks, cutting damage in half.  
Acquired By: It can be purchased for 4000 G.  
-----

-----  
Name of Arm Gear: Mythril Gauntlet  
Defense: 6  
Magic Defense: 2  
Equipped by: Cecil, Kain, Cid, FuSoYa  
Special Attribute: None  
Acquired By: It can be purchased for 2000 G.  
-----

-----  
Name of Arm Gear: Diamond Gauntlet  
Defense: 7  
Magic Defense: 3  
Equipped by: Cecil, Kain, Cid  
Special Attribute: It protects against Bolt attacks, cutting damage in half.  
Acquired By: It can be purchased for 5000 G.  
-----

-----  
Name of Arm Gear: Genji Gauntlet  
Defense: 8  
Magic Defense: 3  
Equipped by: Cecil, Kain, Cid  
Special Attribute: None  
Acquired By: It is located in Bahamut's Cave.  
-----

-----  
Name of Arm Gear: Dragon Gauntlet  
Defense: 9  
Magic Defense: 7  
Equipped by: Cecil, Kain, Cid  
Special Attribute: It protects against Bolt, Fire, and Ice attacks, cutting

damage in half.

Acquired By: It is located in the Moon's Core.

Name of Arm Gear: Crystal Gauntlet

Defense: 10

Magic Defense: 7

Equipped by: Cecil

Special Attribute: None

Acquired By: It is located in the Moon's Core.

Name of Arm Gear: Zeus Gauntlet

Defense: 10

Magic Defense: 0

Equipped by: Cecil, Kain, Cid, Rydia, Yang, Edge

Special Attribute: It protects against the Mini status effect.

Acquired By: Win it from a Skeleton.

Name of Arm Gear: Protect Ring

Defense: 13

Magic Defense: 3

Equipped by: Everyone except Cecil as Dark Knight.

Special Attribute: It protects against Bolt, Fire, and Ice attacks, cutting damage in half.

Acquired By: It is located in the Moon's Core.

Name of Arm Gear: Crystal Ring

Defense: 20

Magic Defense: 12

Equipped by: Everyone except Cecil as a Dark Knight.

Special Attribute: It protects against Confuse, Paralyze, and Sleep status effects.

Acquired By: It is won from 2 Fatal Eyes.

[X. Magic List]

----Here is a list of all the magic in this game.----

{WHITE MAGIC}

----Used by: Porom, Rosa, Foo-so-ya, Tella, Paladian Cecil, Rydia----

Name: Cure



Magic Points Used: 3

Description: Low level cure spell. Heals a decent amount, not too much.

---

---

Name: Hold

Magic Points Used: 5

Description: It holds a target still so they will be vulnerable to any attack.

---

---

Name: Scan

Magic Points Used: 1

Description: Like Scan magic, you can check out how much Hit Points and weakness an enemy has.

---

---

Name: Slow

Magic Points Used: 14

Description: This magic will make the enemy you target go slower.

---

---

Name: Sight

Magic Points Used: 2

Description: This magic allows you to see the world map.

---

---

Name: Cure 2

Magic Points Used: 9

Description: This is a medium level cure spell.

---

---

Name: Life 1

Magic Points Used: 18

Description: It brings an enemy back to life.

---

---

Name: Shell

Magic Points Used: 10

Description: It protects against enemy magical attacks.

---

---

Name: Armor

Magic Points Used: 9

Description: It protects against enemy physical attacks.

---

---

Name: Mute

Magic Points Used: 6

Description: It prevents the targeted enemy from using a magical attack.

---

---

Name: Esuna  
Magic Points Used: 20  
Description: It cures status ailments.

---

---

Name: Dispel  
Magic Points Used: 12  
Description: It removes benedicial status conditions.

---

---

Name: Berserk  
Magic Points Used: 18  
Description: Every time this person turn comes, he/she will attack, at an increased attack power.

---

---

Name: Exit  
Magic Points Used: 10  
Description: This is used to escape a Cave or dungeon. Does not work in a town.

---

---

Name: Blink  
Magic Points Used: 8  
Description: It makes a character able to evade easier.

---

---

Name: Charm  
Magic Points Used: 10  
Description: This makes one of your opponents an ally.

---

---

Name: Cure 3  
Magic Points Used: 18  
Description: This is a high level cure spell.

---

---

Name: Mini  
Magic Points Used: 6  
Description: This causes a enemy to shrink to a smaller size, decreasing its statistics severely.

---

---

Name: Haste  
Magic Points Used: 25  
Description: This increases the target's speed rating.

---

---

Name: Float  
Magic Points Used: 8  
Description: It allows your characters to hover in the air.

---

---

-----  
Name: Wall  
Magic Points Used: 30  
Description: It makes a protective barrier than protects against most kinds of magic.  
-----

-----  
Name: Cure 4  
Magic Points Used: 40  
Description: It completely heals all the character's HP. Max HP recovery.  
-----

-----  
Name: Life 2  
Magic Points Used: 52  
Description: It brings a character back to life and restores all their HP.  
-----

-----  
Name: Holy  
Magic Points Used: 46  
Description: Offensive white magic that causes holy based damage.  
-----

=====  
-----{BLACK MAGIC}-----  
=====

----Used by: Tellah, Foo-soo-ya, Rydia, Palom----

-----  
Name: Ice 1  
Magic Points Used: 5  
Description: This is a low level ice attack that does minor damage.  
-----

-----  
Name: Bolt 1  
Magic Points Used: 5  
Description: This is a low level lightning attack that does minor damage.  
-----

-----  
Name: Sleep  
Magic Points Used: 12  
Description: This puts the selected enemy to sleep.  
-----

-----  
Name: Fire 1  
Magic Points Used: 5  
Description: This is a low level fire attack that does minor damage.  
-----

-----  
Name: Venom  
Magic Points Used: 2  
-----

Description: This spell attacks the selected enemy with poison.

Name: Toad

Magic Points Used: 7

Description: This spell turns the targeted enemy into a toad.

Name: Warp

Magic Points Used: 4

Description: This magic allows you to move to the previous room in a dungeon.

Name: Stop

Magic Points Used: 15

Description: This spell causes the targeted enemy to stop.

Name: Piggy

Magic Points Used: 1

Description: This spell turns the targeted enemy into a pig.

Name: Fire 2

Magic Points Used: 15

Description: This is a medium level fire spell that causes moderate damage.

Name: Ice 2

Magic Points Used: 15

Description: This is a medium level ice spell that causes moderate damage.

Name: Bolt 2

Magic Points Used: 15

Description: This is a medium level thunder spell that causes moderate damage.

Name: Bio

Magic Points Used: 20

Description: This spell causes non elemental damage and gradually reduces HP. Of the poison variety.

Name: Psych

Magic Points Used: 0

Description: This spell steals MP from one target and gives the MP to you.

Name: Drain

Magic Points Used: 18

Description: This spell steals HP from one target and gives the HP to you.

---

Name: Ice 3

Magic Points Used: 30

Description: This is a high level ice spell that causes tons of damage.

---

Name: Fire 3

Magic Points Used: 30

Description: This is a high level fire spell that causes tons of damage.

---

Name: Bolt 3

Magic Points Used: 30

Description: This is a high level thunder spell that causes tons of damage.

---

Name: Quake

Magic Points Used: 30

Description: This is an earth elemental damage attack, it causes the ground to shake.

---

Name: BStone

Magic Points Used: 15

Description: This spell causes the enemy to turn to stone.

---

Name: Wind

Magic Points Used: 20

Description: This spell places the targeted enemy in a near fatal status.

---

Name: Death

Magic Points Used: 35

Description: If this spell is successful, it will instantly kill the enemy.

---

Name: Flare

Magic Points Used: 50

Description: This spell shoots off big ass flames from the sky, causing huge amounts of damage.

---

Name: Meteo

Magic Points Used: 99

Description: This attack can hit several times for huge amounts of damage.

---

=====  
-----{CALL MAGIC}-----  
=====

----Used by: Rydia----

-----  
Name: Chocobo  
Magic Points Used: 7  
Attack: Chocobo Kick  
Description: A big ass chocobo comes out of nowhere and super kicks an enemy.  
Gained When: Rydia first joins your party.  
-----

-----  
Name: Mist  
Magic Points Used: 20  
Attack: Mist Breath  
Description: A dragon shoots out water based mist at an enemy.  
Gained When: Level up  
-----

-----  
Name: Titan  
Magic Points Used: 40  
Attack: Anger of the Land  
Description: It shoots off a earth based attack at enemies.  
Gained When: Level up  
-----

-----  
Name: Shiva  
Magic Points Used: 30  
Attack: Ice Storm  
Description: Shiva will come out and shoot ice at all enemies.  
Gained When: Level up  
-----

-----  
Name: Ramuh  
Magic Points Used: 30  
Attack: Lightning of Justice  
Description: Indra will come out and shoot lightning at the enemies.  
Gained When: Level up  
-----

-----  
Name: Ifrit  
Magic Points Used: 30  
Attack: Hellfire  
Description: Ifrit will come in and use strong fire magic against the enemies.  
Gained When: Level up  
-----

-----  
Name: Sylph  
Magic Points Used: 25  
Attack: Whisper of the Wind  
Description: It regains HP and puts up a barrier around you.  
-----

Gained When: Found in the Sylvan Cave.

---

---

Name: Odin

Magic Points Used: 45

Attack: Zantetsuken

Description: Kills an enemy instantly, but he just shows up sometimes.

Gained When: Found in the basement of Baron Castle.

---

---

Name: Asura

Magic Points Used: 50

Attack: Asura

Description: Summons energy and attacks enemies and heals HP.

Gained When: Kill Asura in the Land of the Summoned Monsters.

---

---

Name: Leviathan

Magic Points Used: 50

Attack: Tsunami

Description: A big tidal wave gushes over the enemies, causing damage.

Gained When: Kill Leviathan in the Land of the Summoned Monsters.

---

---

Name: Bahamut

Magic Points Used: 50

Attack: Megaflare

Description: This causes a crapload of non elemental damage to all enemies.

Gained When: Found in the cave on the moon, defeat Bahamut to get it.

---

---

Name: Goblin

Magic Points Used: 1

Attack: Goblin Punch

Description: Weak attack, works like the Chocobo Kick.

Gained When: Gained randomly after defeating a Goblin.

---

---

Name: Bomb

Magic Points Used: 10

Attack: Self Destruct

Description: Kill an enemy, sacrifice yourself.

Gained When: Gained randomly after defeating a Bomb.

---

---

Name: Mage

Magic Points Used: 18

Attack: Mindblast

Description: Gain MP from enemies.

Gained When: Gained randomly after defeating a Mind Flayer.

---

---

Name: Cockatrice

Magic Points Used: 15

Attack: Stone Beak

Description: It turns enemies to stone.

Gained When: Gained randomly after defeating a Cockatrice.

-----

=====  
-----{NINJA MAGIC}-----  
=====

----Used by: Edge----

-----

Name: Flame

Magic Points Used: 15

Description: This is a fire attack.

-----

-----

Name: Flood

Magic Points Used: 20

Description: This is a flood attack.

-----

-----

Name: Blitz

Magic Points Used: 25

Description: This is a lightning attack.

-----

-----

Name: Pin

Magic Points Used: 5

Description: This is used to paralyze the enemy.

-----

-----

Name: Smoke

Magic Points Used: 10

Description: You can use this to escape from a battle very easily, wuss!

-----

-----

Name: Image

Magic Points Used: 6

Description: With this, invading attacks become easier.

-----

=====  
-----{MAGIC LEARNING LIST}-----  
=====

This is a list of what characters learn what spells and when they learn them.

=====



-----{RYDIA}-----  
=====

-----  
Level: 1  
Spell Learned: Chocobo  
Type: Summon  
-----

-----  
Level: 2  
Spell Learned: Ice  
Type: Black  
-----

-----  
Level: 3  
Spell Learned: Cure  
Type: White  
-----

-----  
Level: 4  
Spell Learned: Sight  
Type: White  
-----

-----  
Level: 5  
Spell Learned: Thunder  
Type: Black  
-----

-----  
Level: 7  
Spell Learned: Hold  
Type: White  
-----

-----  
Level: 8  
Spell Learned: Sleep  
Type: Black  
-----

-----  
Level: 10  
Spell Learned: Poison  
Type: Black  
-----

-----  
Level: 12  
Spell Learned: Cure 2  
Type: White  
-----

-----  
Level: 13  
Spell Learned: Toad  
-----

Type: Black

---

---

Level: 15

Spell Learned: Stop

Type: Black

---

---

Level: 20

Spell Learned: Piggy

Type: Black

---

---

Level: 25

Spell Learned: Bio

Type: Black

---

---

Level: 32

Spell Learned: Asper

Type: Black

---

---

Level: 36

Spell Learned: Drain

Type: Black

---

---

Level: 39

Spell Learned: Ice 3

Type: Black

---

---

Level: 42

Spell Learned: Fire 3

Type: Black

---

---

Level: 45

Spell Learned: Bolt 3

Type: Black

---

---

Level: 47

Spell Learned: Quake

Type: Black

---

---

Level: 49

Spell Learned: Stone

Type: Black

Level: 51

Spell Learned: Wind

Type: Black

Level: 52

Spell Learned: Death

Type: Black

Level: 55

Spell Learned: Flare

Type: Black

Level: 60

Spell Learned: Meteo

Type: Black

Learned as Story Items

- Fire (Black)
- Mist (Summon)
- Titan (Summon)
- Ifrit (Summon)
- Shiva (Summon)
- Ramuh (Summon)
- Leviathan (Summon)
- Asura (Summon)
- Odin (Summon)
- Sylph (Summon)
- Bahamut (Summon)

Optional Spells

- Cockatrice (Summon)
- Bomb (Summon)
- Goblin (Summon)
- Mage (Summon)

=====  
----- {TELLAH} -----  
=====

Level: 20

Magic: Fire 1

Type: Black

---

---

Level: 20  
Magic: Ice 1  
Type: Black

---

---

Level: 20  
Magic: Bolt 1  
Type: Black

---

---

Level: 20  
Magic: Stop  
Type: Black

---

---

Level: 20  
Magic: Asper  
Type: Black

---

---

Level: 20  
Magic: Cure 2  
Type: White

---

---

Level: 20  
Magic: Confuse  
Type: White

---

---

Level: 20  
Magic: Blink  
Type: White

---

---

Level: 20  
Magic: Esuna  
Type: White

---

---

Level: 20  
Magic: Life  
Type: White

---

---

Level: 20  
Magic: Exit



---

---

Level: 15  
Magic: Silence  
Type: White

---

---

---

Level: 18  
Magic: Esuna  
Type: White

---

---

---

Level: 20  
Magic: Berserk  
Type: White

---

---

---

Level: 22  
Magic: Blink  
Type: White

---

---

---

Level: 24  
Magic: Confuse  
Type: White

---

---

---

Level: 26  
Magic: Exit  
Type: White

---

---

---

Level: 29  
Magic: Shell  
Type: White

---

---

---

Level: 30  
Magic: Cure 3  
Type: White

---

---

---

Level: 30  
Magic: Mini  
Type: White

---

---

---

Level: 31  
Magic: Dispel  
Type: White

---

-----  
-----  
Level: 33  
Magic: Haste  
Type: White  
-----

-----  
-----  
Level: 35  
Magic: Float  
Type: White  
-----

-----  
-----  
Level: 36  
Magic: Reflect  
Type: White  
-----

-----  
-----  
Level: 38  
Magic: Cure 4  
Type: White  
-----

-----  
-----  
Level: 45  
Magic: Life 2  
Type: White  
-----

-----  
-----  
Level: 55  
Magic: Holy  
Type: White  
-----

=====  
----- {POROM} -----  
=====

-----  
-----  
Level: 10  
Magic: Cure  
Type: White  
-----

-----  
-----  
Level: 10  
Magic: Hold  
Type: White  
-----

-----  
-----  
Level: 10  
Magic: Mute  
Type: White  
-----

-----  
Level: 10  
Magic: Slow  
Type: White  
-----

-----  
Level: 10  
Magic: Sight  
Type: White  
-----

-----  
Level: 11  
Magic: Life 1  
Type: White  
-----

-----  
Level: 12  
Magic: Armor  
Type: White  
-----

-----  
Level: 13  
Magic: Cure 2  
Type: White  
-----

-----  
Level: 15  
Magic: Silence  
Type: White  
-----

-----  
Level: 18  
Magic: Berserk  
Type: White  
-----

-----  
Level: 19  
Magic: Exit  
Type: White  
-----

-----  
Level: 20  
Magic: Esuna  
Type: White  
-----

-----  
Level: 23  
Magic: Blink  
Type: White  
-----



-----  
Level: 25  
Magic: Confuse  
Type: White  
-----

=====  
----- {PALOM} -----  
=====

-----  
Level: 10  
Magic: Fire 1  
Type: Black  
-----

-----  
Level: 10  
Magic: Ice 1  
Type: Black  
-----

-----  
Level: 10  
Magic: Bolt 1  
Type: Black  
-----

-----  
Level: 10  
Magic: Sleep  
Type: Black  
-----

-----  
Level: 10  
Magic: Poison  
Type: Black  
-----

-----  
Level: 11  
Magic: Ice 2  
Type: Black  
-----

-----  
Level: 12  
Magic: Fire 2  
Type: Black  
-----

-----  
Level: 13  
Magic: Bolt 2  
Type: Black  
-----

-----  
Level: 14  
Magic: Stop  
Type: Black  
-----

-----  
Level: 19  
Magic: Bio  
Type: Black  
-----

-----  
Level: 22  
Magic: Toad  
Type: Black  
-----

-----  
Level: 23  
Magic: Quake  
Type: Black  
-----

-----  
Level: 25  
Magic: Drain  
Type: Black  
-----

=====  
----- {CECIL} -----  
=====

-----  
Level: 2  
Magic: Cure  
Type: White  
-----

-----  
Level: 3  
Magic: Sight  
Type: White  
-----

-----  
Level: 8  
Magic: Life 1  
Type: White  
-----

-----  
Level: 15  
Magic: Cure 2  
Type: White  
-----  
-----

Level: 19  
Magic: Exit  
Type: White

Level: 24  
Magic: Esuna  
Type: White

{EDGE}

Level: 25  
Magic: Flame  
Type: Ninja

Level: 27  
Magic: Flood  
Type: Ninja

Level: 33  
Magic: Blitz  
Type: Ninja

Level: 38  
Magic: Pin  
Type: Ninja

Level: 45  
Magic: Smoke  
Type: Ninja

Level: 50  
Magic: Image  
Type: Ninja

[XI. Enemies List]

----Here is a list of all the enemies in the game and their stats. More Coming soon!----

=====  
-----{A}-----  
=====

-----  
Name: Abyss Worm  
Hit Points: 7000  
Experience: 7350  
Gold: 310  
Weakness: Fire  
-----

-----  
Name: Adamantium  
Hit Points: 150  
Experience: 240  
Gold: 80  
Weakness: Ice  
-----

-----  
Name: Alert  
Hit Points: 1495  
Experience: 2100  
Gold: 380  
Weakness: None  
-----

-----  
Name: Alligator  
Hit Points: 150  
Experience: 840  
Gold: 95  
Weakness: Ice  
-----

-----  
Name: Allemagne  
Hit Points: 25000  
Experience: 40000  
Gold: 65200  
Weakness: Air  
-----

-----  
Name: Antlion  
Hit Points: 1000  
Experience: 1500  
Gold: 800  
Weakness: None  
-----

-----  
Name: Arachne  
Hit Points: 3500  
Experience: 4400  
Gold: 585  
-----

Weakness: Air, Ice

Name: Armadillo  
Hit Points: 300  
Experience: 1600  
Gold: 195  
Weakness: None

Name: Assault Door  
Hit Points: 5000  
Experience: 31100  
Gold: 4500  
Weakness: None

Name: Asura  
Hit Points: 23000  
Experience: 20000  
Gold: 0  
Weakness: None

Name: Attack System  
Hit Points: 2000  
Experience: 150000  
Gold: 10333  
Weakness: None

=====  
-----{B}-----  
=====

Name: Bahamut  
Hit Points: 37000  
Experience: 35000  
Gold: 0  
Weakness: None

Name: Balnaba  
Hit Points: 3927  
Experience: 0  
Gold: 0  
Weakness: None

Name: Barbariccia

Hit Points: 6000  
Experience: 9500  
Gold: 5500  
Weakness: None

---

---

Name: Baron Guard  
Hit Points: 200  
Experience: 720  
Gold: 500  
Weakness: None

---

---

Name: Basilisk  
Hit Points: 90  
Experience: 120  
Gold: 30  
Weakness: None

---

---

Name: Behemoth  
Hit Points: 16000  
Experience: 58700  
Gold: 65000  
Weakness: None

---

---

Name: Beigan (arm)  
Hit Points: 350  
Experience: 10  
Gold: 0  
Weakness: None

---

---

Name: Beigan (body)  
Hit Points: 3500  
Experience: 4800  
Gold: 3000  
Weakness: None

---

---

Name: Belfegoyle  
Hit Points: 1900  
Experience: 4095  
Gold: 485  
Weakness: Fire, Holy

---

---

Name: Berserk Ogre  
Hit Points: 1700  
Experience: 2370  
Gold: 270  
Weakness: None

-----  
-----  
Name: Black Dragon  
Hit Points: 550  
Experience: 0  
Gold: 0  
Weakness: None  
-----

-----  
-----  
Name: Black Grenade  
Hit Points: 820  
Experience: 1650  
Gold: 630  
Weakness: Air  
-----

-----  
-----  
Name: Black Knight  
Hit Points: 320  
Experience: 1100  
Gold: 175  
Weakness: Fire, Holy  
-----

-----  
-----  
Name: Black Pudding  
Hit Points: 1050  
Experience: 3060  
Gold: 1300  
Weakness: None  
-----

-----  
-----  
Name: Blizzard Lizard  
Hit Points: 400  
Experience: 1500  
Gold: 290  
Weakness: Fire  
-----

-----  
-----  
Name: Blood Flower  
Hit Points: 300  
Experience: 1210  
Gold: 35  
Weakness: Fire  
-----

-----  
-----  
Name: Blood Worm  
Hit Points: 638  
Experience: 1200  
Gold: 350  
Weakness: Thunder  
-----

-----  
-----  
Name: Bloody Bat  
-----

Hit Points: 399  
Experience: 1200  
Gold: 365  
Weakness: Air, Fire

---

---

Name: Bloody Bone  
Hit Points: 170  
Experience: 670  
Gold: 170  
Weakness: Fire, Holy

---

---

Name: Bloody Red  
Hit Points: 2000  
Experience: 3500  
Gold: 465  
Weakness: Air

---

---

Name: Blue Dragon  
Hit Points: 13200  
Experience: 13600  
Gold: 40200  
Weakness: None

---

---

Name: Bomb  
Hit Points: 50  
Experience: 370  
Gold: 80  
Weakness: None

---

---

Name: Breath  
Hit Points: 31300  
Experience: 60000  
Gold: 50000  
Weakness: None

---

---

Name: Brena  
Hit Points: 300  
Experience: 0  
Gold: 0  
Weakness: None

---

---



-----  
Name: Cagnazzo  
Hit Points: 4000  
Experience: 5500  
Gold: 4000  
Weakness: Ice  
-----

-----  
Name: Cait Sith  
Hit Points: 285  
Experience: 830  
Gold: 255  
Weakness: Holy  
-----

-----  
Name: Calco  
Hit Points: 1000  
Experience: 0  
Gold: 0  
Weakness: None  
-----

-----  
Name: Calcobrena  
Hit Points: 4624  
Experience: 190000  
Gold: 7000  
Weakness: None  
-----

-----  
Name: Cannibal  
Hit Points: 370  
Experience: 960  
Gold: 220  
Weakness: Fire  
-----

-----  
Name: Centaur Knight  
Hit Points: 380  
Experience: 1000  
Gold: 175  
Weakness: None  
-----

-----  
Name: Centipede  
Hit Points: 60  
Experience: 80  
Gold: 20  
Weakness: None  
-----

-----  
Name: Chimera  
Hit Points: 700  
Experience: 2875  
-----



Experience: 17300  
Gold: 2400  
Weakness: None

---

---

Name: Deathtanet  
Hit Points: 300  
Experience: 850  
Gold: 350  
Weakness: Thunder

---

---

Name: Defense System  
Hit Points: 2000  
Experience: 150000  
Gold: 10333  
Weakness: None

---

---

Name: Demon Soldier  
Hit Points: 11800  
Experience: 18900  
Gold: 7000  
Weakness: None

---

---

Name: Demon's Wall  
Hit Points: 19000  
Experience: 23000  
Gold: 8000  
Weakness: None

---

---

Name: Dive Eagle  
Hit Points: 18  
Experience: 30  
Gold: 10  
Weakness: Air

---

---

Name: Dr. Lugeie (2)  
Hit Points: 6600  
Experience: 15000  
Gold: 4000  
Weakness: None

---

---

Name: Dog  
Hit Points: 2500  
Experience: 3000  
Gold: 3000  
Weakness: None

---

---

-----  
Name: Domo Boy  
Hit Points: 37  
Experience: 190  
Gold: 50  
Weakness: None  
-----

-----  
Name: Draculady  
Hit Points: 250  
Experience: 819  
Gold: 195  
Weakness: Fire, Holy  
-----

-----  
Name: Dragon Knight  
Hit Points: 65000  
Experience: 0  
Gold: 0  
Weakness: None  
-----

-----  
Name: Dragon Machine  
Hit Points: 15000  
Experience: 41500  
Gold: 2550  
Weakness: Fire  
-----

-----  
Name: Dream Evil  
Hit Points: 1100  
Experience: 3700  
Gold: 365  
Weakness: None  
-----

=====  
----- {E} -----  
=====

-----  
Name: Eblana King  
Hit Points: 60000  
Experience: 0  
Gold: 0  
Weakness: None  
-----

-----  
Name: Eblana Queen  
Hit Points: 60000  
Experience: 0  
Gold: 0  
-----

Weakness: None

-----  
-----  
Name: Eukaryote  
Hit Points: 1700  
Experience: 7200  
Gold: 1560  
Weakness: None

-----  
-----  
Name: Evil Head  
Hit Points: 800  
Experience: 2050  
Gold: 355  
Weakness: Air, Fire

=====  
----- {F} -----  
=====

-----  
-----  
Name: Face Bat  
Hit Points: 150  
Experience: 630  
Gold: 150  
Weakness: Air, Holy

-----  
-----  
Name: Fake Puppet  
Hit Points: 256  
Experience: 860  
Gold: 180  
Weakness: Fire

-----  
-----  
Name: Fang Shell  
Hit Points: 58  
Experience: 110  
Gold: 30  
Weakness: Thunder

-----  
-----  
Name: Fighter  
Hit Points: 65  
Experience: 410  
Gold: 100  
Weakness: None

-----  
-----  
Name: Flame Dog  
Hit Points: 1221



Hit Points: 110  
Experience: 370  
Gold: 55  
Weakness: None

---

---

Name: General  
Hit Points: 320  
Experience: 610  
Gold: 155  
Weakness: None

---

---

Name: Ghast  
Hit Points: 170  
Experience: 200  
Gold: 75  
Weakness: Fire, Holy

---

---

Name: Ghoul  
Hit Points: 120  
Experience: 930  
Gold: 200  
Weakness: Fire, Holy

---

---

Name: Giant Soldier  
Hit Points: 8500  
Experience: 31000  
Gold: 1500  
Weakness: None

---

---

Name: Gigantoad  
Hit Points: 44  
Experience: 90  
Gold: 25  
Weakness: Ice

---

---

Name: Gigas Gator  
Hit Points: 292  
Experience: 870  
Gold: 300  
Weakness: Ice

---

---

Name: Goblin  
Hit Points: 6  
Experience: 20  
Gold: 10  
Weakness: None





Gold: 220  
Weakness: None

Name: Hellturtle  
Hit Points: 700  
Experience: 1350  
Gold: 230  
Weakness: Ice

Name: Hydra  
Hit Points: 200  
Experience: 680  
Gold: 230  
Weakness: Ice, Thunder

=====  
-----{I}-----  
=====

Name: Ice Beast  
Hit Points: 445  
Experience: 1570  
Gold: 280  
Weakness: Fire

Name: Ice Warrior  
Hit Points: 1050  
Experience: 2600  
Gold: 215  
Weakness: Fire

Name: Insectus  
Hit Points: 28  
Experience: 8  
Gold: 15  
Weakness: None

Name: Iron Dress  
Hit Points: 100  
Experience: 1100  
Gold: 235  
Weakness: None

Name: Iron Golem  
Hit Points: 2500

Experience: 3700  
Gold: 385  
Weakness: None

-----  
-----  
Name: Iron Soldier  
Hit Points: 3000  
Experience: 9900  
Gold: 1220  
Weakness: None

=====  
----- {K} -----  
=====

-----  
Name: Kuar  
Hit Points: 593  
Experience: 2800  
Gold: 345  
Weakness: None

=====  
----- {L} -----  
=====

-----  
Name: Lacy  
Hit Points: 100  
Experience: 160  
Gold: 40  
Weakness: None

-----  
Name: Lady Guard  
Hit Points: 390  
Experience: 1260  
Gold: 200  
Weakness: None

-----  
Name: Lamia  
Hit Points: 1200  
Experience: 2060  
Gold: 1210  
Weakness: None

-----  
Name: Last Arm  
Hit Points: 9500  
Experience: 8800  
Gold: 340



Gold: 35

Weakness: Ice

---

---

Name: Mag

Hit Points: 4300

Experience: 3000

Gold: 3000

Weakness: None

---

---

Name: Magma Turtle

Hit Points: 400

Experience: 1700

Gold: 235

Weakness: Ice

---

---

Name: Mammon

Hit Points: 1800

Experience: 5500

Gold: 525

Weakness: Fire

---

---

Name: Manticore

Hit Points: 2000

Experience: 35000

Gold: 1200

Weakness: None

---

---

Name: Marion

Hit Points: 473

Experience: 1290

Gold: 195

Weakness: None

---

---

Name: Marionette

Hit Points: 300

Experience: 1420

Gold: 270

Weakness: None

---

---

Name: Medusa

Hit Points: 430

Experience: 1250

Gold: 225

Weakness: None

---

---

-----  
Name: Mind  
Hit Points: 12300  
Experience: 65000  
Gold: 50000  
Weakness: None  
-----

-----  
Name: Mind Flayer  
Hit Points: 500  
Experience: 1100  
Gold: 235  
Weakness: None  
-----

-----  
Name: Miss Vampire  
Hit Points: 2350  
Experience: 4600  
Gold: 220  
Weakness: Fire, Holy  
-----

-----  
Name: Mist Dragon  
Hit Points: 465  
Experience: 700  
Gold: 200  
Weakness: None  
-----

-----  
Name: Mithril Golem  
Hit Points: 2000  
Experience: 2950  
Gold: 240  
Weakness: Ice  
-----

-----  
Name: Mithril Lamia  
Hit Points: 1100  
Experience: 2160  
Gold: 1310  
Weakness: None  
-----

-----  
Name: Mol  
Hit Points: 555  
Experience: 1510  
Gold: 225  
Weakness: None  
-----

-----  
Name: Molbol  
Hit Points: 1999  
Experience: 11000  
-----

Gold: 460  
Weakness: None

Name: Moon Goddess  
Hit Points: 2700  
Experience: 13100  
Gold: 3500  
Weakness: None

Name: Mother Bomb  
Hit Points: 10800  
Experience: 1750  
Gold: 1200  
Weakness: Darkness

Name: Mystery Egg  
Hit Points: Varies  
Experience: Varies  
Gold: Varies  
Weakness: Varies

{N}

Name: Naga  
Hit Points: 900  
Experience: 1120  
Gold: 150  
Weakness: None

Name: Nagarusher  
Hit Points: 1200  
Experience: 3600  
Gold: 240  
Weakness: None

{O}

Name: Octomammoth  
Hit Points: 2350  
Experience: 1200  
Gold: 500  
Weakness: Darkness, Thunder

-----  
-----  
Name: Odin  
Hit Points: 20500  
Experience: 18000  
Gold: 0  
Weakness: Thunder  
-----

-----  
-----  
Name: Officer  
Hit Points: 221  
Experience: 400  
Gold: 80  
Weakness: None  
-----

-----  
-----  
Name: Ogre  
Hit Points: 865  
Experience: 1100  
Gold: 240  
Weakness: Holy  
-----

=====  
-----{P}-----  
=====

-----  
-----  
Name: Pain Bomb  
Hit Points: 100  
Experience: 450  
Gold: 105  
Weakness: None  
-----

-----  
-----  
Name: Phase  
Hit Points: 25500  
Experience: 50000  
Gold: 65000  
Weakness: None  
-----

-----  
-----  
Name: Pink Puff  
Hit Points: 10000  
Experience: 0  
Gold: 0  
Weakness: None  
-----

-----  
-----  
Name: Plague  
Hit Points: 28000  
Experience: 31200  
Gold: 550  
-----

Weakness: Air

Name: Prankster

Hit Points: 385

Experience: 1500

Gold: 275

Weakness: Fire

Name: Prokaryote

Hit Points: 2200

Experience: 8100

Gold: 1850

Weakness: None

Name: Purple Baravois

Hit Points: 50

Experience: 760

Gold: 50

Weakness: Fire

{R}

Name: Rag

Hit Points: 2200

Experience: 3000

Gold: 3000

Weakness: None

Name: Red Dragon

Hit Points: 15000

Experience: 51800

Gold: 65000

Weakness: Ice

Name: Red Marshmallow

Hit Points: 55

Experience: 25

Gold: 15

Weakness: None

Name: Remedy Bomb

Hit Points: 600

Experience: 2480



Gold: 315

Weakness: Air

---

---

Name: Revenant

Hit Points: 160

Experience: 680

Gold: 190

Weakness: Fire, Holy

---

---

Name: Rilmarder

Hit Points: 12000

Experience: 21000

Gold: 10700

Weakness: Thunder

---

---

Name: Roc

Hit Points: 999

Experience: 1410

Gold: 150

Weakness: Air

---

---

Name: Roc Baby

Hit Points: 50

Experience: 1010

Gold: 85

Weakness: Air

---

---

Name: Rockgrinder

Hit Points: 600

Experience: 2800

Gold: 345

Weakness: None

---

---

Name: Rubicante

Hit Points: 25200

Experience: 25000

Gold: 7000

Weakness: Ice

---

---

=====  
-----{S}-----  
=====

---

---

Name: Sahagin

Hit Points: 48

Experience: 800  
Gold: 100  
Weakness: Thunder

---

---

Name: Sand Sahag  
Hit Points: 20  
Experience: 80  
Gold: 20  
Weakness: Ice

---

---

Name: Sand Worm  
Hit Points: 75  
Experience: 88  
Gold: 25  
Weakness: None

---

---

Name: Satanite  
Hit Points: 2400  
Experience: 4300  
Gold: 575  
Weakness: None

---

---

Name: Satan Jr.  
Hit Points: 2980  
Experience: 6400  
Gold: 650  
Weakness: None

---

---

Name: Scarmiglione  
Hit Points: 3100  
Experience: 3000  
Gold: 3000  
Weakness: None

---

---

Name: Scarmiglione (2)  
Hit Points: 3000  
Experience: 4000  
Gold: 3000  
Weakness: Air, Fire, Holy

---

---

Name: Sea Pot  
Hit Points: 110  
Experience: 230  
Gold: 80  
Weakness: Thunder

---

---

-----  
Name: Searcher  
Hit Points: 5500  
Experience: 18200  
Gold: 900  
Weakness: None  
-----

-----  
Name: Silver Ryu  
Hit Points: 7500  
Experience: 25000  
Gold: 19000  
Weakness: None  
-----

-----  
Name: Skeleton  
Hit Points: 50  
Experience: 240  
Gold: 120  
Weakness: Fire, Holy  
-----

-----  
Name: Skull Dragon  
Hit Points: 9000  
Experience: 14100  
Gold: 6750  
Weakness: Fire, Holy  
-----

-----  
Name: Skulljar  
Hit Points: 740  
Experience: 1055  
Gold: 120  
Weakness: Fire, Holy  
-----

-----  
Name: Soldier  
Hit Points: 27  
Experience: 160  
Gold: 55  
Weakness: None  
-----

-----  
Name: Sorcerer  
Hit Points: 1000  
Experience: 2370  
Gold: 275  
Weakness: None  
-----

-----  
Name: Sorcerer Lady  
Hit Points: 300  
-----



Hit Points: 7000  
Experience: 8000  
Gold: 900  
Weakness: Air

---

---

Name: Thunder Fish  
Hit Points: 200  
Experience: 650  
Gold: 230  
Weakness: Air

---

---

Name: Thunder Spirit  
Hit Points: 1400  
Experience: 2460  
Gold: 150  
Weakness: Holy

---

---

Name: Tiny Mage  
Hit Points: 69  
Experience: 260  
Gold: 100  
Weakness: None

---

---

Name: Toady Toad  
Hit Points: 400  
Experience: 1850  
Gold: 335  
Weakness: Ice

---

---

Name: Toady Witch  
Hit Points: 2960  
Experience: 3500  
Gold: 600  
Weakness: None

---

---

Name: Tridariathan  
Hit Points: 37000  
Experience: 61100  
Gold: 0  
Weakness: None

---

---

Name: Twin Snake  
Hit Points: 90  
Experience: 760  
Gold: 225  
Weakness: Holy, Ice



=====  
-----{Z}-----  
=====

-----  
Name: Zemus  
Hit Points: 11000  
Experience: 0  
Gold: 0  
Weakness: None  
-----

-----  
Name: Zeromus  
Hit Points: 111000  
Experience: 0  
Gold: 0  
Weakness: None  
-----

-----  
Name: Zombie  
Hit Points: 40  
Experience: 120  
Gold: 35  
Weakness: Fire, Holy  
-----

-----  
Name: Zombiesaur  
Hit Points: 10000  
Experience: 15100  
Gold: 8100  
Weakness: Fire, Holy  
-----

-----  
Name: Zuu  
Hit Points: 941  
Experience: 740  
Gold: 700  
Weakness: Air  
-----

-----  
-----[XII. Shop Guide]-----  
-----

----Here is a list of all the shops in the game and what they sell.----

=====  
-----{BARON VILLAGE - 1ST VISIT}-----  
=====

SHOP ITEMS

-----

Potion - 30 gil  
Life - 100 gil  
Soft - 400 gil  
Maiden's Kiss - 60 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Tent - 100 gil  
Gyashl - 50 gil

=====  
-----{KAIPO}-----  
=====

SHOP ITEMS

-----

Potion - 30 gil  
Life - 100 gil  
Soft - 400 gil  
Maiden's Kiss - 60 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Tent - 100 gil  
Gyashl - 50 gil

WEAPON SHOP ITEMS

-----

Rod - 100 gil  
Staff - 160 gil  
Short Bow - 220 gil  
Brass Arrows - 10 gil

ARMOR SHOP ITEMS

-----

Leather Helmet - 100 gil  
Clothes - 50 gil  
Leather Armor - 200 gil  
Iron Ring - 100 gil

=====  
-----{FABUL CASTLE}-----  
=====

SHOP ITEMS

-----

Potion - 30 gil  
Life - 100 gil  
Soft - 400 gil



Maiden's Kiss - 60 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Tent - 100 gil  
Gyashl - 50 gil

WEAPON AND ARMOR SHOP ITEMS

-----  
Fire Claw - 350 gil  
Ice Claw - 450 gil  
Bolt Claw - 550 gil  
Demon Helmet - 980 gil  
Demon Armor - 3000 gil  
Demon Arm - 800 gil

=====  
-----{MYSIDIA}-----  
=====

SHOP ITEMS

-----  
Potion - 30 gil  
Hi Potion - 150 gil  
Life - 100 gil  
Soft - 400 gil  
Echo Note - 50 gil  
Antidote - 40 gil  
Tent - 100 gil  
Cabin - 500 gil

WEAPONS SHOP ITEMS

-----  
Ice Rod - 220 gil  
Flame Rod - 380 gil  
Cure Staff - 480 gil  
Crossbow - 700 gil  
Holy Arrows - 20 gil

ARMOR SHOP ITEMS

-----  
Magus Hat - 700 gil  
Gaia Gear - 500 gil  
Silver Arm - 650 gil  
Paladin Shield - 700 gil  
Paladin Helmet - 4000 gil  
Paladin Armor - 8000 gil  
Paladin Arm - 3000 gil

=====  
-----{BARON VILLAGE - 2ND VISIT}-----  
=====

=====

SHOP ITEMS

-----

Potion - 30 gil  
Life - 100 gil  
Soft - 400 gil  
Maiden's Kiss - 60 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Tent - 100 gil  
Gyashl - 50 gil

WEAPON SHOP ITEMS

-----

Thunder Rod - 700 gil  
Cure Staff - 480 gil  
Fire Claw - 350 gil  
Ice Claw - 450 gil  
Bolt Cloaw - 550 gil

ARMOR SHOP ITEMS

-----

Headband - 450 gil  
Kenpo - 4000 gil  
Silver Gauntlets - 650 gil

=====

-----{VILLAGE OF MIST}-----

=====

WEAPON SHOP ITEMS

-----

Whip - 3000 gil  
Dancing Dagger - 5000 gil

ARMOR SHOP ITEMS

-----

Bard - 70 gil

=====

-----{AGART}-----

=====

SHOP ITEMS

-----

Potion - 30 gil  
Life - 100 gil  
Soft - 400 gil  
Maiden's Kiss - 60 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Tent - 100 gil  
Gyashl - 50 gil

WEAPON SHOP ITEMS

-----  
  
Rod - 100 gil  
Staff - 160 gil  
Spear - 60 gil  
Boomerang - 3000 gil  
Short Bow - 220 gil  
Crossbow - 700 gil  
Brass Arrows - 10 gil  
Holy Arrows - 20 gil

ARMOR SHOP ITEMS

-----  
  
Iron Shield - 100 gil  
Iron Helmet - 150 gil  
Iron Armor - 600 gil  
Iron Gauntlets - 130 gil  
Iron Ring - 100 gil

=====  
-----{TROIA}-----  
=====

SHOP ITEMS

-----  
  
Potion - 30 gil  
Life - 100 gil  
Soft - 400 gil  
Maiden's Kiss - 60 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Tent - 100 gil  
Gyashl - 50 gil

WEAPON SHOP ITEMS

-----  
  
Wooden Hammer - 800 gil  
Great Bow - 2000 gil  
Fire Arrows - 30 gil  
Ice Arrows - 30 gil  
Bolt Arrows - 30 gil

ARMOR SHOP ITEMS

-----

Leather Hat - 100 gil  
Feather Hat - 330 gil  
Clothes - 50 gil  
Leather Armor - 200 gil  
Ruby Ring - 1000 gil

=====  
-----{CAVE EBLAN}-----  
=====

SHOP ITEMS

-----

Soft - 400 gil  
Maiden's Kiss - 60 gil  
Mallet - 80 gil  
Diet Food - 100 gil  
Echo Note - 50 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Cross - 100 gil

WEAPON SHOP ITEMS

-----

Power Staff - 2000 gil  
Ice Brand - 26000 gil  
Ice Spear - 21000 gil  
Kunai - 4000 gil  
Boomerang - 3000 gil  
Archer Bow - 3000 gil  
Archer Arrows - 70 gil

ARMOR SHOP ITEMS

-----

Ice Shield - 10000 gil  
Ice Armor - 35000 gil  
Black Robe - 10000 gil

=====  
-----{DWARVEN CASTLE}-----  
=====

SHOP ITEMS

-----

Soft - 400 gil  
Maiden's Kiss - 60 gil

Mallet - 80 gil  
Diet Food - 100 gil  
Echo Note - 50 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Cross - 100 gil  
Potion - 30 gil  
Life - 100 gil  
Tent - 100 gil  
Cabin - 500 gil  
Eagle Eye - 100 gil  
Gyashl - 50 gil  
Remedy - 5000 gil

WEAPON SHOP ITEMS

-----  
Dwarf Axe - 15000 gil  
Great Bow - 2000 gil  
Darkness Arrow - 40 gil  
Flame Sword - 14000 gil  
Fire Spear - 11000 gil

ARMOR SHOP ITEMS

-----  
Flame Shield - 1250 gil  
Flame Armor - 30000 gil  
Wizard Hat - 2000 gil  
Wizard Robe - 1200 gil  
Rune Gloves - 2000 gil

=====  
-----{TOMRA}-----  
=====

SHOP ITEMS

-----  
Soft - 400 gil  
Maiden's Kiss - 60 gil  
Mallet - 80 gil  
Diet Food - 100 gil  
Echo Note - 50 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Cross - 100 gil  
Potion - 30 gil  
Life - 100 gil  
Tent - 100 gil  
Cabin - 500 gil  
Eagle Eye - 100 gil  
Gyashl - 50 gil  
Remedy - 5000 gil

WEAPON SHOP ITEMS

-----

Ashura - 7000 gil  
Chain - 6000 gil  
Ogre Axe - 45000 gil  
Archer Bow - 3000 gil  
Mute Arrows - 100 gil

ARMOR SHOP ITEMS

-----

Diamond Shield - 15000 gil  
Diamond Helmet - 10000 gil  
Diamond Armor - 40000 gil  
Diamond Gauntlets - 5000 gil  
Tiara - 20000 gil  
Gold Ring - 4000 gil

=====  
-----{LAND OF SUMMONS}-----  
=====

SHOP ITEMS

-----

Soft - 400 gil  
Maiden's Kiss - 60 gil  
Mallet - 80 gil  
Diet Food - 100 gil  
Echo Note - 50 gil  
Eyedrops - 30 gil  
Antidote - 40 gil  
Cross - 100 gil  
Potion - 30 gil  
Life - 100 gil  
Tent - 100 gil  
Cabin - 500 gil  
Eagle Eye - 100 gil  
Gyashl - 50 gil  
Remedy - 5000 gil

WEAPON SHOP ITEMS

-----

Whip - 3000 gil  
Chain Whip - 6000 gil  
Blitz - 10000 gil  
Kotetsu - 11000 gil  
Fairy Rod - 5000 gil  
Lunar Staff - 7000 gil  
Angel Arrows - 110 gil

ARMOR SHOP ITEMS

-----  
Aegis Shield - 20000 gil  
Sorcerer Robe - 30000 gil

=====  
-----{KOKKOL'S SMITHY}-----  
=====

WEAPON SHOP ITEMS  
-----

Shruikens - 20000 gil  
Fuma - 50000 gil  
Yoichi Arrows - 140 gil

=====  
-----{HUMMINGWAY HOME}-----  
=====

SHOP ITEMS  
-----

Hi Potion - 150 gil  
Life - 100 gil  
Ether 1 - 10000 gil  
Ether 2 - 50000 gil  
Elixir - 100000 gil  
Cabin - 500 gil  
Bestiary - 980 gil  
Whistle - 20000 gil

-----  
-----[XIII. Secrets List]-----  
-----

-----  
Other Summons  
-----

Did you know what you can get three summons just from fighting enemies? The Mage Flak, Bomb, and Imp will all sometimes drop items that allow you to learn their summon magic.

-----  
Excalibur  
-----

Go to the Land of Summons and get the Rat Tail, then use the hovercraft to go to the cave southeast of Mythril Village, and give the Rat Tail to the guy to get the Adamant. Then give it to Kokkol's Smithy in the Underworld. Go to the Moon and come back, and he will make you the Excalibur.

-----  
Adamant Armor  
-----

In a room in floor B5 of the Lunar Subterrane, where you can find a Inferno item, there is a 1 in 64 chance you will find a Pink Puff, and a 1 in 64 chance he will drop a Pink Tail. Give this to the Tail Collector and he will give you the Adamant Armor. This is the hardest item to get in any Final Fantasy game.

-----  
Developer's Room  
-----

In between the weapon and armor shops on the second floor of the Dwarven Castle, there is a secret passage. Take it to get to the Developer's Room. I am pretty sure this is PSX only.

-----  
Item Duplication Trick  
-----

(credit: Dingo Jellybean)

- Enter battle with a weapon in your left or right hand.
- Here enter battle.
- When the battle starts, go to an empty slot in your item box hit "A"
- Select a weapon or shield with the "A" button and put it in a empty slot.
- Finish the battle or run away, it doesn't matter.
- After the battle select the weapon or shield that you put in the empty slot and put it back in the CHARACTER'S HANDS YOU SELECTED FROM.
- Here you will see two of the same weapon or shield in your character's hand. Now click that weapon or shield again and put it in an empty slot.
- Now click on that SAME WEAPON OR SHIELD again and put it back in your character's hand. Now you have the same weapon in the character's hand, and the other duplicate in your inventory!

-----  
Rare Items  
-----

Each time you win a battle, sometimes you will win a rare item. Here is a list of the rare items, the effects of these items, and which enemies you can WIN them from (not sneak).

-----  
Rare Item Name: Artemis Bow  
Description of Rare Item: The best bow in the game.  
Names of Monster(s) You can win Rare Item from: Kary  
-----

-----  
Rare Item Name: Bomb  
-----



Description of Rare Item: It teaches Rydia how to summon Bomb.

Names of Monster(s) You can win Rare Item from: Bomb, Gray Bomb, Balloon, Grenade

---

Rare Item Name: Cocatris

Description of Rare Item: It teaches Rydia how to summon Cocatris.

Names of Monster(s) You can win Rare Item from: Eagle, Cocatris, Roc Baby

---

Rare Item Name: Crystal Ring

Description of Rare Item: It prevents Sleep, Confuse, and Paralyze.

Names of Monster(s) You can win Rare Item from: Red Dragon

---

Rare Item Name: Cursed Ring

Description of Rare Item: It absorbs elemental damage, but lowers stats.

Names of Monster(s) You can win Rare Item from: Spirit, Soul, Ghoust, Hooligan, D. Bone, D. Fossil

---

Rare Item Name: Dragon Spear

Description of Rare Item: It is a powerful dragoon spear.

Names of Monster(s) You can win Rare Item from: Red Dragon, Blue Dragon

---

Rare Item Name: Glass Helmet

Description of Rare Item: It prevents most status effects.

Names of Monster(s) You can win Rare Item from: Evil Mask

---

Rare Item Name: Gorgon Sword

Description of Rare Item: This sword can cause gradual petrify.

Names of Monster(s) You can win Rare Item from: Black Lizard, Medusa, Gorgon

---

Rare Item Name: Imp

Description of Rare Item: It teaches Rydia how to summon Imp.

Names of Monster(s) You can win Rare Item from: Imp, Imp Captain, Black Imp, Tricker

---

Rare Item Name: Lilith Rod

Description of Rare Item: Casts Drain on opponent.

Names of Monster(s) You can win Rare Item from: Lilith

---

Rare Item Name: Mage

Description of Rare Item: It teaches Rydia how to summon Mage.

Names of Monster(s) You can win Rare Item from: Mage

---

-----  
Rare Item Name: Pink Tail

Description of Rare Item: Rarest of items, trade it to get Adamant armor.

Names of Monster(s) You can win Rare Item from: Pink Puff  
-----

-----  
Rare Item Name: Power Vest

Description of Rare Item: Raises strength but only minimizes defense increase.

Names of Monster(s) You can win Rare Item from: Behemoth  
-----

-----  
Rare Item Name: Rune Axe

Description of Rare Item: This strong axe works well against magic users.

Names of Monster(s) You can win Rare Item from: Mac Giant, Red Giant  
-----

-----  
Rare Item Name: Serpent Whip

Description of Rare Item: This whip is effective against dragon type monsters.

Names of Monster(s) You can win Rare Item from: Blue Dragon  
-----

-----  
Rare Item Name: Silence Staff

Description of Rare Item: It cures and casts Silence, and improves the Will stat.

Names of Monster(s) You can win Rare Item from: Marion, Sorcerer, Conjurer  
-----

-----  
Rare Item Name: Zeus Gloves

Description of Rare Item: Effective gloves against giants, protects against Mini.

Names of Monster(s) You can win Rare Item from: Skulls, Red Bones  
-----

-----  
-----[XIV. Other Information]-----  
-----

----This is a list of all other information about me and my guide.----

=====  
-----{CREDITS}-----  
=====

-AdrenalineSL

For being a good friend, and she is a great writer. Check out her Dark Cloud guide and especially Chrono Cross, it kicks major ass. She also is doing a FFC guide with me, check out her Chrono Trigger guide! She is also a hottie! ^\_^. And she did the ASCII art and format. Hell, what didn't she do? :)

-Dingo Jellybean - <http://www.dingojellybean.com>

Very helpful and kick ass fellow. I got some storyline parts from his guide since I am too lazy to type them up myself ^\_^

-Myself

For writing this damn guide. :)

-Emperor Dark - emperor\_dark@hotmail.com

I got the character section from his guide, thanks!

-GameFAQs - <http://www.gamefaqs.com>

For posting this guide and most of my other guides.

-Brady Games

Their guide helped me translate this guide from the SNES ROM version to the PSX version, thanks guys!

-Fresh Baked Games - <http://www.fbgames.com>

For being the coolest gaming site on the web and posting all my guides.

-Neoseeker - <https://www.neoseeker.com>

For posting this guide and most of my other guides.

-Squaresoft - <http://www.squaresoft.com>

For finally bringing this great game to America, well actually Square EA did, so they deserve huggles!

=====  
-----{CONTACT INFORMATION, MY OTHER GUIDES, ETC.}-----  
=====

All my other guides and reviews can be found on my contributor page.

-<http://www.gamefaqs.com/features/recognition/9074.html>

All my unposted FAQs can be found on the following websites.

-<http://www.fbgames.com>

-<http://www.smcfadden.freesevers.com/faqs/me/>

Here is how you can contact me via e-mail or instant messengers.

-Yahoo Messenger: nicklacheysnightmare

-AIM: MeganIzMyAngel

-AOL addy: mcfaddendaman@aol.com

-MSN: daladiesman2k@hotmail.com

-----  
-----[XV. Conclusion]-----  
-----

Thanks for reading the guide, I will work on it some more soon, I promise!

And remember, read Adrenaline SL's Chrono Trigger guide or I'll make you famous! =/

-----  
-Psycho Penguin  
mcfaddendaman@aol.com - Personal  
psychopenguin24@aol.com - Game Related  
<http://www.wrestlingcolumns2000.com>  
-----

