

- Developers' Room Enemies
- Accessible Bosses
- Accessible Story-Driven Battled Enemies

III Index of All 45 Steal Items

- About the Index
- List

IV Conclusion

- Credits & Appreciation
- Copyrights

I Introduction

o-----o
| About the Guide |
o-----o

This guide was written while playing the PlayStation Final Fantasy Chronicles version of the game. It may or may not be accurate for the (many) other versions of FFIV. All item and enemy names are transcribed verbatim from that particular version of the game.

O-----O
| About Stealing |
O-----O

In Final Fantasy IV, Edge can steal various items from various enemies. Edge cannot only steal from regular enemies (Imps, Dark Imps, Eagles), but he can also steal from bosses (Zeromus, etc.) and story-driven battled enemies (K.Eblan). However, there are certain enemies that Edge cannot access because Edge joins the party rather late into the game. This means that most of the enemies in the Tower of Zot cannot be stolen from since the Tower of Zot is only accessible at the end of the first half of the game. Also, there are some story-driven battled enemies that cannot be accessed.

O-----O
| Steal Tips |
O-----O

A: If you've played FF IV quite a bit, you've probably noticed that most enemies are the spitting image of others, except they have different colors and are more powerful/weaker. These families of enemies often share the same steal item. For instance, Alert, Last Arm, and Searcher all have the same steal item (Alert). While there are exceptions, this is rather neat to know, and could save you time when trying to search for a nearby enemy.

B: Although I haven't tested this fully yet, it does seem that Edge's character level can increase the chances of stealing an item. Case in point: a LV.50 Edge could practically never steal from most of the enemies in the Lunar Subterrane. I raised him to LV.70, and he can steal with much more ease than before (though it is still difficult to steal from enemies in that area compared to other enemies). It could be that a certain parameter (Agility) might affect the success rate of stealing.

C: Edge can steal as many times from the same enemy in battle. It roughly takes an hour or so to steal about 100 items from the same enemy, excluding

most of the enemies in Lunar Subterrane. A great way to rack up steal items is to kill off all of the other party members and keep Edge alive. You won't have to hassle with parrying all the time, and it makes stealing a lot more fun. Don't KO all your other characters if you're fighting a tougher enemy though--you might want to keep Cecil (for his Cover command) or Rosa (for her Cure spells) in case Edge's HP drops low.

D: Most of the enemies located in the Lunar Subterrane and Cave Bahamut are extremely tough to steal from. Don't give up; you'll eventually be successful if you're persistent!

II Enemy List

O-----O
 | How to Use |
 O-----O

You can use this guide for both, finding out an enemy's steal item, and finding out where an enemy is located. If a regular enemy cannot be accessed, it will still be noted. Why? Because this is also a complete regular enemy listing as well! Note that the bosses and story-driven battled enemies lists are exceptions and will not include enemies that Edge can never access.

For an easier time searching for a particular monster, I've taken the liberty of separating enemies into their own groups. There are four different groupings: Regular Enemies, Developers' Room Enemies, Bosses, and Story-Driven Battled Enemies.

All enemies are listed in alphabetical order. Any added notes will be listed next to the enemy's location (for instance, some enemies may be easier to find on certain floors of certain dungeons). And, now, on with the list!

O-----O
 | Regular Enemies |
 O-----O

Enemy	Steal Item	Enemy's Location And Added Notes
Alert	Alert	Tower of Babil * Underworld (7F)
AquaWorm	Potion	Waterways of Baron
Arachne	Silk Web	Cave of Summons
Armadilo	Mythril (Shield)	Outskirts of Dwarven Castle
Balloon	Bomb	Lunar Path
Basilisk	Soft	Antlion Cave
Beamer	Tent	Giant of Babil
Behemoth	Headband (Helmet)	Lunar Core
BlackCat	Unihorn	Underworld (west border three space peninsula)
BlackLiz	Medusa (Arrows x10)	Outskirts of Dwarven Castle
BladeMan	Tent	Tower of Babil * Overworld
Blue D.	Blizzard	Lunar Subterrane
Bomb	Potion	Mt. Hobs
Breath	Potion	Lunar Core (next-to-last floor)
Cannibal	DietFood	Outskirts of Troia
Carapace	(Inaccessible)	Tower of Zot
Cave Bat	Potion	Magnetic Cavern
CaveNaga	Antidote	Magnetic Cavern
CaveToad	MaidKiss	Water Cavern

Centaur	(Inaccessible)	Tower of Zot
Centpede	Silk Web	Underworld (area near Kokkol's Smithy)
Chimera	Fire (Arrows x10)	Tower of Babil * Underworld (higher floors)
Clapper	ZeusRage	Cave of Summons - Summoned by Conjurer
Cocatrix	Life	Mt. Hobs
Conjurer	Cure (Staff)	Cave of Summons
Crawler	Potion	Underworld (west border three space peninsula)
Cream	Potion	Antlion Cave
Crocodile	Leather (Helmet)	Waterways of Baron
D.Bone	Inferno	Cave Bahamut
D.Fossil	Inferno	Lunar Subterrane
Dark Imp	Potion	Outskirts of Dwarven Castle
DarkTree	DietFood	Sylvan Cave
Eagle	Life	Outskirts of Baron
Egg	Same as hatch	Underworld (west border three space peninsula)
ElecFish	DietFood	Waterways of Baron
EpeeGirl	(Inaccessible)	Tower of Zot
EvilDoll	Illusion	Tower of Babil * Underworld (lower floors)
EvilMask	StarVeil	Lunar Core
EvilShel	DietFood	Water Cavern
FangShel	DietFood	Waterways of Baron
Fiend	MuteBell	Cave of Summons
FlameDog	Fire (Arrows x10)	Outskirts of Agart (forests)
FlameMan	FireSpr (Spear)	Tower of Babil * Underworld
FloatEye	Eyedrops	Outskirts of Baron
Gargoyle	Potion	Mt. Hobs
Gator	Leather (Helmet)	Waterways of Baron
Ghost	Potion	Sylvan Cave
Ghoul	Potion	Mt. Ordeals
GiantBat	Potion	Cave Eblan
Ging-Ryu	Stardust	Cave Bahamut
GlomWing	Ether1	Underworld (west border three space peninsula)
Gorgon	Medusa (Arrows x10)	Underworld (west border three space peninsula)
GrayBomb	Potion	Mt. Hobs
Green D.	LitStorm	Underworld (west border three space peninsula)
Gremlin	(Inaccessible)	Tower of Zot
Grenade	Bomb	Lunar Path
Grudger	Bolt (Arrows x10)	Tower of Babil * Overworld
Guard	Potion	Waterways of Baron (B2F)
Hooligan	Potion	Cave of Summons
Horseman	Tent	Giant of Babil
HugeCell	Potion	Eblan environs
HugeNaga	Antidote	Sealed Cave
Hydra	Antidote	Waterways of Baron
Ice Liz	(Inaccessible)	Tower of Zot
IceBeast	(Inaccessible)	Tower of Zot
Imp	Potion	Outskirts of Baron
Imp Cap.	Potion	Antlion Cave
Ironback	Mythril (Shield)	Cave Eblan
Ironman	Mythril (Dagger)	Tower of Babil * Overworld (after trap)
Jelly	Potion	Water Cavern
Jucllyote	Stardust	Lunar Path
Kary	Artemis (Arrows x10)	Cave Bahamut
King-Ryu	ThorRage	Lunar Subterrane
Lamia	Lamia (Harp)	Underworld (west border three space peninsula)
Larva	Potion	Mist Cave
Last Arm	Alert	Giant of Babil - Treasure monster in Passage
Lilith	Succubus	Mt. Ordeals
MacGiant	Cabin	Giant of Babil
Machine	Bolt (Arrows x10)	Giant of Babil

Mad Ogre	Bacchus	Tower of Babil * Overworld
Mad Toad	MaidKiss	Water Cavern (North) - A rare encounter
Mage	HiPotion	Magnetic Cavern (B3F) - Not too common
Malboro	Remedy	Sylvan Cave
Mantcore	Fire (Arrows x10)	Sealed Cave - TrapDoors transform into them
Marion	Cure (Staff)	Tower of Babil * Underworld (lower floors)
Mech D.	ZeusRage	Giant of Babil (Passage)
Medusa	Medusa (Arrows x10)	Underworld (west border three space peninsula)
Mind	Potion	Lunar Core (next-to-last floor)
MoonCell	Ether1	Moon surface
Naga	Antidote	Tower of Babil * Underworld - Alerts call them
Needler	Soft	Outskirts of Fabul
Ogre	Bacchus	Magnetic Cavern
Panther	Unihorn	Outskirts of Troia
Pike	Potion	Water Cavern
PinkPuff	Ether2	Lunar Subterrane (B5, in a specific room)
Piranha	Potion	Waterways of Baron
Procyote	Stardust	Lunar Path
Pudding	Ether1	Lunar Path
Puppet	(Inaccessible)	Tower of Zot
Python	Antidote	Outskirts of Troia
Q.Lamia	Lamia (Harp)	Tower of Babil * Overworld (after trap)
Red Bone	Potion	Mt. Ordeals
Red D.	Inferno	Lunar Subterrane
Red Eye	Eyedrops	Cave of Summons
Red Worm	Boreas	Lunar Path
RedGiant	Cabin	Cave Bahamut
Revenant	Potion	Mt. Ordeals
Roc	Feather (Helmet)	Eblan environs
Roc Baby	Life	Eblan environs
RockMoth	Eyedrops	Underworld (southwest extreme land border)
RocLarva	Potion	Underworld (southwest extreme land border)
Sand Man	Antidote	Desert surrounding Kaipo
SandMoth	Eyedrops	Mist Cave
Sandpede	Potion	Desert surrounding Kaipo
SandWorm	Potion	Desert surrounding Kaipo
Screamer	Bolt (Arrows x10)	Sealed Cave
Searcher	Alert	Giant of Babil
Skeleton	Potion	Mt. Hobs
Skull	Potion	Cave Eblan
Slime	Potion	Lunar Path
Sorcerer	Cure (Staff)	Tower of Babil * Overworld
Soul	Potion	Mt. Ordeals
Spirit	Potion	Mt. Hobs
Staleman	Gaia (Hammer)	Cave Eblan (Pass to Babil)
StingRat	Soft	Outskirts of Troia
Stoneman	HiPotion	Underworld (west border three space peninsula)
SwordMan	(Inaccessible)	Tower of Zot
SwordRat	Soft	Outskirts of Baron
Talantla	Silk Web	Underworld (west border three space peninsula)
TinyMage	Rod (Rod)	Water Cavern
TinyToad	MaidKiss	Sylvan Cave
ToadLady	MaidKiss	Sylvan Cave
Tofu	Potion	Lunar Path
Tortoise	Mythril (Shield)	Outskirts of Dwarven Castle
TrapDoor	Potion	Sealed Cave - Can only fight a limited number
TrapRose	DietFood	Underworld (southwest extreme land border)
Treant	DietFood	Outskirts of Troia
Tricker	Potion	Lunar Subterrane
Turtle	Antidote	Antlion Cave

VampGirl	Vampire	Magnetic Cavern
VampLady	Vampire	Sealed Cave
Veteran	Eyedrops	Lunar Subterrane
Warlock	MaidKiss	Cave Bahamut
Warrior	Tent	Cave of Summons
WaterBug	Antidote	Water Cavern
WaterHag	Potion	Water Cavern
Weeper	Potion	Antlion Cave
Were Bat	Potion	Sealed Cave
Witch	(Inaccessible)	Tower of Zot
Yellow D	LitStorm	Sealed Cave - TrapDoors rarely turn into them
Zombie	Potion	Water Cavern
Zuu	Feather (Helmet)	Outskirts of Mysdia

O-----O
| Developers' Room Enemies |
O-----O

Enemy	Steal Item	Enemy's Location and Added Notes
----	-----	-----
Aoki	(Can't steal from)	Dwarven Castle (Developers' Room)
Higuchi	(Can't steal from)	Dwarven Castle (Developers' Room)
Ito	Potion	Dwarven Castle (Developers' Room)
Matsui	Potion	Dwarven Castle (Developers' Room)
Nakada	(Can't steal from)	Dwarven Castle (Developers' Room)
Takahasi	(Can't steal from)	Dwarven Castle (Developers' Room)
Yoshii	Potion	Dwarven Castle (Developers' Room)

O-----O
| Accessible Bosses |
O-----O

Enemy	Steal Item	Enemy's Location and Added Notes
----	-----	-----
Asura	Potion	Land of Summons
Attacker	Potion	Giant of Babil
Bahamut	Potion	Cave Bahamut
CPU	Potion	Giant of Babil
Defender	Potion	Giant of Babil
Elements	Potion	Giant of Babil - All four fiends
EvilWall	Potion	Sealed Cave
Leviatan	Potion	Land of Summons
Lunasaur	Potion	Lunar Subterrane (B7)
Odin	Potion	Castle Baron (East Tower, B2F)
Ogopogo	Potion	Lunar Core (first floor)
Plague	Potion	Lunar Subterrane (B7)
Rubicant	Potion	Tower of Babil * Overworld
White D.	Potion	Lunar Subterrane (B3)
Wyvern	Potion	Lunar Subterrane (B5)
Zeromus	DkMatter	Lunar Core (last floor) - Both forms

O-----O
| Accessible Story-Driven Battled Enemies |
O-----O

Enemy	Steal Item	Enemy's Location and Added Notes
----	-----	-----
K.Eblan	Potion	Tower of Babil * Overworld
Q.Eblan	Potion	Tower of Babil * Overworld
Zemus	(Inaccessible)	Lunar Core (last floor)

III Index of All 45 Steal Items

O-----O
| About the Index |
O-----O

This is a complete listing of every item that Edge can steal from, in alphabetical order. Just want to know if a particular item can be stolen? This is the list for you.

O-----O
| List |
O-----O

Item	Enemies To Steal From
----	-----
Alert	Alert, Last Arm, Searcher
Antidote	CaveNaga, HugeNaga, Hydra, Naga, and many other enemies
Artemis (Arrows x10)	Kary
Bacchus	Mad Ogre, Ogre
Blizzard	Blue D.
Bolt (Arrows x10)	Grudger, Machine, Screamer
Bomb	Balloon, Grenade
Boreas	Red Worm
Cabin	MacGiant, RedGiant
Cure (Staff)	Conjurer, Marion, Sorcerer
DietFood	Cannibal, DarkTree, ElecFish, and many other enemies
DkMatter	Zeromus (both forms)
Ether1	GlomWing, MoonCell, Pudding
Ether2	PinkPuff
Eyedrops	FloatEye, Red Eye, RockMoth, SandMoth, Veteran
Feather (Helmet)	Roc, Zuu
Fire (Arrows x10)	Chimera, FlameDog, Mantcore
FireSpr (Spear)	FlameMan
Gaia (Hammer)	Staleman
Headband (Helmet)	Behemoth
HiPotion	Mage, Stoneman
Illusion	EvilDoll
Inferno	D.Bone, D.Fossil, Red D.
Lamia (Harp)	Lamia, Q.Lamia
Leather (Helmet)	Crocodile, Gator
Life	Cocatris, Eagle, Roc Baby
LitStorm	Green D., Yellow D
MaidKiss	CaveToad, Mad Toad, TinyToad, ToadLady, Warlock
Medusa (Arrows x10)	BlackLiz, Gorgon, Medusa
MuteBell	Fiend
Mythril (Dagger)	Ironman
Mythril (Shield)	Armadilo, Ironback, Tortoise
Potion	Imp, and many other enemies
Remedy	Malboro
Rod (Rod)	TinyMage
Silk Web	Arachne, Centpede, Talantla
Soft	Basilisk, Needler, StingRat, SwordRat
Stardust	Ging-Ryu, Jucllyote, Procyote
StarVeil	EvilMask
Succubus	Lilith

Tent	Beamer, BladeMan, Horseman, Warrior
ThorRage	King-Ryu
Unihorn	BlackCat, Panther
Vampire	VampGirl, VampLady
ZeusRage	Clapper, Mech D.

IV Conclusion

O-----O
| Credits & Appreciation |
O-----O

Me: For writing this doc
You: For reading this doc
Square: For making this game
SomeOtherGuy: For writing the very-well produced Rare Items Guide

O-----O
| Copyrights |
O-----O

Final Fantasy IV is (c) 1991, 1997, 2001 Square Co ltd.
This document, "Final Fantasy IV (Final Fantasy Chronicles Version) Steal
Guide," is (c) 2002 2007 by its author.

This document is copyright DoraboChan and hosted by VGM with permission.