

Final Fantasy IX FAQ/Walkthrough

by Dallas

Updated to v1.09 on May 6, 2001

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Dingo Jellybean

North American	- Version of the Game
www.vfaqs.net	- My website
Dallas/Dingo Jellybean	- Our super cool, gotta have it aliases.
1.09	- Version of the guide. (Currently)
68%	- Projected progress of guide
11/4/00	- Date I FIRST started the guide.

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AIM: Dingo Jellybean

Okay folks...I don't want to go through the same old boring cliches about AIM policies...you guys prolly have gone through enough of them to know by now.

As of this update, I(Dingo Jellybean) have finished the entire FF9 game and will be available to answer your questions regarding FF9, and be quick! The game is still fresh in my memory otherwise I'll re-direct you to this guide.

I should be on often...I'm not sure where Dallas is at...but if I can't answer your question you can ask him and maybe he'll have your answer.

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----- [Credits] -----

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-- Dallas(sdallas19@yahoo.com)

For pretty much writing 98% of the walkthrough...thanks! This is a guide done half by Dallas and half by yours truly.

-- Squaresoft(www.squaresoft.com)

What can I say? It's Final Fantasy!

-- BradyGames(www.bradygames.com)

For their EXCELLENT coverage on Final Fantasy IX and for their lists on various items in the game(bestiary, abilities, etc.). I've seen people in the past who used their list but never credit them, but my hats off to Brady Games for a very cool official guide(nice hologram cover).

-- GameFAQs (www.gamefaqs.com)
For hosting and respecting this guide.

-- Dingo Jellybean (www.vfaqs.net)
For typing up this guide, mainly the lists...card came, side areas,
bestiary...etc.

=====
Version 1.00 - Initial release. A portion of the walkthrough is up, the
lists remained very early in their beta stages and I have a
ton to cover before I release a last version. (11/12/00)

Version 1.01 - Added 3 more events to the list. I'll most likely just add to
the walkthrough until I'm done and then finish the other
sections. The walkthrough is up to the beginning of Lindbulm.
(11/15/00)

Version 1.03 - Added more to the walkthrough and added more to the lists.
Still a lot more to be done...ugh. Please bear with me.
I'm currently involved in a few school activities and I have
to take my driver's permit...but if you really like to help
me out, you can root for the Redskins over the Rams this
week. (^_^) (11/18/00)

I TRUELY apologize for not getting things done quicker like
I normally have in the past. But I promise to you guys that I
will try to have a complete walkthrough around Thanksgiving
weekend, it's the last I can owe to you readers.

Version 1.05 - I finished the Tetra Master section, it should elaborate pretty
clearly on the game and the full card list is up for the Tetra
Master as well. (11/22/00)

By the way...Redskins won baby!

Version 1.06 - Gosh damn! It's been half a year since I promised to update
this guide...ouch..."my bad." Oh well...disc 1 walkthrough
done. :) (5/04/01)

Version 1.07 - More of the walkthrough done. (5/05/01)

Version 1.08 - More of the walkthrough done...f00. (5/05/01)

Versino 1.09 - More of the Disc 2 walkthrough done. (5/06/01)

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=====End of Copyright=====
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----- [Table of Contents] -----

- Introduction
- Game Engine
- Characters
- General Tips
- Walkthrough
 - > Disc 1
 - > Next Stop: Alexandria Kingdom
 - > Alexandria Castle
 - > Evil Forest
 - > Gunitas Basin
 - > Ice Cavern
 - > Village of Dali
 - > Cargo Ship
 - > Lindbulm Castle
 - > Qu's Marsh
 - > Gizamaluke's Grotto
 - > South Gate
 - > Burmecia
 - > Disc 2
 - > Summit Station
 - > Dark City Treno
 - > Gargan Roo
 - > Cleyra's Trunk
 - > Cleyra Settlement
 - > Alexandria Castle (Revisit)
 - > Pinnacle Rocks
 - > Fossil Roo
 - > Disc 3
 - > Disc 4
- Ending
- Bestiary
- Weapons Listing
- Defense Items Listing
- Accessories Listing

- Abilities Listing
- Tetra Master
- Credits

=====
----- [Introduction] -----
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Hello all! Welcome to my unoffical Final Fantasy IX strategy guide...okay enough with the cornball stuff. I got my copy early so I can hopefully help you out with the game just as you get it...and you can use my Japanese walkthrough if you like(which is located on the same GameFAQs page), but just be noted that it has quite a bit of mistakes.

I feel that Square did a Final Fantasy for the PSX right for once, I know I know...some of you may argue..."what about FF7?" Well, FF7 was okay but it didn't live up to the standards that it should have in my books.

Also, you can use this guide on your site just so long as nothing is altered, credit is given when due, and you do not make any monetary gain off of the guide. No you may not use the lists...I don't care who you are, NO means NO. If you violate any of the guidelines, I can take legal and civil action. There, now you know.

=====
----- [Game Engine] -----
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Final Fantasy IX is your standard RPG...but while it may play easy for many beginners...it is a bit complex...just not as much as Chrono Cross was. You are basically given two of the most primary options in an RPG: Fight and Item. I shouldn't have to tell you what those do.

In Final Fantasy IX, as you can expect, there are a lot of different status effects that can be put on a party member or an opponent. With every status effect comes with a cure and symptom. Below is a list of all the status effects that you will encounter, what will cure it, and what symptoms come from the status effect. All status effects will be placed in alphanumeric order.

----- [Negative Status Effects] -----

Status Effect: | Berserk
Effect: | Strength increases, control of character is lost.
Symptoms: | Character turns reds and fumes.
Cure: | Gyashl Greens

Status Effect: | Confuse
Effect: | Lose control of the character.
Symptoms: | Character spins in position.
Cure: | Physical attack, Esuna

Status Effect: | Darkness
Effect: | Character's vision is impaired, reducing attack accuracy.
Symptoms: | Dark cloud in front of character's face.
Cure: | Eye drops, Esuna, Remedy, Angel's Snack

Status Effect: | Freeze
Effect: | Character becomes frozen, instant KO upon impact.

Symptoms: | Character turns blue and stops.
Cure: | Esuna, (wait for it to expire)

Status Effect: | Heat
Effect: | Terrible burns cause KO if the character takes any action.
Symptoms: | Character turns red, head is on fire.
Cure: | Esuna, (wait for it to expire)

Status Effect: | Mini
Effect: | Character shrinks, reducing power and Defense.
Symptoms: | Character is reduced in size.
Cure: | Mini, Remedy, Esuna, Quina's Angel's Snack

Status Effect: | Petrify
Effect: | Character turns to stone and cannot move.
Symptoms: | Character becomes gray and still.
Cure: | Soft, Sona, Remedy

Status Effect: | Poison
Effect: | HP gradually decreases.
Symptoms: | Purple cloud over character's head.
Cure: | Antidote, Esuna, Pancea, Remedy, Angel's Snack, (wait for
| it to expire)

Status Effect: | Silence
Effect: | Character cannot use magic.
Symptoms: | Ellipses appears over character's head.
Cure: | Echo Screen, Esuna, Remedy, Angel's Snack

Status Effect: | Sleep
Effect: | Character cannot move or attack.
Symptoms: | "Zzzz" appears over the head.
Cure: | Physical attack, (wait for it to expire)

Status Effect: | Slow
Effect: | ATB guage fills up slowly.
Symptoms: | ATB is gray, arrows pointed downwards over head.
Cure: | Dispel, Haste, (wait for it to expire)

Status Effect: | Stop
Effect: | Character cannot move.
Symptoms: | ATB bar grayed out, stops moving.
Cure: | Remedy, Dispel

Status Effect: | Trouble
Effect: | The damage an afflicted character recieves transfers to
| other characters.
Symptoms: | Trouble icon appears over character's head.
Cure: | Annoyntment

Status Effect: | Venom
Effect: | HP and MP gradually decrease, and character cannot move.
Symptoms: | Black and purple cloud over character's head.
Cure: | Antidote, Remedy, Pancea, Esuna, Angel's Snack

Status Effect: | Virus
Effect: | Character cannot gain EXP or AP after battle.
Symptoms: | Character's menu box is dimmed on after battle screen.
Cure: | Vaccine

Status Effect: | Zombie
Effect: | Healing items and magic cause damage/KO to the character.
Symptoms: | Character turns to a brown color.
Cure: | Magic Tag

----- [Beneficial Status Effects] -----

Status Effect: | Auto-Life
Effect: | Character revives from KO automatically, once during battle.

Status Effect: | Float
Effect: | Character floats off ground, does not receive Earth damage.

Status Effect: | Haste
Effect: | ATB gauge fills up faster.

Status Effect: | Protect
Effect: | Damage from physical attacks decreases.

Status Effect: | Reflect
Effect: | Magic is reflected back at the caster. (some magic cannot be reflected.)

Status Effect: | Regen
Effect: | HP gradually restored.

Status Effect: | Shell
Effect: | Damage from magic attacks decreases.

Status Effect: | Vanish
Effect: | Character invisible, cannot be hit by physical attacks;
| reappears if hit by magic or when the effect expires.

Along with the status effects, the game houses several different types of elements in the game:

Element: | Properties

Fire | Effective against Ice and undead monsters.
Earth | Ineffective against flying monsters.
Holy | Effective against shadow monsters.
Ice | Effective against fire and dragon type monsters. As well as
| large bugs and insects.
Shadow | Effective against holy monsters.
Thunder | Effective against enemies near water.
Water | Effective against fire monsters.
Wind | Effective against flying monsters.

Obviously if you use fire against fire or ice against ice you will heal your opponent.

===== [Characters] =====

----- [Zidane Tribal] -----

The leading protagonist of Final Fantasy IX, he is a long time thief and member of the Tantalus theater troupe.

Zidane's Trance will allow him to attack with significantly more power. As his levels increase the more chances he will have to attack in his Trance mode.

----- [Garnet Alexandros] -----

The 17th desendent from the Alexandros royal house, she takes an interest in Eidolons and wishes to leave the castle. When she is "kidnapped" she takes the opportunity to travel the globe in search of other Eidolons. To become a little more clandestive, she undertakes an alias of "Daggar."

Garnet's trance will allow her to cast two magic spells or summon two Eidolons or one of each consecutively without retaliation from the opponent.

----- [Vivi Orunitia] -----

The obscure mage who wanders into Alexandria not known what to expect. He soon finds himself joining the party and over-coming his own fears and intimidations...which one can obviously see from his physical appearance.

Vivi's trance allows him to cast magic with a little more "umph" in the kick of his magic. Relatively, you should keep in the back, he's a very disadvantaged physical character(in both defense and offense) and he will have to rely very heavily on his HP.

----- [Adelbert Steiner] -----

Captain of the Knights of Pluto, his loyalty to Alexandria is stronger than steel and he will go to all costs to protect Queen Brahne and Princess Garnet. However, he soon finds himself going along with Garnet and defying Alexandria.

Adelbert is pretty much a monster, simply put. He has very powerful physical attacks, high HP, and solid defense. He is definitely a front row character but just make sure you provide him with the strongest armor possible, later in the game it may be a good idea for him to be a magnet against attacks.

----- [Quina Quen] -----

The always ubiquitous and odd Quina resides in the marsh area of the Mist continent. She is generally a cook(which probably explains her weapon of choice) and when she meets up with the party...she is more than willing to go along on their journey to find new things to cook and eat!

Quina's power can fluxuate...one time you may find her attacks to be a bit weak and one time it may be a bit powerful. Although she looks pretty bulky, she doesn't take hits as well as Zidane or Adelbert. But that doesn't mean you can't place her in the front row...you just have to be careful when you do that.

----- [Eiko Carol] -----

The moogles treat her like one of their own, mainly because she has lived with moogles for so long and being the last summoner of Madain Sari. Her youth and size can often get her and the party into trouble as the party's opponents sometimes use her as "bait."

Eiko has sub-par physical attacks as you can expect, she isn't necessarily a magic user, but her physical attacks are stronger than that of Garnet's. Her defense is very weak, place her in the back and make sure she has adequate HP...even in the back row.

----- [Amarant Coral] -----

This imposing and intimidating figure joins the party after he is defeated by Zidane. He lacks ears for authority and directions and will sometimes go about things in his own manner. Despite that however, he does have a good sense or morality...contrary to what might his appearance show.

Coral is a strong character, although not in the league of Zidane and Adelbert, he still is a powerful character to have placed in the front row. His defense is pretty solid but he is definitely not one to rely on MP, but rather on throwing(much like Edge and Shadow from previous games) weapons. He can take the weakest weapons and still be able to deal out incredible damage just by throwing it. Be wary though, once you throw that weapon, it's gone.

----- [Freya Crescent] -----

An expert Dragon Knight, she is at the top of her field. She joins the party and soon discovers her Burmecian kingdom in shambles as she returns after a long hiatus from where she first initially left.

Pretty much a "dragoon" of the game, her Jump ability is extremely useful as it not only allows her to escape ALL damage while she is in the air but the Jump ability inflicts massive damage to the opponent. Although she is obviously able to take and inflict physical hits, you should keep Freya in the back because of her Jump ability, it will inflict the same amount of damage regardless if she is in the back or front row.

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----- [Walkthrough] -----

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NEXT STOP: ALEXANDRIA KINGDOM

Party's level: 1

Party: Zidane

Key Items: Ticket

Items: Remedy, Tent, Eye Drops, Potion(7), Phoenix Pinion, Ether

Cards: Fang(3), Bomb, Ironite, Goblin(3), Flan, Skeleton, Lizard Man, Zombie, Sahagin

Monsters: Baku

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After a quick FMV you find yourself in a rather dark area, head up straight and light the candle. Eventually you find yourself(along with three of your friends) facing off against Baku. This shouldn't be a problem, just attack him like normal and he should be gone faster than people turning off their TV's after watching Full House.

After a brief discussion, you find yourself controlling a black mage named Vivi. Right now is a good time to wander off about the town and search for the items that I have listed above. You may also notice the girls jump-roping in the town, if you play the game and do well enough, you can get some pretty neat prizes:

# of Jumps	Prize
20	10 Gil
50	Cactaur Card
100	Genji Card
200	Alexandria Card
300	Tiger Racket Card
1000	King of the Jump Ropes

You can also speak to Tom near the docks, look for his cat(which is a brown cat behind a statue) and speak to Tom again for the Bomb Tetra card.

After you have wandered through the town, head to the left side from the town circle, when Puck helps you up and offers you a trip to the show, accept his offer and become his servant. As you follow Puck to the belltower, you will have to climb the belltower and across various rooftops to reach the castle. You can offer to deliver letters for Kupo, and when you do, you can purchase some items from Stilzkin. Don't worry about losing Puck, it's pretty straight-forward anyways and you should take your time to explore people's chimneys for some items.

NOTE: You can refuse Puck's request the first time, this allows Vivi to acquire some Tetra cards by ringing the bell.

As you reach the play, you probably think that Zidane and his party are in trouble...don't worry, it's just a play. When you enter the battle(yes, that is a remix of the retro Final Fantasy battle theme, nifty huh?), don't bother with using magic. These magics are just part of the play and deal no damage, just attack as normal.

Later you will find yourself in the center spotlight performing various acts, you must either move, dodge, or attack according to Blank's requests. You should see what to press at the left part of your screen. If you do well enough and make little mistakes, you can talk to Queen Brahne and you'll receive one of 4 items:

NOTE: You are welcomed to try the mini-game over again.

Nobles Impressed:	Prize
1-49	Ether
50-79	Elixir
80-99	Silk Shirt
100	Moonstone

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ALEXANDRIA CASTLE
Party's level: 1
Party: Zidane, Vivi
Key Items: NA
Items: Phoenix Down(2), Phoenix Pinion, Elixir
Cards: NA
Monsters: Adelbert Steiner
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As you approach the castle, head up the stairs to find Garnet. However, it's not going to be a piece of cake catching her. Later you find that you will have to order the Knights of Pluto to search for Garnet. Try to remember the personalities of each knight, it's worthwhile for later in the game.

Knights	Traits
Blutzen and Kohel	Super Sleuths
Laudo	Inspirational Writer
Weimar	Ladies' Man
Haagen	Navigator
Mullenkedheim	Cannon Ball Race Champion
Dojebon	Artillerist

As you chase Garnet around the castle, she will eventually give in. Head to the stage and upon arriving their, Vivi will inadvertently pull the cloak off Garnet revealing her identity. You will now have to face off in three various battles, these are not hard battles though. The first round you can attack as normal, you can steal a Leather Hat or Silk Shirt from Steiner.

The second battle isn't too hard, use magic with Vivi and Garnet and attack as normal. The third battle will be a bit tough, the Bomb is especially nasty to your weaker party members...take it out quickly with Vivi's magic and Zidane and Marcus' physical attacks and then go for Steiner.

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EVIL FOREST

Party's level: 1

Party: Zidane, Vivi, Garnet

Key Items: Blank's Medicine, Continental Map

Items: Phoenix Down, Ether(3), Leather Hat, Rubber Helmet, Potion, Wrist, Bronze Gloves

Cards: NA

Monsters: Plant Spider, Plant Brain, Prison Cage, Fang, Goblin, Dendrobium

=====

As the Prima Vista crashes in the middle of the Evil Woods, you are forced to head out of the aircraft. Your other party members however are scattered amongst the woods and it's up to you, the jubilous protagonist, to look for them.

You will notice a moogles, he'll talk about the ATE system, which is the acronym for Active Time Battle. However, this isn't necessarily a new thing despite what Square says(sorry, I had to say it :P). This only allows you to view other events of other people not in your party, that's it. Sometimes it's optional and sometimes it's forced. Feel free to save your game if you like.

Afterwards, head out and go around, as you reach closer and deeper into the woods, you find Garnet trapped inside a giant plant.

BOSS FIGHT: Prison Cage HP: 513(first battle), 533(second battle)

In this battle you must keep Garnet alive, occasionally in the battle a long horizontal bar goes by each time indicating Garnet's HP. The plant constantly drains her HP, after 3 rounds without healing action towards Garnet, she'll die and the game is over. Keep her alive with potions and attack as normal. Have Vivi attack with magic as usual, in the second go around Vivi will be trapped. Keep Vivi alive like before and heal him with potions, have Vivi attack the Plant Brain with magic as well, don't worry though...he can't harm himself in the process.

After the battle you arrive back on the Prima Vista. You can't go looking

for Garnet just yet, instead go around the aircraft and look for items and such and then head downstairs and face Baku. He's not that tough, just attack as normal and continue on(you'll see a HILARIOUS scene after the battle, trust me :P).

You can now head over to Adelbert's confine, talk to him and he'll join and then talk to Vivi at the east end of the ship and he'll join your party as well. Now head out and purchase some items to restock, then head back into the forest and you'll find Garnet held captive yet again by another monster.

BOSS BATTLE: Plant Brain HP: 916

In this battle, it'll be good to have Vivi use fire and the rest of your party members attack as normal. It's good to have Vivi be the healer, Blank will deal an atrocious amount of damage...don't bother having him heal, have him attack since every round you pass up with him means a lot of damage that you could've dealt against the monster. Keep your HP up and attack, attack, attack!

After the battle, you'll find yourselves escaping from the Evil Forest. You'll have to hurry though, there are far too many Plant Spiders for you to handle. As you escape...Blank does not, sadly enough you must leave without him otherwise you'll be caught too.

=====
GUNITAS BASIN

Party's level: 2
Party: Zidane, Vivi, Garnet, Adelbert
Key Items: NA
Items: Potion, Eye Drops
Cards: NA
Monsters: Goblin, Mu, Python
=====

Your next destination from here on through is to get to the Ice Cavern, however, you may want to fight a few battles and level up before going in. The Ice Cavern is directly south of where you had came from. Feel free to call your moogle to save your game and such by pressing the Square button. It's important to remember this from now on because you can't go into the normal menu screen and just go under the Save option this time because it's not there.

=====
ICE CAVERN

Party's level: 3
Party: Zidane, Vivi, Garnet, Adelbert
Key Items: NA
Items: Potion(2), Mage Masher, Phoenix Down, Ether, Elixir, Leather Wrist, Tent
Cards: NA
Monsters: Fang, Sealion, Black Waltz No.1, Wyerd, Cave Imp, Flan
=====

In here, it's pretty much straight forward. Obviously in a place like this, fire magic works best. As you continue about, make sure you head to the left side just before heading outside, it's a good idea to save your game because the next battle ahead requires a lot of effort and patience.

As you head outside, the party starts to become frozen and fall like stiff

statues(it's quite hilarious actually). The party collapses but Zidane soon wakes up a short time after. Continue to walk up North and you will eventually find the first Black Waltz. It looks like he's the one causing the blizzard to occur inside the caverns and your party isn't going to survive much longer if you don't stop him.

BOSS BATTLE: Black Waltz No.1, Sealion HP: 229(No.1), 472(Sealion)

In this battle, your main objective first is to knock out the Sealion. If you attack the Sealion and then attack Black Waltz without killing it, the Black Waltz will just heal the Sealion with ice magic. Concentrate on the Black Waltz first, and then go after the Sealion after you have killed it. Use potions to keep your HP up and attack, attack, attack!

After the battle, the party reaches outside the mountain and overlook a rather beautiful scenery. You'll have to walk quite a ways to the village of Dali that you see overhead, and not to mention Garnet undertakes the alias "Daggar."

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VILLAGE OF DALI

Party's level: 4

Party: Zidane, Vivi, Garnet, Adelbert

Key Items: Aries, Sellazzio

Items: Phoenix Pinion, Phoenix Down, Iron Helmet, Eye Drops, Antidote, Ether, Potion(4)

Cards: NA

Monsters: Vice, Black Waltz No.2, Ghost

=====

In here the party immediately hits the hay, in the morning, feel free to look around and check the shops. First head up to Eve's shop(where you saw Garnet earlier in the ATE) and then head down to the inn...they agree to look for Vivi...who is up north at the town underground below the windmill.

Head down the hatch and you'll see Vivi eavesdropping the conversation of a few suspicious looking people. As you make your way through, you notice several clone mages are being made...that doesn't look too good. As you reach the end of the underground mine, you encounter your second Black Waltz...but this time the odds aren't so heavily dis-balanced. It looks like another attempt by Queen Brahne to bring back Princess Garnet.

BOSS BATTLE: Black Waltz No.2 HP: 1030

Have Vivi use Ice magic in this battle(Blizzard), have Steiner use his Sword magic, Zidane attack as normal, and Garnet heal when needed. Just repeat this pattern until he's dead.

After the battle head to the inn, rest, and head to the cargo ship.

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CARGO SHIP

Party's level: 4

Party: Zidane, Vivi, Garnet, Adelbert

Key Items: NA

Items: NA

Cards: NA

Monsters: Black Waltz No.3

=====

As you board the cargo ship, head to the front port to the engine room. Find Adelbert and Zidane will take control of the cargo ship and head for Lindbulm castle...but not before they encounter a bump in the road. The final Black Waltz will approach you...but it'll take a little convincing for Vivi to summon enough courage to help the party. Garnet however will have to take control of the cargo ship, leaving you without a medic in the battle.

 BOSS BATTLE: Black Waltz No.3 HP: 1128

This battle isn't too hard. Any type of elemental damage that you can deal to the guy would be most useful with Vivi. Have Adelbert and Zidane attack as normal, when he starts to float, have Vivi cast magic and Zidane and Adelbert heal when necessary. Also note that you can steal from him while he's floating in the air. Just repeat until he's gone.

After the battle you see a very dramatic chase scene involving Vivi and the Black Waltz No.3. Fortunately, Vivi gives the Black Waltz a little "fire" power(hehe) and the party reaches Lindbulm safely.

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LINDBLUM CASTLE

Party's level: 4

Party: Zidane, Vivi, Garnet, Steiner

Key Items: Kupo Nut, Moogle Suit, Autograph, Mini-Buermecia

Items: Bronze Vest, Steepled Hat, Leather Wrist, Leather Plate, Silver

 Gloves, Ore, Tent(2), Ether, Echo Screen, Glass Armet, Hi-Potion

Cards: Mimic, Wyerd

Monsters: Fang, Mu, Zaghol

=====

----- [Shops] -----

-- [Dragoos' Armory] --

-- [Alice's Item Shop] --

Item	Amount
Daggar	320 Gil
Mage Masher	500 Gil
Mythril Daggar	950 Gil
Iron Sword	660 Gil
Javelin	880 Gil
Rod	260 Gil
Fork	1110 Gil
Leather Wrist	200 Gil
Glass Armet	250 Gil
Bronze Gloves	480 Gil
Silver Gloves	720 Gil
Steepled Hat	260 Gil
Headgear	330 Gil
Iron Helmet	450 Gil
Leather Plate	530 Gil
Linen Cuirass	800 Gil

Item	Amount
Potion	50 Gil
Phoenix Down	150 Gil
Echo Screen	50 Gil
Soft	100 Gil
Antidote	50 Gil
Eye Drops	50 Gil
Tent	800 Gil

Item	Amount	Items Required
Butterfly Sword	300 Gil	Daggar, Mage Masher
The Ogre	700 Gil	Mage Masher(2)
Cotton Robe	1000 Gil	Wrist, Steepled Hat
Desert Boots	300 Gil	Leather Shirt, Leather Hat
Yellow Scarf	400 Gil	Feathered Hat, Steepled Hat

When you reach here, make sure to follow up to King Cid's room via the lift the Minister leads you too. After you talk with the King, head around and find Freya, who is in a bar at the upper part of Lindbulm. After a talk with Freya, Zidane takes a good rest and heads off to Tantalus Hideout.

The hideout is located in the Theater district, which can be access through the long cable car at the east part of town from the inn you just woke up from. In the hteather district, it's a good idea to check this place for items because there are many items to be acuquired here.

At the bottom you see fans hovering over Lowell, but soon a man dressed in a moogle suit comes by and distracts the fans as Lowell runs off. Head to the artist's quarters which is directly across the cable car terminal and talk to Lowell for an autograph.

In Tantalus' hideout talk with the kids and they'll mention Garnet a bit. After talking to them, you'll find a lot of nifty items to take in their room...afterwards head back to the castle. Head to the guest quarters and then head back to the lift, this time however a guard stands firm and won't budge for Zidane. Head back to the previous room and talk to the guard that is feeling down. After Zidane jumps him, he takes his uniform, talk to the guard again and you will be able to get through.

However, once Zidane slips past the guard, he immediately discards the uniform. Make sure not to get in view of the guards, otherwise you'll be caught. When you reach the top of the lift, make sure to take the immediate left staircase and continue around until you reach Garnet(whose voice you hear singing). There's not much to do here except talk with Garnet.

After you talk with her, the Hunting Game begins in Lindblum. It's a good idea to equip yourself with a Beast Killer, it'll deal out heavy damage against monsters in the hunt. It'll be difficult to defeat these monsters though, make sure you scour the Theater District first, it's the place with the most enemies in the least amount of space...meaning it's the densest place in Lindbulm with enemies.

If you won the contest, you will recieve the Master Hunter item. The additional items can vary depending on who wins the tournament. If Vivi wins the contest you get a Theater Ship card, if Freya wins you get a Coral Ring and if you win, you get 5000 Gil.

As King Cid congratulates the party for participating and winning in the contest, it is cut short by sudden shock of news from an injured Burmecian soldier. Apparently the Burmecian Kingdom is being attacked by an unknown force and it's up to you(the party) to stop them. Being a native of the Burmecian Kingdom, Freya will jump at the chance to help out, but not without the fellow aid of her friends.

Cid invites you all to come and feast, but as you do so, everyone but Garnet and Steiner are knocked out from the hidden sleeping weed Garnet placed in their food. Garnet and Steiner then escape to South Gate and your party/Cid awaken. Go south and save your game then exit into the overworld.

=====
QU'S MARSH

Party's level: 8

Party: Zidane, Freya, Vivi

Key Items: None

Items: Ether
Cards: None
Monsters: Axolotl, Gigan Toad

=====

The first thing you'll want to do is try to build up your party a level or two for the upcoming battles. Don't stray too far from the castle exit, or you'll end up getting lost. Once ready, head directly north to find Qu's Marsh. You'll find the two moogles who explained the game basics earlier here; just pass them and go north through the tall grass. As you move into the next screen, you'll meet Quina. Catch one of the frogs hopping around and give it to Quina then you'll be able to name him/her.

After a brief conversation with Quina's mother, Quina will join your party. You can catch some frogs for a couple of items if you want to, otherwise just head south and exit back into the overworld. Make sure you properly equip Quina with any extra items you have before going into battle then you can level up some more if you wish, or just head straight to Gizamaluke's Grotto. Gizamaluke's Grotto is located northwest of Qu's Marsh, so make that your next destination.

=====

GIZAMALUKE'S GROTTA

Party's level: 10
Party: Zidane, Freya, Vivi, Quina
Key Items: Gizamaluke Bell (3), Holy Bell
Items: Mythril Gloves, Bronze Vest, Magus Hat
Cards: None
Monsters: Black Mage, Hornet, Gizamaluke, Skeleton, Lamia

=====

Once inside the grotto, you'll see a door straight ahead and a path to the right. Since the door can't be opened without a bell, follow the right path to find a dying Burmecian soldier who will give you a bell just before he perishes. Go back to the door and ring the bell in front of it so it'll open. The bell shatters into pieces as you use it, so you'll have to get another one for the other doors in the grotto. In the next room you'll see a few black mage dolls along with Thorn and Zorn who instruct them to kill you and your party.

Take care of the two black mage dolls then run over to the other black mage doll scampering about on the ground. Once you defeat those two, you'll receive another Gizamaluke Bell; use it on the large door straight ahead to find two newlywed moogles in the next room. The male moogle is trapped under a large bell and it's up to you to free him. When the female moogle asks for Vivi's kupo nut, give it to her to release him from the bell. Under the bell is a chest containing the third (and final) Gizamaluke Bell; take it and use it on the door to the right.

The moogles will be waiting for you in the next room so save your game and use a tent (if necessary) then talk to the female moogle. When she asks if you like kupo nuts, say yes then attempt to leave back into the previous room. As you go, the female moogle will spin the statue around and give you a Holy Bell which you can use to open the next door. Go back into the previous room and use the bell on the left door. Talk to the Burmecian soldier and you'll encounter a boss battle.

BOSS BATTLE: Gizamaluke HP: 3175

Gizamaluke is pretty tough, but if you can keep Freya and Zidane alive for

most of the battle, you should be okay. Use Freya's jump attack and Vivi's fire magic in combination with attacks from Zidane and Quina and you can deal a lot of damage early on in the battle. Try to keep Zidane alive, as he has the capability of using items to heal your other party members.

If you can keep Freya in the air long enough, you'll avoid taking damage while dealing out damage at the same time. Once he's been defeated, the scene will transfer back to South Gate where Steiner is trying to sneak the princess past the gates.

=====

SOUTH GATE

Party's level: 6

Party: Steiner, Garnet

Key Items: Gate Pass

Items: Potion, Multina Racket

Cards: None

Monsters: None

=====

After getting past the guards at the gate, you'll have to find a concealed area to let the princess out of her sack. Steiner spots out an alleyway but there are two people over near it. Talk to the woman first and have her go encourage the worker. Once she's gone, talk to the young man, and after no success in getting him to move, talk to the guy working on the gate and then go back to the young man, who will rush off to talk to the worker.

As you approach the alleyway, a guard will confront you and give you a gate pass. Pick it up then go into the alley to release the princess. Once she's changed clothes, go up to the stairs and board the cable car. The scene then transfers back to Zidane and his party who are now on their way to Burmecia. Once in the overworld, go west just a bit (so you have a clear path leading north) then start heading north to Burmecia (in the top-left corner of the map.) Just remember that if it starts raining, you're on the right path.

=====

BURMECIA

Party's level: 12

Party: Zidane, Vivi, Freya, Quina

Key Items: Protection Bell, Kupo Nut, Cancer(Stellazzio coin)

Items: Mythril Spear, Potion, Soft(2), Lightning Staff, Phoenix Down, Ether, Germinas Boots

Cards: None

Monsters: Magic Vice, Beatrix, Basilisk, Black Mage, Ironite, Mimic

=====

----- [Shops] -----

-- [Mogshop] --

Item		Amount
Needle Fork		3100 Gil
Glass Armlet		250 Gil
Mythril Gloves		980 Gil
Steepled Hat		260 Gil
Headgear		330 Gil
Magus Hat		400 Gil
Barbut		600 Gil

Bronze Vest		670 Gil
Linen Cuirass		800 Gil
Potion		50 Gil
Phoenix Down		150 Gil
Echo Screen		50 Gil
Soft		100 Gil
Antidote		50 Gil
Eye Drops		50 Gil
Tent		800 Gil

As you enter, head north into the next area. Thorn and Zorn will send two more black mage dolls after you, so take care of them first. As Thorn and Zorn flee, head up the right set of stairs. Once inside, go into the left room (past the door that won't open) and stand on the ground to make it fall. Exit back to where you fought the mage dolls and go through the door on the left. Hop across the broken balcony, talk to the injured Burmecian soldier then check under the bed for the Protection Bell.

Once you have the bell, go back up the stairs where the ground fell and use it to open the door. As you walk up the stairs, you'll run into two Burmecian soliders (one whom Freya knows) who urge you to leave, but Freya refuses. Continue up the stairs and through the north door ahead. After saving Kal's (an injured Burmecian soldier) life, go up the stairs to the right and through the door on the left of the balcony. You can go through the east door to find a moogle (where you'll be able to buy items as well.)

Buy some new armor/weapons (and any other items you need), rest with a tent (if necessary) and save your game, then head back outside. You can find a Mythril Spear in the west room (make sure you equip it after getting it.) Once ready, follow the straight path and watch as Zidane follows Freya up to the top of a large stone statue and into the castle where Beatrix and Queen Brahne await. After some dialogue, a Burmecian soldier will attempt to defeat Beatrix on his own, which is when Zidane and Freya come in to help...

BOSS BATTLE: Beatrix (1st) HP: 3630

Not an overly difficult battle. Use Vivi's fire magic and Freya's jump/spear attack along with basic attacks from Zidane and Quina. If needed, you can use some potion to restore HP (if Zidane is still alive, which he should be if you used a tent earlier.) Once she's taken enough damage, Beatrix will reduce your party's HP to 1 and leave you all helpless while she and the queen escape. This ends the first disc; Congratulations!

=====

----- [Disc 2 Walkthrough] -----

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SUMMIT STATION
Party's level: 6
Party: Steiner, Garnet
Key Items: Mpme
Items: Phoenix Down
Cards: None
Monsters: Black Waltz No.3

=====

----- [Shops] -----

-- [Summit Station Shop] -- -- [Item Shop VEGA] --

Item	Amount	Item	Amount
Air Racket	400 Gil	Potion	50 Gil
Mythril Rod	560 Gil	Phoenix Down	150 Gil
Glass Armlet	250 Gil	Antidote	50 Gil
Silver Gloves	720 Gil	Eye Drops	50 Gil
Mythril Gloves	980 Gil	Tent	800 Gil
Steepled Hat	260 Gil		
Headgear	330 Gil		
Magus Hat	400 Gil		
Rubber Helm	250 Gil		
Iron Helm	450 Gil		
Barbut	600 Gil		
Bronze Vest	670 Gil		
Linen Cuirass	800 Gil		
Potion	50 Gil		
Phoenix Down	50 Gil		
Echo Screen	50 Gil		
Soft	100 Gil		
Antidote	50 Gil		
Eye Drops	50 Gil		
Tent	800 Gil		

At the start of disc 2, the two guards who let Steiner pass earlier will have a little conversation then the scene will cut to the cable car with Steiner and Garnet. As they depart, Steiner realizes they're in Alexandria again. Once you have control of Garnet, head right and into the rest area. Here, you can buy items from the shop in the south of the room and save your game via the moogles next to the shop.

You can find a Phoenix Down in the chest to the left of the room. Once ready, talk to the man behind the counter on the left side of the room then go back outside to find Cinna and Marcus. Follow them back into the rest area and talk to them twice. The train headed for Treno will arrive, so leave the rest area and board it. After a conversation on the train, you'll find out that Marcus is headed to Treno to free Blank from the Evil Forest and Cinna's going back to Lindblum to report it to the rest of Tantalus. Talk to Marcus again and the train will stop because of Black Waltz No. 3. Time for another battle...

BOSS BATTLE: Black Waltz No. 3 (South Gate) HP: 1274

This matchup is pretty much a set-victory for your party, as the Black Waltz cannot attack Garnet (his mission is to recover her alive) so even if he KO's Marcus and Steiner, you still have Garnet to attack. Use your basic attacks until it's defeated. After some more conversation between Marcus and Garnet, the train will arrive at the station.

The conductor tells you the left road leads to Dali and the right road leads to Treno. Buy some items from the Item Shop VEGA if you wish, cure any of Steiner and Marcus' wounds then head straight, take the right path, go past the gate and you'll be in the overworld. Follow the main path until you reach Treno (it'll get dark as you go.)

=====

DARK CITY TRENO

Party's level: 6

Party: Steiner, Garnet, Marcus

Key Items: Supersoft, Gemini (Stellazzio coin), Taurus (Stellazzio coin)

Items: Ether, Mythril Dagger, Power Belt, 15000 Gil (defeat Katoblepas in
Weapon Shop)

Cards: Tonberry Card, Yeti Card

Monsters: Griffin

----- [Shops] -----

-- [Treno Weapon/Armor Shop] --

Item		Amount
Dagger		320 Gil
Mage Masher		500 Gil
Mythril Daggar		950 Gil
Mythril Sword		1300 Gil
Mythril Spear		1100 Gil
Air Racket		400 Gil
Mythril Rod		560 Gil
Flame Staff		1100 Gil
Ice Staff		980 Gil
Lightning Staff		1200 Gil
Fork		1100 Gil
Needle Fork		3100 Gil
Leather Wrist		200 Gil
Glass Armlet		250 Gil
Bone Wrist		330 Gil
Mythril Gloves		980 Gil
Magus Hat		400 Gil
Bandana		500 Gil
Barbut		600 Gil
Silk Shirt		400 Gil
Leather Plate		530 Gil
Bronze Vest		670 Gil
Chain Plate		810 Gil
Linen Cuirass		800 Gil
Chain Mail		1200 Gil

-- [Treno Item Shop] --

Item		Amount
Potion		50 Gil
Phoenix Down		150 Gil
Echo Screen		50 Gil
Soft		100 Gil
Antidote		50 Gil
Eye Drops		50 Gil
Tent		800 Gil

-- [Treno Synthesis Shop] --

Item		Amount		Required Items
Butterfly Sword		300 Gil		Dagger, Mage Masher
The Ogre		700 Gil		2 Mage Mashers
Cotton Robe		1000 Gil		Wrist, Steepled Hat
Desert Boots		300 Gil		Leather Hat, Leather Shirt
Yellow Scarf		400 Gil		Feather Hat, Steepled Hat
Glass Buckle		500 Gil		Glass Armlet, Leather Wrist
Germinas Boots		900 Gil		Desert Boots, Fork
Cachusa		1000 Gil		Magus Hat, Rubber Helmet
Coral Ring		1200 Gil		Lightning Staff, Rod
Gold Choker		1300 Gil		Linen Cuirass, Soft

After some arguing between Steiner and Marcus, the princess will stroll off again. Follow the princess from screen to screen as Steiner, viewing each ATE as they come up. Once you find the princess in the auction house, you'll gain control of her. You can backtrack and take the north path (where the pickpocket hid) to find Queen Stella, who tells you she wants star-shaped coins called Stellazzio. After you're done exploring, head back to the entrance of Treno and follow the right staircase.

Go into the pub and down the stairs to find Marcus -- talk to him. He tells you that Baku has located the Supersoft and is waiting at the docks. Run down the stairs/ladders while listening to Steiner babble on and talk to Baku once you reach the docks. After a cut scene with Kuja, you'll be on the boat. Steiner and Garnet will think about what they're doing, then you'll arrive. As the crew search for the Supersoft, a scholarly man by the name of Doctor Tot (Garnet's tutor) comes by and tells you to go to the tower (his house) and he'll give you the Supersoft.

Run back to the entrance of Treno and go left, past where Garnet got mugged and you'll find the tower; go inside. Head up the tower steps until you reach the top, where Marcus will take the Supersoft from the chest. Talk to Tot and you'll have a flashback to when Garnet was a little girl. Once that's over, Garnet will explain to Tot what's going on. Climb up the two ladders and down the hole to enter Gargan Roo - the ancient travel route between Treno and Alexandria.

=====
GARGAN ROO

Party's level: 6

Party: Steiner, Garnet, Marcus

Key Items: None

Items: Chain Plate, Phoenix Down

Cards: None

Monsters: Crawler, Dragonfly, Ralvurahva

=====
Once the dialogue is over, save your game with the moogle and take the lower left path. Open the two chests, pull the level and go back to take the lower right path. Run around to the other side and pull the chain to bring out the trolley. Follow Doctor Tot back around, head down the set of stairs to the left and pull the lever on the wall to halt the trolley. As you all board, Doctor Tot will reverse it so it leads you back to Alexandria, but on the way, you'll encounter another boss fight...

BOSS BATTLE: Ralvurahava HP: 2296

This battle will pretty tough, as your party isn't as strong as it was when you were playing as Zidane, plus Ralvurahava has over 2000 HP. Beware of its Death Kiss, and use any attacks you have to defeat it. You may lose one or two of your party members, but you can heal them later, so move on into the next area where you'll be trapped by Thorn and Zorn. The scene then cuts over to Zidane and friends after they were slain by Beatrix.

After a short conversation, they all agree to go to Cleyra, and you'll be left in the overworld again. Save if you want (square to summon a moogle) then level up a level or two (if you wish) and go directly south to where the spinning sandstorm is; this is Cleyra. Go inside.

=====
CLEYRA'S TRUNK

Party's level: 13

Party: Zidane, Freya, Vivi, Quina

Key Items: None

Items: Magician Shoes, Phoenix Down, Ether, Tent, Remedy, Mythril Vest,
Potion, Hi-Potion, 900 Gil, Flame Staff, Needle Fork, Gysahl Greens,
Desert Boots, Mythril Gloves, Kupo Nut

Cards: None

Monsters: Dragonfly, Zuu, Carrion Worm, Sand Golem

=====
Once you get past the sandstorm, you'll be in the main part of Cleyra's Trunk. Run across the bridge into the next area and go up to the lever on the right; pull it to open the door to the left. Get the Phoenix Down from the chest then go up the steps and through the opening on the right in the next area. Follow the left path up and reach into the hole to flip a switch which will make sand pour out. Go back down and climb up the two ropes, then go through the opening into the next screen.

Head left and take the first upper path where a moogle waits at the end. Save your game then take the higher upper path, followed by the right path (where the arrow points), across the bridge and up the path against the wall. You'll come to a room with three pits of quicksand. If you get pulled in, rapidly tap the X button to get out. Make your way over to the left and go through the opening. Run around to the left side and climb the ladder up to the settlement of Cleyra.

=====
CLEYRA SETTLEMENT

Party's level: 14

Party: Zidane, Freya, Vivi, Quina

Key Items:

Items: Remedy, Gysahl Greens, Phoenix Pinion(3), Ether(2), Echo Screen (2),
1250 Gil, Ore, Thunder Gloves, Mythril Vest, Yellow Scarf

Cards: Nymph Card, Zuu Card

Monsters: Beatrix, Antlion, Alexandrian Soldier, Type B
=====

----- [Shops] -----

-- [Cleyra's Trunk Weapon Shop] --

-- [Star Maiden Nina's Shop] --

Item		Amount
Partisan		1600 Gil
Multina Racket		750 Gil
Mythril Rod		560 Gil
Flame Staff		1100 Gil
Ice Staff		980 Gil
Needle Fork		3100 Gil
Bone Wrist		330 Gil
Mythril Armlet		500 Gil
Mythril Gloves		980 Gil
Thunder Golves		1200 Gil
Magus Hat		400 Gil
Bandana		500 Gil
Mage's Hat		600 Gil
Mythril Helmet		1000 Gil
Chain Plate		810 Gil
Mythril Vest		1180 Gil
Chain Mail		1200 Gil
Mythril Armor		1830 Gil

Item		Amount
Potion		50 Gil
Phoenix Down		150 Gil
Echo Screen		50 Gil
Soft		100 Gil
Antidote		50 Gil
Eye Drops		50 Gil
Annoyntment		150 Gil
Tent		800 Gil

As you enter, Freya will be summoned by the king of Cleyra and you'll be given the chance to take a tour of the town if you wish. Once you're left to play, explore the settlement a bit. You can find the Burmecian soldier, Dan (who you ran into in Burmecia) who will sell you some armor/weaponry. You can rest/save at the Inn, then head north to the cathedral and talk to the guard on the left. Go back to the Inn and a Burmecian soldier will stop

you and tell you the Antlion has captured a little boy.

Go back into the Inn and save if you want, then go down and follow the guard all the way to where you entered the settlement. Go right a screen and you'll find that the Antlion has captured Puck. He tosses Puck to safety and goes after you, ensuing another boss fight.

BOSS BATTLE: Antlion HP: 3983

Don't kid yourself, Antlion is a tough boss. If you use physical attacks, it'll counter back with Counter Horn which does massive damage (200+) so try to avoid physical attacks as best as possible. Use Freya's jump attack, Vivi's Thundara/Thunder magic and physical attacks from Zidane/Quina. Beware of Antlion's Sandstorm, as it'll reduce your party's HP down significantly. And yes, even if you miss with a physical attack, you'll still receive a counter attack.

Once he's defeated, you'll all go back to see the king and perform a ceremony to strengthen the sandstorm, but it actually fails and the sandstorm disappears. The scene then cuts to Alexandria where Steiner and Marcus are imprisoned and Brahne wants to see Garnet. After some conversation, Kuja comes in, puts her to sleep and Thorn/Zorn remove her eidolons. Once you have control of Freya again, go back to the Inn to save then go back to where you entered the settlement.

As you go through the trunk again, you'll be attacked by Alexandrian soldiers who took advantage of the sandstorm's disappearance. Defeat them all and once you get to the bridge, Puck will tell you the town is in trouble, so everyone rushes off to help. The town is ridden with black mage dolls and one attacks you just as you enter. Defeat it then go up the steps to be attacked by three Alexandrian soldiers. Once those are gone, another two black mage dolls attack, so kill them as well.

Go through the town killing every black mage doll you come across until you reach the cathedral where you'll be surrounded by black mage dolls. Sir Fratley will appear on the top of the cathedral and kill the mages, allowing you to go inside to see if the king is okay. Fratley forgets everything about the past, including Freya and you'll be left to fight Beatrix.

BOSS BATTLE: Beatrix (2nd) HP: 4736

Although she may have been pretty tough the first time around, and has even more HP this time, Beatrix really isn't that tough here if you have the right abilities, weapons and magic, but perhaps I was just lucky. Vivi's Fira does a good 400+ damage, so use that whenever possible. If you equipped auto-potion for Vivi and Quina, the battle won't be as tough. Use Freya's jump attack and physical attacks from Zidane/Quina along with Vivi's Fira and you should have her defeated in no time. Once she's taken enough, she'll use Stock Break, bringing your whole party's HP down to 1, then escapes with the jewel used to create the sandstorm.

Your party (excluding Quina) follows Beatrix and Queen Brahne (who now has possession of Garnet's eidolons) summons an eidolon to destroy Cleyra. After Beatrix reveals her true feelings on the airship, you'll be left to play. Go to the upper level and listen to what Brahne has to say about Garnet, then go down and listen to Vivi's idea. The scene then goes back to Steiner and Marcus who are now in a cage dangling from the ceiling. Swing back and forth until it breaks, then run, defeating soldiers as you go. Climb the ladder and go into the next room.

=====

ALEXANDRIA CASTLE (REVISIT)

Party's level: 16

Party: Zidane, Freya, Vivi, Steiner

Key Items: None

Items: Ice Brand, Tent

Cards: None

Monsters: Alexandrian Soldier, Zorn, Thorn, Bandersnatch, Black Mage,
Beatrix, Ralvuimago

=====

Marcus leaves Steiner by himself and Zidane + Friends arrive and join forces with Steiner once again. You'll have 30 minutes to find Garnet before Brahne arrives in her airship, so be quick. Exit the prison area and go back to the main castle itself. Try to avoid battles with soldiers by out-running them, as it'll slow you down if you stop to fight. Go up the spiral staircase and into the Princess' room. Move the candle to reveal a hidden dungeon underneath the fireplace and go down the seemingly endless stairs until you reach some double doors -- go on through to fight Thorn and Zorn.

BOSS BATTLE: Thorn and Zorn HP: 2984 (Thorn), 4896 (Zorn)

A pretty easy battle. You only have to defeat one of them to win, so make sure you attack Thorn (since he has the lowest HP.) Use Fira/Thundara for Vivi, Jump for Freya and physical attacks for Zidane and Steiner. If one of your party members is low on HP, have Steiner heal them and if you want, you can steal some items from Thorn or Zorn using Zidane. Watch out for their Meteorite attack, as it can kill Steiner very easily.

Once they've been defeated, run up the steps ahead to find the princess, then view the ATE of Marcus going into the Evil Forest to rescue Blank. Save/rest with the moogle then carry the Princess all the way back up to her room where Beatrix will arrive and ensue a battle yet again...

BOSS BATTLE: Beatrix (3rd) HP: 5709

A bit stronger than before, Beatrix will (as usual) give you a good fight. Nothing new as far attacking goes; use Vivi's magic, Freya's jump attack and physical attacks from Steiner/Zidane. Watch out for her Shock attack, as it does over 1000 damage and unless you spent hours leveling up in the overworld, none of your party members are going to have that much HP.

Once she's defeated, she'll (ironically) help you revive the princess. The queen then comes in and orders Thorn and Zorn to dispose of Beatrix and Freya. The rest of the team leaves through the fireplace and you'll be left to fight a large beast named Bandersnatch (who Thorn and Zorn send after you.) Defeat it then run down the stairs (as Zidane, now) to the bottom, killing Bandersnatch's as you come to them.

Once you reach the bottom, Thorn and Zorn will trap you again, but Blank (who is now de-petrified) and Marcus will take care of them and release you. Hop on the trolley and after a few feet, it'll stop because of yet another enemy blocking your path. Time for another boss fight...

BOSS BATTLE: Ralvuimago HP: 3352

This boss is rather odd, as it'll curl up to defend itself whenever you use a physical attack. When it's curled up (or "compacted") don't use physical attacks or it'll use its Earth counter which does quite a bit of damage. If you run out of MP, just defend when it's curled up and physical attack

when it's not or use Vivi's magic if you still have MP left. You can also steal some pretty nice items using Zidane while waiting for it to uncurl. Once it's defeated, it'll chase the trolley and you'll pass Treno and go through a tunnel.

=====
PINNACLE ROCKS

Party's level: 17

Party: Zidane, Vivi, Garnet

Key Items: None

Items: The Ogre, Mythril Armlet, Mythril Vest, Peridot

Cards: None

Monsters: Sand Scorpion, Zagnol, Seeker Bat
=====

The scene returns back to Alexandria Castle where a furious Queen Brahne hires two hunters to retrieve Garnet's pendant and to kill Vivi (the so-called "defect" according to her majesty.) Shortly after, you'll be taken to Pinnacle Rocks, where the gargant ran the trolley in order to escape from Ralvuimago. After some conversation between Garnet and Zidane, an elderly man named Ramuh appears out of nowhere, hovering above the gorge.

After finding out what her mother did with her eidolons, Garnet asks Ramuh to help her. However, if she wants Ramuh to be her eidolon, she'll have to find the 5 manifestations of himself that he's hidden in the forest. Once you have control of Garnet, go up the left path to find the first manifestation of Ramuh (Beginning); four more to go. Head down to where the moogles are and rest/save your game.

Go back up the left path (where you found the first manifestation) into the next screen and turn around the corner, going down the first path you come to. Turn left to where the chest is and you'll find the second manifestation (Cooperation); three more to go. Pick up The Ogre from the chest then go south to get back to where the moogles are. Save if you want to, then go back to where you first entered Pinnacle Rocks and talked to Ramuh to find the third manifestation (Hero); three down, two to go.

Go back to the screen with the moogles and head down the south path and into the water. To the right is the fourth manifestation (Human); only one more! The final manifestation can also be found in the water, but in northern area. Go over to the chest where you got The Ogre and head right (still in the water) into the next screen to find the last manifestation (Silence.) Now that you have the story, go back around the path where you found the second manifestation and Ramuh will be waiting for you under the bridge.

He'll ask you to put each part of the story in its proper order. Put them in their proper order (just make sure you choose 'hero' or 'human' last) and Ramuh will become Garnet's eidolon. Jump off the cliff and watch as Queen Brahne and the black mage dolls destroy Lindblum. Back to Lindblum you go...

=====
LINDBLUM (REVISIT)

Party's level: 18

Party: Zidane, Vivi, Garnet

Key Items: World Map

Items: 3000 Gil, Ether, Phoenix Pinion, 163 Gil, Bandana

Cards: Lindblum Card

Monsters: None
=====

-- [Dragoos' Weapon Shop] --

Item	Amount
Daggar	320 Gil
Mage Masher	500 Gil
Mythril Dagger	950 Gil
Ice Brand	3780 Gil
Partisan	1600 Gil
Multina Racket	750 Gil
Stardust Rod	760 Gil
Flame Staff	1100 Gil
Ice Staff	980 Gil
Lightning Staff	1200 Gil
Leather Wrist	200 Gil
Glass Armband	250 Gil
Bone Wrist	330 Gil
Mythril Armband	500 Gil
Mythril Gloves	980 Gil
Thunder Gloves	1200 Gil
Headgear	330 Gil
Magus Hat	400 Gil
Bandana	500 Gil
Mage's Hat	600 Gil
Mythril Helmet	1000 Gil
Silk Shirt	400 Gil
Leather Plate	530 Gil
Bronze Vest	670 Gil
Chain Plate	810 Gil
Mythril Vest	1180 Gil
Chain Mail	1200 Gil
Mythril Armor	1830 Gil

-- [Dragon's Gate Merchant] --

Item	Amount
Ice Brand	3780 Gil
Partisan	1600 Gil
Multina Racket	750 Gil
Stardust Rod	760 Gil
Mythril Armband	500 Gil
Thunder Gloves	1200 Gil
Bandana	500 Gil
Mage's Hat	600 Gil
Mythril Helmet	1000 Gil
Chain Plate	810 Gil
Mythril Vest	1180 Gil
Adaman Vest	1600 Gil
Mythril Armor	1830 Gil
Potion	50 Gil
Phoenix Down	150 Gil
Soft	100 Gil
Antidote	50 Gil
Eye Drops	50 Gil
Annoyment	150 Gil
Tent	800 Gil

-- [Torres' Synthesis Shop] --

Item	Amount	Required Materials
Butterfly Sword	300 Gil	Dagger, Mage Masher
The Ogre	700 Gil	2 Mage Mashers
Exploda	1000 Gil	Mage Masher, Mythril Dagger
Cotton Robe	1000 Gil	Wrist Steepled Hat
Silk Robe	2000 Gil	Silk Shirt, Bandana
Desert Boots	300 Gil	Leather Hat, Leather Shirt
Yellow Scarf	400 Gil	Feather Hat, Steepled Hat
Glass Buckle	500 Gil	Glass Armband, Leather Wrist
Germinas Boots	900 Gil	Desert Boots, Fork
Cachusa	1000 Gil	Magus Hat, Rubber Helmet
Coral Ring	1200 Gil	Lightning Staff, Rod
Gold Choker	1300 Gil	Linen Cuirass, Soft
Magician Shoes	1500 Gil	Germinas Boots, Bone Wrist
Barette	1800 Gil	Needle Fork, Barbut
Power Belt	2000 Gil	Glass Buckle, Chain Mail

-- [Alice's Medicine Shop] --

Item	Amount
Potion	50 Gil
Phoenix Down	150 Gil
Echo Screen	50 Gil

Soft		100 Gil
Antidote		50 Gil
Eye Drops		50 Gil
Annoyment		150 Gil
Tent		800 Gil

Once you get to the city, Vivi will stay put to avoid Lindblum soldiers from confusing him with the black mage dolls. Go northeast to find Minister Artania who will take you to see Cid. Here, you find out Kuja has been supplying Brahne with weapons, so you'll need to take him out before attempting a counterattack. Cid tells you about an excavation site you can take which leads to an unknown continent, as you won't be able to travel any other way because Alexandria has seized the airships and the dock.

Buy some items from the shops if you want to, save/rest at the Inn and talk to the man in the northeast part of town once ready to leave. View the ATE, watch as Cid snags a trolley for you three and save at the moogle once you get off the trolley. You can buy some last items from the man here if you want, otherwise head straight out the door to enter the overworld. Before heading to the excavation site, you'll want to add another member to your party, so head back to Qu's Marsh.

As it turns out, Quina wasn't killed in the destruction of Cleyra after all! S/he will join your party once again, so your next destination is the excavation site. Go north from where you found Quina (to Quale's house) and go right from there into the brush. Quina will chase after a frog and accidentally stumble upon the excavation site entrance -- wait are you waiting for? Go on in! Head down the stairs to enter...

=====

FOSSIL ROO

Party's level: 18

Party: Zidane, Vivi, Garnet, Quina

Key Items: None

Items: Fairy Earrings, Ether, Lamia's Tiara, Survival Vest, Elixir

Cards: None

Monsters: Lani, Armodullahan, Seeker Bat, Abomination, Feather Circle,
Griffin

=====

-- [Treasure Hunter's Inventory] --

-- [Mogki's and Kuppo's Shop] --

Item		Amount
Ice Brand		3780 Gil
Partisan		1600 Gil
Multina Racket		750 Gil
Stardust Rod		760 Gil
Mythril Armllet		500 Gil
Thunder Gloves		1200 Gil
Bandana		500 Gil
Mage's Hat		600 Gil
Mythril Helmet		1000 Gil
Chain Plate		810 Gil
Mythril Vest		1180 Gil
Adaman Vest		1600 Gil
Mythril Armor		1830 Gil
Potion		50 Gil
Phoenix Down		150 Gil
Echo Screen		50 Gil

Item		Amount
Potion		50 Gil
Phoenix Down		150 Gil
Echo Screen		50 Gil
Soft		100 Gil
Antidote		50 Gil
Eye Drops		50 Gil
Annoyment		150 Gil
Tent		800 Gil

Soft		100 Gil
Antidote		50 Gil
Eye Drops		50 Gil
Remedy		300 Gil
Annoyment		150 Gil
Tent		800 Gil

Walk forward and the ground will rumble. Out from the closed gate comes a large piece of machinery on wheels with a drill in the front. The only thing you can do now is flee, so do just that. Watch out for the swinging axes, as they'll slow you down and if you get caught, you'll have to fight it. Defeat it, then watch as it falls through the hole in the ground. As you enter the next room, Lani will approach you and ask for the pendant. After refusing, you'll engage in battle.

BOSS BATTLE: Lani HP: 5708

If you upgraded your weapons while in Lindblum, you really shouldn't have any problem in defeating Lani. Use whatever spells Vivi has (just make sure they're strong.) Zidane's Exploda works wonders, as it does at least 800 damage per hit. Combine those with physical attacks from Quina and curing from Garnet, and you should be fine.

Head down the stairs and you'll see an untamed gargant crawl by. Go over to the flowers and pick one, then hold it up in front of the tunnel for the gargant to eat. Doing so will hitch you a free ride to the next part of Fossil Roo. Go down and talk to the treasure hunter to learn about the fountains, switches and gargants, then go north and give the gargant a flower to ride it. Flip the switch once you land then take the gargant back to the next area.

Go north a screen (downstairs) and follow the path to the switch; flip it then backtrack to the room you came from. Grab a flower and give it to the gargant (upstairs) to get to the area you were previously in. Flip the first switch again and ride the gargant back to where the treasure hunter is. From here, go south to save your game, then go past the moogle (south) and into the next area. Ride the gargant here, talk to the treasure hunter to buy some items/weapons/armor then go up the stairs to your right.

Once at the top, ignore the switch and go right to the next screen to ride the gargant. Go right a screen and climb on the vines to reach the switch on the top-left; push it. Climb down to the lower path (or just fall into the water by crawling under one of the statue's faces) and go right a screen. Ride the last gargant and go through the opening to exit into the Outer Continent.

-----> End of Walkthrough...continued on next update... <-----

=====
----- [Bestiary] -----
=====

----- [Monster Stat Listing 1] -----

----- [A] -----

Monster: | Abadon
Level: | 58

HP: | 12,658
MP: | 2479
Gil: | 2604
EXP: | 32,073
Steal: | Garnet, Vaccine, Pheonix Pinion
Type: | Bug/Flying

Monster: | Abomination
Level: | 15
HP: | 879
MP: | 482
Gil: | 388
EXP: | 913
Steal: | Ore, Hi-Potion, Ether
Type: | NA

Monster: | Adamantoise
Level: | 31
HP: | 3587
MP: | 1043
Gil: | 4433
EXP: | 5096
Steal: | Tent, Hi-Potion, Phoenix Down
Type: | NA

Monster: | Agares
Level: | 43
HP: | 6775
MP: | 1596
Gil: | 1945
EXP: | 14,279
Steal: | Tent, Soft, Ore
Type: | Demon

Monster: | Amdusias
Level: | 42
HP: | 6578
MP: | 1568
Gil: | 0
EXP: | 0
Steal: | Hi-Potion, Antidote, Phoenix Pinion
Type: | Demon/Flying

Monster: | Amdusias (Pandemonium)
Level: | 52
HP: | 10,926
MP: | 9282
Gil: | 2316
EXP: | 26,376
Steal: | Tent, Ether
Type: | Demon/Flying

Monster: | Anemone
Level: | 31
HP: | 3586
MP: | 1045
Gil: | 1137
EXP: | 5080
Steal: | Ore Tent
Type: | NA

Monster: | Antlion
Level: | 16
HP: | 3983
MP: | 3950
Gil: | 1616
EXP: | 0
Steal: | Annoyntment, Mythril Vest, Gold Helmet
Type: | NA

Monster: | Armodullahan
Level: | 13
HP: | 818
MP: | 4598
Gil: | 474
EXP: | 809
Steal: | Ore, Hi-Potion, Ether
Type: | NA

Monster: | Armstrong
Level: | 33
HP: | 4204
MP: | 1165
Gil: | 1456
EXP: | 7150
Steal: | Ore, Hi-Potion, Ether
Type: | NA

Monster: | Ark
Level: | 38
HP: | 20,002
MP: | 1374
Gil: | 5964
EXP: | 0
Steal: | Elixir, Power Vest, Holy Lance
Type: | Flying

Monster: | Ash
Level: | 66
HP: | 25,591
MP: | 3014
Gil: | 2748
EXP: | 40,329
Steal: | Tent
Type: | Demon/Flying

Monster: | Axe Beak
Level: | 6
HP: | 241
MP: | 267
Gil: | 224
EXP: | 123
Steal: | Ore, Hi-Potion, Ether
Type: | Beast

Monster: | Axolotl
Level: | 6
HP: | 211
MP: | 266
Gil: | 236

EXP: | 106
Steal: | Potion, Hi-Potion, Phoenix Pinion
Type: | NA

----- [B] -----

Monster: | Baku
Level: | 2
HP: | 202
MP: | 1285
Gil: | 0
EXP: | 0
Steal: | Hi-Potion, Iron Sword
Type: | Human

Monster: | Bandersnatch
Level: | 14
HP: | 899
MP: | 464
Gil: | 347
EXP: | 787
Steal: | Potion, Tent
Type: | Beast

Monster: | Basilisk
Level: | 6
HP: | 346
MP: | 247
Gil: | 233
EXP: | 167
Steal: | Soft, Hi-Potion
Type: | Bug

Monster: | Beatrix(1st)
Level: | 14
HP: | 3630
MP: | 3467
Gil: | 0
EXP: | 0
Steal: | Phoenix Down, Chain Plate, Mythril Sword
Type: | Human

Monster: | Beatrix(2nd)
Level: | 17
HP: | 4736
MP: | 3964
Gil: | 0
EXP: | 0
Steal: | Phoenix Down, Thunder Gloves, Ice Brand
Type: | Human

Monster: | Beatrix(3rd)
Level: | 19
HP: | 5709
MP: | 4203
Gil: | 0
EXP: | 0
Steal: | Phoenix Down, Ice Brand, Survival Vest

Type: | Human

Monster: | Behemoth (Memoria)

Level: | 71

HP: | 24,123

MP: | 3338

Gil: | 2764

EXP: | 53,168

Steal: | Phoenix Pinion

Type: | Beast

Monster: | Benero

Level: | 1

HP: | 28

MP: | 149

Gil: | 0

EXP: | 0

Steal: | NA

Type: | Human

Monster: | Black Waltz No. 1

Level: | 2

HP: | 229

MP: | 9999

Gil: | 134

EXP: | 0

Steal: | Steepled Hat, Lighting Staff, Flame Staff

Type: | Human

Monster: | Black Waltz No. 2

Level: | 6

HP: | 1030

MP: | 3017

Gil: | 441

EXP: | 0

Steal: | Steepled Hat, Leather Plate

Type: | Human/Flying

Monster: | Black Waltz No. 3 (Cargo Ship)

Level: | 7

HP: | 1128

MP: | 2080

Gil: | 0

EXP: | 0

Steal: | Steepled Hat, Linen Cuirass, Silver Gloves

Type: | Human/Flying

Monster: | Black Waltz No. 3 (South Gate)

Level: | 9

HP: | 1274

MP: | 344

Gil: | 864

EXP: | 0

Steal: | Steepled Hat, Lightning Staff, Flame Staff

Type: | Human

Monster: | Blazer Beetle

Level: | 19

HP: | 1468

MP: | 603

Gil: | 740
EXP: | 1548
Steal: | Hi-Potion, Phoenix Pinion, Ether
Type: | Bug

Monster: | Bomb
Level: | 10
HP: | 526
MP: | 359
Gil: | 235
EXP: | 178
Steal: | Ore, Hi-Potion, Ether
Type: | Flying

----- [C] -----

Monster: | Cactaur
Level: | 30
HP: | 1939
MP: | 1018
Gil: | 1021
EXP: | 4208
Steal: | Phoenix Down, Tent, Ether
Type: | NA

Monster: | Carrion Worm
Level: | 9
HP: | 259
MP: | 345
Gil: | 319
EXP: | 329
Steal: | Annoyntment, Tent
Type: | Bug

Monster: | Carve Spider
Level: | 3
HP: | 123
MP: | 199
Gil: | 124
EXP: | 48
Steal: | Potion, Tent, Ore
Type: | Bug

Monster: | Catoblepas/Shoat
Level: | 32
HP: | 3727
MP: | 1069
Gil: | 1421
EXP: | 6609
Steal: | Soft, Hi-Potion, Phoenix Pinion, Ether
Type: | Beast

Monster: | Cave Imp
Level: | 2
HP: | 74
MP: | 186
Gil: | 118
EXP: | 35

Steal: | Potion, Phoenix Down
Type: | NA

Monster: | Cerberus
Level: | 44
HP: | 6977
MP: | 1625
Gil: | 1984
EXP: | 15,181
Steal: | Ore, Tent, Ether
Type: | Beast

Monster: | Chimera
Level: | 67
HP: | 21,901
MP: | 3,053
Gil: | 2732
EXP: | 42,785
Steal: | Vaccine, Garnet, Remedy
Type: | Demon

Monster: | Clipper
Level: | 7
HP: | 294
MP: | 278
Gil: | 190
EXP: | 80
Steal: | Ore, Hi-Potion
Type: | NA

Monster: | Crawler
Level: | 10
HP: | 625
MP: | 358
Gil: | 323
EXP: | 480
Steal: | Antidote, Phoenix Down, Hi-Potion, Phoenix Pinion
Type: | Bug

----- [D] -----

Monster: | Deathguise
Level: | 74
HP: | 55,535
MP: | 9999
Gil: | 8916
EXP: | 0
Steal: | Elixir, Black Belt, Duel Claws
Type: | Demon/Bug/Flying

Monster: | Dendrobium
Level: | 2
HP: | 174
MP: | 186
Gil: | 99
EXP: | 39
Steal: | Eye Drops, Tent, Ore
Type: | Flying

Monster: | Dracozombie
Level: | 24
HP: | 2179
MP: | 760
Gil: | 941
EXP: | 3229
Steal: | Magic Tag, Hi-Potion, Ether
Type: | Dragon/Undead

Monster: | Drakan
Level: | 30
HP: | 3292
MP: | 1018
Gil: | 1118
EXP: | 5675
Steal: | Antidote
Type: | Demon/Flying

Monster: | Dragonfly
Level: | 8
HP: | 348
MP: | 295
Gil: | 307
EXP: | 249
Steal: | Eye Drops, Tent
Type: | Bug/Flying

----- [E] -----

Monster: | Earth Guardian
Level: | 54
HP: | 20,756
MP: | 2234
Gil: | 4512
EXP: | 0
Steal: | Avenger, Rubber Suit
Type: | Demon

Monster: | Epitaph
Level: | 32
HP: | 3732
MP: | 300
Gil: | 0
EXP: | 0
Steal: | Phoenix Down, Soft
Type: | Stone

----- [F] -----

Monster: | False
Level: | 11
HP: | 594
MP: | 376
Gil: | 0
EXP: | 23,852

Steal: | NA
Type: | Flying

Monster: | Fang (Evil Forest)
Level: | 1
HP: | 68
MP: | 170
Gil: | 90
EXP: | 23
Steal: | Potion, Phoenix down, Hi-Potion, Phoenix Pinion
Type: | Beast

Monster: | Fang (Hunt)
Level: | 5
HP: | 216
MP: | 253
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Beast

Monster: | Feather Circle
Level: | 13
HP: | 619
MP: | 448
Gil: | 378
EXP: | 629
Steal: | Ore, Annoyntment, Hi-Potion, Ether
Type: | Flying

Monster: | Feather Circle
Level: | 29
HP: | 3298
MP: | 994
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Flying/Friendly

Monster: | Flan
Level: | 2
HP: | 75
MP: | 183
Gil: | 110
EXP: | 41
Steal: | Potion, Ore
Type: | NA

----- [G] -----

Monster: | Gargoyle
Level: | 44
HP: | 6977
MP: | 1628
Gil: | 1958
EXP: | 15,181
Steal: | Hi-Potion, Tent, Phoenix Down, Ether
Type: | Stone/Flying

Monster: | Garland
Level: | 62
HP: | 40,728
MP: | 9999
Gil: | 0
EXP: | 0
Steal: | Battle Boots, Ninja Gear, Dark Gear
Type: | Human

Monster: | Garuda
Level: | 35
HP: | 3521
MP: | 1216
Gil: | 1279
EXP: | 6933
Steal: | Ore, Hi-Potion, Ether, Phoenix down
Type: | Flying

Monster: | Garuda
Level: | 42
HP: | 6583
MP: | 1570
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Flying/Friendly

Monster: | Ghost
Level: | 4
HP: | 118
MP: | 9999
Gil: | 126
EXP: | 48
Steal: | Potion, Ore, Hi-Potion, Phoenix Down
Type: | Undead/Flying

Monster: | Ghost
Level: | 8
HP: | 347
MP: | 293
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Flying/Friendly

Monster: | Gogan Octopus
Level: | 31
HP: | 3584
MP: | 1044
Gil: | 1840
EXP: | 6096
Steal: | Eye Drops, Phoenix Down, Ether
Type: | Flying

Monster: | Gigan Toad
Level: | 7
HP: | 297
MP: | 280
Gil: | 288

EXP: | 178
Steal: | Ore
Type: | NA

Monster: | Gimme Cat
Level: | 36
HP: | 4683
MP: | 1240
Gil: | 5000
EXP: | 4
Steal: | Echo Screen, Tent, Ether
Type: | NA

Monster: | Gizamaluke
Level: | 16
HP: | 3175
MP: | 502
Gil: | 800
EXP: | 0
Steal: | Elixir, Magus Hat, Ice Staff
Type: | Flying

Monster: | Gnoll
Level: | 18
HP: | 1375
MP: | 586
Gil: | 691
EXP: | 1368
Steal: | Hi-Potion, Phoenix Pinion, Ether
Type: | NA

Monster: | Goblin
Level: | 5
HP: | 33
MP: | 172
Gil: | 88
EXP: | 23
Steal: | Potion
Type: | NA

Monster: | Goblin Mage
Level: | 15
HP: | 983
MP: | 485
Gil: | 568
EXP: | 913
Steal: | Potion, Ore
Type: | NA

Monster: | Grand Dragon
Level: | 60
HP: | 13,206
MP: | 2250
Gil: | 2604
EXP: | 35,208
Steal: | Tent, Ether, Rising Sun
Type: | Dragon

Monster: | Grenade
Level: | 36

HP: | 4685
MP: | 1240
Gil: | 1336
EXP: | 7459
Steal: | Ore, Tent, Ether
Type: | Flying

Monster: | Griffin
Level: | 16
HP: | 1470
MP: | 602
Gil: | 602
EXP: | 1858
Steal: | Ore
Type: | Flying

Monster: | Grimlock(Pink Head)
Level: | 30
HP: | 3292
MP: | 1018
Gil: | 1363
EXP: | 6610
Steal: | Ore, Tent, Ether
Type: | NA

Monster: | Grimlock(Blue Head)
Level: | 30
HP: | 3292
MP: | 1018
Gil: | 1363
EXP: | 6610
Steal: | Hi-Potion, Ether
Type: | NA

----- [H] -----

Monster: | Hades
Level: | 92
HP: | 55,535
MP: | 9999
Gil: | 9638
EXP: | 65,535
Steal: | Reflect Ring, Running Shoes, Battle Boots, Robe of Lords
Type: | Demon/Flying

Monster: | Hagen
Level: | 1
HP: | 33
MP: | 673
Gil: | 72
EXP: | 0
Steal: | NA
Type: | Human

Monster: | Hecteyes
Level: | 51
HP: | 9567
MP: | 2033

Gil: | 2049
EXP: | 17,096
Steal: | Hi-Potion, Vaccine, Phoenix Pinion
Type: | Demon/Undead

Monster: | Hedgehog Pie
Level: | 7
HP: | 295
MP: | 281
Gil: | 187
EXP: | 119
Steal: | Ore, Hi-Potion, Phoenix Down
Type: | NA

Monster: | Hilgigars
Level: | 28
HP: | 8106
MP: | 908
Gil: | 2136
EXP: | 0
Steal: | Phoenix Down, Mythril Fork, Fairy Flute
Type: | Human

Monster: | Hornet
Level: | 7
HP: | 293
MP: | 281
Gil: | 194
EXP: | 89
Steal: | Potion
Type: | Bug/Flying

----- [I] -----

Monster: | Ironite
Level: | 11
HP: | 889
MP: | 374
Gil: | 269
EXP: | 577
Steal: | Hi-Potion, Soft
Type: | Dragon/Flying

Monster: | Iron Man
Level: | 68
HP: | 21,217
MP: | 3091
Gil: | 2796
EXP: | 42,996
Steal: | Phoenix down
Type: | Human/Demon

----- [J] -----

Monster: | Jaberwock
Level: | 30

HP: | 3442
MP: | 1019
Gil: | 1156
EXP: | 4675
Steal: | Ore, Hi-Potion
Type: | NA

Monster: | Jabberwock
Level: | 31
HP: | 3582
MP: | 1042
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Friendly

----- [K] -----

Monster: | King Leo
Level: | 1
HP: | 186
MP: | 373
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Human

Monster: | Kraken
Level: | 72
HP: | 59,496
MP: | 3380
Gil: | 8628
EXP: | 0
Steal: | Genji Helmet, Wizard Rob, Glutton's Robe
Type: | Demon

Monster: | Kraken
Level: | 72
HP: | 23,354
MP: | 3381
Gil: | 4338
EXP: | 0
Steal: | Annoyntment, eye Drops
Type: | Memoria

Monster: | Kraken - Right Tentacle
Level: | 71
HP: | 18,168
MP: | 3338
Gil: | 4362
EXP: | 0
Steal: | Wing Edge
Type: | Demon

Monster: | Kraken - Left Tentacle
Level: | 71
HP: | 18,169
MP: | 3339

Gil: | 4386
EXP: | 0
Steal: | Elixir
Type: | Demon

Monster: | Kuja
Level: | 64
HP: | 42,382
MP: | 9999
Gil: | 0
EXP: | 0
Steal: | Ether, Carabini Mail, Light Robe
Type: | Human

----- [L] -----

Monster: | Ladybug
Level: | 6
HP: | 244
MP: | 266
Gil: | 193
EXP: | 89
Steal: | Eye Drops, Tent, Hi-Potion, Phoenix Pinion
Type: | Bug/Flying

Monster: | Ladybug
Level: | 6
HP: | 244
MP: | 267
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Bug/Flying/Friendly

Monster: | Lamia
Level: | 10
HP: | 994
MP: | 358
Gil: | 494
EXP: | 204
Steal: | Ore, Phoenix Down
Type: | NA

Monster: | Land Worm
Level: | 29
HP: | 5296
MP: | 997
Gil: | 1316
EXP: | 5151
Steal: | Ore, Hi-Potion
Type: | Bug

Monster: | Lani
Level: | 19
HP: | 5708
MP: | 4802
Gil: | 0
EXP: | 0

Steal: | Ether, Gladius, Coral Sword
Type: | Human

Monster: | Lich
Level: | 71
HP: | 58,544
MP: | 9999
Gil: | 8436
EXP: | 0
Steal: | Genji Gloves, Siren's Flute, Black Robe
Type: | Demon

Monster: | Lich
Level: | 68
HP: | 22,218
MP: | 3091
Gil: | 2828
EXP: | 0
Steal: | Ore
Type: | Memoria

Monster: | Lizard Man
Level: | 10
HP: | 589
MP: | 359
Gil: | 218
EXP: | 173
Steal: | Ore, Tent
Type: | NA

----- [M] -----

Monster: | Magic Vice
Level: | 7
HP: | 297
MP: | 278
Gil: | 239
EXP: | 213
Steal: | Echo Screen, Ether
Type: | NA

Monster: | Malboro
Level: | 57
HP: | 11,687
MP: | 2334
Gil: | 2572
EXP: | 30,579
Steal: | Ore, Vaccine
Type: | NA

Monster: | Malaris
Level: | 72
HP: | 59,497
MP: | 3381
Gil: | 8532
EXP: | 0
Steal: | Genji Armor, Ultima Sword, Masamune
Type: | Demon

Monster: | Malaris
Level: | 69
HP: | 22,535
MP: | 3127
Gil: | 2860
EXP: | 0
Steal: | Phoenix Down
Type: | Memoria

Monster: | Manddragora
Level: | 9
HP: | 662
MP: | 344
Gil: | 595
EXP: | 307
Steal: | Echo Screen, Tent, Hi-Potion, Phoenix Pinion
Type: | NA

Monster: | Masked Man
Level: | 1
HP: | 188
MP: | 223
Gil: | 805
EXP: | 0
Steal: | Potion, Wrist, Mage Masher
Type: | Human

Monster: | Meltigemini
Level: | 42
HP: | 24,348
MP: | 1570
Gil: | 6428
EXP: | 0
Steal: | Vaccine, Golden Hairpin, Demon's Vest
Type: | Demon

Monster: | Mimic
Level: | 8
HP: | 346
MP: | 295
Gil: | 777
EXP: | 320
Steal: | Hi-Potion, Antidote
Type: | NA

Monster: | Mistodon
Level: | 19
HP: | 1473
MP: | 602
Gil: | 747
EXP: | 2548
Steal: | Ore, Hi-Potion
Type: | Undead

Monster: | Mover
Level: | 52
HP: | 7532
MP: | 2064
Gil: | 2300

EXP: | 23,801
Steal: | Opal, Vaccine, Tent
Type: | Flying

Monster: | Mu(Evil Forest)
Level: | 2
HP: | 77
MP: | 183
Gil: | 104
EXP: | 34
Steal: | Potion
Type: | NA

Monster: | Mu(Hunt)
Level: | 5
HP: | 201
MP: | 253
Gil: | 0
EXP: | 0
Steal: | NA
Type: | NA

Monster: | Mu
Level: | 2
HP: | 78
MP: | 186
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Friendly

Monster: | Myconid
Level: | 20
HP: | 1372
MP: | 584
Gil: | 726
EXP: | 1368
Steal: | Eye Drops, Tent
Type: | Flying

----- [N] -----

Monster: | Necron
Level: | 69
HP: | 54,100
MP: | 9999
Gil: | 0
EXP: | 0
Steal: | Elixir
Type: | Flying

Monster: | Nova Dragon
Level: | 67
HP: | 54,940
MP: | 9999
Gil: | 9506
EXP: | 0
Steal: | Remedy, Dragon Wrist, Grand Armor

Type: | Dragon/Flying

Monster: | Nymph

Level: | 9

HP: | 458

MP: | 345

Gil: | 303

EXP: | 329

Steal: | Echo Screen, Ore, Hi-Potion, Phoenix Down

Type: | NA

Monster: | Nymph

Level: | 9

HP: | 463

MP: | 344

Gil: | 0

EXP: | 0

Steal: | NA

Type: | Friendly

----- [O] -----

Monster: | Ochu

Level: | 16

HP: | 3568

MP: | 622

Gil: | 845

EXP: | 2093

Steal: | Hi-Potion, Phoenix Pinion, Ether

Type: | NA

Monster: | Ogre

Level: | 32

HP: | 3727

MP: | 1067

Gil: | 1204

EXP: | 5507

Steal: | Annoyntment, Phoenix Pinion, Ether

Type: | NA

Monster: | Ozma

Level: | 99

HP: | 55,535

MP: | 9999

Gil: | 18,312

EXP: | 65,535

Steal: | Elixir, Robe of Lords, Dark Matter, Pumice Piece

Type: | Flying

----- [P] -----

Monster: | Plant Brain

Level: | 7

HP: | 916

MP: | 1431

Gil: | 468

EXP: | 0
Steal: | Eye Drops, Iron Helm
Type: | NA

Monster: | Plant Spider
Level: | 1
HP: | 33
MP: | 173
Gil: | 91
EXP: | 22
Steal: | Potion, Ore, Hi-Potion
Type: | Bug

Monster: | Prison Cage
Level: | 2
HP: | 533
MP: | 1186
Gil: | 0
EXP: | 0
Steal: | Broad Sword, Leather Wrist
Type: | NA

Monster: | Python
Level: | 2
HP: | 75
MP: | 184
Gil: | 106
EXP: | 40
Steal: | Potion, Ore, Hi-Potion, Phoenix Pinion
Type: | NA

----- [Q] -----

Monster: | Quale
Level: | 76
HP: | 65,535
MP: | 3680
Gil: | 10,800
EXP: | 65,535
Steal: | Elixir, Ninja Gear, Glutton's Robe, Robe of Lords
Type: | Human

----- [R] -----

Monster: | Ragtime Mouse
Level: | 31
HP: | 3584
MP: | 1045
Gil: | 59,630
EXP: | 22,52
Steal: | NA
Type: | NA

Monster: | Ralvuimago
Level: | 18
HP: | 3352

MP: | 584
Gil: | 1404
EXP: | 0
Steal: | Phoenix Down, Adamn Vest, Oak Staff
Type: | NA

Monster: | Ralvurahva
Level: | 13
HP: | 2296
MP: | 3649
Gil: | 0
EXP: | 0
Steal: | Bone Wrist, Mythril Fork
Type: | Dragon

Monster: | Red Dragon
Level: | 36
HP: | 8000
MP: | 1242
Gil: | 5156
EXP: | 22,377
Steal: | Tent, Ether, Elixir
Type: | Dragon/Flying

Monster: | Ring Leader
Level: | 51
HP: | 9569
MP: | 2030
Gil: | 1868
EXP: | 18,816
Steal: | Echo Screen, Vaccine
Type: | Demon/Flying

----- [S] -----

Monster: | Sahagin
Level: | 18
HP: | 1375
MP: | 585
Gil: | 684
EXP: | 1368
Steal: | Hi-Potion, Ether
Type: | NA

Monster: | Sand Golem
Level: | 11
HP: | 342
MP: | 376
Gil: | 589
EXP: | 677
Steal: | Hi-Potion, Eye Drops
Type: | NA

Monster: | Sand Golem(Core)
Level: | 11
HP: | 1091
MP: | 377
Gil: | 0

EXP: | 0
Steal: | Ore, Hi-Potion
Type: | NA

Monster: | Sand Scorpion
Level: | 10
HP: | 526
MP: | 360
Gil: | 315
EXP: | 400
Steal: | Ore, Antidote, Ether
Type: | NA

Monster: | Scarlet Hair
Level: | 22
HP: | 8985
MP: | 5865
Gil: | 4790
EXP: | 0
Steal: | Ether, Poison Knuckles
Type: | Human

Monster: | Sealion
Level: | 3
HP: | 472
MP: | 9999
Gil: | 205
EXP: | 0
Steal: | Ether, Mythril Daggar
Type: | Flying

Monster: | Seeker Bat
Level: | 12
HP: | 594
MP: | 377
Gil: | 366
EXP: | 449
Steal: | Eye Drops, Tent
Type: | Flying

Monster: | Serpion
Level: | 8
HP: | 397
MP: | 295
Gil: | 184
EXP: | 139
Steal: | Antidote
Type: | Dragon

Monster: | Shell Dragon
Level: | 58
HP: | 12,661
MP: | 2482
Gil: | 2588
EXP: | 32,073
Steal: | Hi-Potion, Vaccine, Tent, Phoenix Pinion
Type: | Dragon

Monster: | Shell Dragon (Pandemonium)
Level: | 54

HP: | 10,921
MP: | 9335
Gil: | 2332
EXP: | 26,376
Steal: | Phoenix Down, Elixir
Type: | Dragon

Monster: | Silver Dragon
Level: | 58
HP: | 24,055
MP: | 9999
Gil: | 5240
EXP: | 0
Steal: | Elixir, Dragon Mail, Kaiser Knuckles
Type: | Dragon/Flying

Monster: | Skeleton
Level: | 8
HP: | 400
MP: | 293
Gil: | 209
EXP: | 104
Steal: | Ore, Hi-Potion, Ether
Type: | Undead

Monster: | Soldier(Cleyra)
Level: | 10
HP: | 523
MP: | 358
Gil: | 311
EXP: | 400
Steal: | Potion, Phoenix Down, Echo Screen, Phoenix Pinion
Type: | Human

Monster: | Soldier(Alexandria Castle)
Level: | 9
HP: | 459
MP: | 342
Gil: | 292
EXP: | 357
Steal: | Potion, Phoenix Down, Hi-Potion, Phoenix Pinion
Type: | Human

Monster: | Soulcage
Level: | 26
HP: | 9765
MP: | 862
Gil: | 3800
EXP: | 0
Steal: | Oak Staff, Magician Cloak, Brigandine
Type: | Undead

Monster: | Steiner(1st battle)
Level: | 1
HP: | 169
MP: | 523
Gil: | 0
EXP: | 0
Steal: | Leather Hat, Silk Shirt
Type: | Human

Monster: | Steiner(2nd battle)
Level: | 1
HP: | 167
MP: | 620
Gil: | 355
EXP: | 0
Steal: | NA
Type: | Human

Monster: | Steiner(3rd battle)
Level: | 1
HP: | 162
MP: | 770
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Human

Monster: | Stilva
Level: | 67
HP: | 21,906
MP: | 3053
Gil: | 2780
EXP: | 42,785
Steal: | Ether
Type: | Demon

Monster: | Stroper
Level: | 21
HP: | 1840
MP: | 697
Gil: | 915
EXP: | 2346
Steal: | Soft, Peridot, Phoenix Down, Phoenix Pinion
Type: | Stone

----- [T] -----

Monster: | Taharka
Level: | 46
HP: | 29,186
MP: | 1776
Gil: | 8092
EXP: | 0
Steal: | Elixir, Myhtril Claws, Orichalcon
Type: | Flying

Monster: | Tantaran
Level: | 41
HP: | 21,997
MP: | 1456
Gil: | 4472
EXP: | 12,585
Steal: | Ether, Elixir, Silver Fork, Demon's Mail
Type: | Demon

Monster: | Thorn

Level: | 16
HP: | 2984
MP: | 9999
Gil: | 0
EXP: | 0
Steal: | Mythril Armor, Mythril Armlet
Type: | Human

Monster: | Tiamat
Level: | 72
HP: | 59,494
MP: | 3381
Gil: | 8820
EXP: | 0
Steal: | Blood Sword, Feather Boots, Grand Helmet
Type: | Dragon

Monster: | Tiamat (Memoria)
Level: | 71
HP: | 24,127
MP: | 3338
Gil: | 2956
EXP: | 0
Steal: | Ether, Wing Edge
Type: | Dragon

Monster: | Tonberry
Level: | 46
HP: | 7886
MP: | 1779
Gil: | 1513
EXP: | 13,297
Steal: | Hi-Potion, Phoenix Down, Phoenix Pinion, Ether
Type: | NA

Monster: | Torama
Level: | 30
HP: | 3292
MP: | 1018
Gil: | 1118
EXP: | 5675
Steal: | Antidote, Phoenix Pinion
Type: | Beast/Demon

Monster: | Trance Kuja
Level: | 76
HP: | 55,535
MP: | 9999
Gil: | 0
EXP: | 0
Steal: | Ether, White Robe, Rebirth Ring
Type: | Human/Flying

Monster: | Trick Sparrow
Level: | 5
HP: | 191
MP: | 250
Gil: | 198
EXP: | 65
Steal: | Ore

Type: | Flying

Monster: | Troll
Level: | 20
HP: | 1469
MP: | 623
Gil: | 854
EXP: | 2093
Steal: | Ore, Tent
Type: | NA

Monster: | True
Level: | 11
HP: | 589
MP: | 377
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Flying

Monster: | Type A
Level: | 8
HP: | 398
MP: | 293
Gil: | 199
EXP: | 115
Steal: | Phoenix Down, Tent
Type: | Human

Monster: | Type B
Level: | 10
HP: | 526
MP: | 361
Gil: | 321
EXP: | 373
Steal: | Ore, Hi-Potion, Ether
Type: | Human

Monster: | Type C
Level: | 13
HP: | 623
MP: | 447
Gil: | 336
EXP: | 629
Steal: | Potion, Tent
Type: | Human

----- [V] -----

Monster: | Vulia Pira
Level: | 36
HP: | 12,119
MP: | 9999
Gil: | 4089
EXP: | 0
Steal: | NA
Type: | Flying

Monster: | Verpal (Green)
Level: | 34
HP: | 4363
MP: | 1188
Gil: | 1270
EXP: | 6434
Steal: | Hi-Potion, Phoenix Down, Ether
Type: | Flying

Monster: | Verpal (Red)
Level: | 35
HP: | 4022
MP: | 1214
Gil: | 1326
EXP: | 6933
Steal: | Hi-Potion, Phoenix Pinion, Ether
Type: | Flying

Monster: | Veteran
Level: | 44
HP: | 6972
MP: | 1627
Gil: | 1971
EXP: | 15,181
Steal: | Hi-Potion, Ether, Phoenix Pinion
Type: | Demon/Flying

Monster: | Vice
Level: | 4
HP: | 129
MP: | 209
Gil: | 128
EXP: | 48
Steal: | Echo Screen, Potion
Type: | NA

----- [W] -----

Monster: | Weimar
Level: | 1
HP: | 38
MP: | 721
Gil: | 73
EXP: | 0
Steal: | NA
Type: | Human

Monster: | Whale Zombie
Level: | 32
HP: | 3730
MP: | 1066
Gil: | 1528
EXP: | 6609
Steal: | Antidote, Magic Tag
Type: | Undead/Flying

Monster: | Worm Hydra
Level: | 37

HP: | 4846
MP: | 1268
Gil: | 1345
EXP: | 8010
Steal: | Hi-Potion, Antidote
Type: | Dragon

Monster: | Wraith (Blue)
Level: | 36
HP: | 4686
MP: | 1239
Gil: | 1654
EXP: | 8950
Steal: | Ore, Hi-Potion
Type: | Undead/Flying

Monster: | Wraith (Red)
Level: | 37
HP: | 4686
MP: | 1268
Gil: | 1345
EXP: | 8010
Steal: | Topaz, Hi-Potion, Phoenix Pinion
Type: | Flying/Undead

Monster: | Wyerd
Level: | 2
HP: | 129
MP: | 183
Gil: | 116
EXP: | 45
Steal: | Potion, Tent, Phoenix Down
Type: | Beast

----- [Y] -----

Monster: | Yan
Level: | 72
HP: | 19,465
MP: | 3378
Gil: | 2218
EXP: | 42,673
Steal: | Ore, Elixir
Type: | NA

Monster: | Yan
Level: | 61
HP: | 13,486
MP: | 2588
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Friendly

Monster: | Yeti
Level: | 9
HP: | 463
MP: | 342

Gil: | 221
EXP: | 133
Steal: | Eye Drops, Ore, Hi-Potion
Type: | Flying

Monster: | Yeti
Level: | 6
HP: | 246
MP: | 265
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Flying/Friendly

----- [Z] -----

Monster: | Zagnol(Hunt)
Level: | 9
HP: | 1574
MP: | 2342
Gil: | 0
EXP: | 0
Steal: | Mythril gloves, Needle Fork
Type: | Beast

Monster: | Zagnol(Pinnacle Rocks)
Level: | 16
HP: | 1189
MP: | 499
Gil: | 546
EXP: | 1261
Steal: | Ore, Tent, Ether
Type: | Beast

Monster: | Zemzelett
Level: | 20
HP: | 1571
MP: | 625
Gil: | 889
EXP: | 2093
Steal: | Ore, Hi-Potion, Ether
Type: | Flying

Monster: | Zenero
Level: | 1
HP: | 32
MP: | 149
Gil: | 0
EXP: | 0
Steal: | NA
Type: | Human

Monster: | Zombie
Level: | 19
HP: | 973
MP: | 603
Gil: | 708
EXP: | 1445

Steal: | Magic Tab, Tent, Ether
Type: | Undead

Monster: | Zorn
Level: | 16
HP: | 4896
MP: | 9999
Gil: | 0
EXP: | 0
Steal: | Partisan, Stardust Rod
Type: | Human

Monster: | Zuu
Level: | 8
HP: | 1149
MP: | 293
Gil: | 384
EXP: | 320
Steal: | Potion, Ore, Hi-Potion, Phoenix Pinion
Type: | Flying

----- [Monster Stat Listing 2] -----

----- [A] -----

Monster: | Abadon
Strong Against: | Earth
Weak Against: | Wind

Monster: | Abomination
Strong Against: | NA
Weak Against: | NA

Monster: | Adamantoise
Strong Against: | NA
Weak Against: | NA

Monster: | Agares
Strong Against: | Shadow
Weak Against: | Holy, Fire

Monster: | Amdusias
Strong Against: | Earth, Shadow
Weak Against: | Wind, Fire, Holy

Monster: | Anemone
Strong Against: | NA
Weak Against: | NA

Monster: | Antlion
Strong Against: | NA
Weak Against: | NA

Monster: | Armodullahan
Strong Against: | NA
Weak Against: | NA

Monster: | Armstrong

Strong Against: | NA
Weak Against: | NA

Monster: | Ark
Strong Against: | Earth
Weak Against: | Shadow

Monster: | Ash
Strong Against: | Shadow
Weak Against: | Fire, Holy

Monster: | Axe Beak
Strong Against: | NA
Weak Against: | NA

Monster: | Axolotl
Strong Against: | NA
Weak Against: | NA

Monster: | Baku
Strong Against: | NA
Weak Against: | Fire

Monster: | Bandersnatch
Strong Against: | NA
Weak Against: | NA

Monster: | Basilisk
Strong Against: | NA
Weak Against: | NA

Monster: | Beatrix(1-3)
Strong Against: | NA
Weak Against: | NA

Monster: | Behemoth
Strong Against: | NA
Weak Against: | NA

Monster: | Benero
Strong Against: | NA
Weak Against: | NA

Monster: | Black Waltz No.1
Strong Against: | Ice
Weak Against: | Fire

Monster: | Black Waltz No.2
Strong Against: | NA
Weak Against: | NA

Monster: | Black Waltz No.3(Cargo Ship)
Strong Against: | NA
Weak Against: | Thunder

Monster: | Black Waltz No.3(South Gate)
Strong Against: | NA
Weak Against: | NA

Monster: | Blazer Beetle

Strong Against: | NA
Weak Against: | NA

Monster: | Bomb
Strong Against: | Wind, Fire
Weak Against: | Ice

Monster: | Cactaur
Strong Against: | NA
Weak Against: | NA

Monster: | Carrion Worm
Strong Against: | NA
Weak Against: | NA

Monster: | Carve Spider
Strong Against: | NA
Weak Against: | NA

Monster: | Catoblepas
Strong Against: | NA
Weak Against: | NA

Monster: | Cave Imp
Strong Against: | NA
Weak Against: | NA

Monster: | Cerberus
Strong Against: | NA
Weak Against: | NA

Monster: | Chimera
Strong Against: | Shadow
Weak Against: | Holy, Fire

Monster: | Clipper
Strong Against: | NA
Weak Against: | NA

Monster: | Crawler
Strong Against: | NA
Weak Against: | NA

Monster: | Deathguise
Strong Against: | Shadow
Weak Against: | NA

Monster: | Dendrobium
Strong Against: | Earth
Weak Against: | Wind

Monster: | Dracozombie
Strong Against: | Shadow
Weak Against: | Fire, Holy

Monster: | Drakan
Strong Against: | Shadow, Earth
Weak Against: | Fire, Holy, Wind

Monster: | Dragonfly

Strong Against: | Earth
Weak Against: | Wind

Monster: | Earth Guardian
Strong Against: | Shadow
Weak Against: | NA

Monster: | Epitaph
Strong Against: | NA
Weak Against: | NA

Monster: | False
Strong Against: | NA
Weak Against: | NA

Monster: | Fang
Strong Against: | NA
Weak Against: | NA

Monster: | Feather Circle(both versions)
Strong Against: | NA
Weak Against: | Wind

Monster: | Flan
Strong Against: | NA
Weak Against: | NA

Monster: | Garland
Strong Against: | NA
Weak Against: | NA

Monster: | Garuda(both versions)
Strong Against: | NA
Weak Against: | Wind

Monster: | Ghost
Strong Against: | Shadow, Earth
Weak Against: | Fire, Holy

Monster: | Gigan Octopus
Strong Against: | Water, Earth
Weak Against: | Wind

Monster: | Gigan Toad
Strong Against: | NA
Weak Against: | NA

Monster: | Gimme Cat
Strong Against: | NA
Weak Against: | NA

Monster: | Gizamaluke
Strong Against: | Earth
Weak Against: | Wind

Monster: | Gnoll
Strong Against: | NA
Weak Against: | NA

Monster: | Goblin

Strong Against: | NA
Weak Against: | NA

Monster: | Goblin Mage
Strong Against: | NA
Weak Against: | Fire

Monster: | Grand Dragon
Strong Against: | NA
Weak Against: | NA

Monster: | Grenade
Strong Against: | Earth
Weak Against: | NA

Monster: | Griffin
Strong Against: | Earth
Weak Against: | Wind

Monster: | Grimlock(both versions)
Strong Against: | NA
Weak Against: | NA

Monster: | Hades
Strong Against: | Shadow, Earth
Weak Against: | NA

Monster: | Haagen
Strong Against: | NA
Weak Against: | NA

Monster: | Hecteyes
Strong Against: | Shadow
Weak Against: | Holy

Monster: | Hedgehog Pie
Strong Against: | NA
Weak Against: | NA

Monster: | Hilgigars
Strong Against: | NA
Weak Against: | NA

Monster: | Hornet
Strong Against: | Earth
Weak Against: | Wind

Monster: | Ironite
Strong Against: | Earth
Weak Against: | Wind

Monster: | Iron Man
Strong Against: | Shadow
Weak Against: | NA

Monster: | Jabberwock(both versions)
Strong Against: | NA
Weak Against: | NA

Monster: | King Leo

Strong Against: | NA
Weak Against: | NA

Monster: | Kraken
Strong Against: | Shadow, Water
Weak Against: | NA

Monster: | Kraken(left arm)
Strong Against: | Shadow, Water
Weak Against: | NA

Monster: | Kraken(right arm)
Strong Against: | Shadow, Water
Weak Against: | NA

Monster: | Kuja
Strong Against: | NA
Weak Against: | NA

Monster: | Ladybug(both versions)
Strong Against: | Earth
Weak Against: | Wind

Monster: | Lamia
Strong Against: | NA
Weak Against: | NA

Monster: | Land Worm
Strong Against: | NA
Weak Against: | Water

Monster: | Lani
Strong Against: | NA
Weak Against: | NA

Monster: | Lich
Strong Against: | Shadow
Weak Against: | Fire

Monster: | Lich(Memoria)
Strong Against: | NA
Weak Against: | NA

Monster: | Maliris
Strong Against: | Shadow
Weak Against: | NA

Monster: | Maliris(Memoria)
Strong Against: | NA
Weak Against: | NA

Monster: | Mandragora
Strong Against: | NA
Weak Against: | NA

Monster: | Masked Man
Strong Against: | NA
Weak Against: | Fire

Monster: | Meltigemini

Strong Against: | Shadow
Weak Against: | Fire

Monster: | Mimic
Strong Against: | NA
Weak Against: | NA

Monster: | Mistodon
Strong Against: | Shadow
Weak Against: | Fire, Holy

Monster: | Mover
Strong Against: | Earth
Weak Against: | NA

Monster: | My(both versions)
Strong Against: | NA
Weak Against: | NA

Monster: | Myconid
Strong Against: | Earth
Weak Against: | NA

Monster: | Necron
Strong Against: | Earth
Weak Against: | NA

Monster: | Nova Dragon
Strong Against: | Earth
Weak Against: | NA

Monster: | Nymph(both versions)
Strong Against: | NA
Weak Against: | NA

Monster: | Ochu
Strong Against: | NA
Weak Against: | NA

Monster: | Ogre
Strong Against: | NA
Weak Against: | NA

Monster: | Ozma
Strong Against: | Earth
Weak Against: | Wind, Holy

Monster: | Plant Brain
Strong Against: | NA
Weak Against: | Fire

Monster: | Plant Spider
Strong Against: | NA
Weak Against: | Fire

Monster: | Prison Cage
Strong Against: | NA
Weak Against: | Fire

Monster: | Python

Strong Against: | NA
Weak Against: | NA

Monster: | Quale
Strong Against: | NA
Weak Against: | NA

Monster: | Ragtime Mouse
Strong Against: | NA
Weak Against: | NA

Monster: | Rakvuimago
Strong Against: | NA
Weak Against: | NA

Monster: | Ralvurahva
Strong Against: | NA
Weak Against: | NA

Monster: | Red Dragon
Strong Against: | Earth
Weak Against: | Wind

Monster: | Ring Leader
Strong Against: | Shadow, Earth
Weak Against: | Fire, Holy, Wind

Monster: | Sahagin
Strong Against: | Water
Weak Against: | NA

Monster: | Sand Golem
Strong Against: | Physical attacks
Weak Against: | Ice, Water

Monster: | Sand Golem(Core)
Strong Against: | NA
Weak Against: | NA

Monster: | Sand Scorpion
Strong Against: | NA
Weak Against: | NA

Monster: | Scarlet Hair
Strong Against: | NA
Weak Against: | NA

Monster: | Sealion
Strong Against: | Ice
Weak Against: | Fire

Monster: | Seeker Bat
Strong Against: | Earth
Weak Against: | Wind

Monster: | Serpion
Strong Against: | NA
Weak Against: | NA

Monster: | Shell Dragon(both versions)

Strong Against: | NA
Weak Against: | NA

Monster: | Silver Dragon
Strong Against: | NA
Weak Against: | NA

Monster: | Skeleton
Strong Against: | Shadow
Weak Against: | Fire, Holy

Monster: | Soldier (both versions)
Strong Against: | NA
Weak Against: | NA

Monster: | Soulcase
Strong Against: | NA
Weak Against: | NA

Monster: | Steiner (all three versions)
Strong Against: | NA
Weak Against: | NA

Monster: | Stilva
Strong Against: | Shadow
Weak Against: | Fire, Holy

Monster: | Stroper
Strong Against: | NA
Weak Against: | MA

Monster: | Taharka
Strong Against: | Earth
Weak Against: | Wind

Monster: | Tantaran
Strong Against: | Shadow
Weak Against: | Fire, Holy

Monster: | Thorn
Strong Against: | NA
Weak Against: | NA

Monster: | Tiamat
Strong Against: | NA
Weak Against: | Earth

Monster: | Tiamat (memoria)
Strong Against: | NA
Weak Against: | NA

Monster: | Tonberry
Strong Against: | NA
Weak Against: | NA

Monster: | Torama
Strong Against: | Shadow
Weak Against: | Fire, Holy

Monster: | Trance Kuja

Strong Against: | Earth
Weak Against: | NA

Monster: | Trick Sparrow
Strong Against: | Earth
Weak Against: | Wind

Monster: | Troll
Strong Against: | NA
Weak Against: | NA

Monster: | True
Strong Against: | Earth
Weak Against: | NA

Monster: | Type A
Strong Against: | NA
Weak Against: | NA

Monster: | Type B
Strong Against: | NA
Weak Against: | NA

Monster: | Type C
Strong Against: | NA
Weak Against: | NA

Monster: | Valia Pira
Strong Against: | Earth
Weak Against: | Wind

Monster: | Vepal (both versions)
Strong Against: | Earth
Weak Against: | Wind

Monster: | Veteran
Strong Against: | Shadow, Earth
Weak Against: | Holy, Fire, Wind

Monster: | Vice
Strong Against: | NA
Weak Against: | NA

Monster: | Weimar
Strong Against: | NA
Weak Against: | NA

Monster: | Whale Zombie
Strong Against: | Shadow, Earth
Weak Against: | holy, Wind, Fire

Monster: | Worm Hydra
Strong Against: | NA
Weak Against: | NA

Monster: | Wraith (both versions)
Strong Against: | Shadow, Earth
Weak Against: | Holy, Fire, Wind

Monster: | Wyerd

Strong Against: | NA
Weak Against: | NA

Monster: | Yan(both versions)
Strong Against: | NA
Weak Against: | NA

Monster: | Yeti(both versions)
Strong Against: | Earth
Weak Against: | Wind

Monster: | Zaghoul
Strong Against: | NA
Weak Against: | NA

Monster: | Zemzelett
Strong Against: | Earth
Weak Against: | Wind

Monster: | Zenero
Strong Against: | NA
Weak Against: | NA

Monster: | Zombie
Strong Against: | Shadow
Weak Against: | Fire, Holy

Monster: | Zorn
Strong Against: | NA
Weak Against: | NA

Monster: | Zuu
Strong Against: | Earth
Weak Against: | Wind

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----- [Weapons Listing] -----
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----- [Thief Swords - Zidane] -----

Weapon: | Angel Bless
Buy: | 9000
Sell: | 3500
Attack Pwr. | 44
Comments: | Weapon with an angel's spirit dwelling inside.
Status Eff. | Confuse
Abilities: | Thievery(100)A

Weapon: | Butterfly Sword
Buy: | 300
Sell: | 850
Attack Pwr. | 21
Comments: | Standard thief's sword.
Status Eff. | Silence
Abilities: | What's That?(30A), Protect girls(35)S

Weapon: | Daggar

Buy: | 320
Sell: | 160
Attack Pwr. | 12
Comments: | Weapon used by thieves.
Status Eff. | NA
Abilities: | Flee(40A)

Weapon: | Exploda
Buy: | 1000
Sell: | 1400
Attack Pwr. | 31
Comments: | Sword made my processing trouble knife.
Status Eff. | Trouble
Abilities: | Sacrifice(55)A, Lucky Seven(85)A

Weapon: | Gladius
Buy: | 2300
Sell: | 1105
Attack Pwr. | 30
Comments: | Light daggar that is easy to handle.
Status Eff. | Slow
Abilities: | Annoy(50)A, Lucky Seven(85)A

Weapon: | Mage Master
Buy: | 500
Sell: | 250
Attack Pwr. | 14
Comments: | Weapon originally used for combating mages.
Status Eff. | Silence
Abilities: | Flee(40A), Detect(40A)

Weapon: | Masamune
Buy: | 16000
Sell: | 6500
Attack Pwr. | 62
Comments: | Sword from a foreign land.
Status Eff. | Doom
Abilities: | Sacrifice(55)A

Weapon: | Mythril Daggar
Buy: | 950
Sell: | 475
Attack Pwr. | 18
Comments: | Theif's Daggar made of mythril.
Status Eff. | NA
Abilities: | Bandit(40)S

Weapon: | Orichalcon
Buy: | 17000
Sell: | 8500
Attack Pwr. | 71
Comments: | The most powerful theif's daggar.
Status Eff. | NA
Abilities: | Detect(40)A

Weapon: | Rune Tooth
Buy: | 2000
Sell: | 1900
Attack Pwr. | 37
Comments: | Also known as 'The Vier.'

Status Eff. | Poison
Abilities: | Lucky Seven(85)A

Weapon: | Sargatanas
Buy: | 12000
Sell: | 4750
Attack Pwr. | 53
Comments: | Sword made by processing 'Epitaph's Fragment.'
Status Eff. | Petrify
Abilities: | Annoy(50)A

Weapon: | The Ogre
Buy: | 700
Sell: | 650
Attack Pwr. | 24
Comments: | Standard thief's sword.
Status Eff. | Darkness
Abilities: | Soul Blade(35)A

Weapon: | The Tower
Buy: | NA
Sell: | 15000
Attack Pwr. | 86
Comments: | Weapon that defines a great thief.
Status Eff. | Mini
Abilities: | Lucky Seven(85)A, Thievery(100)A

Weapon: | Ultima Weapon
Buy: | NA
Sell: | 20000
Attack Pwr. | 100
Comments: | Considered the most powerful weapon in the world.
Status Eff. | Sleep
Abilities: | Flee(40)A

Weapon: | Zorlin Shape
Buy: | 6000
Sell: | 3000
Attack Pwr. | 42
Comments: | Popular weapon among thieves.
Status Eff. | NA
Abilities: | Flee(40)A

----- [Rods - Daggar] -----

Weapon: | Asura's Rod
Buy: | 3180
Sell: | 1590
Attack Pwr. | 27
Comments: | Holy Rod
Status Eff. | Holy
Abilities: | Mini(40)A, Confuse(34)A, Silence(30)A

Weapon: | Healing Rod
Buy: | 1770
Sell: | 885
Attack Pwr. | 23
Comments: | Weapon that can restore target's HP.

Status Eff. | NA
Abilities: | Healer(30)S, Cura(50)A, Life(30)A

Weapon: | Mythril Rod
Buy: | 760
Sell: | 280
Attack Pwr. | 14
Comments: | Rod made of Mythril.
Status Eff. | NA
Abilities: | Life(30)A, silence(30)A, Shell(35)A

Weapon: | Rod
Buy: | 260
Sell: | 130
Attack Pwr. | 11
Comments: | Combat Rod.
Status Eff. | NA
Abilities: | Cure(55)A, Pancea(15)A, Protect(30)A

Weapon: | Stardust Rod
Buy: | 760
Sell: | 380
Attack Pwr. | 16
Comments: | Rod adorned with beautiful stars.
Status Eff. | Shadow damage reduced by 50%.
Abilities: | Ability Up(60)S, Reflect(20)A, Float(20)A

Weapon: | Whale Whisker
Buy: | NA
Sell: | 5140
Attack Pwr. | 36
Comments: | Legendary Weapon that holds powerful magic.
Status Eff. | NA
Abilities: | Curaga(155)A, Life(30)A, Break(25)A

Weapon: | Wizard's Rod
Buy: | 4000
Sell: | 1995
Attack Pwr. | 31
Comments: | Rod used by mages.
Status Eff. | NA
Abilities: | Curaga(155)A, Protect(30)A, Shell(35)A

----- [Rackets - Daggar, Eiko] -----

Weapon: | Air Racket
Buy: | 400
Sell: | 200
Attack Pwr. | 13
Comments: | Long-range combat racket.
Status Eff. | Wind
Abilities: | Scan(25)A, Pancea(15)A

Weapon: | Magic Racket
Buy: | 1350
Sell: | 675
Attack Pwr. | 23
Comments: | Long-range weapon that holds magic powers.

Status Eff. | Wind, raises Holy Elemental Attack
Abilities: | Berserk(30)A, Mini(40)A, cure(30)A

Weapon: | Multina Racket
Buy: | 750
Sell: | 375
Attack Pwr. | 17
Comments: | Long-range weapon that holds mysterious powers.
Status Eff. | Wind
Abilities: | Blind(40)A, Stona(25)A, Shell(35)A

Weapon: | Mythril Racket
Buy: | 2250
Sell: | 1125
Attack Pwr. | 27
Comments: | Long-range weapon made of mythril.
Status Eff. | Wind
Abilities: | Reflect(20)A, Shell(35)A, Protect(30)A

Weapon: | Priest's Racket
Buy: | 11000
Sell: | 4000
Attack Pwr. | 35
Comments: | Long-range holy racket.
Status Eff. | Wind
Abilities: | Silence(30)A, Might(25)A

Weapon: | Tiger Racket
Buy: | NA
Sell: | 2900
Attack Pwr. | 45
Comments: | The most powerful long-range racket.
Status Eff. | Wind
Abilities: | Dispel(25)A

----- [Flutes - Eiko] -----

Weapon: | Angel Flute
Buy: | NA
Sell: | 4150
Attack Pwr. | 33
Comments: | Legendary flute that is said to enchant anyone who hears its
| tune.
Status Eff. | NA
Abilities: | Holy(110), Esuna(80)A, Curaga(80)A

Weapon: | Fairy Flute
Buy: | 4500
Sell: | 2250
Attack Pwr. | 24
Comments: | Flute with an angel's power dwelling inside.
Status Eff. | NA
Abilities: | Esuna(80)A, Haste(30)A, Regen(25)A

Weapon: | Golem's Flute
Buy: | 2700
Sell: | 1350
Attack Pwr. | 17

Comments: | Flute with a golem's power dwelling inside.
Status Eff. | NA
Abilities: | Auto-regen(35)A, Cura(40)A, Life(35)A

Weapon: | Hamelin
Buy: | 5700
Sell: | 2850
Attack Pwr. | 27
Comments: | Flute that holds magic powers.
Status Eff. | NA
Abilities: | Curaga(80)A, Might(25)A, Jewel(50)A

Weapon: | Lamia's Flute
Buy: | 3800
Sell: | 1900
Attack Pwr. | 21
Comments: | Flute with Lamia's power dwelling inside.
Status Eff. | NA
Abilities: | Float(25)A, Stona(25)A, Silence(25)A

Weapon: | Siren's Flute
Buy: | 7000
Sell: | 3500
Attack Pwr. | 30
Comments: | Flute with a siren's power dwelling inside.
Status Eff. | NA
Abilities: | Full-Life(90)A, Dispel(25)A, Esuna(80)A

----- [Swords - Steiner] -----

Weapon: | Blood Sword
Buy: | NA
Sell: | 950
Attack Pwr. | 24
Comments: | Sword varnished with blood.
Status Eff. | NA
Abilities: | Darkside(30)A

Weapon: | Broadsword
Buy: | 330
Sell: | 165
Attack Pwr. | 12
Comments: | Ordinary sword used in combat.
Status Eff. | NA
Abilities: | Beast Killer(55)S

Weapon: | Coral Sword
Buy: | 4000
Sell: | 2000
Attack Pwr. | 38
Comments: | Sword made of coral.
Status Eff. | Thunder
Abilities: | Charge!(30)A

Weapon: | Defender
Buy: | 9340
Sell: | 4670
Attack Pwr. | 65

Comments: | Sword possessing a guardian angel.
Status Eff. | Ice/Thunder damage reduced by 50%
Abilities: | Thunder Slash(30)A

Weapon: | Diamond Sword
Buy: | 4700
Sell: | 2350
Attack Pwr. | 42
Comments: | Sword made of diamond.
Status Eff. | None
Abilities: | Power Break(40)A

Weapon: | Excalibur
Buy: | NA
Sell: | 9500
Attack Pwr. | 77
Comments: | Light Sword used by holy knights.
Status Eff. | Holy
Abilities: | Climhazzard(70)A

Weapon: | Excalibur 2
Buy: | NA
Sell: | 19500
Attack Pwr. | 108
Comments: | NA
Status Eff. | NA
Abilities: | Minus Strike(35)A, Climhazzard(70)A, Stock

Weapon: | Flame Sabre
Buy: | 5190
Sell: | 2595
Attack Pwr. | 46
Comments: | Weapon with a fire spirit dwelling inside.
Status Eff. | Heat, Fire Elemental Attack
Abilities: | Magic Break(25)A

Weapon: | Ice Brand
Buy: | 3780
Sell: | 1890
Attack Pwr. | 35
Comments: | Weapon with an ice spirit dwelling inside.
Status Eff. | Freeze, Ice Elemental Attack
Abilities: | Mental Break(45)A

Weapon: | Iron Sword
Buy: | 660
Sell: | 330
Attack Pwr. | 16
Comments: | Sword made of iron.
Status Eff. | NA
Abilities: | Minus Strike(35)A

Weapon: | Mythril Sword
Buy: | 1300
Sell: | 650
Attack Pwr. | 20
Comments: | Sword made out of mythril/
Status Eff. | NA
Abilities: | Armor Break(30)A

Weapon: | Ragnarok
Buy: | NA
Sell: | 14500
Attack Pwr. | 87
Comments: | Knight sword bearing divine inscriptions.
Status Eff. | Slow
Abilities: | Shock(60)A, Thunder Slash(30)A

Weapon: | Rune Blade
Buy: | NA
Sell: | 4450
Attack Pwr. | 57
Comments: | Weapon that has Rune inscriptions.
Status Eff. | Darkness
Abilities: | Lai Strike(40)A

Weapon: | Ultima Sword
Buy: | 14000
Sell: | 7000
Attack Pwr. | 74
Comments: | Sword that can only be used by chosen knights.
Status Eff. | Sleep
Abilities: | Stock Break(35)A

----- [Staves - Vivi] -----

Weapon: | Cypress Pile
Buy: | 3200
Sell: | 1600
Attack Pwr. | 27
Comments: | Weapon that radiates a mysterious light.
Status Eff. | Confuse
Abilities: | Demi(30)A, Break(30)A, Comet(55)A

Weapon: | Flame Staff
Buy: | 1100
Sell: | 550
Attack Pwr. | 16
Comments: | Staff with a divine fire power dwelling inside.
Status Eff. | Fire
Abilities: | Fire(50)A, Sleep(20)A

Weapon: | High Mage Staff
Buy: | 6000
Sell: | 3000
Attack Pwr. | 32
Comments: | Staff that holds powerful magic.
Status Eff. | Silence
Abilities: | Meteor(95)A, Osmose(70)A

Weapon: | Ice Staff
Buy: | 980
Sell: | 490
Attack Pwr. | 16
Comments: | Staff with a divine ice power dwelling inside.
Status Eff. | Ice
Abilities: | Blizzara(50)A, Slow(20)A

Weapon: | Lightning Staff
Buy: | 1200
Sell: | 600
Attack Pwr. | 16
Comments: | Staff with a divine thunder power dwelling inside.
Status Eff. | Thunder
Abilities: | Thundara(50)A, Poison(35)A

Weapon: | Mace of Zeus
Buy: | NA
Sell: | 5000
Attack Pwr. | 35
Comments: | Legendary staff that once belonged to a grand magician.
Status Eff. | Mini
Abilities: | Doomsday(150)A

Weapon: | Mage Staff
Buy: | 320
Sell: | 160
Attack Pwr. | 12
Comments: | Staff used by black mages.
Status Eff. | NA
Abilities: | Fire(25)A

Weapon: | Oak Staff
Buy: | 2400
Sell: | 1200
Attack Pwr. | 23
Comments: | Staff made from a legendary tree.
Status Eff. | Slow
Abilities: | Stop(25)A, Bio(40)A, Drain(60)A

Weapon: | Octagon Rod
Buy: | 4500
Sell: | 2250
Attack Pwr. | 29
Comments: | Staff with water god dwelling inside.
Status Eff. | Absorbs water/Wind Elemental Attack, Trouble, raises Elemental
| Water attack.
Abilities: | Firaga(75)A, Blizzaga(85)A, Thundaga(80)A

----- [Polearms - Freya] -----

Weapon: | Dragon's Hair
Buy: | NA
Sell: | 11750
Attack Pwr. | 77
Comments: | Legendary spear made from dragon king's hair.
Status Eff. | NA
Abilities: | Dragon Breath(205)A

Weapon: | Heavy Lance
Buy: | 4700
Sell: | 2350
Attack Pwr. | 42
Comments: | Heavy Weapon that can deal massive damage.
Status Eff. | Stop
Abilities: | Six Dragons(25)A

Weapon: | Holy Lance
Buy: | 11000
Sell: | 5500
Attack Pwr. | 62
Comments: | Holy Spear
Status Eff. | Holy Elemental Attack
Abilities: | Dragon's Crest(45)A, Rei's Wind(40)A

Weapon: | Ice Lance
Buy: | 2430
Sell: | 1215
Attack Pwr. | 31
Comments: | Spear made of ice.
Status Eff. | Ice Elemental Attack, Freeze
Abilities: | White Deaw(90)A

Weapon: | Javelin
Buy: | 880
Sell: | 440
Attack Pwr. | 18
Comments: | Spear used by dragon knights.
Status Eff. | NA
Abilities: | Dragon Killer(70)S

Weapon: | Kain's Lance
Buy: | NA
Sell: | 7500
Attack Pwr. | 71
Comments: | Spear from the distant past.
Status Eff. | Confuse
Abilities: | Dragon's Crest(45)A, Cherry Blossom(40)A, White Draw(90)A

Weapon: | Mythril Spear
Buy: | 1100
Sell: | 550
Attack Pwr. | 20
Comments: | Spear made of mythril/
Status Eff. | NA
Abilities: | Rei's Wind(40)A

Weapon: | Obelisk
Buy: | NA
Sell: | 3000
Attack Pwr. | 52
Comments: | Spear made from magic stone.
Status Eff. | Petrify
Abilities: | Cherry Blossom(40)A, Initiative(95)S

Weapon: | Partisan
Buy: | 1600
Sell: | 800
Attack Pwr. | 25
Comments: | Spear adorned with brilliant gems.
Status Eff. | NA
Abilities: | Lancer(20)A, High Tide(20)S

Weapon: | Trident
Buy: | 3580
Sell: | 1790

Attack Pwr. | 37
Comments: | Also known as the 'Spear of Enchantment.'
Status Eff. | Darkness
Abilities: | Luna(30)A

----- [Forks] -----

Weapon: | Bistro Fork
Buy: | 10300
Sell: | 5150
Attack Pwr. | 68
Comments: | Popular fork among gourmands.
Status Eff. | Sleep
Abilities: | High Tide(250)S

Weapon: | Fork
Buy: | 1100
Sell: | 550
Attack Pwr. | 21
Comments: | Combat fork used by the Qu Clan.
Status Eff. | NA
Abilities: | High Tide(250)S

Weapon: | Gastro Fork
Buy: | NA
Sell: | 6650
Attack Pwr. | 77
Comments: | Legendary fork known for its ability to crush anything.
Status Eff. | Stop
Abilities: | High Tide(250)S

Weapon: | Mythril Fork
Buy: | 4700
Sell: | 2350
Attack Pwr. | 42
Comments: | Fork made of mythril.
Status Eff. | NA
Abilities: | High Tide(205)S

Weapon: | Needle Fork
Buy: | 3100
Sell: | 1550
Attack Pwr. | 34
Comments: | Mysterious fork that causes the opposite effect of 'soft.'
Status Eff. | Petrify
Abilities: | High Tide(250)S

Weapon: | Silver Fork
Buy: | 7400
Sell: | 3700
Attack Pwr. | 53
Comments: | Fork made of silver.
Status Eff. | Slow
Abilities: | High tide(250)S

----- [Fist Weapons - Amarant] -----

Weapon: | Avenger
Buy: | 16000
Sell: | 8000
Attack Pwr. | 70
Comments: | Powerful claws that can kill opponents with one hit.
Status Eff. | Death Blow
Abilities: | Demi Shock(50)A, Counter(240)S

Weapon: | Cat's Claws
Buy: | 4000
Sell: | 2000
Attack Pwr. | 23
Comments: | Ordinary claws used for combat.
Status Eff. | NA
Abilities: | Chakra(30)A, Counter(240)S

Weapon: | Dragon's Claws
Buy: | NA
Sell: | 5180
Attack Pwr. | 53
Comments: | Weapon made from a dragon's claw.
Status Eff. | Water
Abilities: | No Mercy(25)A, Counter(240)S

Weapon: | Duel Claws
Buy: | 16000
Sell: | 9000
Attack Pwr. | 75
Comments: | Weapon once used by a legendary hero.
Status Eff. | Berserk
Abilities: | Aura(25)A, No Mercy(25)A, Counter(240)S

Weapon: | Kaiser Knuckles
Buy: | 18000
Sell: | 9000
Attack Pwr. | 75
Comments: | Claws with a wind spirit dwelling inside.
Status Eff. | Wind elemental attack, Trouble
Abilities: | Countdown(40)A, Cuse(20)A, Counter(240)S

Weapon: | Mythril Claws
Buy: | 6500
Sell: | 3250
Attack Pwr. | 39
Comments: | Claws made of mythril.
Status Eff. | NA
Abilities: | Curse(20)A, Counter(240)S

Weapon: | Poison Knuckles
Buy: | 5000
Sell: | 2500
Attack Pwr. | 33
Comments: | Combat knuckles.
Status Eff. | Poison
Abilities: | Spare Change(90)A, Counter(240)S

Weapon: | Rune Claws
Buy: | NA
Sell: | 14400

Attack Pwr. | 83
Comments: | Legendar combat claws that use the power of darkness to
| unleash a destructive force beyond imagination.
Status Eff. | Darkness
Abilities: | Spare Change(90)A, Demi Shock(50)A, Revive(35)A

Weapon: | Scissor Fangs
Buy: | 8000
Sell: | 4000
Attack Pwr. | 45
Comments: | Weapon with deadly venom on the tip.
Status Eff. | Venom
Abilities: | Aura(25)A, Counter(240)S

Weapon: | Tiger Fangs
Buy: | 13500
Sell: | 6750
Attack Pwr. | 62
Comments: | Long, sharp claws.
Status Eff. | NA
Abilities: | Revive(35)A, Counter(240)S

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----- [Defense Items Listing] -----
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----- [Helmets] -----

Defense Item: | Adamant Hat
Buy: | 6100
Sell: | 3050
Magic Defense: | +33
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +3
Strength: | 0
Comment: | Extremely durable hat. Elemental defense: Thunder damage
| reduced by 100%.

Defense Item: | Bandana
Buy: | 500
Sell: | 250
Magic Defense: | +12
Magic: | 0
Spirit: | +1
Evade: | +2
Speed: | +1
Defense: | 0
Strength: | 0
Comment: | Mysterious bandana that makes you light-footed.

Defense Item: | Barbut
Buy: | 600
Sell: | 300
Magic Defense: | +9
Magic: | 0

Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Headgear that raises spirit.

Defense Item: | Black Hood
Buy: | 2550
Sell: | 1275
Magic Defense: | +27
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Hood from a foreign land. Elemental defense: Water/Fire/
| Thunder damage reduced by 50%.

Defense Item: | Bronze Helmet
Buy: | 330
Sell: | 165
Magic Defense: | 0
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Helmet made of bronze. Elemental defense: Water damage
| reduced by 50%.

Defense Item: | Circle
Buy: | 20000
Sell: | 6500
Magic Defense: | +51
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Circlet protected by magic. Elemental defense: Earth damage
| reduced by 100%.

Defense Item: | Coronet
Buy: | 4400
Sell: | 2200
Magic Defense: | +35
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +1
Strength: | 0
Comment: | Coronet that radiates a mysterious light. Elemental
| Defense: Wind damaged reduced by 100%.

Defense Item: | Cross Helmet

Buy: | 2200
Sell: | 1100
Magic Defense: | +16
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | +1
Comment: | Helmet that raises strength.

Defense Item: | Dark Hat
Buy: | 1800
Sell: | 900
Magic Defense: | +21
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Old hat, steeped in legend. Elemental Defense: Ice damage
| reduced by 100%.

Defense Item: | Diamond
Buy: | 3000
Sell: | 1500
Magic Defense: | +20
Magic: | 0
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Helmet made of diamond.

Defense Item: | Feather Hat
Buy: | 200
Sell: | 100
Magic Defense: | +7
Magic: | 0
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Hat that raises Spirit. Raises Wind Elemental Attack.

Defense Item: | Flash Hat
Buy: | 5200
Sell: | 2600
Magic Defense: | +37
Magic: | 0
Spirit: | 0
Evade: | +2
Speed: | +1
Defense: | 0
Strength: | 0
Comment: | Holy hat. Raises thunder/Holy elemental attack.

Defense Item: | Genji Helmet
Buy: | NA
Sell: | 1
Magic Defense: | +29
Magic: | +2
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +2
Strength: | 0
Comment: | Very famous brand of helmet.

Defense Item: | Golden Hairpin
Buy: | 3700
Sell: | 1850
Magic Defense: | +32
Magic: | +1
Magic Evade: | +2
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Hairpin that holds magic powers. Raises water elemental
| attack.

Defense Item: | Golden Skullcap
Buy: | 15000
Sell: | 6000
Magic Defense: | +47
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +2
Strength: | 0
Comment: | Known for providing great defense. Elemental defense:
| Earth damage reduced by 50%, Raises water elemental attack.

Defense Item: | Gold Helmet
Buy: | 1800
Sell: | 900
Magic Defense: | +13
Magic: | +1
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Helmet made of gold.

Defense Item: | Grand Helmet
Buy: | 20000
Sell: | 7000
Magic Defense: | +33
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | +1
Defense: | 0

Strength: | 0
Comment: | The greatest helmet.

Defense Item: | Green Beret
Buy: | 2180
Sell: | 1090
Magic Defense: | +23
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | +1
Defense: | 0
Strength: | +1
Comment: | Improves movement.

Defense Item: | Headgear
Buy: | 330
Sell: | 165
Magic Defense: | 0
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Wearing it will make you popular. Elemental defense:
| Water damage reduced by 50%.

Defense Item: | Holy Miter
Buy: | 8300
Sell: | 4150
Magic Defense: | +39
Magic: | +1
Spirit: | +2
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Holy hat.

Defense Item: | Iron Helmet
Buy: | 450
Sell: | 225
Magic Defense: | +7
Magic: | 0
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Helmet made of iron.

Defense Item: | Kaiser Helmet
Buy: | 7120
Sell: | 3560
Magic Defense: | +26
Magic: | +1
Spirit: | 0
Evade: | 0
Speed: | 0

Defense: | 0
Strength: | +1
Comment: | Helmet that raises Strength and magic.

Defense Item: | Lamia's Tiara
Buy: | 800
Sell: | 400
Magic Defense: | +17
Magic: | +1
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Tiara worn by Lamia. Elemental Defense: Wind damage
| reduced by 50%.

Defense Item: | Leather Hat
Buy: | 150
Sell: | 75
Magic Defense: | +6
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Not a suitable item to wear in combat.

Defense Item: | Mage's Hat
Buy: | 600
Sell: | 300
Magic Defense: | +14
Magic: | +1
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Hat that holds magic powers. Raises Holy/Shadow Elemental
| Attack.

Defense Item: | Magus Hat
Buy: | 400
Sell: | 200
Magic Defense: | +10
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Hat suited for mages. Raises Ice Elemental Attack.

Defense Item: | Mantra Band
Buy: | 1500
Sell: | 750
Magic Defense: | +19
Magic: | +1
Spirit: | +1

Evade: | 0
Speed: | 0
Defense: | +1
Strength: | 0
Comment: | Draws on hidden strength.

Defense Item: | Mythril Helmet
Buy: | 1000
Sell: | 500
Magic Defense: | +11
Magic: | 0
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Helmet made of mythril. Raises holy-elemental attack.

Defense Item: | Platinum Helmet
Buy: | 4600
Sell: | 2300
Magic Defense: | +23
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Helmet made of platinum. Elemental defense: Ice damage
| reduced by 50%.

Defense Item: | Red Hat
Buy: | 3000
Sell: | 1500
Magic Defense: | +33
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +1
Strength: | 0
Comment: | Dark-red hat. Raises fire elemental attack.

Defense Item: | Ritual Hat
Buy: | 1000
Sell: | 500
Magic Defense: | +16
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +1
Strength: | +1
Comment: | Hat worn for ceremonies and festivals in Conde Petie.

Defense Item: | Rubber Helmet
Buy: | 250
Sell: | 125
Magic Defense: | +5
Magic: | 0
Spirit: | 0

Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Helmet worn by soldier trainees. Elemental defense: Thunder
| damage reduced by 50%.

Defense Item: | Steepled Hat
Buy: | 260
Sell: | 130
Magic Defense: | +9
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | +1
Comment: | Hats worn by mages.

Defense Item: | Straw Hat
Buy: | NA
Sell: | 750
Magic Defense: | 0
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Provides a southern, tropical feel.

Defense Item: | Thief Hat
Buy: | 7100
Sell: | 3550
Magic Defense: | +38
Magic: | 0
Spirit: | 0
Evade: | +3
Speed: | +2
Defense: | 0
Strength: | 0
Comment: | Hat for theives.

Defense Item: | Twist Headband
Buy: | 1200
Sell: | 600
Magic Defense: | +17
Magic: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | +1
Comment: | Headband that raises Strength. Raises Earth Elemental
| Attack.

----- [Armors] -----

Defense Item: | Adaman Vest
Buy: | 1600
Sell: | 800
Magic Defense: | +2
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +14
Strength: | 0
Comment: | Very durable vest. Elemental fire damage reduced by 50%.

Defense Item: | Aloha T-Shirt
Buy: | NA
Sell: | 9500
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Provides a southern, tropical feel.

Defense Item: | Black Robe
Buy: | 8000
Sell: | 14500
Magic Defense: | +4
Magic: | +2
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +43
Strength: | 0
Comment: | Robe made for black mages. Raises Shadow Elemental attack.

Defense Item: | Brave Suit
Buy: | 26000
Sell: | 11250
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | +42
Strength: | 0
Comment: | Extremely durable suit. Raises fire elemental attack.

Defense Item: | Brigandine
Buy: | 4300
Sell: | 2150
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0

Speed: | 0
Defense: | +20
Strength: | +1
Comment: | Clothes that raises strength.

Defense Item: | Bronze Armor
Buy: | 650
Sell: | 325
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +9
Strength: | 0
Comment: | Armor made of bronze. Elemental defense: Wind damage
| reduced by 50%.

Defense Item: | Bronze Vest
Buy: | 670
Sell: | 335
Magic Defense: | +1
Magic: | 0
Magic Evade: | 0
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | +9
Strength: | 0
Comment: | Plate made of bronze.

Defense Item: | Carabini Mail
Buy: | 12300
Sell: | 6150
Magic Defense: | +1
Magic: | 0
Magic Evade: | 0
Spirit: | +1
Evade: | 0
Speed: | +1
Defense: | +39
Strength: | 0
Comment: | Armor protected by extraordinary powers.

Defense Item: | Chain Mail
Buy: | 1200
Sell: | 600
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +12
Strength: | 0
Comment: | Armor made with chains. Elemental defense: Earth damage
| reduced by 50%.

Defense Item: | Chain Plate

Buy: | 810
Sell: | 405
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +10
Strength: | +1
Comment: | Plate that provides brimming strength.

Defense Item: | Cotton Robe
Buy: | 1000
Sell: | 2000
Magic Defense: | +2
Magic: | +1
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +10
Strength: | +1
Comment: | Ordinary robe.

Defense Item: | Dark Gear
Buy: | 16300
Sell: | 8150
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | +3
Evade: | 0
Speed: | 0
Defense: | +37
Strength: | 0
Comment: | Gear that raises spirit.

Defense Item: | Demon's Mail
Buy: | 5900
Sell: | 2950
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +27
Strength: | 0
Comment: | Armor made in the dark world. Absorbs shadow elemental
| attack. Raises shadow elemental attack.

Defense Item: | Demon's Vest
Buy: | 10250
Sell: | 3600
Magic Defense: | 0
Magic: | +1
Magic Evade: | 0
Spirit: | 0
Evade: | 0

Speed: | 0
Defense: | +31
Strength: | 0
Comment: | Supposedly, a vest that belonged to a demon. Elemental
defense: Reduces shadow damage by 50%.

Defense Item: | Diamond Armor
Buy: | 8800
Sell: | 4400
Magic Defense: | +2
Magic: | +1
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +33
Strength: | +1
Comment: | Armor made of diamond.

Defense Item: | Dragon Mail
Buy: | 14000
Sell: | 7000
Magic Defense: | 0
Magic: | +1
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +42
Strength: | +1
Comment: | Armor made from a dragon's scales.

Defense Item: | Gaia Gear
Buy: | 8700
Sell: | 4350
Magic Defense: | +2
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +25
Strength: | 0
Comment: | Robe blessed by the earth god. Absorbs Eath elemental
attack. Raises Earth elemental attack.

Defense Item: | Genji Armor
Buy: | NA
Sell: | 1
Magic Defense: | +1
Magic: | +2
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +45
Strength: | 0
Comment: | Very famous brand of armor.

Defense Item: | Glutton's Robe

Buy: | 6000
Sell: | 8000
Magic Defense: | +4
Magic: | +1
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +41
Strength: | +1
Comment: | Robe worn by Qus.

Defense Item: | Gold Armor
Buy: | 2950
Sell: | 1475
Magic Defense: | 0
Magic: | +1
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +19
Strength: | 0
Comment: | Armor made of gold.

Defense Item: | Judo Uniform
Buy: | 5000
Sell: | 2500
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | +23
Strength: | +1
Comment: | Clothes from a foreign land.

Defense Item: | Leather Shirt
Buy: | 270
Sell: | 135
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +6
Strength: | 0
Comment: | Clothes made of leather.

Defense Item: | Light Robe
Buy: | 20000
Sell: | 20000
Magic Defense: | +6
Magic: | +1
Magic Evade: | 0
Spirit: | +1
Evade: | 0
Speed: | 0

Defense: | +41
Strength: | +6
Comment: | 0

Defense Item: | Linen Cuirass
Buy: | 800
Sell: | 400
Magic Defense: | 0
Magic: | +1
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +10
Strength: | 0
Comment: | Armor packed with magic.

Defense Item: | Magician Cloak
Buy: | 1850
Sell: | 925
Magic Defense: | +2
Magic: | +1
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +15
Strength: | 0
Comment: | Cloak that holds magic powers. Raises Ice Elemental attack.

Defense Item: | Magician Robe
Buy: | 3000
Sell: | 4000
Magic Defense: | +3
Magic: | +2
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +21
Strength: | 0
Comment: | Robe made for mages.

Defense Item: | Minvera's Plate
Buy: | 12200
Sell: | 6100
Magic Defense: | +1
Magic: | +2
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +34
Strength: | +1
Comment: | Plate worn by women.

Defense Item: | Mythril Armor
Buy: | 1830
Sell: | 915
Magic Defense: | 0

Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +15
Strength: | 0
Comment: | Armor made of mythril. Elemental defense: Water damage
| reduced by 50%.

Defense Item: | Mythril Vest
Buy: | 1180
Sell: | 590
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +12
Strength: | 0
Comment: | Vest broided with mythril. Elemental defense: Water damage
| reduced by 50%.

Defense Item: | Ninja Gear
Buy: | 14000
Sell: | 7000
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | +1
Defense: | +35
Strength: | 0
Comment: | Gear that makes you light-footed. Absorbs shadow elemental
| attack.

Defense Item: | Plate Mail
Buy: | 2320
Sell: | 1160
Magic Defense: | +1
Magic: | 0
Magic Evade: | 0
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | +17
Strength: | 0
Comment: | Armor that raises spirit.

Defense Item: | Platina Armor
Buy: | 10500
Sell: | 5250
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0

Defense: | +36
Strength: | 0
Comment: | Armor made of platinum. Elemental defense: Ice damage
| reduced by 100%.

Defense Item: | Power Vest
Buy: | 7200
Sell: | 3600
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +27
Strength: | +2
Comment: | Raises strength.

Defense Item: | Robe of Lords
Buy: | 30000
Sell: | 26000
Magic Defense: | +5
Magic: | +1
Magic Evade: | 0
Spirit: | +1
Evade: | 0
Speed: | +1
Defense: | +46
Strength: | +1
Comment: | The greatest robe. Elemental defense: Wind damage reduced
| by 100%.

Defense Item: | Rubber Suit
Buy: | 20000
Sell: | 10000
Magic Defense: | +1
Magic: | 0
Magic Evade: | +3
Spirit: | 0
Evade: | +2
Speed: | 0
Defense: | +39
Strength: | 0
Comment: | Suit worn by women. Elemental defense: Thunder damage
| reduced by 100%.

Defense Item: | Shield Armor
Buy: | 4300
Sell: | 2150
Magic Defense: | +5
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +23
Strength: | 0
Comment: | Armor that provides excellent protection. Elemental
| defense: Earth damage reduced by 50%.

Defense Item: | Silk Robe
Buy: | 2000
Sell: | 2900
Magic Defense: | +2
Magic: | +1
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +16
Strength: | +1
Comment: | Robe made of silk.

Defense Item: | Silk Shirt
Buy: | 400
Sell: | 200
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +7
Strength: | 0
Comment: | Silk burns easily. Elemental defense: Thunder damage
| reduced by 50%.

Defense Item: | Survival Vest
Buy: | 2900
Sell: | 1450
Magic Defense: | +17
Magic: | 0
Magic Evade: | 0
Spirit: | +2
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Vest that raises spirit.

Defense Item: | Tin Armor
Buy: | 50000
Sell: | 10
Magic Defense: | +27
Magic: | 0
Magic Evade: | +17
Spirit: | 0
Evade: | +32
Speed: | 0
Defense: | +62
Strength: | 0
Comment: | Tin armor that looks like a toy.

Defense Item: | White Robe
Buy: | 8000
Sell: | 14500
Magic Defense: | +4
Magic: | +2
Magic Evade: | 0
Spirit: | 0

Evade: | 0
Speed: | 0
Defense: | +42
Strength: | 0
Comment: | Robe made for white mages. Raises holy elemental attack.

----- [Arm Gear] -----

Defense Item: | Aegis Gloves
Buy: | 7000
Sell: | 3500
Magic Defense: | 0
Magic: | 0
Magic Evade: | +10
Spirit: | 0
Evade: | +30
Speed: | 0
Defense: | +1
Strength: | 0
Comment: | Gloves worn exclusively by knights. Nulls fire damage.

Defense Item: | Bone Wrist
Buy: | 330
Sell: | 165
Magic Defense: | 0
Magic: | 0
Magic Evade: | +9
Spirit: | 0
Evade: | +13
Speed: | 0
Defense: | 0
Strength: | +1
Comment: | Wristlet made from bones. Raises Earth elemental attack.

Defense Item: | Bracer
Buy: | 24000
Sell: | 4000
Magic Defense: | 0
Magic: | 0
Magic Evade: | +18
Spirit: | 0
Evade: | +35
Speed: | 0
Defense: | 0
Strength: | +1
Comment: | Bracer used by gamblers. Raises wind elemental attack.

Defense Item: | Bronze Gloves
Buy: | 480
Sell: | 240
Magic Defense: | 0
Magic: | 0
Magic Evade: | +2
Spirit: | +1
Evade: | +8
Speed: | 0
Defense: | 0
Strength: | 0

Comment: | Gloves made of bronze.

Defense Item: | Chimera Armlet

Buy: | 1200

Sell: | 600

Magic Defense: | 0

Magic: | 0

Magic Evade: | +14

Spirit: | 0

Evade: | +22

Speed: | 0

Defense: | 0

Strength: | 0

Comment: | Armlet adorned with Chimera wings. Elemental defense:
| Holy damage reduced by 100%.

Defense Item: | Defense Gloves

Buy: | 6000

Sell: | 3000

Magic Defense: | +1

Magic: | 0

Magic Evade: | +20

Spirit: | 0

Evade: | +25

Speed: | 0

Defense: | +1

Strength: | 0

Comment: | Protects you from various attacks. Elemental defense: Fire/
| Ice/Thunder damage reduced by 50%.

Defense Item: | Diamond Gloves

Buy: | 2000

Sell: | 1000

Magic Defense: | 0

Magic: | 0

Magic Evade: | +13

Spirit: | 0

Evade: | +19

Speed: | 0

Defense: | 0

Strength: | 0

Comment: | Gloves made of diamond. Elemental defense: Water damage
| reduced by 100%.

Defense Item: | Dragon Wrist

Buy: | 4800

Sell: | 2400

Magic Defense: | +1

Magic: | 0

Magic Evade: | +12

Spirit: | +1

Evade: | 0

Speed: | +28

Defense: | 0

Strength: | 0

Comment: | Wristlet made from dragon bones. Elemental defense: Reduces
| shadow damage by 50%.

Defense Item: | Egoist's Armlet

Buy: | 2000

Sell: | 1000
Magic Defense: | 0
Magic: | 0
Magic Evade: | +20
Spirit: | 0
Evade: | +20
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Armlet made in the dark world. Elemental defense: Shadow
| damage reduced by 100%.

Defense Item: | Genji Gloves
Buy: | NA
Sell: | 1
Magic Defense: | 0
Magic: | +2
Magic Evade: | +17
Spirit: | 0
Evade: | +27
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Very famous brand of gloves.

Defense Item: | Glass Armlet
Buy: | 250
Sell: | 125
Magic Defense: | 0
Magic: | 0
Magic Evade: | +7
Spirit: | 0
Evade: | +10
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Armlet made of glass. Elemental defense: Water damage
| reduced by 50%.

Defense Item: | Gauntlets
Buy: | 8000
Sell: | 4400
Magic Defense: | 0
Magic: | 0
Magic Evade: | +7
Spirit: | 0
Evade: | +27
Speed: | +1
Defense: | 0
Strength: | 0
Comment: | Gloves worn by swordsmen. Elemental defense: Fire/Earth/
| Water/Wind damage reduced by 50%.

Defense Item: | Jade Armlet
Buy: | 3400
Sell: | 1700
Magic Defense: | +2
Magic: | 0
Magic Evade: | +27
Spirit: | 0

Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Armlet made of jade. Raises holy elemental attack.

Defense Item: | Leather Wrist
Buy: | 200
Sell: | 100
Magic Defense: | 0
Magic: | 0
Magic Evade: | +5
Spirit: | +1
Evade: | +7
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Wristlet that raises spirit when equipped.

Defense Item: | Magic Armlet
Buy: | 1000
Sell: | 500
Magic Defense: | +1
Magic: | +2
Magic Evade: | +16
Spirit: | 0
Evade: | +16
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Armlet packed with magic.

Defense Item: | Mythril Armlet
Buy: | 500
Sell: | 250
Magic Defense: | 0
Magic: | 0
Magic Evade: | +11
Spirit: | +1
Evade: | +17
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Armlet made of mythril.

Defense Item: | Mythril Gloves
Buy: | 980
Sell: | 490
Magic Defense: | 0
Magic: | 0
Magic Evade: | +7
Spirit: | +1
Evade: | +13
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Gloves made of mythril.

Defense Item: | N-Kai Armlet
Buy: | 3000

Sell: | 1500
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | +2
Evade: | +27
Speed: | 0
Defense: | +2
Strength: | 0
Comment: | Armlet formerly worn by a ninja.

Defense Item: | Pearl Armlet
Buy: | NA
Sell: | 490
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Provides a southern, tropical feel.

Defense Item: | Power Wrist
Buy: | 5100
Sell: | 2550
Magic Defense: | 0
Magic: | 0
Magic Evade: | +10
Spirit: | 0
Evade: | +30
Speed: | 0
Defense: | 0
Strength: | +2
Comment: | Wristlet guard that raises strength when equipped.

Defense Item: | Silver Gloves
Buy: | 720
Sell: | 360
Magic Defense: | 0
Magic: | 0
Magic Evade: | +5
Spirit: | 0
Evade: | +10
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Combat gloves. Elemental defense: Ice damage reduced by
| 50%.

Defense Item: | Thief Gloves
Buy: | 50000
Sell: | 25000
Magic Defense: | 0
Magic: | 0
Magic Evade: | +13
Spirit: | 0
Evade: | +26
Speed: | +1

Defense: | 0
Strength: | 0
Comment: | Gloves used by thieves.

Defense Item: | Thunder Gloves
Buy: | 1200
Sell: | 600
Magic Defense: | 0
Magic: | 0
Magic Evade: | +10
Spirit: | 0
Evade: | +16
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Gloves with a thunder god's power dwelling inside.
| Elemental damage reduced by 50%. Raises Thunder element
| attack.

Defense Item: | Venetia Shield
Buy: | 2800
Sell: | 1400
Magic Defense: | +1
Magic: | +1
Magic Evade: | +26
Spirit: | 0
Evade: | +17
Speed: | 0
Defense: | 0
Strength: | +1
Comment: | Popular shield among soldiers.

Defense Item: | Wrist
Buy: | 130
Sell: | 65
Magic Defense: | 0
Magic: | 0
Magic Evade: | +3
Spirit: | 0
Evade: | +5
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Regular wristlet.

----- [Add-ons] -----

Defense Item: | Amethyst
Buy: | 200
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0

Comment: | Restores HP. It cannot be used in the field. Equip as an
| Add-On.

Defense Item: | Ancient Aroma
Buy: | NA
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | +4
Speed: | 0
Defense: | 0
Strength: | +1
Comment: | Item that radiates a mysterious light. Raises Shadow
| elemental attacks.

Defense Item: | Angel Earrings
Buy: | 8000
Sell: | 10000
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +2
Strength: | +2
Comment: | Holy earrings worn by women. Raises holy elemental attacks.

Defense Item: | Anklet
Buy: | 4000
Sell: | 1600
Magic Defense: | 0
Magic: | +3
Magic Evade: | 0
Spirit: | +1
Evade: | +5
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Anklet adorned with a four-leaf clover that raises spirit.

Defense Item: | Aquamarine
Buy: | NA
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Restores HP. It cannot be used in the field. Equip as an
| Add-On.

Defense Item: | Barette
Buy: | 1800
Sell: | 3500

Magic Defense: | +1
Magic: | +1
Magic Evade: | 0
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | +3
Comment: | Hair ornament enchanced with various powers, worn by women.
| Raises Ice elemental attacks.

Defense Item: | Battle Boots
Buy: | 6500
Sell: | 10500
Magic Defense: | +1
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +2
Strength: | +2
Comment: | Combat boots.

Defense Item: | Black Belt
Buy: | 4000
Sell: | 5500
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | +2
Evade: | 0
Speed: | 0
Defense: | +1
Strength: | +2
Comment: | Belt that raises Strength. Raises wind elemental attack.

Defense Item: | Cachusha
Buy: | 1000
Sell: | 1500
Magic Defense: | +1
Magic: | +2
Magic Evade: | 0
Spirit: | +1
Evade: | 0
Speed: | +1
Defense: | 0
Strength: | 0
Comment: | Hair ornament enchanted with various powers, worn by women.
| Raises fire elemental attacks.

Defense Item: | Coral Ring
Buy: | 1200
Sell: | 2000
Magic Defense: | 0
Magic: | 0
Magic Evade: | +3
Spirit: | +2
Evade: | 0
Speed: | 0

Defense: | 0
Strength: | 0
Comment: | Ring adorned by corals. Absorbs thunder elemental attacks.

Defense Item: | Dark Matter
Buy: | NA
Sell: | 1
Magic Defense: | 0
Magic: | +2
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | +3
Comment: | Deals damage to the target. Equip as an Add-On.

Defense Item: | Desert Boots
Buy: | 300
Sell: | 750
Magic Defense: | 0
Magic: | +1
Magic Evade: | 0
Spirit: | +1
Evade: | +2
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Boots with good traction.

Defense Item: | Diamond
Buy: | NA
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Restores HP. It cannot be used in the field. Equip as an Add-On.

Defense Item: | Emerald
Buy: | NA
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Restores HP. It cannot be used in the field. Equip as an Add-On.

Defense Item: | Extension
Buy: | 3500

Sell:		5000
Magic Defense:		+1
Magic:		+2
Magic Evade:		0
Spirit:		+1
Evade:		0
Speed:		0
Defense:		+1
Strength:		+1
Comment:		Hair ornament enchanted with various powers, worn by women. Raises elemental thunder attacks.

Defense Item:		Fairy Earrings
Buy:		3200
Sell:		3000
Magic Defense:		0
Magic:		0
Magic Evade:		+2
Spirit:		+2
Evade:		+2
Speed:		0
Defense:		0
Strength:		0
Comment:		Earrings that raise Spirit. Raises wind elemental attacks.

Defense Item:		Feather Boots
Buy:		4000
Sell:		3000
Magic Defense:		0
Magic:		0
Magic Evade:		0
Spirit:		0
Evade:		+3
Speed:		0
Defense:		0
Strength:		0
Comment:		Boots that are light as a feather. Absorbs Earth elemental attack.

Defense Item:		Garnet
Buy:		350
Sell:		1
Magic Defense:		0
Magic:		0
Magic Evade:		0
Spirit:		0
Evade:		0
Speed:		0
Defense:		0
Strength:		0
Comment:		Restores HP. It cannot be used in the field. Equip as an Add-On.

Defense Item:		Germinas Boots
Buy:		900
Sell:		2000
Magic Defense:		0
Magic:		0
Magic Evade:		0
Spirit:		0

Evade: | +2
Speed: | 0
Defense: | 0
Strength: | +1
Comment: | Boots that raise strength. Raises Earth elemental attack.

Defense Item: | Glass Buckle
Buy: | 500
Sell: | 800
Magic Defense: | 0
Magic: | +1
Magic Evade: | +5
Spirit: | +2
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | +1
Comment: | Buckle protected by mysterious powers.

Defense Item: | Gold Choker
Buy: | 1300
Sell: | 2000
Magic Defense: | +1
Magic: | +2
Magic Evade: | 0
Spirit: | 0
Evade: | +2
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Magic choker. Elemental defense: Wind damage reduced by
| 50%. Raises shadow elemental attacks.

Defense Item: | Lapis Lazuli
Buy: | 400
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Restores HP. It cannot be used in the field. Equip as an
| Add-On.

Defense Item: | Madain's Ring
Buy: | 3000
Sell: | 3750
Magic Defense: | +2
Magic: | 0
Magic Evade: | 0
Spirit: | +2
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Ring used as a charm since ancient times. Absorbs Ice
| elemental attacks.

Defense Item: | Magician Shoes
Buy: | 1500
Sell: | 3750
Magic Defense: | 0
Magic: | +2
Magic Evade: | +6
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Shoes packed with magic.

Defense Item: | Maiden Prayer
Buy: | NA
Sell: | 1
Magic Defense: | +1
Magic: | +1
Magic Evade: | +3
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Item that has a nice fragrance. Raises holy elemental
| attacks.

Defense Item: | Moonstone
Buy: | NA
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Restores HP. It cannot be used in the field. Equip as an
| Add-On.

Defense Item: | Opal
Buy: | 100
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Restores HP. It cannot be used in the field. Equip as an
| Add-On.

Defense Item: | Pearl Rouge
Buy: | 5000
Sell: | 2000
Magic Defense: | 0

Magic: | +2
Magic Evade: | +4
Spirit: | +4
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Rouge used by women that draws out Holy power. Elemental
| Defense: Holy damage reduced by 50%. Raises water elemental
| attacks.

Defense Item: | Peridot
Buy: | 100
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Restores HP. It cannot be used in the field. Equip as an
| Add-On.

Defense Item: | Phoenix Pinion
Buy: | 300
Sell: | 1000
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Cures KO. It cannot be used in the field.

Defense Item: | Promist Ring
Buy: | 6000
Sell: | 4500
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | +3
Speed: | 0
Defense: | 0
Strength: | +2
Comment: | Ring that raises strength.

Defense Item: | Protect Ring
Buy: | 40000
Sell: | 20000
Magic Defense: | +3
Magic: | 0
Magic Evade: | +6
Spirit: | +1
Evade: | +4
Speed: | 0

Defense: | +2
Strength: | 0
Comment: | Protects you from various attacks. Elemental defense:
| All elemental damage reduced by 50%.

Defense Item: | Pumice
Buy: | 50000
Sell: | 1
Magic Defense: | +2
Magic: | +1
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | +1
Defense: | +1
Strength: | 0
Comment: | 'Summon the beast from the dark.'

Defense Item: | Pumice Piece
Buy: | 25000
Sell: | 1
Magic Defense: | +1
Magic: | +2
Magic Evade: | 0
Spirit: | +5
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | +2
Comment: | 'Put it together with the other piece.' Absorbs Holy/Shadow
| elemental attacks.

Defense Item: | Rebirth Ring
Buy: | 7000
Sell: | 5000
Magic Defense: | +2
Magic: | 0
Magic Evade: | 0
Spirit: | +4
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Ring with a phoenix's power dwelling inside. Raises holy
| elemental attacks.

Defense Item: | Reflect Ring
Buy: | 7000
Sell: | 3500
Magic Defense: | +1
Magic: | 0
Magic Evade: | 0
Spirit: | +1
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | +1
Comment: | Ring enchanted with the spell 'Reflect.'

Defense Item: | Ribbon

Buy:	NA
Sell:	1
Magic Defense:	+1
Magic:	+3
Magic Evade:	+4
Spirit:	+1
Evade:	+5
Speed:	0
Defense:	+1
Strength:	+1
Comment:	Item that always keeps Mog beside you. Absorbs Water/Wind elemental attacks. Elemental defense: Fire/Ice/Thunder/Holy damage reduced by 50%.

Defense Item:	Rosetta Ring
Buy:	24000
Sell:	18000
Magic Defense:	+3
Magic:	+1
Magic Evade:	+2
Spirit:	0
Evade:	+2
Speed:	0
Defense:	+1
Strength:	0
Comment:	Ring with a fire god's spirit dwelling inside. Absorbs fire elemental attack.

Defense Item:	Ruby
Buy:	NA
Sell:	1
Magic Defense:	0
Magic:	0
Magic Evade:	0
Spirit:	0
Evade:	0
Speed:	0
Defense:	0
Strength:	0
Comment:	Restores HP. It cannot be used in the field. Equip as an Add-On.

Defense Item:	Running Shoes
Buy:	12000
Sell:	16500
Magic Defense:	0
Magic:	0
Magic Evade:	+4
Spirit:	0
Evade:	+4
Speed:	+2
Defense:	0
Strength:	0
Comment:	Shoes that enable you to walk with light steps.

Defense Item:	Power Belt
Buy:	2000
Sell:	3500
Magic Defense:	0
Magic:	0

Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | +2
Strength: | +3
Comment: | Belt that raises strength.

Defense Item: | Sandals
Buy: | NA
Sell: | 600
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Provides a southern, tropical feel.

Defense Item: | Sapphire
Buy: | 200
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Restores HP. It cannot be used in the field. Equip as an
| Add-On.

Defense Item: | Topaz
Buy: | 100
Sell: | 1
Magic Defense: | 0
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | 0
Comment: | Restores HP. It cannot be used in the field. Equip as an
| Add-On.

Defense Item: | Yellow Scarf
Buy: | 400
Sell: | 900
Magic Defense: | +1
Magic: | 0
Magic Evade: | 0
Spirit: | 0
Evade: | 0
Speed: | 0
Defense: | 0
Strength: | +2

Comment: | Scarf that raises Strength.

===== [Abilities Listing] =====

Much like learning magic in Final Fantasy VI, you learn abilities simply by battling (and winning) monsters and at the end of each fight you earn ability points. However, you must equip armors, weapons, or add-ons to learn a certain ability. Once you see three stars over your ability in the character menu screen, that means you have acquired all the ability points necessary to attain that ability.

You must also note that characters can learn abilities at a certain rate, be it quicker or slower than others. A magic user (like Garnet or Eiko) are prone to learn certain abilities (like Auto-Haste) quicker than others. While abilities like Counter may be learned quicker by power characters like Adelbert.

----- [Support Abilities] -----

Ability	Effect
Ability Up	Character learns abilities faster.
Absorb MP	Absorbs MP used by enemy.
Accuracy+	Raises physical attack accuracy.
Add Status	Adds weapon's status effect (Add ST) when you attack.
Alert	Prevents back attacks.
Antibody	Prevents Poison and Venom.
Auto-Float	Automatically casts Float in battle.
Auto-Haste	Automatically casts Haste in battle.
Auto-Life	Automatically casts Life in battle (once per battle).
Auto-Potion	Automatically uses Potion when damaged.
Auto-Reflect	Automatically casts Reflect in battle.
Auto-Regen	Automatically casts Regen in battle.
Bandit	Raises success rate of Steal.
Beast Killer	Deals lethal damage to beasts.
Bird Killer	Deals lethal damage to flying enemies.
Body Temp	Prevents Freeze and Heat.
Boost	Raises strength of Eidolons.
Bright Eyes	Prevents Darkness
Bug Killer	Deals damage to insects.
Chemist	Doubles potency of medicinal items.
Clear Headed	Prevents Confusion.
Concentrate	Raises strength of spells.
Counter	Counterattacks when physically attacked.
Cover	You take damage in place of an ally.
Devil Killer	Deals lethal damage to demons.
Distract	Lowers enemy's physical attack accuracy.
Dragon Killer	Deals lethal damage to dragons.
Eye 4 Eye	Raises Counter activation rate.
Flee Gil	Recieve Gil even when running from battle.
Gamble Defense	Raises Defense occasionally.
Guardian Mog	Mog protects with unseen forces.
Half MP	Cuts MP use by half in battle.
Healer	Restores physical attack target's HP.
High Jump	Jump higher to raise jump attack power.
High Tide	Allows you to Trance faster.
HP+10%	Increases maximum HP by 10%.

HP+20%	Increases maximum HP by 20%.
Initiative	Raises chance of Preemptive Strike.
Insomniac	Prevents Sleep.
Jelly	Prevents Petrify and Gradual Petrify
Level Up	Character levels up faster.
Locomotion	Prevents Stop.
Long Reach	Back row attacks with same power as front row.
Loudmouth	Prevents Silence.
Mag Elem Null	Nullifies magic element.
Man Eater	Deals lethal damage to humans.
Master Thief	Steal better items first.
Millionaire	Recieve more Gil after battle.
MP Attack	Character uses MP to raise Attack Power.
Mug	Damages enemy when you steal.
MP+10%	Increases maximum MP by 10%.
MP+20%	Increases maximum MP by 20%.
Odin's Sword	Attacks with eidolon Odin.
Power Throw	Raises the strength of throw.
Power Up	Raises the strength of Chakra.
Protect Girls	You take damage in place of a girl.
Reflect Null	Nullifies enemy's Reflect status when attacking with magic.
Restore HP	Restores HP automatically when Near Death.
Return Magic	Return magic used by enemy.
Steal Gil	Steal Gil along with items.
Reflectx2	Doubles strength of Reflected spells.
Stone Killer	Deals lethal damage to stone enemies.

----- [Character Abilities] -----

----- [Adelbert] -----

-- [Sword Arts] --

Ability	Effect
Armor Break	Reduces the enemy's defense.
Charge!	Makes all Near Death party members 'Attack.'
Climhazzard	Causes non-elemental damage to all enemies.
Dark Side	Reduces HP to cause Shadow damage to the enemy.
Lai Strike	KO's the target.
Magic Break	Reduces the enemy's magic.
Mental Break	Reduces the enemy's Magic Defense.
Minus Strike	Damages with difference between current HP and max HP.
Power Strike	Reduces enemy's attack power.
Shock	Deals physical damage to the enemy.
Stock Break	Causes non-elemental damage to all enemies.
Thudner Slash	Causes Thunder damage to the enemy.

-- [Sword Magic] --

Ability	Effect
Bio	Strikes the enemy with Bio Sword.
Blizzara	Strikes the enemy with Blizzara Sword.
Blizzaga	Strikes the enemy with Blizzaga Sword.
Blizzard	Strikes the enemy with Blizzard Sword.
Doomsday	Strikes the enemy with Doomsday Sword.

Fira	Strikes the enemy with Fira Sword.
Firaga	Strikes the enemy with Firaga Sword.
Fire	Strikes the enemy with Fire Sword.
Flare	Strikes the enemy with Flare Sword.
Thunder	Strikes the enemy with Thunder Sword.
Thundaga	Strikes the enemy with Thundaga Sword.
Thundara	Strikes the enemy with Thundara Sword.
Water	Strikes the enemy with Water Sword.

-- [Abilites from Items - Adelbert] --

Ability	Learned from
Ability Up	Lapis Lazuli, Diamond Armor, Ribbon, Diamond Gloves
Accuracy+	Diamond Helmet, Lapis Lazuli, Genji Armor
Add Status	Glass Buckle, Thunder Gloves
Alert	Germinas Boots, Barbut
Antibody	Bronze Gloves, Glass Buckle, Mythril Helmet
Armor Break	Mythril Sword
Auto-Float	Venetia Shield, Feather Boots
Auto-Haste	Running Shoes
Auto-Life	Rebirth Ring
Auto-Potion	Gold Choker, Running Shoes
Auto-Reflect	Reflect Ring
Auto-Regen	Carabini Mail
Beast Killer	Braodsword, Moonstone, Black Belt, Platina Armor
Bird Killer	Bronze Armor, Yellow Scarf, Chain Mail
Body Temp	Diamond, Madain's Ring, Genjir Armor, Fair Earrings
Bright Eyes	Iron Helmet
Bug Killer	Bronze Helmet, Mythril Gloves
Charge!	Aegis Gloves, Coral Sword
Chemist	Madain's Ring, Grand Armor
Clear Headed	Gold Helmet, Magicican Shoes
Climhazard	Excalibur, Excalibur 2
Counter	Venetia Shield, Power Belt
Cover	Mythril Armor, Gunatlet, Linen Cuirass
Darkside	Blood Sword
Devil Killer	Cross Helmet, Thunder Gloves
Distract	Shield Armor, Diamond, Reflect Ring
Eye 4 Eye	Kaiser Helmet
High Tide	Sapphire, Demon's Mail, Genji Gloves, Grand Helmet
HP+10%	Chain Mail, Aquamarine, Germinas Boots
HP+20%	Defense Gloves, Black Belt, Maximillian, Genji Helmet
Insomniac	Coral Ring, Daimond Helmet, Mythril Helmet
Lai Strike	Rune Blade
Level Up	Iron Helmet, Fairy Earrings, Rosetta Ring
Locomotion	Plate Mail
Long Reach	Protect Ring
Magic Break	Flame Sabre
Man Eater	Mythril Gloves, Coral Ring
Mental Break	Gold Helmet, Ice Brand
Minus Strike	Rubber Helmet, Iron Sword, Excalibur 2
MP Attack	Power Belt, Battle Boots, Cross Helmet
Power Strike	Diamond Sword
Restore HP	Promist Ring, Grand Armor, Platinum
Shock	Ragnarok
Stock Break	Ultima Sword, Excalbur 2
Stone Killer	Gold Armor, Platinum Helmet
Thunder Slash	Ragnarok, Defender

Undead Killer | Plate Mail, Silver Gloves

----- [Coral] -----

-- [Flair] --

Ability | Effect

Aura	Casts Auto-Life and Regen on one party member.
Chakra	Restores HP and MP of one party member.
Countdown	Casts Doom on the enemy.
Curse	Makes the enemy weak against some elemental property.
Demi Shock	Amount of damage depends on the enemy's HP.
No Mercy	Causes non-elemental damage to the enemy.
Revive	Recover from KO
Spare Change	Causes non-elemental damage to the enemy by using Gil.

-- [Abilities from items - Coral] --

Ability | Ability learned from

Ability Up	Green Beret, Brigandine, Lapis Lazuli, Ribbon
Accuracy+	Power Wrist, Lapis Lazuli
Add Status	Bone Wrist, Chimera Armllet, glass Buckle, Twist Headband, Bracer
Alert	Ninja Gear, Germinas Boots
Antibody	Glass Armllet, Mantra Band, Survival Vest, Glass Buckle
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Life	Rebirth Ring
Auto-Potion	Mythril Vest, Demon's Vest, Gold Choker, Running Shoes
Auto-Reflect	Reflect Ring
Auto-Regen	Golden Hairpin, Brave Suit
Aura	Scissor Fangs, Duel Claws
Beast Killer	Leather Wrist, Egoist's Armllet, Flash Hat, Moonstone, Black Belt
Bird Killer	Adaman Vest, Yellow Scarf
Body Temp	Jade Armllet, Diamond, Fairy Earrings, Madain's Rings
Bright Eyes	Ritual Hat
Bug Killer	Mythril Armllet
Chakra	Cat's Claw, Leather Plate
Clear Headed	Green Beret, Magician Shoes, Dark Gear, Circlet
Countdown	Kaiser Knuckles
Counter	Power Belt, Anklet, Mythril Claws, Power Vest, Ritual Hat, Duel Claws, Kaiser Knuckles, Avenger, Tiger Fangs, Dragon's Claws, Scissor Fangs, Poison Knuckles, Cat's Claws
Cover	Red Hat
Curse	Mythril Claws, Kaiser Knuckles
Demi Shock	Avenger, Rune Claws
Devil Killer	Chain Plate, Demon's Vest
Eye 4 Eye	Ninja Gear, Flash Hat
Flee-Gil	Wrist, Desert Boots, Gold Choker
Gamble Defense	Twist Headband, Power Vest, Adaman Hat
Healer	Anklet, Garnet
Hight Tide	Jade Armllet, Dark Hat, Sapphire, Gaia Gear
HP+10%	Judo Uniform, Germinas Boots, Aquamarine
HP+20%	Mantra Band, Black Belt, Adaman Hat

Insomniac	Gaia Gear, Coral Ring, Bandana
Jelly	Dragon Wrist, Dark Hat, Bronze Vest, Dark Gear, Circlet
Level Up	Egoist's Armlet, Rosetta Ring, Fairy Earrings
Locomotion	Golden Skullcap, Survival Vest, Anklet, Ninja Gear, Demon's Vest
Long Reach	Protect Ring
Man Eater	Coral Ring, Coronet, Bandana
MP Attack	Red Hat, Power Belt, Battle Boots
No Mercy	Dragon's Claws, Duel Claws
Power Throw	Bracer
Power Up	Golden Skullcap
Restore HP	Brave Suit, Promist Ring
Return Magic	Brigandine, Coronet
Revive	Tiger Fangs, Rebirth Ring, Rune Claws
Spare Change	Poison Knuckles, Rune Claws
Stone Killer	Adaman Vest, Power Vest
Undead Killer	N-Kai Armlet, Headgear, Ritual Hat

----- [Eiko] -----

-- [Eidolons] --

Ability	Effect
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Carbuncle	Casts either Reflect, Haste, Protect, or Vanish on all party members.*
Fenrir	Causes Earth or Wind Damage to all enemies.*
Phoenix	Causes Fire damage to all enemies, and all party members recover from KO.
Madeen	Causes Holy damage to all enemies.

*These are all interchange and depending on which item you have equipped while summoning will effect the outcome of which spell that you wish to use.

Summon		Item		Spell Name		Effect
Carbuncle		NA		Ruby Light		Casts Reflect on entire party.
		Diamond		Diamond Light		Casts Vanish on entire party.
		Emerald		Emerald Light		Casts Haste on entire party.
		Moonstone		Pearl Light		Vasts Protect on entire party.
Fenrir		NA		Terrestrial Rage		Causes Earth damage to all enemies.
		Maiden Prayer		Millennial Decay		Causes Wind damage to all enemies.

-- [White Magic] --

Ability	Effect
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Cura	Restores 1500+ HP, single/multiple target.
Curaga	Restores 4000+ HP, single/multiple target.
Cure	Restores 300+ HP, single/multiple target.
Dispel	Removes abnormal status cuased by magic attacks.
Esuna	Remioves various abnormal status effects.
Float	Causes levitation, prevents Earth damage.
Full-Life	Recovers from KO with full HP.
Haste	Speeds up ATB Guage.

Holy	Causes Holy damage.
Jewel	Extracts Ore from a target.
Life	Recovers character from KO, restores some HP.
Might	Raises physical attack power.
Mini	Shrinks, lowers defense and attack power.
Panacea	Cures Venom and Poison status.
Protect	Reduces damage from physical attacks.
Regen	Gradually restores HP.
Reflect	Reflects magic attacks back onto caster.
Shell	Reduces damage from magic attacks.
Silence	Prevents single/multiple targets from casting magic.
Stona	Cures Petrify and Gradual Petrify

-- [Abilities learned from items - Eiko] --

Ability	Ability learned from
Ability Up	Geen Beret, Silk Robe, Lapis Lazuli, Ribbon, Cachusha
Antibody	Glass Armllet, Glass Buckle, Survival Vest, Mantra Band
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Potion	Mythril Vest, Extension, Gold Choker, Running Shoes, White Robe, Magician's Robe, Demon's Vest
Auto-Reflect	Reflect Ring
Auto-Regen	Golem's Flute, Maiden Prayer, Angel Earrings, Light Robe, Guardian Hairpin
Boost	Pumice Piece
Carbuncle	Ruby
Clear Headed	Magic Armllet, Lamia's Tiara, Green Beret, Magician Shoes, Dark Gear, Circlet
Concentrate	Robe of Lords, Rosetta Ring
Cura	Golem's Flute, Barette
Curaga	Hamelin, Angel Flute
Cure	Magic Racket, Silk Shirt
Dispel	Siren's Flute, Tiger Racket
Esuna	Fairy Flute, Siren's Flute, Rubber Suit, Angel Flute
Fenrir	Sapphire
Float	Lamia's Flute, Feather Boots
Full-Life	Light Robe
Guardian Mog	Ribbon, Madain's Ring
Half MP	Protect Ring, Light Robe
Haste	Emerald, Fairy Flute, Running Shoes
Healer	Anklet, Garnet
Holy	Angel Flute, White Robe
Insomniac	Bandana, Coral Ring, Gaia Gear, Magician Cloak, Holy Miter
Jelly	Dragon Wrist, Dark Hat, Dark Gear, Bronze Vest, Circlet
Jewel	Hamelin
Level Up	Egoist's Armllet, Rosetta Ring, Extention, Fairy Earrings, Pearl Rouge
Life	Golem's Flute, Rebirth Ring, Cachusha
Locomotion	Black Hood, Golen Skullcap, Anklet, Demon's Vest, Survival Vest
Loudmouth	Mage's Hat, Golden HAirpin, Silk Robe, White Robe, Pearl Rouge
Madeen	Ribbon
Might	Preist's Racket, Hamelin
Mini	Magic Racket, Feather Boots
MP+10%	Magician Cloak, Magician Robe, Magician Shoes, Emerald, Extension

MP+20%	Angel Earrings
Panacea	Air Racket
Phoenix	Phoenix Pinion
Protect	Mythril Racket, Desert Boots, Steepled Hat
Reflect	Mythril Racket, Ruby, Reflect Ring
Reflect-Null	Pearl Rouge, Robe of Lords
Silence	Priest's Racket, Magic Armlet, Lamia's Flute
Regen	Fairy Earrings, Fairy Flute
Shell	Multina Racket, Mythril Racket, Cotton Robe, Moonstone, Gold Choker
Stona	Multina Racket, Lamia's Flute

----- [Freya] -----

Ability	Effect
Cherry Blossom	Causes non-elemental damage to all enemies.
Dragon Breath	Reducels HP of all enemies.
Dragon Crest	Deals physical damage to the enemy.
Lancer	Reducers enemy's HP and MP.
Luna	Causes Berserk to all targets.
Reis's Wind	Casts Regen ont he entire party.
Six Dragons	Draws HP and MP from two characters to revitalize the other two.
White Draw	Restores MP of all party members.

----- [Abilities from Items - Freya] -----

Ability	Items learned from
Ability Up	Lapis Lazuli, Diamond Gloves, Diamond Armor, Cachusha, Diamond Armor
Accuracy+	Black Belt, Diamond Helmet, Genji Armor
Add Status	Thunder Gloves, Glass Buckle
Antibody	Glass Buckle, Mythril Helmet, Bronze Gloves
Auto-Float	Venetia Shield, Feather Boots
Auto-Haste	Running Shoes
Auto-Life	Rebirth Ring
Auto-Potion	Extension, Gold Choker, Running Shoes
Auto-Reflect	Reflect Ring
Auto-Regen	Maiden Prayer, Angel Earrings, Carabini Mail
Beast Killer	Moonstone, Black Belt, Platina Armor
Bird Killer	Yellow Scarf, Chain Mail, Bronze Armor
BodyTemp	Genji Armor, Diamond, Fairy Earrings, Madain's Ring
Bright Eyes	Cachusha, Iron Helmet
Bug Killer	Mythril Gloves, Bronze Helmet
Chemist	Barette, Madain's Ring, Grand Armor
Cherry Blossom	Obelisk, Kain's Lance
Clear Headed	Magician Shoes, Gold Helmet, Lamia's Tiara
Counter	Power Belt, Venetia Shield, Anklet
Cover	Mythril Armor, Linen Cuirass, Guantlets
Devil Killer	Thunder Gloves, Cross Helmet
Distract	Shield Armor, Diamond, Reflect Ring
Dragon Breath	Dragon's Hair
Dragon Crest	Kain's Lance, Holy Lance
Dragon Killer	Javelin, Barbut
Eye 4 Eye	Rubber Suit, Kaiser Helmet
Gamble Defense	Barette

High Jump	Dragon Mail
High Tide	Sapphire, Demon's Mail, Minerva's Plate, Grand Helmet, Genji Gloves, Partisan
HP+10%	Aquamarine, Germinas Boots, Chain Mail
HP+20%	Black Belt, Defense Gloves, Genji Helmet
Initiative	Battle Boots, Obelisk
Insomniac	Coral Ring, Mythril Helmet, Diamond Helmet
Jelly	Dragon Wrist, Mythril Armor, Diamond Gloves
MP+10%	Emerald, Extension, Magician Shoes
Lancer	Partisan, Coral Ring, Dragon Wrist
Level Up	Iron Helmet, Pearl Rouge, Extension, Fairy Earrings, Rosetta Ring
Locomotion	Anklet, Plate Mail
Long Reach	Protect Ring
Luna	Trident
Man Eater	Coral Ring, Mythril Gloves
MP Attack	Cross Helmet, Power Belt, Battle Boots
Reis's Wind	Angel Earrings, Gold Helmet, Holy Lance, Mythril Spear
Restore HP	Platinum Helmet, Promist Ring, Grand Armor, Minerva's Plate
Six Dragons	Heavy Lance
Stone Killer	Gold Armor, Platinum Helmet
Undead Killer	Silver Gloves, Plate Mail
White Draw	Kain's Lance, Emerald, Ice Lance

----- [Garnet] -----

-- [Summons] --

Ability	Effect
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Ark	Causes Shadow damage to all enemies.
Atomos	Reduces all enemies' HP by a percentage.
Bahamut	Causes non-elemental damage to all enemies.
Ifrit	Causes Fire damage to all enemies.
Leviathan	Causes Water damage to all enemies.
Odin	Causes KO to all enemies.
Ramuh	Causes Thunder damage to all enemies.
Shiva	Causes Ice damage to all enemies.

-- [White Magic] --

Ability	Effect
---------	--------

Berserk	Raises attack strength and defense, but character is uncontrollable.
Blind	Causes Darkness, lowering target's attack percentage.
Confuse	Makes single/multiple targets erratic.
Cura	Restores 1500+ HP, single/multiple target.
Curaga	Restores 4000+ HP, single/multiple target.
Cure	Restores 300+ HP, single/multiple target.
Float	Allows target to escape Earth attacks.
Life	Recovers character from KO, restores partial HP.
Mini	Shrinks, lowers defense and attack power.
Panacea	Cures Venom and Posion status.
Protect	Reduces damage from physical attacks.
Reflect	Reflects magic attacks back onto caster.
Scan	Determines HP, MP, and weaknesses of enemy.

Shell	Reduces damage from magic attacks.
Silence	Prevents single/multiple target(s) from casting magic.
Stona	Cures Petrify and Gradual Petrify

-- [Abilities from Items - Garnet] --

Ability	Learned from
Ability Up	Lapis Lazulli, Silk Robe, Cachusha, Ribbon, Green Beret, Stardust Rod
Antibody	Glass Buckle, Mantra Band, Glass Armlet, Survival Vest
Ark	Pumice
Atomos	Amethyst
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Life	Rebirth Ring
Auto-Potion	Extension, Running Shoes, White Robe, Demon's Vest, Gold Choker, Mythril Vest
Auto-Reflect	Reflect Ring
Auto-Regen	Golden Hairpin, Maiden Prayer, Angel Earrings, Light Robe
Bahamut	Garnet
Berserk	Magic Racket
Blind	Magician Shoes, Multina Racket
Boost	Pumice Piece
Body Temp	Jade Armlet, Diamond, Fairy Earrings, Holy Miter, Madain's Ring
Chemist	Cotton Robe, Barette, Madain's Ring
Clear Headed	Magic Armlet, Magician Shoes, Circlet, Lamia's Tiara, Dark Gear, Green Beret
Concentrate	Rosetta Ring, Robe of Lords
Confuse	Lamia's Tiara, Asura's Rod
Cura	Barette, Healing Rod
Curaga	Wizard Rod, Whale Whisker
Cure	Silk Shirt, Rod, Magic Racket
Float	Feather Boots, Stardust Rod
Half MP	Light Robe, Protect Ring
Healer	Garnet, Anklet, Healing Rod
High Tide	Sapphire, Minerva's Plate, Dark Hat, Gaia Gear, Jade Armlet
Ifrit	Topaz
Insomniac	Bandana, Holy Miter, Coral Ring, Gaia Gear, Magician's Cloak
Jelly	Dragon Wrist, Dark Gear, Bronze Vest, Circlet
Level Up	Extension, Pearl Rouge, Rosetta, Egoist's Armlet, Fairy Earrings
Leviathan	Aquamarine
Life	Cachusha, Whale Whisker, Healing Rod, Mythril Rod, Rebirth Ring
Locomotion	Black Hood, Golden Skullcap, Survival Vest, Demon's Vest, Anklet
Loudmouth	Mage's Hat, Pearl Rouge, Golden Hairpin, Mage's Hat, White Robe
Mini	Feather Boots, Magic Racket, Asura's Rod
MP+20%	Angel Earrings
Odin	Dark Matter
Odin's Sword	Ancient Aroma
Protect	Mythril Racket, Desert Boots, Steepled Hat, Wizard Rod, Rod
Ramuh	Peridot

Reflect	Mythril Racket, Ruby, Reflect Ring, Stardust Rod
Reflect-Null	Pearl Rogue, Robe of Lords
Scan	Desert Boots, Air Racket
Shell	Multina Racket, Moonstone, Cotton Robe, Gold Choker, Mythril Rod, Wizard Rod, Mythril Racket
Shiva	Opal
Silence	Priest' Racket, Mythril Rod, Magic Armlet, Asura's Rod
Stona	Multina Racket

----- [Quina - Blue Magic] -----

Ability	Effect
1000 Needles	Reduces the enemy's HP by 1000.
Angel's Snack	Uses Rememdy on all party members.
Aqua Breath	Causes water damage to all enemies.
Auto-Life	Casts Life when KO'ed.
Bad Breath	Causes Confuse, Darkness, Poison, Slow, and Mini to the enemy.
Doom	Target's life ends after a 10 count.
Earth Shake	Causes Earth damage to all enemies.
Frog Drop	Amount of damage depends on the number of frogs you have caught.
Frost	Causes Freeze to the enemy.
Goblin Punch	Causes non-elemental damage to the enemy.
Limit Glove	Causes non-elemental damage to the target when your HP is 1.
Lv3 Def-less	Reduces defense to enemies whose levels are multiples of 3.
Lv4 Holy	Causes Holy damage to enemies whose levels are multiples of 4.
Lv5 Death	KO's all enemies whose levels are multiples of 5.
Magic Hammer	Reduces the enemy's MP.
Matra Magic	Reduces the target's HP to 1.
Mighty Guard	Casts Shell and Protect on all party members.
Mustard Bomb	Causes Heat to the enemy.
Night	Causes Sleep to all targets.
Pumpkin Head	Damages with the difference between your max HP and current HP.
Roulette	Randomly KO's a target.
Twister	Causes Wind damage to all enemies.
Vanish	Makes a party member disappear.
White Wind	Restores HP of all party members.

----- [Blue Abilities learned from monsters - Quina] -----

Ability	Ability learned from(monster)
1000 Needles	Cactaur
Angel's Snack	Ironite, Mistodon, Behemoth, Epitaph
Aqua Breath	Vepal, Sahagin, Clipper, Axolotl
Auto-Life	Carrion Worm, Yan, Stilva, Gimme Cat
Bad Breath	Malboro, Worm Hydra, Anemone
Doom	Veteran, Ash
Earth Shake	Shell Dragon, Earth Guardian, Adamantoise
Frog Drop	Gigan Toad
Frost	Kraken, Chimera, Wraith
Goblin Punch	Goblin, Goblin Mage

Limit Glove	Mu, Axe Break, Catoblepas, Jabberwock, Blazer Beetle, Mandragora
Lvl3 Def-less	Carve Spider, Lamia, Lizard Man, Sand Scorpion, Ochu, Grand Dragon
Lv4 Holy	Feather Circle, Amdusias, Torama
Lv5 Death	Stroper, Dracozombie, Whale Zombie, Lich
Magic Hammer	Magic Vice, Ring Leader
Matra Magic	Trick Sparraow, Dragonfly, Ogre, Armstrong, Land Worm, Zagnol
Might Guard	Serpion, Gargoyle, Antlion, Myconid, Gigan Octopus
Mustard Bomb	Bomb, Red Vepal, Grenade, Wraith, Maliris
Night	Nymph, Abomination, Grimlock, Seeker Bat
Pumpkin Head	Python, Hedgehog Pie, Ladybug, Skeleton, Yeti, Basilisk, Bandersnatch
Roulette	Ghost, Zombie, Hecteyes
Twister	Red Dragon, Tiamat, Abadon
Vanish	Vice, Hornet, Drakan, Troll, Gnoll
White Wind	Zuu, Griggin, Garuda, Zemzelett

----- [Abilites learned from items - Quina] -----

Ability	Abilities learned from(items)
Ability Up	Green Beret, Lapis Lazuli, Ribbon, Silk Robe
Absorbs MP	Promist Ring
Add Status	Bone Wrist, Chimera Armllet, Bracer, Feather Hat, Twist Headband, Glass Buckle
Antibody	Glass Armllet, Glass Buckle, Glutton's Robe, Survival Vest, Mantra Band
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Life	Rebirth Ring
Auto-Potion	Mythril Vest, Demon's Vest, Gold Choker, Magician Robe, Running Shoes
Auto-Reflect	Reflect Ring
Auto-Regen	Golden Hairpin, Light Robe, Glutton's Robe
Body Temp	Jade Armllet, Diamond, Fairy Earring, Madain's Ring, Glutton's Robe, Holy Miter
Clear Headed	Magic Armllet, Magician Shoes, Dark Gear, Circlet, Green Beret, Lamia's Tiara
Counter	Power Belt, Power Vest, Ritual Hat
Gamble Defense	Twist Headband, Adman Hat, Power Vest
Half MP	Protect Ring, Light Robe
Healer	Garnet
High Tide	Fork, Sapphire, Needle Fork, Mythril Fork, Silver Fork, Gaia Gear, Dark Hat, Jade Armllet, Gastro Fork, Bistro Fork
Insomniac	Bandana, Coral Ring, Gaia Gear, Holy Miter, Magician Cloak
Jelly	Dragon Wrist, Dark Gear, Bronze Vest, Circlet, Dark Hat
Level Up	Egoist's Armllet, Rosetta Ring, Fairy Earrings
Locomotion	Black Hood, Golden Skullcap, Demon's Vest, Survival Vest
Loudmouth	Silk Robe, Golden Hairpin, Mage's Hat
Millionaire	Yellow Scarf
MP+10%	Magician Cloak, Emerald, Magician Shoes, Magician Robe

----- [Vivi] -----

-- [Black Magic] --

Ability	Effect
Bio	Causes non-elemental damage and Poison to single/multiple targets.
Blizzaga	Causes big time Ice damage to single/multiple targets.
Blizzara	Causes a lot of Ice damage to single/multiple targets.
Blizzard	Causes Ice damage to single/multiple targets.
Break	Causes petrification.
Comet	Causes non-elemental damage.
Death	KO's the target.
Demi	Cuts opponent's HP down in half.
Doomsday	Causes Shadow damage to all opponents.
Drain	Drains HP from the target and transfers it to the spell caster.
Fira	Causes a lot of Fire damage to single/multiple targets.
Firaga	Causes big time fire damage to single/multiple targets.
Fire	Causes fire damage to single/multiple opponents.
Flare	Powerful non-elemental damage to a single opponent.
Meteor	Causes non-elemental damage to all enemies.
Osmose	Absorbs MP from the target and transfer it to the spell caster.
Poison	Causes Poison to single/multiple opponents.
Sleep	Puts single/multiple targets to sleep.
Slow	Slows down ATB guage.
Stop	Stops target fromt aking any action.
Thundaga	Causes big time Thunder damage to single/multiple targets.
Thundara	Causes a lot of Thunder damage to single/multiple targets.
Thunder	Causes Thunder damage to single/multiple opponents.
Water	Causes Water damage to single/multiple targets.

Ability	Items
Ability Up	Lapis Lazuli, silk Robe, Ribbon, Green Beret
Add Status	Glass Buckle, Twist Headband, Feather Hat, Bone Wrist, Bracer, Chimera Armllet
Antibody	Glass Buckle, Survival Vest, Mantra Band, Glass Armllet
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Life	Rebirth Ring
Auto-Potion	Gold Choker, Mythril Vest, Demon's Vest, Running Shoes, Magician Robe
Auto-Reflect	Reflect Ring
Auto-Regen	Light Robe, Golden Hairpin
Bio	Oak Staff
Blizzara	Ice Staff, Opal
Blizzaga	Octagon Rod
Blizzard	Leather Wrist
Body Temp	Diamond, Fairy Earrings, Jade Armllet, Holy Miter, Madain's Ring
Break	Cypress Pile
Clear Headed	Magician Shoes, Dark Gear, Circlet, Green Beret, Magic Armllet
Comet	Cypress Pile
Death	Black Hood
Demi	Cypress Pile, Amethyst, Black Belt
Doomsday	Mace of Zeus
Drain	Oak Staff
Fira	Flame Staff, Mage's Hat, Topaz, Power Belt

Firaga		Octagon Rod
Fire		Mage Staff, Leather Hat
Flare		Black Robe
Half MP		Light Robe, Protect Ring
Healer		Garnet
High Tide		Sapphire, Jade Armband, Dark Hat, Gaia Gear
Insomniac		Holy Miter, Magician Cloak, Coral Ring, Gaia Gear, Bandana
Jelly		Dark Gear, Bronze Vest, Circlet, Dark Hat, Dragon Wrist
Level Up		Egoist's Armband, Fairy Earrings, Rosetta Ring
Locomotion		Demon's Vest, Golden Skullcap, Black Hood, Survival Vest
Loudmouth		Mage's Hat, Golden Hairpin, Silk Robe
Mag Elem Null		Protect Ring, Promist Ring
Meteor		High Mage Staff
MP+20%		Black Robe
Osmose		High Mage Staff, Gaia Gear
Poison		Lightning Staff
Reflect-Null		Robe of Lords
Reflectx2		Black Robe, Rosetta Ring
Return Magic		Coronet
Sleep		Flame Staff
Slow		Ice Staff, Magus Hat
Stop		Oak Staff
Thundara		Peridot, Lightning Staff
Thundaga		Octagon Rod
Thunder		Silk Shirt, Glass Buckle
Water		N-Kai Armband

-- [Zidane] --

Ability		Effect
Annoy		Inflicts trouble on the target.
Detect		See the enemy's items.
Flee		Escape from battle with high probability.
Lucky Seven		Deals physical damage by luck.
Sacrifice		Sacrifice yourself to restore HP and MP to the other party members.
Soul Blade		Draws out the hidden power of thief swords (inflicts status)
Thievery		Deals physical damage to the target.
What's That!?		Allows back attack.

-- [Trance(Dyne) Skills - Zidane] --

Ability		Effect
Free Energy		Deals physical damage to the enemy.
Grand Lethal		Deals physical damage to all enemies.
Meo Twister		Deals physical damage to all enemies.
Scoop Art		Deals physical damage to the enemy.
Shift Break		Deals physical damage to all enemies.
solution 9		Deals physical damage to the enemy.
Stellar Circle 5		Deals physical damage to the enemy.
Tidal Flame		Deals physical damage to all enemies.

-- [Zidane - Abilities From Items] --

Ability	Learned from
Ability Up	Lapis Lazuli, Green Beret, Ribbon, Brigandine
Accuracy+	Power Wrist, Black Hood, Lapis Lazuli
Add Status	Bracer, Feath Hat, Twist Headband, Glass Buckle, Bone Wrist, Chimera Armlet
Alert	Ninja Gear, Germinas Boots
Annoy	Gladius, Sargatanas
AntiBody	Glass Buckle, Mantra Band, Glass Armlet, Survival Vest
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Life	Rebirth Ring
Auto-Potion	Gold Choker, Running Shoes, Demon's Vest, Mythril Vest
Auto-Reflect	Reflect Ring
Auto-Regen	Golden Hairpin, Brave Suit
Bandit	Mythril Daggar, N-Kai Armlet
Bird Killer	Adaman Vest, Yellow Scarf
Body Temp	Diamond, Fairy Earrings, Jade Armlet, Madain's Ring
Bright Eyes	Ritual Hat, Feather Hat
Bug Killer	Mythril Armlet
Clear Headed	Magician Shoes, Circlet, Dark Gear, Green Beret
Counter	Ritual Hat, Power Vest, Power Belt
Detect	Mage Masher, Orichalcon
Distract	Judo Uniform, Diamond, Reflect Ring
Eye 4 Eye	Ninja Gear, Flash Hat
Flee	Daggar, Zorlin Shape, Germinas Boots, Ultima Weapon, Mage Masher
Flee-Gil	Wrist, Desert Boots, Gold Choker
Gamble Defense	Twist Headband, Power Vest, Adaman Hat
High Tide	Sapphire, Gaia Gear, Jade Armlet, Dark Hat
HP+20%	Mantra Band, Adaman Hat, Battle Boots, Black Belt
Insomniac	Bandana, Coral Ring, Gaia Gear
Jelly	Dragon Wrist, Dark Bear, Bronze Vest, Circlet, Dark Hat
Level Up	Egoist's Armlet, Fairy Earrings, Rosetta Ring
Locomotion	Black Hood, Ninja Gear, Demon's Vest, Survival Vest, Golden Skullcap
Long Reach	Thief Hat, Protect Ring
Lucky Seven	Gladius, Rune Tooth, Thief Hat, The Tower, Exploda
Master Thief	Thief Gloves
MP Attack	Power Belt, Battle Boots, Red Hat
Mug	Chimera Armlet, Survival Vest, Thief Hat
Protect Girls	Leather Shirt, Butterfly Sword
Restore HP	Brave Suit, Promist Ring
Sacrifice	Exploda, Masamune
Soul Blade	The Ogre
Steal Gil	Yellow Scarf, Yellow Armlet
Stone Killer	Power Vest, Adaman Vest
Thievery	Angel Bless, The Tower
What's That!?	Butterfly Sword

----- [Items In Reference to Abilities] -----

Item	Ability(ies)
Adaman Hat	HP+20%, Gamble Defense
Adaman Vest	Stone Killer, Bird Killer
Aegis Gloves	Charge!
Air Racket	Scan, Panacea
Aloha T-Shirt	NA

Amethyst		Atomos, Demi
Ancient Aroma		Odin's Sword
Angel Bless		Thievery
Angel Earrings		Auto-Regen, MP+20%, Reis's Wind
Angel Flute		Holy, Esuna, Curaga
Anklet		Locomotion, Healer, Counter
Aquamarine		Leviathan, HP+10%
Asura's Rod		Mini, Confuse, Silence
Avenger		Demi Shock, Counter
Bandana		Man Eater, Insomniac
Barbut		Alert, Dragon Killer
Barette		Chemist, Gamble Defense, Cura
Battle Boots		MP Attack, Initiative, HP+20%
Bistro Fork		High Tide
Black Belt		HP+20%, Beast Killer, Demi
Black Hood		Accuracy+, Locomotion, Death
Black Robe		MP+20%, Flare, Reflectx2
Blood Sword		Darkside
Bone Wrist		Add Status
Bracer		Add Status, Power Throw
Brave Suit		Restore HP, Auto-Regen
Brigandine		Ability Up, Return Magic
Broadsword		Beast Killer
Bronze Armor		Bird Killer
Bronze Gloves		Antibody
Bronze Helm		Bug Killer
Bronze Vest		Jelly
Butterfly Sword		What's That?!, Protect Girls
Cachusha		Bright Eyes, Ability Up, Life
Carabini Mail		Auto-Regen
Cat's Claws		Chakra, Counter
Chain Mail		HP+10%, Bird Killer
Chain Plate		Devil Killer
Chimera Armlet		Mug, Add Status
Circlet		Jelly, Clear Headed
Coral Ring		Insomniac, Man Eater, Lancer
Coral Sword		Charge
Coronet		Man Eater, Return Magic
Cotton Robe		Chemist, Shell
Cross Helm		MP Attack, Devil Killer
Cypress Pile		Demi, Break, Comet
Dagger		Flee
Dark Gear		Clear Headed, Jelly
Dark Hat		High Tide, Jelly
Dark Matter		Odin
Defender		Thunder Slash
Defense Glove		HP+20%
Demon's Mail		High Tide
Demon's Vest		Devil Killer, Auto-Potion, Locomotion
Desert Boots		Flee-Gil, Protect, Scan
Diamond		Body Temp, Distract
Diamond Armor		Ability Up
Diamond Gloves		Ability Up, Jelly
Diamond Helm		Accuracy+, Insomniac
Diamond Sword		Power Break
Dragon's Claw		No Mercy, Counter
Dragon's Hair		Dragon's Breath
Dragon Mail		High Jump
Dragon Wrist		Jelly, Lancer
Duel Claws		Aura, No Mercy, Counter

Egoist's Armllet		Beast Killer, Level Up
Emerald		Haste, MP+10%, White Draw
Excalibur		Climhazard
Excalibur 2		Minus Strike, Climhazard, Stock Break
Exploda		Sacrifice, Lucky Seven
Extension		Auto-Potion, MP+10%, Level Up
Fairy Earrings		Level Up, Body Temp, Regen
Fairy Flute		Esuna, Haste, Regen
Feather Boots		Auto-Float, Float, Mini
Feather Hat		Bright Eyes, Add Status
Flame Sabre		Magic Break
Flame Staff		Fira, Sleep
Flash Hat		Eye 4 Eye, Beast Killer
Fork		High Tide
Hamelin		Curaga, Might, Jewel
Headgear		Undead Killer
Healing Rod		Healer, Cura, Life
Heavy Lance		Six Dragons
High Mage Staff		Meteor, Osmose
Holy Lance		Dragon's Crest, Reis's Wind
Holy Miter		Insomniac, Body Temp
Gaia Gear		Insomniac, High Tide, Osmose
Garnet		Bahamut, Healer
Gastro Fork		High Tide
Gauntlets		Cover
Genji Armor		Body Temp, Accuracy+
Genji Gloves		High Tide
Genji Helmet		HP+20%
Germinas Boots		Alert, HP+10%, Flee
Gladus		Annoy, Lucky Seven
Glass Armllet		Steal Gil, Antibody
Glass Buckle		Antibody, Add Status, Thunder
Glutton's Robe		Antibody, Body Temp, Auto-Regen
Golden Hairpin		Auto-Regen, Loudmouth
Golden Skullcap		Power Up, Locomotion
Gold Armor		Stone Killer
Gold Choker		Auto-Potion, Flee-Gil, Shell
Gold Helm		Mental Break, Reis's Wind, Clear Headed
Golem's Flute		Auto-Regen, Cura, Life
Grand Armor		Chemist, Restore HP
Grand Helm		High Tide
Green Beret		Ability Up, Clear Headed
Ice Brand		Mental Break
Ice Lance		White Draw
Ice Staff		Blizzara, Slow
Iron Helm		Bright Eyes, Level Up
Iron Sword		Minus Strike
Jade Armllet		Body Temp, High Tide
Javelin		Dragon Killer
Judo Uniform		Distract, HP+10%
Kain's Lance		Dragon's Crest, Cherry Blossom, White Draw
Kaiser Helm		Eye 4 Eye
Kaiser Knuckle		Count Down, Curse, Counter
Lamia's Tiara		Clear Headed, Confuse, Float
Lapis Lazuli		Ability Up, Accuracy+
Leather Hat		Fire
Leather Plate		Chakra
Leather Shirt		Protect Girls
Leather Wrist		Beast Killer, Blizzard
Lightning Staff		Thundara, Poison

Light Robe	Half MP, Auto-Regen, Full-Life
Linen Cuirass	Cover
Mace of Zeus	Doomsday
Madain's Ring	Body Temp, Chemist, Guardian Mog
Mage's Hat	Loudmouth, Fira
Mage Masher	Detect, Flee
Mage Staff	Fire
Magic Armlet	Clear Headed, Silence
Magic Racket	Berserk, Mini, Cure
Magician Cloak	Insomniac, MP+10%
Magician Robe	Auto-Potion, MP+10%
Magician Shoes	MP+10%, Clear Headed, Blind
Magus Hat	Slow
Maiden Prayer	Auto-Regen
Mantra Band	HP+20%, Antibody
Masamune	Sacrifice
Maxmillian	HP+20%
Minevera's Plate	Restore HP, High Tide
Moonstone	Shell, Beast Killer
Multina Racket	Blind, Stona, Shell
Mythril Armlet	Bug Killer
Mythril Armor	Jelly, Cover
Mythril Claws	Curse, Counter
Mythril Dagger	Bandit
Mythril Fork	High Tide
Mythril Gloves	Man Eater, Bug Killer
Mythril Helm	Insomniac, Antibody
Mythril Racket	Reflect, Shell, Protect
Mythril Rod	Life, Silence, Shell
Mythril Spear	Reis's Wind
Mythril Sword	Armor Break
Mythril Vest	Auto-Potion
N-Kai Armlet	Bandit, Undead Killer, Water
Needle Fork	High Tide
Ninja Gear	Alert, Locomotion, Eye 4 Eye
Oak Staff	Stop, Bio, Drain
Obelisk	Cherry Blossom, Initiative
Octagon Rod	Firaga, Blizzaga, Thundaga
Opal	Shiva, Blizzara
Orichalon	Detect
Partisan	Lancer, High Tide
Pearl Armlet	NA
Pearl Rouge	Level Up, Reflect Null, Loudmouth
Peridot	Ramuh, Thundara
Phoenix Pinion	Phoenix
Pinwheel	NA
Plate Mail	Locomotion, Undead Killer
Platina Armor	Beast Killer
Platinum Helm	Restore HP, Stone Killer
Poison Knuckles	Spare Change, Counter
Power Belt	MP Attack, Counter, Fira
Power Vest	Stone Killer, Gamble Defense, Counter
Power Wrist	Accuracy+
Priest's Racket	Silence, Might
Promist Ring	Restore HP, Absorb MP, Mag Elem Null
Protect Ring	Long Reach, Mag Elem Null, Half MP
Pumice	Ark
Pumice Piece	Boost
Ragnarok	Shock
Rebirth Ring	Auto-Life, Life, Revive

Red Cap	MP Attack, Cover
Reflect Ring	Auto-Reflect, Distract, Reflect
Ribbon	Mageden, Ability Up, Guardian Mog
Rising Sun	NA
Ritual Hat	Counter, Bright Eyes, Undead Killer
Robe of Lords	Reflect Null, Concentrate
Rod	Cure, Panacea, Protect
Rosetta Ring	Level Up, Concentrate, Reflectx2
Rubber Helm	Minus Strike
Rubber Suit	Eye 4 Eye, Esuna
Ruby	Carbuncle, Reflect
Rune Blade	Tai Strike
Rune Claws	Spare Change, Demi Shock, Revive
Rune Tooth	Lucky Seven
Running Shoes	Auto-Haste, Auto-Potion, Haste
Sandals	NA
Sapphire	Fenrir, High Tide
Sargatanas	Annoy
Save the Queen	N/A
Scissor Fang	Aura, Counter
Shield Armor	Distract
Silk Robe	Ability Up, Loudmouth
Silk Shirt	Cure, Thunder
Silver Fork	High Tide
Silver Gloves	Undead Killer
Siren's Flute	Full-Life, Dispel, Esuna
Stardust Rod	Ability Up, Reflect, Float
Steepled Hat	Protect
Straw Hat	N/A
Survival Vest	Locomotion, Antibody, Mug
The Ogre	Soul Blade
The Tower	Lucky Seven, Thievery
Thief Hat	Long Reach, Lucky Seven, Mug
Thief Gloves	Master Thief
Thunder Gloves	Devil Killer, Add Status
Tiger Fangs	Revive, Counter
Tiger Racket	Dispel
Tin Armor	NA
Topaz	Ifrit, Fira
Twist Headband	Gamble Defense, Add Status
Venetia Shield	Auto-Float, Counter
Whale Whisker	Curaga, Life
White Robe	Loudmouth, Auto-Potion, Holy
Wing Edge	N/A
Wizard Rod	Curaga, Protect, Shell
Wrist	Flee-Gill
Ultima Sword	Stock Break
Ultima Weapon	Flee
Yellow Scarf	Bird Killer, Millionaire, Steal Gil
Zorlin Shape	Flee

=====

----- [Tetra Master] -----

=====

The rules of Tetra Master might seem a bit complex at first, but with a little practice and understanding, this game is quite easy to learn and also a lot of fun and can become quite addicting.

It's really difficult to describe what the rules really are in the game, but I think a graphical reference may help better than an explanation would(the manual did it for me).

```

-----
|          /| |#####|
|          | |#####|
|    16 ->| |####11 ->|
|          | |#####|
|          | |#####|
-----

```

This card on the battle field has the number 16 over it and an arrow facing to the right. No matter what digit the black card is(which is actually red in the game), it can be turned-over to a white card(blue card in the game).

This happens because the arrow on the card is facing to the right. Thus it would look like:

```

-----
|          /| |          |
|          | |          |
|    16 ->| |    11 ->|
|          | |          |
|          | |          |
-----

```

The initially black card was flipped over to white. This is guaranteed to win you the card everytime, just make note however, that it doesn't make the card yours permanently...your opponent can still flip over that card(11) and even flip over your card(16) until all cards of either your opponent's or your stash are completely flipped over.

A different example ensues when your opponent's card has arrows that face against your arrow.

```

-----
|          /| |#####|
|          | |#####|
|    16 ->| |<- 11###|
|          | |#####|
|          | |#####|
-----

```

When this happens, the cards "battle" each other. This is simply done by using simple math, the card with the higher number wins. The cards basically subtract from each other:

```

-----
|          /| |#####|
|          | |#####|
|    5  ->| |<- #0###|
|          | |#####|
|          | |#####|
-----

```

However, when the numbers are tied:

```

-----
|          /| |#####|

```

```

|           | |#####|
|    16 ->| |<- 16###|
|           | |#####|
|           | |#####|
-----

```

Like so, the card can go either way. The better the stats of the card, the more of a chance that the card will beat out the other card. However, if a situation like this was to occur

```

-----
|           /| |#####|
|           | |#####|
|    16 ->| |<- 11###|
|           | |#####|
|           | |#####|
-----

```

again, that doesn't necessarily entitle the white card(which is blue in the game) to win automatically. There is still a slight chance that the black card(which is red in the game, meaning it's your opponent's card) can beat out the white card.

```

-----
|           /| |#####| |#####|
|           | |#####| |#####|
|    16 ->| |<- 11#->| |###21 ->|
|           | |#####| |#####|
|           | |#####| |#####|
-----

```

If a card is in position like this, you can create a "combo" and nab the other card. The 11 card in the middle has an arrow pointing to the #21 card, since 16 beats out #11, it automatically flips that card over and converts it to a white card, and the arrow still remains, and since there is no card battle issuing between the #11 and #21 card, the #21 card also becomes converted to a white card as well. However, this can all backfire against you, just take a look at this example:

```

-----
|           /| |#####| |#####|
|           | |#####| |#####|
|    16 ->| |<- 11#->| |<-##21 ->|
|           | |#####| |#####|
|           | |#####| |#####|
-----

```

This time the #21 card has an arrow pointing across to the #11 card. As the #11 card becomes 0(since it was subtracted by 16), the #21 card will most likely win that battle since the #11 card converted to a white card and that means it will battle against the #21 card. However, if the #21 card wins, it can take out the #16 card like this:

```

-----
|#####/| |#####| |#####|
|#####| |#####| |#####|
|#####| |<- 0##->| |<-##21 ->|
|#####| |#####| |#####|
|#####| |#####| |#####|
-----

```

This doesn't always happen though, the #16 can still attain the #21 card. It's all a matter of gambling. Also keep note that if the cards that are flipped over have arrows facing other cards that do not have arrows against those arrows facing them, then those cards will be converted to that specified color. Confusing? Yeah, it sounds that way, but some things in life you can't explain all too well but with your own eyes...so play the game and get some practice to know what you're dealing with.

Below are a few tips that you can bring along with you, outside or inside the game:

- You can only carry 100 cards, if you have repeat cards...throw out the weaker of the similar cards...otherwise you cannot obtain anymore of the same or unique card.
- When you lose a game, you lose one of your flipped cards. If all of your cards were flipped over...you lose all 5 of your cards since your opponent had a perfect game. This goes true for you as well. However, you can win back your cards by challenging again...just be wary that you may not always have the opportunity to win them back.
- Be careful about which cards to put in, just because the card has monster stats does not mean it will be unstoppable. The key thing to winning is by the amount of arrows it has and usually that's the best kind of card to have. A card that can have 6 directions is great, just make sure that you don't place a card with 8 directions...meaning that wherever you may place the card, it becomes easily susceptible to other cards who battle against your card.
- You can raise your card's stats by using them constantly.

Below are all the card listings in the game, there are 100 cards and each card can either be a monster, castle, eidolon, spell, chocobo, etc. The card displacement will go in order from the column they are in.

There are 4 alphanumeric digits on each card.

- The 1st number is in hexadecimal form(base 16) and displays the card's attack power from 0 to E. E being the strongest.
- The second digit is the attack type of the card. M is for magic, and P is for physical.
- The 3rd number represents the defense of the card in hexadecimal value.
- The 4th number represents the magical defense of the card in hexadecimal value.

Column 1		Column 2		Column 3

\ ^ /		\ ^		\ /
Goblin		Yeti		Carrion Worm
<-		<-		
0P00		1H01		2H11

| |
v

| ^ / |
| | |
| Zombie |
| | |
| 0H00 |
| | |
| | |

| | |
| Bomb |
| -> |
| | |
| 1H01 |
| | |
\

| | |
| Ironite |
| <- -> |
| | |
| 0P00 |
/

| \ ^ |
| | |
| Sahagin |
| | |
| 1P00 |
| | |
/ v \

Column 4

| | |
v \

| \ |
| | |
| Nymph |
| | |
| 2H02 |
| | |
| | |

| ^ / |
| | |
| Sand Golem |
| -> |
| | |
| 2P10 |
| | |
/ v \

| ^ |
| | |
| Zuu |
| -> |
| | |
| 1P01 |
| | |
v

| ^ |
| | |
| Dragonfly |
| | |
| 2P10 |
| | |
\

Column 5

| | |
\

| ^ |
| | |
| Hedgehog Pie |
| | |
| 2H01 |
| | |
/ \

| \ |
| | |
| Ralvuimahgo |
| | |
| 2P30 |
| | |
/

| ^ / |
| | |
| Ochu |
| -> |
| | |
| 1P20 |
| | |
/

| | |
| | |
| Troll |
| | |
| 2P31 |
| | |
/ v

Column 6

| ^ |
| | |
| Blazer Beetle |
| | |

| ^ |
| | |
| Ash |
| | |

| | |
| | |
| Abadon |
| | |

|<-
|
| 2P30
| |
| v \

|<-
|
| 4M22
|
|

|<-
|
| 6H32
|
|

|\

| Abomination

| 3P12

|\ ^ /|

| Wraith

| ->|

| 3M40

| |

| v

|\ /|

| Behemoth

| BP25

/|

| Zemzelett

| ->|

| 3M13

| / \

| Gargoyle

| 4M22

|\ ^ |

| Iron Man

| 6P50

| /

^ /|

| Stroper

|<-

| 2P30

|\

| Vepal

| ->|

| 5M12

| Nova Dragon

| AP56

| Tantarion

| 4M21

/|

| Grimlock

| 4M12

| |

| v

| Ozma

|<-

| 9P06

| |

| v

|\

| Grand Dragon

/|

| Tonberry

/|

| Hades

2P23
\ ^ /
Feather Circle
3M12
/ v \

2P32
v

| \ ^ / |
| | |
| Veteran |
| <- |
| 5M14 |
| | |
/ \

| | -> |

| BM80 |
| | |
v
\ ^ /
Holy
<-
5M12
/ \

| \ ^ / |
| | |
| Hecteyes |
| | |
| 4M03 |
| | |
/ \

| \ ^ / |
| | |
| Garuda |
| <- |
| 5M21 |
| | |
/ v \

| \ ^ / |
| | |
| Meteor |
| <- |
| BM90 |
| | |
/ \

| \ ^ / |
| | |
| Ogre |
| | |
| 3P20 |
| | |
v \

| \ ^ / |
| | |
| Marlboro |
| <- | -> |
| 3M33 |
| | |
/ \

| \ ^ / |
| | |
| Flare |
| <- | -> |
| 9M00 |
| | |
/ \

| \ ^ / |
| | |
| Armstrong |
| | |
| 3M23 |
| | |
v \

| \ ^ / |
| | |
| Mover |
| | |
| 5MA0 |
| | |
/ \

| \ ^ / |
| | |
| Shiva |
| <- |
| 3M04 |
| | |
/ \

Column 7

Column 8

Column 9

```
| ^ | / |
| | |
| Ifrit |
| | |
| 5M80 |
| | |
| / v |
-----
```

```
| | |
| | |
| Excalibur 2 |
| | |
| -> |
| | |
| BP60 |
| | |
| / \ |
-----
```

```
| \ ^ |
| | |
| Blue Narciss |
| | |
| <- -> |
| | |
| 8P80 |
| | |
| / \ |
-----
```

```
| | |
| | |
| Ramuh |
| | |
| -> |
| | |
| 3M14 |
| | |
| / v |
-----
```

```
| \ ^ |
| | |
| Ultima Weapon |
| | |
| | |
| 5MA0 |
| | |
| v \ |
-----
```

```
| \ ^ |
| | |
| Hilda Garde 3 |
| | |
| <- |
| | |
| 3M04 |
| | |
| \ |
-----
```

```
| \ ^ | / |
| | |
| Atomos |
| | |
| -> |
| | |
| 3M54 |
| | |
| v \ |
-----
```

```
| | | / |
| | |
| Masamune |
| | |
| <- -> |
| | |
| AS63 |
| | |
| / |
-----
```

```
| | |
| | |
| Invincible |
| | |
| -> |
| | |
| 9M5B |
| | |
| \ |
-----
```

```
| ^ |
| | |
| Odin |
| | |
| CM43 |
| | |
| \ |
-----
```

```
| \ ^ |
| | |
| Elixir |
| | |
| 3M54 |
| | |
| \ |
-----
```

```
| \ ^ | / |
| | |
| Cargo Ship |
| | |
| <- |
| | |
| 2P30 |
| | |
| \ |
-----
```

```
| ^ |
| | |
| Leviathan |
| | |
| <- |
| | |
| AM41 |
| | |
| / |
-----
```

```
| ^ | / |
| | |
| Dark Matter |
| | |
| <- |
| | |
| BM26 |
| | |
| v |
-----
```

```
| | | / |
| | |
| Hilda Garde 1 |
| | |
| <- |
| | |
| 4P40 |
| | |
| |
-----
```



```
| / |
|   |
| Bahamut |
|   -> |
| BM55 |
| / |
```

```
| / |
|   |
| Ribbon |
|   |
| OMAB |
| / \ |
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```
| \ |
|   |
| Red Rose |
| <- |
| 7P08 |
| / |
```

```
| \ ^ |
| | |
| Ark |
|   -> |
| OM33 |
| | |
| v |
```

```
| \ / |
| | |
| Tiger Racket |
|   |
| OS00 |
| | |
```

```
| \ |
|   |
| Theather Ship |
| <- |
| 1P50 |
| | |
```

```
| ^ / |
| | |
| Fenrir |
|   |
| 7M10 |
| \ |
```

```
| ^ |
| | |
| Save The Queen |
| <- -> |
| 5P30 |
| / |
```

```
| ^ / |
| | |
| Viltgance |
|   -> |
| AP81 |
| | |
| v \ |
```

```
| |
| Madeen |
|   |
| 5M04 |
| / |
```

```
| ^ |
| | |
| Genji |
| <- -> |
| OP58 |
| | |
| v |
```

```
| ^ / |
| | |
| Chocobo |
|   |
| OP00 |
| | |
| v \ |
```

```
| ^ |
| | |
| Alexander |
|   -> |
| CM63 |
| / |
```

```
| \ / |
| | |
| Mythril Sword |
| <- |
| 5MA0 |
| | |
| v |
```

```
| \ ^ |
| | |
| Fat Chocobo |
|   -> |
| 1P11 |
| | |
| v \ |
```


|\ /|\
|\ /|\
|\ Two Moons /|\
|\<- ->|\
|\ /|\
|\ 4M53 /|\
|\ /|\

|\ ^ /|\
|\ | /|\
|\ Gargant /|\
|\ ->|\
|\ /|\
|\ 2P01 /|\
|\ /|\

|\ /|\
|\ /|\
|\ Namingway /|\
|\ /|\
|\ 5M54 /|\
|\ | /|\
|\ / v /|\
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|\ ^ /|\
|\ | /|\
|\ Boco /|\
|\ ->|\
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|\ 6P55 /|\
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|\ ^ /|\
|\ | /|\
|\ Airship /|\
|\ ->|\
|\ /|\
|\ 7P46 /|\
|\ | /|\
|\ / v \|\
|\ /|\

=====
----- [Credits] -----
=====

- + Dallas(sdallas19@yahoo.com)
For pretty much writing 98% of the walkthrough...thanks! This is a guide done half by Dallas and half by yours truly.

- + Squaresoft(www.squaresoft.com)
What can I say? It's Final Fantasy!

- + BradyGames(www.bradygames.com)
For their EXCELLENT coverage on Final Fantasy IX and for their lists on various items in the game(bestiarly, abilities, etc.). I've seen people in the past who used their list but never credit them, but my hats off to Brady Games for a very cool official guide(nice hologram cover).

- + GameFAQs(www.gamefaqs.com)
For hosting and respecting this guide.

- + Dingo Jellybean(www.vfaqs.net)
For typing up this guide, mainly the lists...card came, side areas, bestiary...etc.

=====

Time of completion: 79 hours, 02 minutes, 08 seconds.

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