

As a matter of fact, he is the one who inspired me to create guides. Thanks a lot. BTW, I really hate those thieves who stole his works.

Very Special thanks also to another one of the best guide writers ever to appear in gaming history. None other than, Dingo Jellybean. His guides are fantastic, you'll definitely get what you need and that's an example of how a true guide writer should be. Thanks Dingo!

One more note. I'd like to thank YSF (Yee Seng Fu) for coordinating with me for our guides. It's so nice to see 2 guide writers for the same game exchange information. We did this so that each of us can have a more complete guide. My guide will walk you through the game and give you the lists for everything. But if you want the more in-depth secrets and side-quests, I really recommend that you check out his Chocobo Hot and Cold and Side Quests/Secrets guides. They're the most in-depth I've ever seen. Thanks again YSF!

DISCLAIMER

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You can put this Walkthrough/FAQ on your non-commercial or non-profit web site provided that not a single character has been edited or removed and you MUST have permission from me in order to do so. You can also, print a copy of the entire walkthrough or a part of it, provided you only use it for personal purposes. Remember "You don't have to steal, just ask." - B.O.F.III

INTRODUCTION

Hello everyone! To those of you who know me, welcome back! :) This is my fourth project at GameFAQs. Seeing that this game will be the last among the Final Fantasy series that will grace the Sony Playstation console, I decided to create one too :) As with the objectives of other guides, I too would like to help out gamers out there who wants to know various infos about the game. I'm not finished with my guides, but I'm sure that I can manage. I'm a die hard RPG fan and I'll do my best to make this guide as helpful as possible.

Now, let's talk about the game itself. The 9th installment in the Final Fantasy series is really, IMHO, the best Final Fantasy ever! (It's second best RPG to me because I like Chrono Cross more). Final Fantasy IX is a whole new world and is not a sequel of any of the previous Final Fantasies. The hero is the game is Zidane, a member of a band of bandits called Tantalus. It was then that fate led them to meet the princess of Alexandria, Garnet. Princess Garnet is really not happy about everything around her inside the

castle at Alexandria. She then decided to leave the castle for good and that led her to meet Zidane. I won't spoil you anymore so let's start the guide!

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E-MAIL POLICY
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For the past few months, I've been receiving such a great number e-mails and some of them are quite annoying (just 2 of them though). So, I decided to put up this e-mail policy as a guide for you if you want to send an e-mail to me. Here are the things that you must do/must not do in sending an e-mail

regarding this guide and any of my other guides:

Do's

1. Send me a question, which cannot be found on my guide. I will be more than happy to help you.
2. Try to be specific in order for me to understand what you're trying to ask me.
3. You can send in your questions/other e-mails in text or HTML format. No executables.
4. Check first the latest version of the guide before sending questions, contributions, etc. If you use later versions, the answer/s to your questions might have been answered already and will be most likely to be ignored.
5. If I happen to forget you, just e-mail me nicely and I'll respond to you ASAP.

Don'ts

1. Don't send any questions that can be answered from my guide. And don't be persistent in doing so.
2. Don't send nonsense e-mails like "I want to marry you!" "Can you buy me this or that?" etc.
3. Don't say bad words. F\$#k Y%u! and the likes.
4. And, don't send Chain letters! Please!
5. Don't send executable files (.exe, .com) as an attachment. I don't want any Trojans wandering around.
6. No spamming (repeated messages).

If you do any one of the "Don'ts", your e-mail will be ignored then deleted. Period.

Virus Info

There are still some people who are infected with the Snow White virus. You may receive an e-mail that is from hahaha@sexyfun.net that's all about Snow White and the seven dwarves. Here's what you can do to check if you are infected or not. Now, send a mail to yourself. This may sound crazy, but it works. If you receive another e-mail, which has the snow White virus, at the same time or a little later than the ones you send to yourself, it means that you are probably infected with the virus. To confirm this, check the IP Address and the STMP server indicated in the virus e-mail. Don't worry about infection, as long as you DON'T open the attachment, you're safe. But, if the IP Address and the STMP server in the virus e-mail is the same as the ones in your e-mail, you are 100% infected. So, run a virus scanner.

To prevent any virus from infiltrating, DO NOT open executable file such as (*.exe, *.com, *.scr, *.pif, *.bat) even if they're from a trusted friend or a family member. They may not know that they are infected. JPEGs and TXT files are safe. :)

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UPDATES/REVISIONS
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Final Version Update (Started: July 9, 2001)

I polished the guide and found some mistakes and a few things to add. Hopefully, this will be the final update for the guide. Thanks again

everyone. Thanks to YSF for the information exchange.

- Melodies of Life (Japanese Lyrics)
- Summoning Secrets
- Credits Section Update

Final Version

A Momentous Occasion! My Final Update on my 21st birthday! It's sad to say but this will be the last update I'll make for the guide. I certainly hope you enjoyed the game as well as the guide. Thank you again for your support.

(PS: That enemy list sure is a hard thing to complete)

- Ability List Complete!
- Key Items finished!
- Blue Magic Complete!
- Equipment Info Complete!
- Enemy List finished!
- FAQ #1 final update (sites)
- Sad Moments Update
- Credits Section Update

Version 1.43 (Started: April 7, 2001)

-
- Ability List correction
 - Blue Magic Update (some tips in learning Blue Magic)
 - Weapon List correction
 - Italian Translation on the go!
 - FAQ #1 update (new sites again)
 - Fantasy Trivia Update
 - Credits Section Update

Version 1.42 (Started: January 31, 2001)

-
- Major Spelling/Grammar check
 - Blue Magic List Update
 - Equipment List fixed
 - FAQ #1 update (new sites)
 - Soundtrack Songs list
 - Guide Translations Section (new)
 - Credits Section Update

Version 1.41 (Started: January 16, 2001)

-
- FAQ #1 Update (new sites, again!)
 - Moogle Locations Update
 - Fantasy Trivia Update
 - Credits Section Update

Version 1.40 (Started: January 13, 2001)

-
- Contact Info Update
 - More Detailed Table of Contents
 - Summon Magic information
 - Key Items Update
 - Shop List Update
 - FAQ #1 Update (new sites)
 - Credits Section Update

Version 1.39 (Started: January 11, 2001)

-
- ATE List Update

- Enemy List Update
- Words of Wisdom Update
- FAQ #1 Update (new site)
- Credits Section Update

Version 1.38 (Started: January 8, 2001)

-
- Blue Magic List Revision
 - New Words of Wisdom
 - FAQ #1 Update (new site)
 - Fantasy Trivia Update
 - Credits Section Update

Version 1.37 (Started: January 5, 2001)

-
- Major Ability List Update
 - FAQ #1 Update (new site)
 - new FAQ (about Phoenix Pinion)
 - Fantasy Trivia update
 - Words of Wisdom Update
 - Screw Up Section Update
 - Sad Moments Section (New)
 - Credits Section Update

Version 1.36 (Started: January 4, 2001)

-
- Individual Ability List finished1
 - Key Items Update
 - FAQ Section Update
 - Enemy List Update
 - Credits Section Update

Version 1.35 (Started: January 2, 2001)

-
- Ability List Update
 - Weapon List Update
 - Shop List Update

Version 1.34 (Started: December 31, 2000)

-
- Ability List Update
 - Key Items Update
 - Enemy List Update
 - Screw Up Section Update
 - Credits Section Update

Version 1.33 (Started: December 29, 2000)

-
- Ability List Update
 - Summon Magic info finished
 - Moogles Locations Update (New Moogles and Alphabetically Arranged)
 - ATE List Update
 - Key Items Update
 - Enemy List Update
 - Shop List Update
 - FAQ #1 Update (New Site)
 - Melodies of Life Lyrics
 - Fantasy Trivia Update
 - Words of Wisdom Update
 - Credits Section Update

Version 1.32 (Started: December 24, 2000)

-
- Blue Magic List Finished
 - I'll revise this list in the next update
 - ATE List Update
 - Key Items Update
 - Enemy List Update
 - Screw-Up Section Update
 - FAQ #1 Update (New Sites)
 - FAQ #7 Update (New Strategy)
 - Fantasy Trivia Update
 - Gameplay Tips Update (Important)
 - Credits Section Update

Version 1.31 (Started: December 19, 2000)

-
- Ability List Update
 - Key Items Update
 - Maps Section Update
 - FAQ #1 Update (New Sites once more)
 - Enemy List Update
 - Fantasy Trivia Update
 - Words of Wisdom Update
 - Credits Section Update

Version 1.30 (Started: December 18, 2000)

-
- Ability List Update
 - Blue Magic List Update
 - Key Items Update
 - FAQ #1 Update (New Sites)
 - Fantasy Trivia Update
 - Scenes of Humor Update
 - Credits Section Update

Version 1.29 (Started: December 15, 2000)

-
- e-mail policy revised
 - New Sections
 - Character specific abilities (includes update)
 - Words of Wisdom, Scenes of Humor and Screw Ups
 - Ability List Update
 - Map Section Finished!
 - Ability List Update
 - Equipment List Update
 - Enemy List Update
 - Fantasy Trivia Update
 - Credits Section Update

Version 1.28 (Started: December 14, 2000)

-
- Equipment List Update

Version 1.27 (Started: December 13, 2000)

-
- Transferred Special Battles and Pop Quiz to Side Quests at Part 1
 - Blue Magic Section Update
 - Map Section Update (new Chocobo Air Garden location)
 - New Gameplay Tip

- Fantasy Trivia Update
- Credits Section Update

Version 1.26 (Started: December 11, 2000)

-
- Ability List Update
 - Maps Section Update
 - Equipment List Update (Freya and Amarant's Weapons, Hats/Helms, Armllets/Wristbands, Excalibur)
 - FAQ Section Update (new ones plus, corrections for the old ones)
 - Shop List Update
 - Enemy List Update
 - Credits Section Update

Version 1.25 (Started: December 10, 2000)

-
- Transferred Stellazzio, Treno Auction House to Side Quest, Qu's Marshes, to Side Quests Section in Part 1.
 - Summon Magic Complete
 - Fantasy Trivia Section Update
 - Enemy List Update
 - FAQ #1 Update (new sites)
 - Credits Section Update

Version 1.24 (Started: December 9, 2000)

-
- Ability List Update
 - Summon Magic Update
 - Maps Section Update (Outer Continent)
 - Accessory List Update
 - Enemy List Update

Version 1.23 (Started: December 7, 2000)

For those of you who are asking why are the EXPs in my monster list is different from what you got, I have an explanation at the Enemy List Section.

- Ability List Update
- Blue Magic List Update
- Weapon List Update
 - Steiner's Swords
 - Quina's Forks
- Treno Auction House Update
- Moogle Locations Update
- World Map Update (Qu's Marshes)
- Enemy List Update
- Shop List Update
 - Black Mage Village at Disc 4
- FAQ #12 (About Stealing) It's easy to steal now!
- New FAQs
- Fantasy Trivia Update
- Credits Section Update

Happy Birthday to my favorite singer! Ms. Olivia Lufkin from Japan.
Omedetou Gozaimasu!

Version 1.22 (Started: December 6, 2000)

-
- New Gameplay Tip
 - FAQ #1 Update (new sites)
 - New FAQ

- Credits Section Updated (a lot)

Version 1.21 (Started: December 5, 2000)

I've started on the maps. It's hard but I'm having fun. Please tell me your comments about my ASCII art of the map. Thanks in advance. :)

- Ability List Update
- Started the Maps Section
- Qu Marshes (New Section)
- Weapon Section Update (Zidane, Dagger, and Vivi)
- Shop List Update

Version 1.20 (Started: December 4, 2000)

- Stellazzio Complete List
- Blue Magic List Update
- Treno Auction House Update
- Fantasy Trivia Update
- Credits Section Update

Version 1.19 (Started: December 3, 2000)

I'll be concentrating on the maps now. :)

For the contributors, don't worry I have your contributions in a single file and I'm ready to include them. Thank you very much for your efforts.

- Ability List Update
- Stellazzio Update
- Treno Auction House Update
- Shop List Update (Legendary Synthesist)
- FAQ #11 update (about stealing)
- Credits Section Update

Version 1.18 (Started: December 3, 2000)

- Mognet Central (new section)
- Equipments for Dagger
- Credits Section Update

Version 1.17a (Started: December 2, 2000)

From here on, I decided to update both parts at the same time. I got confused when I tried to update one part only. This also to the benefit of the Webmasters who have my guide and also to everyone.

- Fantasy Trivia Update
- Credits Section Update

Version 1.16 (Started: December 1, 2000)

Ok. It seems that the file will be a lot bigger than I thought. So, I decided to split the guide into 2. This is for consideration to those who have Dial-Up Connections (like me). People are starting to e-mail me about the size of the file. So, here it is. For any suggestions/comments/contributions, just e-mail me at my address at the top of this document. Thank you.

NOTE: The previous Revision Histories are in the First Part. I'll be separating the Revision histories from now on.

=====

Here's the list of the different abilities that your character can learn.
Here's a sample:

ABILITY NAME Type: Support or Action

Description: I'll explain what the ability actually do when equipped/used.

Learned from: -

AP Needed: -

Magic Stones needed: -

Elemental: Fire, Ice, etc. (if applicable)

Character: characters that can use the ability

Here are the abilities listed in alphabetical order:

ABILITY UP Type: Support

Description: When equipped, you can learn your abilities faster.

Learned from: Stardust Rod, Brigandine, Diamond Gloves, Green Beret,
 Silk Robe, Lapis Lazuli, Ribbon

AP Needed: 60

Magic Stones needed: 3

Elemental: none

Character: Everyone

ACCURACY + Type: Support

Description: Increases you chances in hitting the opponent using physical attacks.

Learned from: Black Hood, Power Vest, Lapis Lazuli, Genji Armor, Power Wrist

AP Needed: 30

Magic Stones needed: 2

Elemental: none

Character: Zidane, Steiner, Amarant

ADD STATUS Type: Support

Description: This will enable the Status added to your weapons.

Learned from: Feather Hat, Bone Wrist, Thunder Gloves, Twist Headband,
 Bracer, Chimera Armet, Glass Buckle

AP Needed: 20

Magic Stones needed: 3

Elemental: none

Character: Zidane, Freya, Steiner, Vivi, Quina, Amarant

ALERT Type: Support

Description: This will prevent back attacks at your party.

Learned from: Barbut, Ninja Gear, Germinas Boots
AP Needed: 60
Magic Stones needed: 4
Elemental: none
Character: Amarant, Steiner, Zidane

ANNOY Type: Action (Skill)

Description: Inflicts the 'Trouble' Status Effect

Learned from: Sargatanas, Gladius
AP Needed: 50
Magic Stones needed: None
Elemental: none
Character: Zidane

ARMOR BREAK Type: Action (Skill)

Description: This will destroy the armor of your enemies. Not all armor can be broken though.

Learned from: Mythril Sword
AP Needed: 30
Magic Stones needed: 0
Elemental: none
Character: Steiner

AURA Type: Action (Skill)

Description: Casts Auto-Life and Regen on one party member

Learned from: Duel Claws
AP Needed: 25
Magic Stones needed: 0
Elemental: none
Character: Amarant

AUTO-FLOAT Type: Support

Description: Automatically casts Float at the party member at the start of the battle and until the battle's duration.

Learned from: Feather Boots
AP Needed: 20
Magic Stones needed: 6
Elemental: none
Character: Everyone

AUTO-HASTE Type: Support

Description: When a Battle begins, the character that is equipped with this ability will be in Haste Status.

Learned from: Running Shoes
AP Needed: 65

Magic Stones needed: 9
Elemental: none
Character: Everyone

AUTO-LIFE Type: Support

Description: When equipped, that character will automatically use Phoenix Down (or magic if she has a Life spell), to revive himself/herself if he/she gets KO'd.

Learned from: Rebirth Ring
AP Needed: 130
Magic Stones needed: 12
Elemental: none
Character: Everyone

AUTO-POTION Type: Support

Description: When equipped, that character will automatically use Potions when (If you have Potions, he/she will use Potion, if not, he/she will use Hi Potions) he/she received damage directly (not damage due to another character who has the Trouble Status).

Learned from: Mythril Vest, Demon's Vest, Running Shoes, Magician Robe, White Robe, Extension
AP Needed: 30
Magic Stones needed: 3
Elemental: none
Character: Everyone

AUTO-REFLECT Type: Support

Description: When a Battle begins, the character that is equipped with this ability will be equipped with Reflect.

Learned from: Reflect Ring
AP Needed: 75
Magic Stones needed: 15
Elemental: none
Character: Everyone

AUTO-REGEN Type: Support

Description: When a Battle begins, the character that is equipped with this ability will be in Regen. He/she will regenerate from time to time until the end of the battle.

Learned from: Golem's Flute, Golden Hairpin, Brave Suit, Light Robe, Angel Earrings, Maiden Prayer, Carabini Mail, Glutton's Robe
AP Needed: 35
Magic Stones needed: 10
Elemental: none
Character: Everyone

BEAST KILLER Type: Support

Description: Your attacks will deal more damage to beasts/animals.

Learned from: Broad Sword, Egoist's Armllet, Flash Hat, Leather Wrist,
Black Belt, Moonstone, Bronze Sword, Platina Armor

AP Needed: 55

Magic Stones needed: 4

Elemental: none

Character: Steiner, Zidane, Freya, Amarant

BIO Type: Action (Skill)

Description: This Magic is Poison-based and will sometimes inflict the Poison Status to the target.

Learned from: Oak Staff

AP Needed: 40

Magic Stones needed: 0

Elemental: none

Character: Vivi

BIRD KILLER Type: Support

Description: Your attacks will deal more damage to bird/flying enemies.

Learned from: Bronze Armor, Chain Mail, Adaman Vest, Yellow Scarf

AP Needed: 25

Magic Stones needed: 3

Elemental: none

Character: Steiner, Zidane, Freya, Amarant

BLIND Type: Action (Skill)

Description: This Magic will blind your character thus the accuracy of his/her/its attack will be greatly lowered.

Learned from: Multina Racket, Magician Shoes

AP Needed: 40

Magic Stones needed: 0

Elemental: none

Character: Dagger

BLIZZARA Type: Action (Skill)

Description: This will use Level 2 Ice Attack magic.

Learned from: Ice Staff, Opal

AP Needed: 50

Magic Stones needed: None

Elemental: Ice

Character: Vivi

BLIZZAGA Type: Action (Skill)

Description: This will use Level 3 Ice attack magic.

Learned from: Octagon Rod
AP Needed: 85
Magic Stones needed: None
Elemental: Ice
Character: Vivi

BLIZZARD Type: Action (Skill)

Description: This will use Level 1 Ice Attack magic.

Learned from: Leather Wrist
AP Needed: 25
Magic Stones needed: None
Elemental: Ice
Character: Vivi

BODY TEMP Type: Support

Description: Protects against the Heat and Freeze Status Effects.

Learned from: Jade Armlet, Diamond, Fairy Earrings, Madain's Ring,
Holy Miter, Genji Armor, Obelisk, Glutton's Robe
AP Needed: 20
Magic Stones needed: 4
Elemental: none
Character: Everyone

BOOST Type: Support

Description: Raises the Strength of Eidolons

Learned from: Pumice Piece
AP Needed: 190
Magic Stones needed: 12
Elemental: none
Character: Dagger, Eiko

BREAK Type: Action (Skill)

Description: Does Earth Damage and sometimes causes Petrify.

Learned from: Cypress Pile
AP Needed: 55
Magic Stones needed: None
Elemental: Earth
Character: Vivi

BRIGHT EYES Type: Support

Description: The character with this ability will be immune to the
Darkness/Blindness Status Effect.

Learned from: Iron Helm, Ritual Hat, Feather Hat
AP Needed: 25

Magic Stones needed: 4
Elemental: none
Character: Steiner, Zidane, Freya, Amarant

BUG KILLER Type: Support

Description: Your attacks will deal more damage to bugs/insects.

Learned from: Bronze Helmet, Mythril Gloves, Mythril Armlet
AP Needed: 50
Magic Stones needed: 3
Elemental: none
Character: Steiner, Zidane, Freya, Amarant

CHAKRA Type: Action (Skill)

Description: Restore a small amount of HP and MP of a party member.

Learned from: Cat's Claws, Leather Plate
AP Needed: 30
Magic Stones needed: 0
Elemental: none
Character: Amarant

CHARGE! Type: Action (Skill)

Description: This will let your endangered party members (near death) attack the enemy.

Learned from: Coral Sword, Aegis Gloves
AP Needed: 30
Magic Stones needed: 4
Elemental: none
Character: Steiner

CHEMIST Type: Support

Description: When enabled, it doubles the potency of healing items such as Potions, etc.

Learned from: Cotton Robe, Barette, Madain's Ring, Grand Armor
AP Needed: 15
Magic Stones needed: 4
Elemental: none
Character: Dagger, Steiner, Freya

CHERRY BLOSSOM Type: Action (Skill)

Description: Deals non-elemental damage to all enemies.

Learned from: Kain's Lance
AP Needed: 40
Magic Stones needed: 0
Elemental: none
Character: Freya

CLEAR-HEADED Type: Support

Description: The character with this ability cannot be afflicted with the "Confused" Status.

Learned from: Magician Shoes, Lamia's Tiara, Magic Armlet, Circlet,
 Green Beret, Dark Gear, Gold Helm

AP Needed: 25

Magic Stones needed: 5

Elemental: none

Character: Zidane, Dagger, Vivi, Freya

CLIMHAZZARD Type: Action (Skill)

Description: Deals non-elemental damage to enemies.

Learned from: Excalibur

AP Needed: 70

Magic Stones needed: 0

Elemental: non-elemental

Character: Steiner

COMET Type: Action (Skill)

Description: Hurl Comet at the opponent.

Learned from: Cypress Pile

AP Needed: 55

Magic Stones needed: None

Elemental: non-elemental

Character: Vivi

CONCENTRATE Type: Support

Description: Increase Damage of Magic Attacks

Learned from: Robe of Lords, Rosetta Ring

AP Needed: 80

Magic Stones needed: 10

Elemental: none

Character: Dagger, Eiko

CONFUSE Type: Action (Skill)

Description: This Magic will make your enemies Confused. They attack ANYONE randomly.

Learned from: Lamia's Tiara, Asura's Rod

AP Needed: 35

Magic Stones needed: 0

Elemental: none

Character: Dagger

COUNTER Type: Support

Description: When equipped, that character will counter attack after receiving damage. That character doesn't Counter every time though.

Learned from: Power Belt, Ritual Hat, Power Vest, Venetia Shield,
Cat's Claws, Poison Knuckles, Mythril Claws, Dragon Claws,
Avenger, Kaiser Knuckles, Duel Claws, Rune Claw,
Red Hat

AP Needed: 70

Magic Stones needed: 8

Elemental: none

Character: Freya, Steiner, Zidane, Amarant, Quina

COUNTDOWN Type: Action (Skill)

Description: Casts doom on the enemy

Learned from: Kaiser Knuckles

AP Needed: 40

Magic Stones needed: 0

Elemental: none

Character: Amarant

COVER Type: Support

Description: The character with this ability will take damage done by the enemies to another member of the party.

Learned from: Linen Cuirass, Mythril Armor, Gauntlets, Red Hat

AP Needed: 20

Magic Stones needed: 6

Elemental: none

Character: Steiner, Freya, Amarant

CURA Type: Action (Skill)

Description: This will use the Level 2 Curative Magic that will restore more HPs.

Learned from: Golem's Flute, Healing Rod, Barette

AP Needed: 40

Magic Stones needed: 0

Elemental: none

Character: Eiko, Dagger

CURAGA Type: Action (Skill)

Description: This will use the Level 3 Curative Magic that will restore more HPs.

Learned from: Whale Whisker, Wizard Rod, Angel's Flute

AP Needed: 155

Magic Stones needed: 0

Elemental: none

Character: Eiko, Dagger

from an enemy.

Learned from: Mage Masher, Orichalcon

AP Needed: 40

Magic Stones needed: 0

Elemental: none

Character: Zidane

DEVIL KILLER Type: Support

Description: The character with this ability deals more damage to Evil/Dark Enemies

Learned from: Chain Plate, Thunder Gloves, Demon's Vest, Cross Helm

AP Needed: 25

Magic Stones needed: 2

Elemental: none

Character: Zidane, Steiner, Freya, Amarant

DISPEL Type: Action (Skill)

Description: Removes the effect of a status effect magic. Doesn't work on Negative Status Effects.

Learned from: Tiger Racket, Siren's Flute

AP Needed: 35

Magic Stones needed: None

Elemental: none

Character: Eiko

DISTRACT Type: Support

Description: Decreases the physical attack accuracy of the opponent

Learned from: Shield Armor, Judo Uniform, Diamond, Reflect Ring

AP Needed: 30

Magic Stones needed: 5

Elemental: none

Character: Steiner, Freya, Zidane

DOOMSDAY Type: Action (Skill)

Description: Causes Shadow damage to all targets.

Learned from: Mace of Zeus

AP Needed: 150

Magic Stones needed: 0

Elemental: none

Character: Vivi

DRAGON BREATH Type: Action (Skill)

Description: Reduces the HP of all enemies

Learned from: Dragon's Hair

AP Needed: 205
Magic Stones needed: 0
Elemental: none
Character: Freya

DRAGON KILLER Type: Support

Description: The character with this ability deals more damage to Dragon-Type enemies.

Learned from: Javelin, Barbut
AP Needed: 70
Magic Stones needed: 3
Elemental: none
Character: Freya

DRAGON'S CREST Type: Action

Description: Deals Physical Damage to enemies

Learned from: Holy Lance, Kain's Lance
AP Needed: 45
Magic Stones needed: 0
Elemental: none
Character: Freya

DRAIN Type: Action (Skill)

Description: This Magic will Drain the HP of the Target and total HP drained will be added to the caster's HP.

Learned from: Oak Staff
AP Needed: 60
Magic Stones needed: 0
Elemental: none
Character: Vivi

ESUNA Type: Action (Skill)

Description: Removes various status effects.

Learned from: Siren's Flute, Angel Flute, Rubber Suit
AP Needed: 80
Magic Stones needed: 0
Elemental: none
Character: Eiko

EYE 4 EYE Type: Support

Description: Raises the Counter Attack activation Rate.

Learned from: Flash Hat, Ninja Gear, Kaiser Helm, Rubber Suit
AP Needed: 60
Magic Stones needed: 5
Elemental: none

Description: This will let your party escape from the battle and you'll still receive Gil after escaping.

Learned from: Wrist, Desert Boots, Gold Choker

AP Needed: 45

Magic Stones needed: 3

Elemental: none

Character: Zidane, Amarant

FLOAT Type: Action (Skill)

Description: This will literally make the character float. Earth-based attacks will be useless against a FLOATED character.

Learned from: Stardust Rod, Lamia's Tiara, Lamia's Flute, Feather Boots

AP Needed: 20

Magic Stones needed: 0

Elemental: none

Character: Dagger, Eiko

FULL-LIFE Type: Action (Skill)

Description: Revives a KO'd Party member and restores his/her entire HP.

Learned from: Siren's Flute, Light Robe

AP Needed: 90

Magic Stones needed: None

Elemental: none

Character: Eiko

GAMBLE DEFENSE Type: Support

Description: Increases/Raises defenses occasionally.

Learned from: Power Vest, Adaman Hat, Twist Headband, Barette

AP Needed: 20

Magic Stones needed: 1

Elemental: none

Character: Zidane, Freya, Quina, Amarant

GUARDIAN MOG Type: Support

Description: Protects with unseen Force

Learned from: Ribbon, Madain's Ring

AP Needed: 30

Magic Stones needed: 5

Elemental: none

Character: Eiko

HALF MP Type: Support

Description: MP usage will be cut by half.

Learned from: Protect Ring, Light Robe
AP Needed: 140
Magic Stones needed: 11
Elemental: none
Character: Vivi, Dagger, Eiko, Quina

HASTE Type: Action (Skill)

Description: Reduces the time for the ATB to fill up. In short, increases Speed.

Learned from: Emerald, Running Shoes
AP Needed: 30
Magic Stones needed: None
Elemental: none
Character: Eiko

HEALER Type: Support

Description: Restore target's HP. When the character with the Healer Support Ability attacks anyone, he/she will regain a small amount of HP depending of the Attack Power of the attacker.

Learned from: Healing Rod, Garnet
AP Needed: 30
Magic Stones needed: 0
Elemental: none
Character: Dagger, Vivi, Eiko, Quina, Amarant

HIGH JUMP Type: Action (Skill)

Description: Jump higher to gain more jump attack power.

Learned from: Dragon Mail
AP Needed: 75
Magic Stones needed: 4
Elemental: none
Character: Freya

HIGH TIDE Type: Support

Description: When equipped, this will enable you to Trance faster

Learned from: Needle Fork, Sapphire Gem, Jade Armlet, Dark Hat, Gaia Gear,
Magician Cloak, Grand Helm, Demon's Mail, Ganji Gloves,
Partisan, Minerva's Plate, all Forks
AP Needed: 35 (Forks need 250)
Magic Stones needed: 8
Elemental: none
Character: Everyone

HOLY Type: Action (Skill)

Description: Causes Holy Damage to enemies

Learned from: White Robe, Angel's Flute

AP Needed: 11

Magic Stones needed: 0

Elemental: none

Character: Eiko

HP + 10% Type: Support

Description: Increases the MAX HP by 10%.

Learned from: Chain Mail, Aquamarine, Germinas Boots, Judo Uniform

AP Needed: 20

Magic Stones needed: 4

Elemental: none

Character: Steiner, Freya, Amarant

HP + 20% Type: Support

Description: Increases the MAX HP by 20%.

Learned from: Mantra Band, Adaman Hat, Battle Boots, Black Belt,

Genji Helmet, Maximillian, Defense Gloves

AP Needed: 40

Magic Stones needed: 8

Elemental: none

Character: Amarant, Freya, Zidane, Steiner

INITIATIVE Type: Support

Description: Increases the chance of a first strike, or a pre-emptive attack.

Learned from: Battle Boots, Obelisk

AP Needed: 95

Magic Stones needed: 5

Elemental: none

Character: Freya

INSOMNIAC Type: Support

Description: The character with this ability will be immune to the Sleep Status Effect.

Learned from: Coral Ring, Bandana, Magician's Cloak, Gaia Gear,

Holy Miter, Mythril Helm

AP Needed: 30

Magic Stones needed: 5

Elemental: none

Character: Everyone

JELLY Type: Support

Description: The character with this ability will be immune to petrification.

Learned from: Bronze Vest, Bronze Gloves, Circlet, Dark Hat, Dark Gear,

Mythril Armor, Diamond Gloves

AP Needed: 30
Magic Stones needed: 0
Elemental: none
Character: Dagger, Eiko

LOCOMOTION Type: Support

Description: This will prevent the 'Stop' Status Effect

Learned from: Survival Vest, Black Hood, Golden Skullcap, Demon's Vest,
Ninja Gear, Plate Mail

AP Needed: 30
Magic Stones needed: 4
Elemental: none
Character: Everyone (except Steiner)

LONG REACH Type: Support

Description: Back Row deals the same damage with the Back row using normal
physical attacks

Learned from: Protect Ring, Thief Hat
AP Needed: 170
Magic Stones needed: 16
Elemental: none
Character: Zidane, Steiner, Freya, Amarant

LOUDMOUTH Type: Support

Description: The character with this ability cannot be silenced.

Learned from: Mage's Hat, Golden Hairpin, Silk Robe, White Robe, Pearl Rogue
AP Needed: 40
Magic Stones needed: 4
Elemental: none
Character: Vivi, Dagger, Eiko, Quina

LUCKY SEVEN Type: Action (Skill)

Description: Physical attack based on luck. High damage if successful

Learned from: Exploda, Gladius, Rune Tooth, The Tower, Thief Hat
AP Needed: 85
Magic Stones needed: 0
Elemental: none
Character: Zidane

LUNA Type: Action (Skill)

Description: Casts Berserk on everyone in the party.

Learned from: Trident
AP Needed: 30
Magic Stones needed: 0
Elemental: none

Character: Freya

MAGIC BREAK Type: Action (Skill)

Description: Decreases the magic power of your opponent.

Learned from: Flame Saber

AP Needed: 25

Magic Stones needed: 0

Elemental: none

Character: Steiner

MAGIC ELEM NULL Type: Support

Description: Nullifies a certain Elemental type

Learned from: Protect Ring

AP Needed: 115

Magic Stones needed: 13

Elemental: none

Character: Vivi

MAN EATER Type: Support

Description: The character with this ability will deal more damage to Human enemies.

Learned from: Coral Ring, Mythril Gloves, Bandana, Coronet

AP Needed: 20

Magic Stones needed: 2

Elemental: none

Character: Zidane, Freya, Steiner, Amarant

MASTER THIEF Type: Support

Description: Enables you to steal rare items from enemies.

Learned from: Thief Gloves

AP Needed: 50

Magic Stones needed: 5

Elemental: none

Character: Zidane

MENTAL BREAK Type: Action (Skill)

Description: this will lower the Magic Defense of your enemy

Learned from: Ice Brand, Gold Helm

AP Needed: 45

Magic Stones needed: 0

Elemental: none

Character: Steiner

METEOR Type: Action (Skill)

Description: Causes Non-elemental damage to the enemy

Learned from: High Mage Staff

AP Needed: 95

Magic Stones needed: 0

Elemental: non-elemental

Character: Vivi

MIGHT Type: Action (Skill)

Description: Temporarily increases the power of Physical attacks of the target.

Learned from: Priest's Racket

AP Needed: 25

Magic Stones needed: None

Elemental: none

Character: Eiko

MILLIONAIRE Type: Support

Description: Increases the amount of Gil you get after battles.

Learned from: Yellow Scarf

AP Needed: 100

Magic Stones needed: 5

Elemental: none

Character: Quina

MINI Type: Action (Skill)

Description: This will inflict the Mini Status effect on your enemies.

Learned from: Magic Racket, Asura's Rod, Feather Boots

AP Needed: 35

Magic Stones needed: None

Elemental: none

Character: Eiko, Dagger

MINUS STRIKE Type: Action (Skill)

Description: Deals physical damage to enemies. Damage depends on the difference of the HP and MP of Steiner.

Learned from: Rubber Helm, Iron Sword

AP Needed: 35

Magic Stones needed: 0

Elemental: none

Character: Steiner

MP + 10% Type: Support

Description: Increase the Maximum MP by 10%.

Learned from: Magician Cloak, Emerald, Extension, Magician Shoes
AP Needed: 50
Magic Stones needed: 4
Elemental: none
Character: Quina, Freya, Eiko, Quina

MP + 20% Type: Support

Description: Increase the Maximum MP by 20%.

Learned from: Black Robe, Angel Earrings
AP Needed: 30
Magic Stones needed: 8
Elemental: none
Character: Vivi, Dagger, Eiko

MP ATTACK Type: Support

Description: When equipped, this will use 5 MPs to increase the damage you deal with your physical attack.

Learned from: Power Belt, Red Hat, Battle Boots, Cross Helm
AP Needed: 50
Magic Stones needed: 5
Elemental: none
Character: Steiner, Zidane, Freya, Amarant

MUG Type: Support

Description: Automatically attack while stealing.

Learned from: Survival Vest, Chimera Armllet, Thief Hat
AP Needed: 65
Magic Stones needed: 3
Elemental: none
Character: Zidane

NO MERCY Type: Action (Skill)

Description: Deals non-elemental damage to enemy.

Learned from: Dragon's Claws, Duel Claws
AP Needed: 45
Magic Stones needed: 0
Elemental: none
Character: Amarant

ODIN'S SWORD Type: Support

Description: Attack with the Eidolon Odin

Learned from: Ancient Aroma
AP Needed: 50
Magic Stones needed: 5
Elemental: none

Learned from: Platinum Helm, Grand Armor, Promist Ring, Minerva's Plate,
Brave Suit

AP Needed: 100

Magic Stones needed: 8

Elemental: none

Character: Steiner, Freya, Amarant

RETURN MAGIC Type: Support

Description: Returns any Magic to the Spell Caster.

Learned from: Brigandine, Coronet

AP Needed: 170

Magic Stones needed: 9

Elemental: Any

Character: Amarant, Vivi

REVIVE Type: Action (Skill)

Description: Revives a KO'd party member

Learned from: Rebirth Ring

AP Needed: 55

Magic Stones needed: 0

Elemental: none

Character: Amarant

SACRIFICE Type: Action (Skill)

Description: When used, the one with the Ability will lose HP to recover another party member's HP

Learned from: Exploda, Masamune

AP Needed: 35

Magic Stones needed: 0

Elemental: none

Character: Zidane

SILENCE Type: Action (Skill)

Description: This Magic will silence your enemies therefore making them unable to use Magic.

Learned from: Mythril Rod, Magic Armet, Asura's Rod, Priest's Racket,
Lamia's Flute

AP Needed: 30

Magic Stones needed: 0

Elemental: none

Character: Dagger, Eiko

SIX DRAGONS Type: Action (Skill)

Description: I don't know the exact effect yet.

Learned from: Heavy Lance

AP Needed: 25
Magic Stones needed: None
Elemental: none
Character: Freya

SHELL Type: Action (Skill)

Description: This Magic will increase the SHELLED character's Magic Defense.

Learned from: Mythril Rod, Multina Racket, Mythril Racket, Wizard Rod,
Cotton Robe, Gold Choker, Moonstone

AP Needed: 30
Magic Stones needed: 0
Elemental: none
Character: Dagger, Eiko

SHOCK Type: Action (Skill)

Description: Causes Physical Damage to enemy.

Learned from: Ragnarok
AP Needed: 60
Magic Stones needed: 0
Elemental: none
Character: Steiner, Beatrix

SLEEP Type: Action (Skill)

Description: This will put enemies into sleep. If you attack a sleeping enemy with physical attacks, it will awaken. Use Magic if you don't want the enemy to wake up.

Learned from: Flame Staff
AP Needed: 20
Magic Stones needed: None
Elemental: none
Character: Vivi

SLOW Type: Action (Skill)

Description: This Black Magic will slow down your opponents ATB.

Learned from: Magus Hat, Ice Staff
AP Needed: 20
Magic Stones needed: 0
Elemental: none
Character: Vivi

SPARE CHANGE Type: Action (Skill)

Description: Causes non-elemental damage to enemies using Gil.

Learned from: Poison Knuckles
AP Needed: 90
Magic Stones needed: 0

Elemental: none
Character: Amarant

STEAL GIL Type: Action

Description: Allows you to steal Gil from enemies

Learned from: Glass Armlet, Yellow Scarf

AP Needed: 40

Magic Stones needed: 5

Elemental: none

Character: Zidane

STOCK BREAK Type: Action (Skill)

Description: Causes non-elemental damage to enemies

Learned from: Ultima Sword

AP Needed: 35

Magic Stones needed: 0

Elemental: none

Character: Steiner

STONA Type: Action (Skill)

Description: This Magic will heal the Petrify or Gradual Petrify status effect.

Learned from: Multina Racket, Lamia's Flute

AP Needed: 25

Magic Stones needed: 0

Elemental: none

Character: Dagger, Eiko

STOP Type: Action (Skill)

Description: This will temporarily halt the opponent's ATB.

Learned from: Oak Staff

AP Needed: 25

Magic Stones needed: 0

Elemental: none

Character: Vivi

STONE KILLER Type: Support

Description: When equipped, that character will deal more damage to earth-based/stone-based enemies.

Learned from: Adaman Vest, Power Vest, Platinum Helm, Gold Armor

AP Needed: 30

Magic Stones needed: 4

Elemental: none

Character: Zidane, Steiner, Freya, Amarant

THIEVERY Type: Action (Skill)

Description: Damages the enemy while stealing.

Learned from: Angel Bless, The Tower

AP Needed: 100

Magic Stones needed: None

Elemental: none

Character: Zidane

THUNDAGA Type: Action (Skill)

Description: This will use Level 3 Thunder attack magic on a Single enemy.

Learned from: Octagon Rod

AP Needed: 80

Magic Stones needed: None

Elemental: Thunder

Character: Vivi

THUNDARA Type: Action (Skill)

Description: This will use Level 2 Thunder attack magic on a Single enemy.

Learned from: Lightning Staff, Peridot

AP Needed: 50

Magic Stones needed: None

Elemental: Thunder

Character: Vivi

THUNDER Type: Action (Skill)

Description: This will use basic Thunder attack magic on a Single enemy.

Learned from: Silk Shirt, Glass Buckle

AP Needed: 50

Magic Stones needed: None

Elemental: Thunder

Character: Vivi

THUNDER SLASH Type: Action (Skill)

Description: Deals Thunder Damage to enemy

Learned from: Defender, Ragnarok

AP Needed: 30

Magic Stones needed: None

Elemental: Thunder

Character: Steiner

UNDEAD KILLER Type: Support

Description: The character with this ability will deal a bigger damage to Undead Monsters.

Learned from: Silver Gloves, Ritual Hat, Headgear, N-Kai Armlet,
Plate Mail

AP Needed: 20

Magic Stones needed: 2

Elemental: none

Character: Steiner, Zidane, Freya, Amarant

WHITE DRAW Type: Action (Skill)

Description: Restores MP of all party members by drawing them from the enemy.

Learned from: Emerald, Ice Lance, Kain's Lance

AP Needed: 90

Magic Stones needed: 0

Elemental: none

Character: Freya

A. CHARACTER SPECIFIC ABILITIES

For the Normal Abilities of the characters, please check the abilities list for more info.

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1. ZIDANE

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SKILLS

Name	MP Usage	Description	Learned From
Flee	0	Escape from the Battles	Dagger/ Ultima Weapon
Detect	0	See what items/equipments you can steal from the enemy	Mage Masher/ Orichalcon
What's That!?	2	Gives you a chance for a first strike. The enemy will face away from your party.	Butterfly Sword
Soul Blade	6	Inflicts the Status that is added to your sword even without the Add Status Ability equipped.	The Ogre
Annoy	4	Inflicts Trouble on your enemy.	Gladius/ Sargatanas
Sacrifice	32	Sacrifices self for other party members.	Exploda/ Masamune
Lucky Seven	6	Physical attack that depends on luck. Huge damage when successful.	Gladius/ Exploda/ Rune Tooth/The Tower/Thief Hat
Thievery	8	Attacks your enemy physically.	Angel Bless/ The Tower

DYNE ABILITIES (Trance)

* All of them are non-elemental attacks based from the in-game description.

Name | MP Usage

Free Energy 10 MP
Tidal Flame 12 MP
Scoop Art 14 MP
Shift Break 16 MP
Stellar Circle 5 24 MP
Meo Twister 32 MP
Solution 9 48 MP
Grand Lethal 60 MP

ABILITIES

Name | Learned from

Auto-Reflect Reflect Ring
Auto-Float Feather Boots
Auto-Haste Running Shoes
Auto-Regen Golden Hairpin, Brave Suit
Auto-Life Rebirth Ring
HP+20% Adaman Hat, Mantra Band, Battle Boots, Black Belt
Accuracy+ Black Hood, Power Vest, Lapis Lazuli
Distract Judo Uniform, Diamond, Reflect Ring
Long Reach Thief Hat, Protect Ring
MP Attack Red Hat, Battle Boots, Power Belt
Bird Killer Adaman Vest, Yellow Scarf
Bug Killer Mythril Armllet
Stone Killer Adaman Vest, Power Vest
Undead Killer Headgear, N-Kai Armllet
Devil Killer Chain Plate, Demon's Vest
Beast Killer Flash Hat, Egoist's Armllet, Leather Wrist, Black Belt,
Moonstone
Man Eater Bandana, Coronet
Master Thief Thief Gloves
Steal Gil Glass Armllet, Yellow Scarf
Add Status Feather Hat, Twist Headband, Bone Wrist, Bracer,
Chimera Armllet, Glass Buckle
Gamble Defense Adaman Hat, Twist Headband, Power Vest
High Tide Dark Hat, Gaia Gear, Jade Armllet, Sapphire
Counter Ritual Hat, Power Vest, Power Belt
Protect Girls Butterfly Sword, Leather Shirt
Eye 4 Eye Flash Hat, Ninja Gear
Body Temp Jade Armllet, Diamond, Fairy Earrings, Madain's Ring
Alert Ninja Gear, Germinas Boots
Level Up Egoist's Armllet, Fairy Earrings, Rosetta Ring
Ability Up Green Beret, Brigandine, Lapis Lazuli, Ribbon
Flee-Gil Wrist, Desert Boots, Gold Choker
Insomniac Bandana, Gaia Gear, Coral Ring
Antibody Mantra Band, Survival Vest, Dragon Wrist, Glass Armllet,
Glass Buckle
Bright Eyes Feather Hat, Ritual Hat
Jelly Circlet, Dark Hat, Bronze Vest, Dark Gear
Auto-Potion Demon's Vest, Mythril Vest, Running Shoes
Locomotion Black Hood, Golden Skullcap, Demon's Vest, Ninja Gear,
Survival Vest
Clear Headed Circlet, Green Beret, Dark Gear, Magician Shoes
Mug Thief Hat, Survival Vest, Chimera Armllet
Bandit Mythril Dagger, N-Kai Armllet

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2. DAGGER
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* For the description of the White Magic, check the abilities list. For the eidolons, check the Summons Magic section below.

SUMMONS/EIDOLONS

Name	MP Usage	Learned from
Shiva	24	Opal
Ifrit	26	Topaz
Ramuh	22	Peridot
Atomos	32	Amethyst
Odin	28	Dark Matter
Leviathan	42	Aquamarine
Bahamut	36	Garnet
Ark	80	Pumice

WHITE MAGIC

Name	MP Usage	Learned from
Cure	6	Rod, Magic Racket, Silk Shirt
Cura	10	Healing Rod, Golem's Flute, Barette
Curaga	22	Wizard Rod, Whale Whisker, Angel Flute
Life	8	Mythril Rod, Healing Rod, Whale Whisker, Golem's Flute, Rebirth Ring
Panacea	8	Rod, Air Racket
Scan	4	Air Racket, Desert Boots
Stona	8	Multina Racket, Lamia's Flute
Shell	6	Mythril Rod, Multina Racket, Mythril Racket, Wizard Rod, Cotton Robe, Gold Choker, Moonstone
Protect	6	Rod, Mythril Racket, Wizard Rod, Steepled Hat, Desert Boots
Silence	8	Mythril Rod, Asura's Rod, Priest's Racket, Lamia's Flute, Magic Armlet
Mini	8	Magic Racket, Asura's Rod, Feather Boots
Reflect	6	Stardust Rod, Mythril Racket, Reflect Ring, Ruby
Confuse	8	Asura's Rod, Lamia's Tiara
Berserk	6	Magic Racket
Blind	6	Multina Racket, Magician Shoes
Float	6	Stardust Rod, Lamia's Flute, Lamia's Tiara, Feather Boots

ABILITIES

Name	Learned from
Auto-Reflect	Reflect Ring
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Golden Hairpin, Light Robe, Angel Earrings, Maiden Prayer

Auto-Life	Rebirth Ring
MP+20%	Angel Earrings
Healer	Healing Rod, Garnet
Chemist	Cotton Robe, Barette, Madain's Ring
Reflect-Null	Robe of Lords, Pearl Rouge
Concentrate	Robe of Lords, Rosetta Ring
Half MP	Protect Ring, Light Robe
High Tide	Dark Hat, Gaia Gear, Magician Cloak, Jade Armllet, Sapphire
Body Temp	Holy Miter, Jade Armllet, Diamond, Fairy Earrings, Madain's Ring
Level Up	Egoist's Armllet, Extension, Fairy Earrings, Pearl Rouge, Rosetta Ring
Ability Up	Stardust Rod, Green Beret, Silk Robe, Amethyst, Lapis Lazuli, Ribbon
Insomniac	Bandana, Holy Miter, Gaia Gear, Coral Ring
Antibody	Mantra Band, Survival Vest, Dragon Wrist, Glass Armllet, Glass Buckle
Loudmouth	Golden Hairpin, Mage's Hat, Silk Robe, White Robe, Pearl Rouge
Jelly	Circlet, Dark Hat, Bronze Vest, Dark Gear
Auto-Potion	Demon's Vest, Magician Robe, Mythril Vest, White Robe, Extension, Running Shoes
Locomotion	Black Hood, Golden Skullcap, Demon's Vest, Survival Vest
Clear Headed	Circlet, Green Beret, Lamia's Tiara, Dark Gear, Magic Armllet, Magician Shoes
Boost	Pumice Piece
Odin's Sword	Ancient Aroma

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 3. VIVI
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* For the description of the Black Magic, check the abilities list.

BLACK MAGIC

Name	MP Usage	Learned from
Fire	6	Mage Staff, Leather Hat
Fira	12	Flame Staff, Mage's Hat, Power Belt, Topaz
Firaga	24	Octagon Rod
Sleep	10	Flame Staff
Blizzard	6	Leather Wrist
Blizzara	12	Ice Staff, Opal
Blizzaga	24	Octagon Rod
Slow	6	Ice Staff, Magus Hat
Thunder	6	Silk Shirt, Glass Buckle
Thundara	12	Lightning Staff, Peridot
Thundaga	24	Octagon Rod
Stop	8	Oak Staff
Poison	8	Lightning Staff
Bio	18	Oak Staff
Osmose	2	High Mage Staff, Gaia Gear
Drain	14	Oak Staff
Demi	18	Cypress Pile, Amethyst, Black Belt
Comet	18	Cypress Pile
Death	20	Black Hood

Break	18	Cypress Pile
Water	22	N-Kai Armlet
Meteor	42	High Mage Staff
Flare	40	Black Robe
Doomsday	56	Mace of Zeus

ABILITIES

Name	Learned from
Auto-Reflect	Reflect Ring
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Golden Hairpin, Light Robe
Auto-Life	Rebirth Ring
MP+20%	Black Robe
Healer	Garnet
Add Status	Feather Hat, Twist Headband, Bone Wrist, Bracer, Chimera Armlet, Glass Buckle
Reflect-Null	Robe of Lords
Reflectx2	Black Robe, Rosetta Ring
Magic Elem Null	Protect Ring
Half MP	Protect Ring, Light Robe
High Tide	Dark Hat, Gaia Gear, Magician Cloak, Jade Armlet, Sapphire
Body Temp	Holy Miter, Jade Armlet, Diamond, Fairy Earrings, Madain's Ring
Level Up	Egoist's Armlet, Fairy Earrings, Rosetta Ring
Ability Up	Green Beret, Amethyst, Lapis Lazuli, Ribbon
Insomniac	Bandana, Holy Miter, Gaia Gear, Coral Ring
Antibody	Mantra Band, Survival Vest, Dragon Wrist, Glass Armlet, Glass Buckle
Loudmouth	Golden Hairpin, Mage's Hat
Jelly	Circlet, Dark Hat, Bronze Vest, Dark Gear
Return Magic	Coronet, Brigandine
Auto-Potion	Demon's Vest, Magician Robe, Mythril Vest, Running Shoes
Locomotion	Black Hood, Golden Skullcap, Demon's Vest, Survival Vest
Clear Headed	Circlet, Green Beret, Lamia's Tiara, Dark Gear, Magic Armlet, Magician Shoes

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4. STEINER

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SWORD ARTS

Name	MP Usage	Learned from
Darkside	0	Blood Sword
Minus Strike	8	Iron Sword, Rubber Helm
Lai Strike	16	Rune Blade
Power Break	8	Diamond Sword
Armor Break	4	Mythril Sword
Mental Break	8	Ice Brand, Gold Helm
Magic Break	4	Flame Saber
Charge!	10	Coral Sword, Aegis Gloves

Thunder Slash	24	Defender, Ragnarok
Stock Break	26	Ultima Sword
Climhazzard	32	Excalibur
Shock	46	Ragnarok

SWORD MAGIC

* Depends on the Black Magic Vivi has learned

Name	MP Usage
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Fire	6
Fira	12
Firaga	30
Blizzard	6
Blizzara	12
Blizzaga	30
Thunder	6
Thundara	12
Thundaga	30
Bio	20
Water	26
Flare	60
Doomsday	50

ABILITIES

Name	Learned from
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Auto-Reflect	Reflect Ring
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Carabini Mail
Auto-Life	Rebirth Ring
HP+10%	Chain Mail, Aquamarine, Germinas Boots
HP+20%	Genji Helmet, Maximillian, Defense Gloves, Battle Boots, Black Belt
Accuracy+	Genji Armor, Lapis Lazuli
Distract	Shield Armor, Diamond, Reflect Ring
Long Reach	Protect Ring
MP Attack	Cross Helm, Battle Boots, Power Belt
Bird Killer	Bronze Armor, Chain Mail, Yellow Scarf
Bug Killer	Bronze Helm, Mythril Gloves
Stone Killer	Platinum Helm, Gold Armor
Undead Killer	Plate Mail, Silver Gloves
Devil Killer	Cross Helm, Thunder Gloves
Beast Killer	Bronze Sword, Broad Sword, Platina Armor, Black Belt, Moonstone
Man Eater	Mythril Gloves
Add Status	Thunder Gloves, Glass Buckle
Chemist	Grand Armor, Madain's Ring
High Tide	Grand Helm, Demon's Mail, Genji Gloves, Sapphire
Counter	Venetia Shield, Power Belt
Cover	Linen Cuirass, Mythril Armor, Gauntlets
Eye 4 Eye	Kaiser Helm
Body Temp	Genji Armor, Diamond, Fairy Earrings, Madain's Ring
Alert	Barbut, Germinas Boots
Level Up	Iron Helm, Fairy Earrings, Rosetta Ring
Ability Up	Diamond Gloves, Lapis Lazuli, Ribbon

Insomniac	Mythril Helm, Coral Ring
Antibody	Mythril Helm, Bronze Gloves, Glass Buckle
Bright Eyes	Iron Helm
Restore HP	Platinum Helm, Grand Armor, Promist Ring

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5. FREYA
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* For the description of the Dragon Ability, check the abilities list.

DRAGON

Name	MP Usage	Learned from
Lancer	10	Partisan, Coral Ring
Rei's Wind	12	Mythril Spear, Gold Helm, Angel Earrings
Dragon Breath	78	Dragon's Hair
White Draw	36	Ice Lance, Kain's Lance, Emerald
Luna	12	Trident
Six Dragons	28	Heavy Lance
Cherry Blossom	46	Kain's Lance
Dragon's Crest	16	Holy Lance, Kain's Lance

ABILITIES

Name	Learned from
Auto-Reflect	Reflect Ring
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Carabini Mail
Auto-Life	Rebirth Ring
HP+10%	Chain Mail, Aquamarine, Germinas Boots
HP+20%	Genji Helmet, Defense Gloves, Battle Boots, Black Belt
MP+10%	Emerald, Extension, Magician Shoes
Accuracy+	Genji Armor, Lapis Lazuli
Distract	Shield Armor, Diamond, Reflect Ring
Long Reach	Protect Ring
MP Attack	Cross Helm, Battle Boots, Power Belt
Bird Killer	Bronze Armor, Chain Mail, Yellow Scarf
Bug Killer	Bronze Helm, Mythril Gloves
Stone Killer	Platinum Helm, Gold Armor
Undead Killer	Plate Mail, Silver Gloves
Dragon Killer	Javelin, Barbut
Devil Killer	Cross Helm, Thunder Gloves
Beast Killer	Platina Armor, Black Belt, Moonstone
Man Eater	Mythril Gloves
High Jump	Dragon Mail
Add Status	Thunder Gloves, Glass Buckle
Gamble Defense	Barette
Chemist	Grand Armor, Barette, Madain's Ring
High Tide	Partisan, Grand Helm, Demon's Mail, Minerva's Plate, Genji Gloves, Sapphire
Counter	Venetia Shield, Power Belt
Cover	Linen Cuirass, Mythril Armor, Gauntlets
Eye 4 Eye	Kaiser Helm, Rubber Suit
Body Temp	Genji Armor, Diamond, Fairy Earrings, Madain's Ring

Initiative	Obelisk, Battle Boots
Level Up	Iron Helm, Extension, Fairy Earrings, Pearl Rouge, Rosetta Ring
Ability Up	Diamond Gloves, Lapis Lazuli, Ribbon
Insomniac	Mythril Helm, Coral Ring
Antibody	Mythril Helm, Bronze Gloves, Glass Buckle
Bright Eyes	Iron Helm
Restore HP	Platinum Helm, Grand Armor, Minerva's Plate, Promist Ring
Jelly	Mythril Armor, Diamond Gloves
Auto-Potion	Extension, Running Shoes
Locomotion	Plate Mail
Clear Headed	Gold Helm, Magician Shoes

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6. EIKO
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* For the description of the Eidolons and White Magic, check the abilities list.

SUMMONS/EIDOLONS

Name	MP Usage	Learned from
Carbuncle	24	Ruby Stone
Fenrir	30	Sapphire Stone
Phoenix	32	Phoenix Pinion
Madeen	54	Ribbon

WHITE MAGIC

Name	MP Usage	Learned from
Cure	6	Rod, Magic Racket, Silk Shirt
Cura	10	Golem's Flute, Barette
Curaga	22	Angel Flute
Regen	14	Fairy Earrings
Life	8	Golem's Flute, Rebirth Ring
Full-Life	24	Siren's Flute, Light Robe
Panacea	8	Air Racket
Stona	8	Lamia's Flute
Esuna	20	Siren's Flute, Angel Flute, Rubber Suit
Shell	6	Multina Racket, Mythril Racket, Cotton Robe, Gold Choker, Moonstone
Protect	6	Mythril Racket, Steeped Hat, Desert Boots
Haste	8	Emerald, Running Shoes
Silence	8	Priest's Racket, Lamia's Flute, Magic Armlet
Mini	8	Magic Racket, Feather Boots
Reflect	6	Mythril Racket, Reflect Ring, Ruby
Float	6	Lamia's Flute, Lamia's Tiara, Feather Boots
Dispel	16	Tiger Racket, Siren's Flute
Might	14	Priest's Racket
Jewel	4	Hamelin
Holy	16	Angel Flute, White Robe

ABILITIES

Name	Learned from
Auto-Reflect	Reflect Ring
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Golem's Flute, Golden Hairpin, Light Robe Angel Earrings, Maiden Prayer
Auto-Life	Rebirth Ring
MP+10%	Magician Robe, Emerald, Extension, Magician Shoes
MP+20%	Angel Earrings
Healer	Garnet
Reflect-Null	Robe of Lords, Pearl Rouge
Concentrate	Robe of Lords, Rosetta Ring
Half MP	Light Robe, Protect Ring
High Tide	Magician Cloak, Minerva's Plate, Jade Armllet, Sapphire
Body Temp	Holy Miter, Jade Armllet, Diamond, Fairy Earrings, Madain's Ring
Level Up	Egoist's Armllet, Extension, Fairy Earrings, Pearl Rouge , Rosetta Ring
Ability Up	Green Beret, Silk Robe, Lapis Lazuli, Ribbon
Guardian Mog	Madain's Ring, Ribbon
Insomniac	Bandana, Holy Miter, Gaia Gear, Coral Ring
Antibody	Mantra Band, Survival Vest, Dragon Wrist, Glass Armllet, Glass Buckle
Loudmouth	Golden Hairpin, Mage's Hat, Silk Robe, White Robe, Pearl Rouge
Jelly	Circlet, Dark Hat, Bronze Vest, Dark Gear
Auto-Potion	Demon's Vest, Magician Robe, Mythril Vest, White Robe, Extension, Running Shoes
Locomotion	Black Hood, Golden Skullcap, Demon's Vest, Survival Vest
Clear Headed	Circlet, Green Beret, Lamia's Tiara, Dark Gear, Magic Armllet, Magician Shoes
Boost	Pumice Piece

7. QUINA

For the Blue Magic, check it's own Section in this guide.

ABILITIES

Name	Learned from
Auto-Reflect	Reflect Ring
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Golden Hairpin, Glutton's Robe, Light Robe
Auto-Life	Rebirth Ring
MP+10%	Magician Robe, Emerald, Magician Shoes
Healer	Garnet
Add Status	Feather Hat, Twist Headband, Bone Wrist, Bracer, Chimera Armllet, Glass Buckle
Gamble Defense	Adaman Hat, Twist Headband, Power Vest
Half MP	Light Robe, Protect Ring
High Tide	All Forks, Dark Hat, Gaia Gear, Magician Cloak, Jade Armllet, Sapphire

Counter	Ritual Hat, Power Vest, Power Belt
Body Temp	Holy Miter, Glutton's Robe, Jade Armband, Diamond, Fairy Earrings, Madain's Ring
Level Up	Egoist's Armband, Fairy Earrings, Rosetta Ring
Ability Up	Green Beret, Silk Robe, Lapis Lazuli, Ribbon
Millionaire	Yellow Scarf
Insomniac	Bandana, Holy Miter, Gaia Gear, Coral Ring
Antibody	Mantra Band, Glutton's Robe, Survival Vest, Dragon Wrist, Glass Armband, Glass Buckle
Loudmouth	Golden Hairpin, Mage's Hat, Silk Robe
Jelly	Circlet, Dark Hat, Bronze Vest, Dark Gear
Absorb MP	Promist Ring
Auto-Potion	Demon's Vest, Magician Robe, Mythril Vest, Running Shoes
Locomotion	Black Hood, Golden Skullcap, Demon's Vest, Survival Vest
Clear Headed	Circlet, Green Beret, Lamia's Tiara, Dark Gear, Magic Armband, Magician Shoes

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8. AMARANT
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* For the description of the Flair abilities, check the abilities list.

FLAIR

Name	MP Usage	Learned from
Chakra	4	Cat's Claws, Leather Plate
Spare Change	6	Poison Knuckles
No Mercy	12	Dragon's Claws, Duel Claws
Aura	12	Duel Claws
Curse	12	Mythril Claws, Kaiser Knuckles, Rune Claws
Revive	20	Rebirth Ring
Demi Shock	20	Avenger
Countdown	16	Kaiser Knuckles

ABILITIES

Name	Learned from
Auto-Reflect	Reflect Ring
Auto-Float	Feather Boots
Auto-Haste	Running Shoes
Auto-Regen	Golden Hairpin, Brave Suit
Auto-Life	Rebirth Ring
HP+10%	Judo Uniform, Aquamarine, Germinas Boots
HP+20%	Adaman Hat, Mantra Band, Battle Boots, Black Belt
Accuracy+	Power Wrist, Lapis Lazuli
Long Reach	Protect Ring
MP Attack	Red Hat, Battle Boots, Power Belt
Bird Killer	Adaman Vest, Yellow Scarf
Bug Killer	Mythril Armband
Stone Killer	Adaman Vest, Power Vest
Undead Killer	Headgear, N-Kai Armband
Devil Killer	Chain Plate, Demon's Vest
Beast Killer	Flash Hat, Egoist's Armband, Leather Wrist, Black Belt,

	Moonstone
Man Eater	Bandana, Coronet
Healer	Garnet
Add Status	Twist Headband, Bone Wrist, Bracer, Chimera Armlet, Glass Buckle
Gamble Defense	Adaman Hat, Twist Headband, Power Vest
Power Throw	Bracer
Power Up	Golden Skullcap
High Tide	Dark Hat, Gaia Gear, Jade Armlet, Sapphire
Counter	Cat's Claws, Poison Knuckles, Mythril Claws, Dragon's Claws, Avenger, Kaiser Knuckles, Duel Claws, Rune Claws, Ritual Hat, Power Vest, Power Belt
Cover	Red Hat
Eye 4 Eye	Flash Hat, Ninja Gear
Body Temp	Jade Armlet, Diamond, Fairy Earrings, Madain's Ring
Alert	Ninja Gear, Germinas Boots
Level Up	Egoist's Armlet, Fairy Earrings, Rosetta Ring
Ability Up	Green Beret, Brigandine, Lapis Lazuli, Ribbon
Flee-Gil	Wrist, Desert Boots, Gold Choker
Insomniac	Bandana, Gaia Gear, Coral Ring
Antibody	Mantra Band, Survival Vest, Dragon Wrist, Glass Armlet, Glass Buckle
Bright Eyes	Ritual Hat
Restore HP	Brave Suit, Promist Ring
Jelly	Circlet, Dark Hat, Bronze Vest, Dark Gear
Return Magic	Coronet, Brigandine
Auto-Potion	Demon's Vest, Mythril Vest, Running Shoes
Locomotion	Golden Skullcap, Demon's Vest, Ninja Gear, Survival Vest
Clear Headed	Circlet, Green Beret, Dark Gear, Magician Shoes

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SUMMON MAGIC

As with the previous Final Fantasies, the 9th installment has summons too. But, not every character can summon. Only Garnet/Dagger and Eiko. Here is the complete list of the Eidolons in the game. You'll see here the requirements in learning how to use them.

ARK Elemental: Shadow

Description: Ark will come in from space and will transform into a robot. It will hurl beams at the opponent then finally unleashes a big beam of light to the enemy and boom!

Attack: Eternal Darkness Character: Garnet
Learned From: Pumice AP needed: 100
MP Usage: 80 MP

Where to get: Synthesize 2 Pumice Pieces at HADES in Memoria. He'll make the Pumice Stone out of it and Dagger can use that to summon Ark.

ATOMOS Elemental: Shadow

Description: Amethyst will come out sucking everything including the enemies

and except your party. It will do a Demi-like damage to all enemies.

Attack: G-Force 199 Character: Garnet
Learned From: Amethyst Gem AP needed: 30
MP Usage: 32 MP

Where to get: Doctor Tot will give it to Garnet in the castle after Brahne's tragedy. (I won't spoil it)

BAHAMUT Elemental: Non-elemental

Description: Bahamut will come down from the sky and blasts the enemies with a non-elemental Beam attack.

Attack: Mega Flare Character: Garnet
Learned From: Garnet Gem AP needed: 80
MP Usage: 56 MP

Where to get: Beatrix will give it to you after you return to Alexandria castle in Disc 3.

CARBUNCLE Elemental: Non-elemental

Description: Carbuncle will come out of the grounds and flies upward. Then shoots a ruby light at your party casting Reflect on everyone.

Attack: Ruby Light Character: Eiko
Learned From: Ruby Gem AP needed: 35
MP Usage: 24 MP

Where to get: When Eiko removes the Eidolon at Iifa Tree.

FENRIR Elemental: Earth

Description: Fenrir's head will appear. Then, Fenrir will punch the enemy from underground sending the enemy high up in the sky.

Attack: Terrestrial Rage Character: Eiko
Learned From: Sapphire Gem AP needed: 55
MP Usage: 30

Where to get: Eiko has the Sapphire Gem when she joins your party.

IFRIT Elemental: Fire

Description: Ifrit will come out then, a massive fire blasts from the ground.

Attack: Flame of Hell Character: Garnet
Learned From: Topaz Gem AP needed: 35
MP Usage: 26

Where to get: Doctor Tot will give it to Garnet in the castle after Brahne's tragedy. (I won't spoil it)

LEVIATHAN Elemental: Water

Description: Leviathan will appear then he will move away. Then, he'll charge to the enemy while a big tidal wave follows behind.

Attack: Tsunami Character: Garnet
Learned From: Aquamarine Gem AP needed: 40
MP Usage: 42

Where to get: Dagger will receive the Aquamarine at the Iifa Tree.

MADEEN

Elemental: Non-Elemental

Description: Madeen will come out and blasts the enemy with non-elemental attacks

Attack: Terra Homing Character: Eiko
Learned From: Ribbon AP needed: 54
MP Usage: 120

Where to get: There are Ribbons at the Treno Auction House, Synthesize at Black Cat Synthesis Shop at Black Mage Village.

ODIN

Elemental: Non-Elemental

Description: Odin will come in and unleash a devastating slash of his Steel Bladed Sword! (ZanTetsuKen)

Attack: Zantetsuken Character: Garnet
Learned From: DarkMatter AP needed: 40
MP Usage: 28

Where to get: Win the DarkMatter item at the Treno Auction House.

PHOENIX

Elemental: Fire

Description: The Phoenix will come out of the ground and flies over to the enemies and burns it with the flame. He'll revive all KO'd party member while doing this.

Attack: Rebirth Flame Character: Eiko
Learned From: Phoenix Pinion AP needed: 40
MP Usage: 32

Where to get: Phoenix Pinions are scattered around the world. I'll include the exact location after writing the walkthrough.

RAMUH

Elemental: Thunder

Description: Ramuh will come down and hurl his staff to the ground creating a mass density of thunderbolts damaging ALL enemies on screen.

Attack: Judgement Bolt Character: Garnet
Learned From: Peridot Gem AP needed: 30
MP Usage: 22 MP

Where to get: You'll get the Peridot Gem if you found all 5 instances of Ramuh at Pinnacle Rock. You'll also get Peridot Gems from the bird like

monster near Black Mage Village (it looks like a Griffin, lion with head of a bird with wings).

SHIVA

Elemental: Ice

Description: Shiva will come out of the ground and hurled Icicles at the enemy. Then, huge icicles will appear beneath the enemies.

Attack: Diamond Dust

Character: Garnet

Learned From: Opal Gem

AP needed: 20

MP Usage: 24

Where to get: Doctor Tot will give it to Garnet in the castle after Brahne's tragedy. (I won't spoil it)

How to increase the Summon's Damage:

You can do 2 things in order for your summon to do more damage to the enemies. First, let Dagger and Eiko equip the Boost Ability. This will not only show the entire summon sequence, it also increases the damage. Second, the Summon's power increases when you have lost of its gem in your inventory. Example, if you have 99 Peridots, Ramuh will do much more damage to the enemy than having 50 Peridots.

Summoning Secrets:

////////////////////////////////////
This entire section is borrowed from Yee Seng Fu's excellent Side
Quests/Secrets FAQ. Other contributors are also credited.

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ODIN

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The Odin summon has a certain percentage chance to cause an instant death to enemies. However, if Odin fails to cause an instant death to the enemies, no damage will be inflicted on them. To prevent this from happening, you have to equip the Odin Sword ability. In case, Odin fails to cause instant death, this will cause wind damage to all enemies. My advice is equip ONLY the Odin Sword ability if you are sure that you are going to let Dagger to use an Odin summon. If not, don't bother to equip Odin Sword ability. Use other summons instead. The formula to calculate this percentage chance is:

Percentage Chance = [Dagger's Magic Power/4 + difference between
Dagger's level and monsters' level]%.

Credit to PlayOnline.com for the info/computation above.

=====
ATOMOS

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The Atomos summon works like a demi, damaging a certain percentage of the enemies' HP. How much attack percentage it causes, will be determined by two factors:

- a) Full animation or Partial animation.
- b) No of Amethyst you have in your inventory.

The formula to calculate the amount of HP it can caused is by:

- a) [Full Animation] = [30 + No of Amethyst]% of enemy's HP.
- b) [Partial Animation] = 2/3 of [Full Animation].

Credit goes to PlayOnline for the info above.

=====
PHOENIX
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Phoenix summon has the ability to cause Fire damage to all enemies as well as reviving all K.O characters. But, do you know that there's a chance that Phoenix Summon will appear and revive the party if everyone gets K.O? This percentage chance is determined by the number of Phoenix Pinion in your inventory. The formula for this percentage chance to occur is given by:

$$\text{Percentage Chance} = [\text{No of Phoenix Pinion}/256] \times 100\%.$$

Since maximum no of Phoenix Pinion you can keep in your inventory is 99, the maximum % chance that Phoenix summon can appear using the above formula is:

$$\text{Percentage Chance} = 99/256 \times 100\% = 38.671875\% = 38.7\%. \text{ (3 sig fig)}$$

Credit goes to PlayOnline for the info above.

BLUE MAGIC

The Blue Magic can be used by Quina alone. You can acquire these Blue Magic by using the EAT ability of Quina. To EAT effectively, only try to EAT the enemy if its HP is really low (critical). If successful, Quina will learn a blue Magic. If Quina however, EAT the same monster/enemy again, Quina will say "It tastes bad". Here's the complete list of Quina's Blue Magic.

To learn Blue Magic easily, use Quina to eat a Zagnol at the Outer Continent. Quina will learn the Matra Magic right? Now, if you use it on the enemy, it will reduce its HP for which Quina may already eat the enemy.

A good way to gain blue magic with Quina is to equip all members in the party with the insomniac ability. When you cast Night the only one sleeping is your enemy. Use Matra Magic. Then Eat them. It works on most weak enemies that you would have a hard time eating. (by SplendidGenesis@aol.com)

For the locations, you can refer to the Map section below.

*- listed in alphabetical order

1,000 NEEDLES

Description: Does a fixed damage of 1,000
Area affected: Single Enemy
MP Usage: 8
Learned from: Cactuar (Donna Plains)

ANGEL'S SNACK

Description: Uses Remedy on all party members (this actually uses 4 Remedies from your inventory)
Area affected: Entire Party
MP Usage: 4
Learned from: Ironite (Suburb-Burmecea), Mistodon (Quelmiera Shores), Epitaph (Oeilvert), Behemoth (Memoria)

AQUA BREATH

Description: Water Attack
Area affected: Single Enemy
MP Usage: 14
Learned from: Clipper (Qu's Marsh), Axolotl (Qu's Marsh-Burmecea), Sahagin (Qu's Marsh-Outer Continent), Vepal (Quelmiera Shores)

AUTO LIFE

Description: Casts life when the party member is KO'd
Area affected: Single Ally
MP Usage: 14
Learned from: Carrion Worm (Cleyra's Trunk), Gimme Cat (?), Cerberus (Ipsen's Castle), Yan (Vile Island), Stilva (Memoria)

BAD BREATH

Description: Causes various status effects like Mini, Berserk, Confuse, Slow, and Darkness
Area affected: Single Enemy
MP Usage: 16
Learned from: Anemone (Qu's Marsh), Worm Hydra (Norlich Heights-Dali), Malboro (forests around the world)

DOOM

Description: Starts a countdown from 10. When it reaches 0, the affected enemy will be KO'd.
Area affected: Single Enemy
MP Usage: 12
Learned from: Veteran (Memoria), Ash (Memoria)

EARTH SHAKE

Description: Earth Attack
Area affected: All Enemies
MP Usage: 20
Learned from: Adamantoise (Uaho Island-Chocobo's Paradise), Earth Guard (Earth Shrine), Shell Dragon (Pandemonium)

FROG DROP

Description: Damage depends on the number of frogs captured in Qu Marshes
Area affected: All Enemies
MP Usage: 10
Learned from: Gigan Toad (Qu's Marsh-Burmecea)

FROST

Description: Freezes the enemy
Area affected: Single Enemy
MP Usage: 8
Learned from: Wraith (Mt. Gulug), Chimera (Memoria), Kraken (Memoria)

GOBLIN PUNCH

Description: Causes Non-Elemental Attacks
Area affected: Single Enemy
MP Usage: 4
Learned from: Goblin (Evil Forest), Goblin Mage (Lucid Plains-Madain Sari)

LIMIT GLOVE

Description: The lower the HP of Quina, the higher the damage
Area affected: Single Enemy
MP Usage: 10
Learned from: Mu (Norlich Heights-Dali), Axe Beak (Lindblum Plateau), Mandragora (Treno Forest), Blazer Beetle (Lucid Plains-Madain Sari), Jabberwock (Daines-Horse Basin), Catoblepas (Seaways Canyon)

LV3 DEF-LESS

Description: Lowers the defense of enemies with levels divisible by 3
Area affected: All Enemies
MP Usage: 12
Learned from: Carve Spider (Bentini Heights), Lamia (Gizamaluke's Grotto), Lizard Man (Daines-Horse Basin), Sand Scorpion (Pinnacle Rocks), Ochu (Conde Petie Mt. Path), Grand Dragon (Sacrobless Island)

LV4 HOLY

Description: Causes Holy damage to enemies with levels divisible by 4
Area affected: All Enemies
MP Usage: 22
Learned from: Feather Circle (Fossil Roo), Torama (Desert Palace), Amdusias (Pandemonium)

LV5 DEATH

Description: Causes death to enemies with levels divisible by 5
Area affected: All Enemies
MP Usage: 20
Learned from: Stroper (Iifa Tree), Dracozombie (Lucid Plains-Madain Sari), Whale Zombie (Ryuki Shores-Outer Continent), Lich (Memoria)

MAGIC HAMMER

Description: Absorbs a random amount of MP from an enemy
Area affected: Single Enemy
MP Usage: 2
Learned from: Magic Vice (Suburb-Burmechia), Ring Leader (Terra)

MATRA MAGIC

Description: Reduced enemy's HP to 1
Area affected: Single Enemy
MP Usage: 8

Learned from: Trick Sparrow (Bentini Heights-Treno), Dragonfly (Gargan Roo),
Zaghnol (Outer Continent), Ogre (Desert Palace), Land Worm
(Kiera Desert), Armstrong (Seaways Canyon)

MIGHTY GUARD

Description: Casts Protect and Shell to all party members
Area affected: Entire Party
MP Usage: 64
Learned from: Serpion (Eunorus Plains), Myconid (Iifa Tree), Gigan Octopus
(Ryuki Shores-Outer Continent), Antlion (Desert Palace),
Gargoyle (Ipsen's Castle)

MUSTARD BOMB

Description: Causes Heat to the enemy
Area affected: Single Enemy
MP Usage: 10
Learned from: Red Vepal (Mt. Gulus), Grenade (Mt. Gulug), Wraith
(Mt. Gulug), Maliris (Memoria)

NIGHT

Description: Induces Sleep on everyone (party and enemies)
Area affected: Everyone
MP Usage: 14
Learned from: Nymph (Eesistern Coast), Abomination (Fossil Roo), Seeker Bat
(Pinnacle Rocks), Grimlock (Desert Palace)

PUMPKIN HEAD

Description: Damage will be the difference with the Maximum HP and the
current HP of Quina.
Area affected: Single Enemy
MP Usage: 12
Learned from: Python (Norlich Heights-Dali), Hedgehog Pie (Eunorus Plains),
Lady Bug (Eunorus Plains), Skeleton (Gizamaluke's Grotto),
, Basilisk (Suburb-Burmecia), Bandersnatch (Alexandria
Castle)

ROULETTE

Description: Randomly picks from anyone (party or enemies) and causes
instant death.
Area affected: Everyone
MP Usage: 18
Learned from: Ghost (Dali Underground), Zombie (Gizamaluke's Grotto),
Hecteyes (any forest in the world map)

TWISTER

Description: Wind Attack
Area affected: All Enemies
MP Usage: 22
Learned from: Red Dragon (Mt. Gulug), Abadon (Pandemonium), Tiamat (Memoria)

VANISH

Description: Makes one party member invisible and impervious to physical
attacks. Use Magic to cancel it.

Area affected: Single Ally

MP Usage: 8

Learned from: Drakan (Desert Palace), Gnoll (Conde Petie Mountain Path),
Goblin Mage (Lucid Plains)

WHITE WIND

Description: Restores some HP of the party

Area affected: Entire Party

MP Usage: 14

Learned from: Zuu (Cleyra's Trunk), Griffin (Kognish Shores), Zemzelett
(Black Mage Village-entrance), Garuda (Esto Gaza)

The list of the Blue Magic was sent by Luis Alberto Cardenas and the Monsters where they can be learned from were sent by Kyle Miller. All other information (including the locations of the monsters) is from yours truly.

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ITEMS

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These items heal your characters during and after battle. Items are consumable and cannot be used anymore if you don't have any stock. Most of them can be bought from Shops and spoils from battles. Some are given to you by other people. Just always be sure that you have enough of the basic items such as Potions, Hi-Potions, Phoenix Downs and Ethers.

Name	Description	Buy/Sell
Annoyntment	Cures Trouble Status	150/ 75
Antidote	Cures Poison or Venom Status	50/ 25
Dead Pepper	Increases the ability of your Chocobo for a Short Period of time	-/ -
Echo Screen	Cures Silence Status	50/ 25
Elixir	Fully restores HP and MP	-/ -
Ether	Restore 100 MPs	-/ -
Eye Drops	Cures Darkness Status	50/ 25
Gysahl Greens	Calls Chocobo at Tracks. Cures Berserk status	80/ 40
Hi Potion	In battle: +450 HP, Out: +300 HP	200/ 100
Magic Tag	Cures Zombie condition	100/ 50
Phoenix Down	Revives a KO'd party member	150/ 75
Potion	In battle: +150 HP, Out: +100 HP	50/ 25
Remedy	Cure Various Status Effects	300/ 150
Soft	Cure Petrify or Gradual Petrify status	100/ 100
Tent	Enables you to rest with Moogles. Full HP and 100 MP are restored.	800/ 400

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KEY ITEMS

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These Key Items are items that play an important and independent role in the game. Some of them affect the story directly or just a particular character.

For the Stellazzio's Descriptions, I'll be putting up the Stellazzio story in the Stellazio section. in part 1 of the guide.

* in alphabetical order

AUTOGRAPH

Where to get: Get from Lowell at Lindblum when you go there for the first time. After leaving the theater as a moogle, follow him to the Painter's house and talk to him.

Description:

Lowell Bridges

Born in Treno, raises in Lindblum. Famous for his masculine charm. Starred in "Moogle wannabe 2".

Use: Nothing, as of now.

BEAUTIFUL POTION

Where to get: Get it from the Woman who owns the Item shop in Lindblum.

Description:

"Color of water. Une's Mirror... flower of light. Holy Thunder. Cast the spell in the full moon." =Book of Matoya=

Use: Known to be able to reverse physical change spells.

BLANK'S MEDICINE

Where to get: Receive from Blank before leaving the Theater Ship to search for Garnet.

Description:

"Your medicine's always amazing! I only wish your Love Potion were as good." =Marcus=

Use: Remove seeds that are planted in the body by the plants in the Evil Forest.

BLUE STONE

Where to get: Found at Conde Petie Mountain Path

Description:

"Blue water flows with time. It streams and sings as it travels intae the ocean." =David Heavenguard=

Use: 1 of 4 stones needed to get Moonstone at Conde Petie Mountain Path

BURMAN COFFEE

Where to get: Dali Sub-quest in Disc 3

Description:

"Each cup makes you forget the hustle and bustle of daily life. Come get the experience of a lifetime!" =Auctioneer=

Use: Mr. Morrid's coffee.

CONTINENTAL MAP

Where to get: Blank will give it to Zidane before he petrifies at the Evil forest.

Description:

"the road remains wide open while your dreams are alive. Only fear can block the way." =Iron-Tail Fratley=

Use: Shows you the map of the entire Mist Continent.

DESERT STAR

Where to get: The Jewel that protects Cleyra by maintaining the Whirlwind around it.

Description:

One of the 4 Jewels. "Holy Wind that guides the sand, leads lost souls to heaven." =Claire's Prayer=

Use: Maintains the whirlwind when played with the Harp at Cleyra.

DOGA'S ARTIFACT

Where to get: You can win it at Treno Auction House.

Description:

"We seek magic as a way of life. We create dreams after life." =Words on the Artifact=

Use: Enables you to get the Excalibur. Also, the soundtrack at Black Mage Inn.

EARTH MIRROR

Where to get: Ipsen's Castle

Description:

>'Mirrors' is the only way I can
>describe these items. They
>each have their own elemental
>attributes. There is writing in
>the back. What does it mean?
=Terra's Chronicles=

Use: Remove the seal at Shimmering Island.

FALCON CLAW

Where to get: Regent Cid of Lindblum has it and will be given to your party.

Description:

One of the 4 Jewels. "According to the high priest, the power of the holy jewel surpasses that of the dragons." =Shaman Artania=

Use: none

FIRE MIRROR

Where to get: Ipsen's Castle

Description:

>I learned that they hold
>terrifying powers. How
>were their powers used?
>Perhaps it was used to seal
>some other great power...
=Terra's Chronicles=

Use: Remove the seal at Shimmering Island.

GATE PASS

Where to get: Given to Steiner automatically at South Gate.

Description:

"Holder of this pass is hereby permitted entry to any territory in the regency of lindblum." =Cid Fabool=

Use: Allows you to pass through the South Gate.

GIZAMALUKE'S BELL

Where to get: You can get it from different people at Gizamaluke's Grotto and Burmecia.

Description:

"Cherish this moment, for happiness is elusive." =Warning on the bell=

Use: Open's up doors with bells.

GREEN STONE

Where to get: Found at Conde Petie Mountain Path

Description:

"The tree nurtures all. It protects and gives birth the land. Let us pray tae it everyday." =David Heavenguard=

Use: 1 of 4 stones needed to get Moonstone at Conde Petie Mountain Path

GRIFFIN'S HEART

Where to get: You can win it at Treno Auction House.

Description:

"Hear its soul, for it knows no terror." =Beatrix=

Use: Enables you to get the Excalibur.

GULUG STONE

Where to get: Found at Oeilvert

Description:

>It was hidden in a land where
>magic cannot be used.
>it must be a magic controlling
>device, but the technology
>is completely out of this world.
=Terra's Chronicles=

Use: Kuja's errand for you, for the safety of your other party members.

HOLY BELL

Where to get: Given to you by Moguta inside Gizamaluke's Grotto

Description:

"The angel is ready to fly. Follow your heart and fly away." =Message on the bell=

Use: opens up the doors to Gizamaluke's Chamber.

KIRMAN COFFEE

Where to get: Found at the left area of Eiko's Kitchen.

Description:

"Roasting coffee beans slowly enhances their rich flavor and aroma. Did you know that?" =Morrid of Dali Village=

Use: Something to do with Morrid.

KUPO NUT

Where to get: You receive a free one from Vivi's ATE at Lindblum and also from Atla (moogle) at Burmecia after delivering him his letter.

Description:

"Kupo, KupKup, Kupopo...po ... Kupo!? Kupopo!!! <chomp chomp> Kupooo."
=Moguta=

Use: Frees Moguta from the large bell in Gizamaluke's Grotto.

MAGICAL FINGERTIP

Where to get: Win it at Treno Auction House (check Excalibur section in Treno Sub-Quest for more info).

Description:

"No one knows who this Gogo guy is. He just disappeared. Does he really exist

or what?" =Lady Bandit Ruby=

Use: Given to a man in Daguerreo in exchange for Steiner's Excalibur sword.

MASTER HUNTER

Where to get: You'll receive it after the Lindblum's Festival of the Hunt.

Description:

"I shall follow as the footsteps of Cid I, the explorer King. The true hunter must seek his targets in the sky." =Previous Master=

Use: Proof that you are the winner at the Festival.

MAYOR'S KEY

Where to get: Mayor's Room in Dali (Side Quest during Card Tournament)

Description:

"Meow! I know where the mayor keeps his treasures! They're very nice, meow!" =Village Cat=

Use: Open the locked room in the windmill

MINI-BRAHNE

Where to get: It is found in Dali, in the Mayor's Room.

Description:

"Th-This is the fabled trio figurine made by Gogo godfingers! But why did he make a figure of Brah-" =Shy Guy Laudo=

Use: none as of now.

MINI-BURMECIA

Where to get: Found in a bed inside the Tantalus' Hideout in Lindblum.

Description:

"It's the most coveted piece of the famous triptych! You'll never see a rarer item!" =Auctioneer=

Use: none, as of now.

MINI-CID

Where to get: You can win it at Treno Auction House.

Description:

"May this flesh turn into clay, may his blood turn into water. God of Chaos, trap this soul forever in this form." =Runes on a figurine=

Use: none, as of now.

MOCCHA COFFEE

Where to get: You can get it from the North Gate.

Description:

"Sipping coffee at sunrise is the best thing life has to offer, y'all!"
=Cinna, Closet Lover De Caffee=

Use: Something to do with Morrid.

MOOGLE SUIT

Where to get: Get from Lowell at Lindblum when you go there for the first time. After leaving the theater as a moogle, follow him to the Painter's house and search inside the house for the suit.

Description:

"Oh, it's so well made. The fabric is nice, too. Little Llia would love it. Eh? I can't have it?" =Llia's Gramdma=

Use: none, as of now.

MOOGLES FLUTE

Where to get: The moogle in the Evil Forest will give it to you right before you enter the World Map for the first time.

Description:

"Hey, let me touch that red... bonbon lookin' thing on 'ur head...zzz..."
=Baku Sleepwalking=

Use: Call on a moogle at the World Map to be able to use a Tent and Save the game.

PROTECTION BELL

Where to get: Burmecia (Residence Room)

Description:

"We seek the meaning of life because we are mortal." =Philosopher Minu=

Use: Open door to Burmecia Castle.

RANK S MEDAL

Where to get: Achieve a Class S rating from the 4-armed man at Daguerreo

Description:

"The owner of this medal is certified as a Rank S Treasure Hunter by the treasure hunter guild." =T.H. Guild=

Use: Just a proof that you are a Rank S Treasure Hunter.

RAT TAIL

Where to get: You can win it at Treno Auction House.

Description:

"I almost ate this thing when I first found it. I thought it was a snack.
Gwahahaha!" =Baku of Tantalus=

Use: Enables you to get the Excalibur

RED STONE

Where to get: Found at Conde Petie Mountain Path

Description:

"Fire was a gift from the heavens. It must never be used for evil."
=David Heavenguard=

Use: 1 of 4 stones needed to get Moonstone at Conde Petie Mountain Path

SILVER PENDANT

Where to get: It is Dagger's Pendant. You'll automatically get it.

Description:

The national treasure of Alexandria. This pendant has a jewel in its center.

Use: Just a momento pendant of Garnet.

STRANGE POTION

Where to get: Get it from the pipe in the left portion of the Painter's House.

Description:

"Root of mountain, source of sea... Sahagin's blood. Head of a revived beast.
Call a dragon. Chant a spell." =Book of Matoya=

Use: Known to be able to reverse physical change spells.

STRATEGY GUIDE

Where to get: You'll receive it after beating Ozma.

Description:

"You must collect cards with triangles pointing in different directions, or
you can't achieve the highest rank." =Grand Master I=

Use: Tell you how to achieve the highest Card Collector Level. Proof that you
beat the hardest boss in the game and that you're invincible!

SUPERSOFT

Where to get: You'll get it from Doctor Tot in Treno.

Description:

"Remember that candy guy who gave us this item? Or was he a horn? I forget.

Gwahahaha!" =Baku of Tantalus=

Use: Used to cure Blank of his petrification at Evil Forest.

TICKET

Where to get: You'll automatically receive it in the beginning of the game

Description:

Come see the all-time classic love story "I want to be your crow." A tragic tale of destiny, cursed memories, dreams, life, and more.

Use: A fake ticket, which Vivi tried to use at the Ticket Booth in Alexandria.

UNE'S MIRROR

Where to get: You can win it at Treno Auction House.

Description:

"The body may perish, but the spirit lives on." =Words on the Artifact=

Use: Enables you to get the Excalibur.

UNUSUAL POTION

Where to get: Get it from Cinna at the Tantalus' Hideout.

Description:

"Sigh of whisper grass, light of dark... Antidote... Cast a spell in the northwest wind." =Book of Matoya=

Use: Known to be able to reverse physical change spells.

WATER MIRROR

Where to get: Ipsen's Castle

Description:

>I've linked these items with the
>artifacts, but I am not entirely
>sure about it. The only conclusion
>I've reached so far is that
>they are not of this world.
=Terra's Chronicles=

Use: Remove the seal at Shimmering Island.

WIND MIRROR

Where to get: Ipsen's Castle

Description:

>The mirrors were lost,
>ending my research. All facts

>about their origins have
>vanished. All I've learned
>is that I know very little.
=Terra's Chronicles=

Use: Remove the seal at Shimmering Island.

WORLD MAP

Where to get: You can get it from Regent Cid before heading for the Outer
Continent.

Description:

"Let fear propel you forward. Do not let failure stifle you."

=Iron-Tail Fratley=

Use: Shows you the map of the entire world.

YELLOW STONE

Where to get: Found at Conde Petie Mountain Path

Description:

"Yellow Earth is sometimes harsh, sometime gentle. Travel the Earth tae see
its heart." =David Heavenguard=

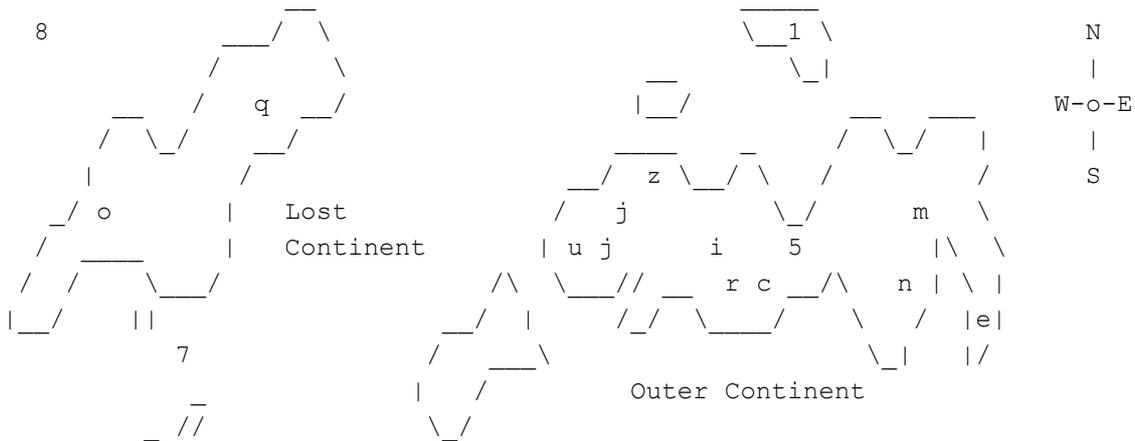
Use: 1 of 4 stones needed to get Moonstone at Conde Petie Mountain Path

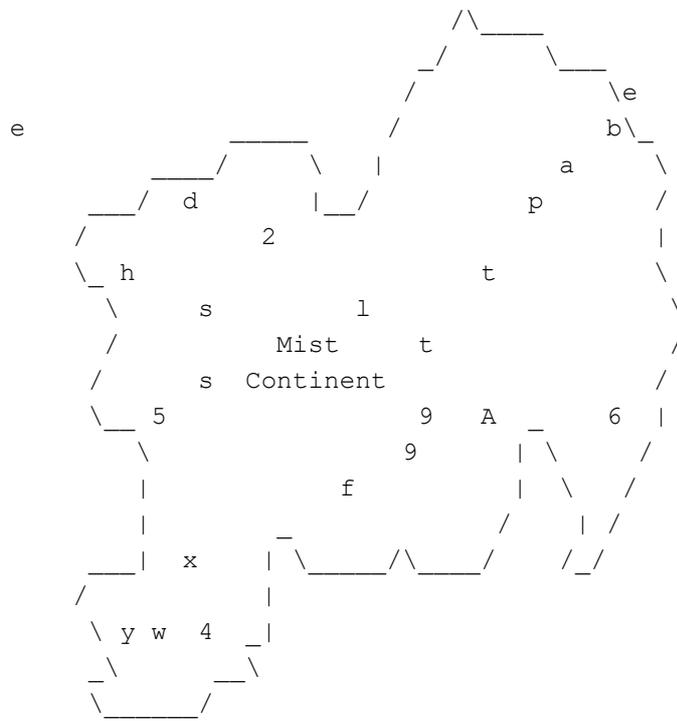
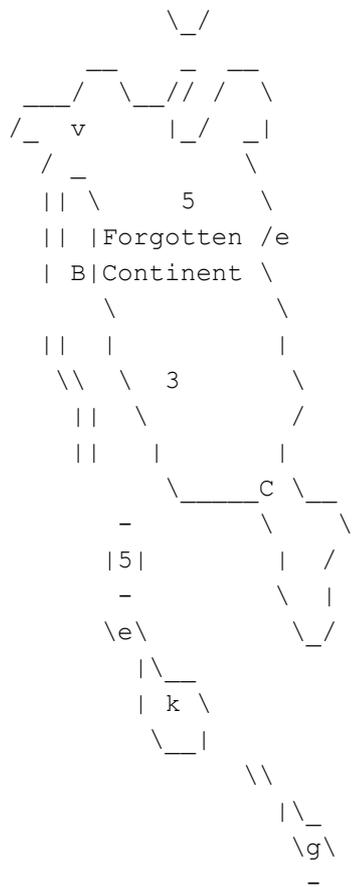
MAPS

I'll be including ALL locations in the world map for your convenience. :)
I'll include also the unique names of each (i.e. Gunitas Basin, SacroBless
Island, etc.)

I. WORLD MAP

This map will contain the important locations in the world map as seen in the
game. This is for your quick reference. :) Please bear with my ASCII Art.



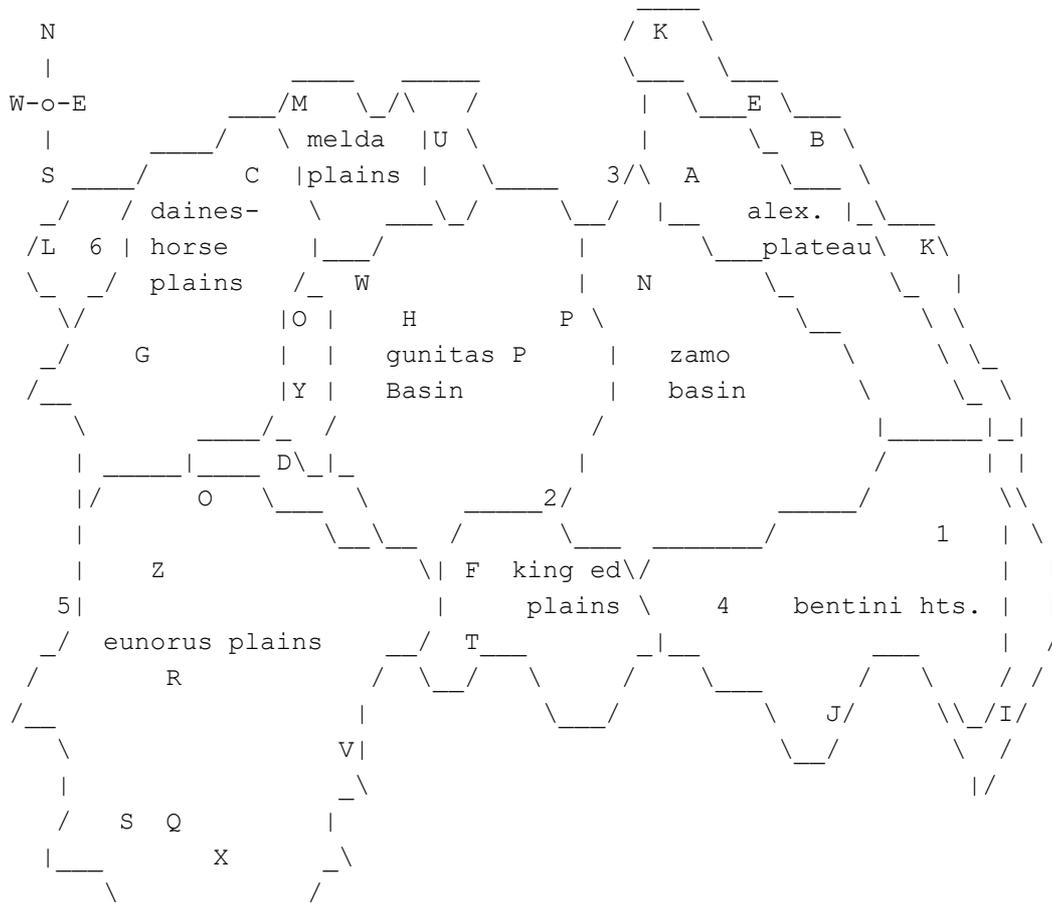


Legend:

Place	#/Char	Continent
Alexandria	a	Mist
Alexandria Harbor	b	Mist
Black Mage Village	c	Outer
Burmecia	d	Mist
Chocobo's Air Garden (5x)	e	Varies
Chocobo's Forest	f	Mist
Chocobo's Lagoon	g	Forgotten
Chocobo's Paradise	8	Lost (near)
Cleyra	h	Mist
Conde Petie	i	Outer
Conde Petie Mountain Path (2x)	j	Outer
Daguerreo	k	Forgotten
Dali Village	l	Mist
Desert Palace	m	Outer
Earth Shrine	n	Outer
Esto Gaza	o	Lost
Evil Forest	p	Mist
Fire Shrine	q	Lost
Fossil Roo	r	Outer
Gizamaluke's Grotto (2x)	s	Mist
Ice Cavern (2x)	t	Mist
Iifa Tree	u	Outer
Ipsen's Castle	v	Forgotten
Lindblum	w	Mist
Lindblum Dragon's Gate	x	Mist
Lindblum Harbor	y	Mist
Madain Sari	z	Outer
Mogret Central	1	Outer
North Gate	2	Mist
Oeilvert	3	Forgotten
Pinnacle Rocks	4	Mist
Qu's Marsh (4x)	5	All

Quan's Dwelling	6	Mist
Shimmering Island	7	Lost
South Gate	9	Mist
Treno	A	Mist
Water Shrine	B	Forgotten
Wind Shrine	C	Forgotten

II. THE MIST CONTINENT



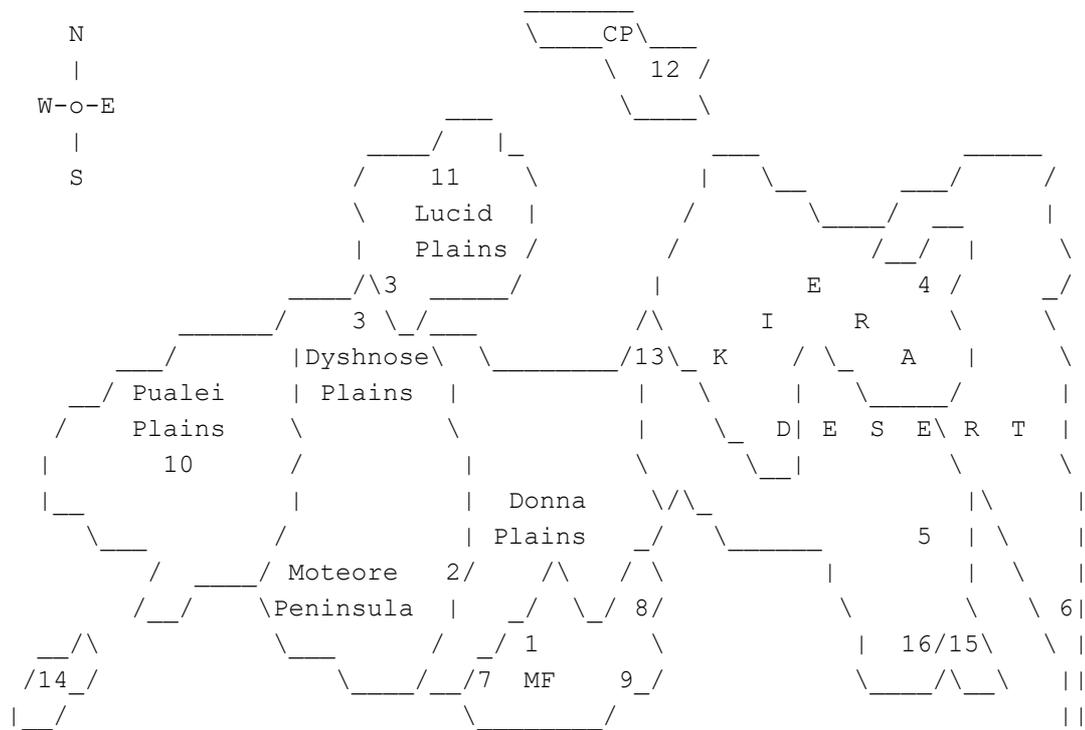
Legend:

Place #/Char

Alexandria	A
Alexandria Harbor	B
Burmecia	C
Byan Heights	D
Chocobo's Air Garden	E
Chocobo's Forest	F
Cleyra	G
Dali	H
Deadly Cape	I
Derek Beach	J
Edgecry Coast	K
Eesistern Coast	L
Eleanor Coast	M
Evil Forest	N
Gizamaluke's Grotto 2x	O
Ice Cavern 2x	P
Lindblum	Q
Lindblum Dragon's Gate	R
Lindblum Harbor	S

Metalark Shores	T
Nolrich Heights	U
Nomarinia Beach	V
North Gate	W
Pinnacle Rocks	X
Popos Heights	Y
Qu's Marsh	Z
Quan's Dwelling	1
South Gate	2
Togull Beach	3
Treno	4
Tuhanda Shores	5
Vube Desert	6

 III. THE OUTER CONTINENT

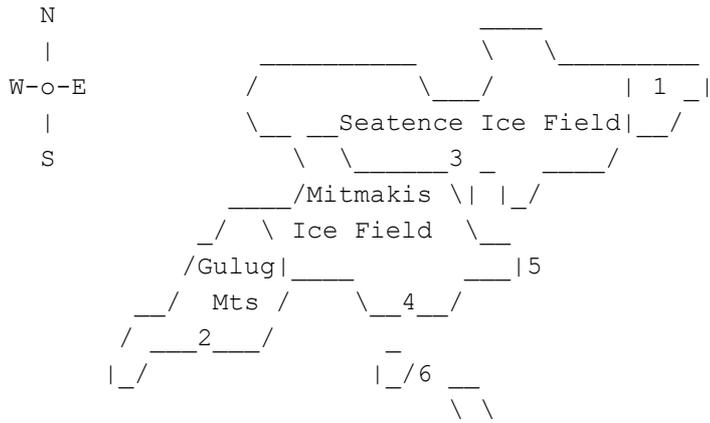


Legend:

Place #/Char

Black Mage Village	1
Cazedil Plains	CP
Chocobo's Air Garden	15
Conde Petie	2
Conde Petie Mountain Path	3
Desert Palace	4
Earth Shrine	5
Falstead Coast	6
Fossil Roo	7
Golgrich Shores	8
Kognish Shores	9
Kuentis Peninsula	16
Iifa Tree	10
Madain Sari	11
Magdalene Forest	MF
Mognet Central	12
Qu's Marsh	13

IV. THE LOST CONTINENT

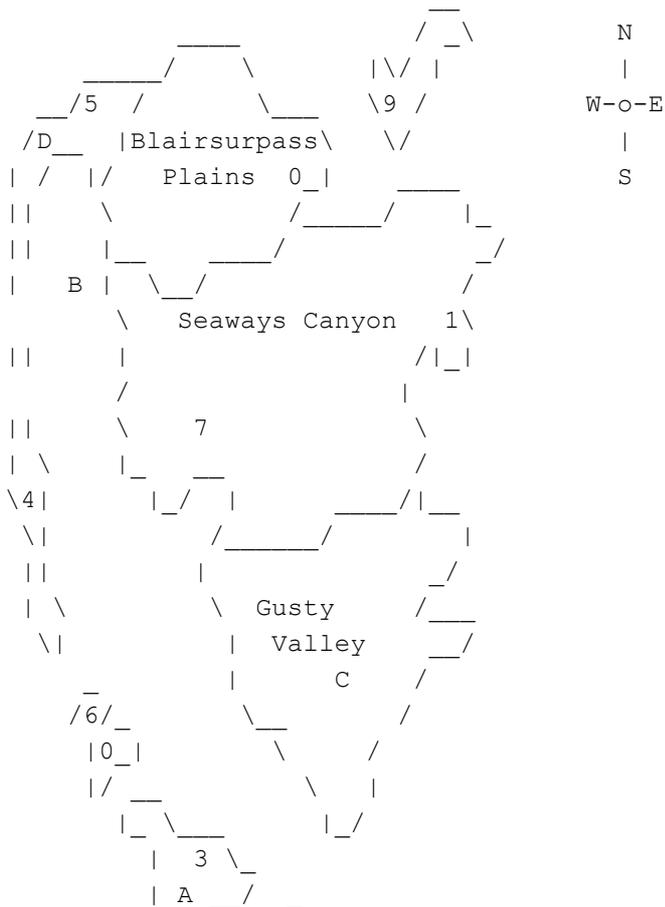


Legend:

Place	#/Char
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Canaramist Cape	1
Esto Gaza	2
Fire Shrine	3
Quelmiera Shores	4
Ryuki Shores	5
Shimmering Islands	6

V. THE FORGOTTEN CONTINENT



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Legend:

Place	#/Char
Chocobo's Air Garden (x2)	1
Chocobo's Lagoon	2
Daguerreo	3
Everlang Island	4
Ipsen's Castle	5
Lanar Island	6
Oeilvert	7
Palmnell Island	8
Pilkiras Island	9
Qu's Marsh (x2)	0
Sacrobless Island	A
Water Shrine	B
Wind Shrine	C
Yuanshao Peninsula	D

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ACTIVE TIME EVENTS (ATE)

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Here's just a list of the ATEs in the game. They're quite many but they'll help and inform you about different events in the game.

A.T.E.	Location/Description
The Forest Keeper	Prima Vista/Crash Site: You'll see Garnet and Vivi In another part of the forest and they are in danger.
Time to Escape	Inside Prima Vista: You'll see Steiner trying to Escape. He's still weak and he can't do so.
Girl who was left behind	Inside Prima Vista: You'll see ruby at the bat in Alexandria.
My Little Baby	Inside Prima Vista: You'll see Cinna looking for the Garnet doll. Gosh! He can't sleep without it. Poor baby. :)
Orchestra in the Forest	Evil Forest: You'll see the musicians of Tantalus Singing Rufus' Welcoming Parade song.
Do as I say, not as I do	Evil Forest: You'll see Baku and Blank planning on moving to Lindblum
Teach me, Mogster! Lesson 1	Evil Forest: You'll see Mogster teach a moogle about the basics of the game.
Teach me, Mogster! Lesson 2	Ice Cavern: You'll learn about Status Effects, Elemental properties and Card Games from Mogster.

Vivi, confused	Dali: The village children will stay away from Vivi.
Dagger Tries	Dali: Dagger will worry about Brahne and what happened in Alexandria. See an old lady and oglop too
Dagger Tries Harder	Dali: Dagger tries to involve herself in conversations to familiarize herself in casual talking.
Cat's Eye	Dali: You'll see the Innkeeper mumbling about your Group.
Cat's Eye 2	Dali: You'll see the Innkeeper once again. He may have an idea as to the whereabouts of Vivi
Queen Brahne's Steiner	Dali: You'll see Steiner help at the item shop. He wants to talk to adults but they are working. So, the girl will tell Steiner everything.
Teach me, Mogster! (My first synthesis lesson)	Lindblum: You'll see Mogster teaching another moogle about the Synthesis shops. He'll also tip you that there's a legendary synthesist.
Small-town knight in a Big City	Lindblum: You'll see Steiner wandering around town
Vivi's Shopping	Lindblum: You'll see Vivi in the item shop. He'll notice the Kupo Nut. The shopkeeper will give to him for free as it is the last one. Also, about Hunt Festival.
Steam Engine	Lindblum: you'll see Steiner. He is lost. The old man will tell Steiner more about Steam Engine.
What can I do?	Lindblum: You'll see Dagger in the Guest Room. She wants to go out but is not permitted to do so.
Baku and His Crew	You'll see Baku and co. They'll talk about Blank and How to save him. They also plan to go to Lindblum.
Treno Tradition	Treno: You'll see Dagger in the outskirts of Treno. She will be robbed of 1000 gil!
Pursuit	Treno: Dagger gives chase to the man who stole Her money
Confusion	Treno: Dagger will now concentrate on finding the Supersoft
Unexpected Visitor	Treno: You'll see Dagger inside the Auction House
Ambition	Treno: You'll see 2 kids who wish that one day, they will become nobles too.
Crime and Punishment	You'll see Cinna miss another ride to Lindblum because of the Bundt Cake. Baku will come in and punishes Cinna.
Don't Hate Me	Cleyra: You'll see Vivi and Burmecians who hate him

I-I Haven't Hurt Anyone	Cleyra: You'll see Vivi again being ganged upon by the Burmecians.
No Yummy-yummies!	Cleyra: Quina will be disappointed about having no food in Cleyra and will get mad at the Maidens.
There a Mushroom!	Cleyra: Quina will finally see a Mushroom and tries to eat it.
Friendship	Alexandria: You'll see Marcus do his best to save Blank.
The Third Jewel	Lindblum: you'll see Alexandrian soldiers in Lindblum
Brahne's Fleet Arrives	Lindblum: You'll see Brahne's fleet arrive at Alexandria.
<gwok-gwok!> how infuriating	Lindblum: You'll see Alexandrian soldiers make fun of Cid. Then, they'll search for him.
Hungry Bryan	Conde Petie: You'll see Bryan ask for food and then a shadowy image will appear to the left.
Vivi and the Couple	Conde Petie: Vivi will see a couple but they aren't afraid of Vivi
Quina Accused	Conde Petie: Quina learned that one must pay in order to eat. Quina will then be accused of stealing.
Quina Can't Communicate	Conde Petie: Quina can communicate well with the villagers.
Dagger and William	Conde Petie: You'll just see Dagger at the Inn.
Life on the Run	Black Mage Village: Vivi will just run after the Black Mages in the Village.
Different Language	Black Mage Village: Vivi and the black Mages will talk about stopping or Death.
Visitor, Not Invader	Black Mage Village: Here, Dagger will try to convince the Black Mages that they are here to correct what is wrong. And they're not here to ruin the peace.
Gourmand's Nose	Black Mage Village: Quina will be at the Chocobo Stable. Quina thinks that the egg can be eaten and the Black Mages try to protect the egg.
Everyday Life	Black Mage Village: The Shopkeeper is reading a book on how to sell. The Black Mage will also forget what Humans are and freaks out after remembering it.
Nuptial Joy	Conde Petie: You'll see the Marriage of Vivi and Quina!
Vivi's Feelings	Madain Sari: This will show you Vivi, thinking about dying and about the fear of it.
Dagger's Feelings	Madain Sari: Dagger thinks about the Eidolon here at Madain Sari. The place will be familiar to her.

Eiko's Feelings	Madain Sari: You'll see Eiko while cooking. She orders the Moogles to help her cook.
Eiko's Kitchen	Madain Sari: Eiko will plan on how many people she should serve. Eiko will also get Quina using the fishing pole
Eiko's Kitchen 2	Madain Sari: Eiko and Quina will work together for a better meal. You'll know that Quina is a very good cook after all. Not just eating.
Long time no see!	Alexandria: See Zenero and Denero meet Genero! Geez! They talk in a funny manner.
To Fly High	Alexandria: Marcus and Blank will just talk about Zidane.
Artemicion	Alexandria: you'll see a blue Moogle arrive at Alexandria. He'll meet with Stiltzkin and Kupo.
I Forgot!	Alexandria: Baku realizes that he lost the letter of Eiko.
Clowns on a Dark Night	Alexandria: See Zorn and Thorn at Alexandria. Blank and Marcus do their rounds while Zorn and Thorn hides
Eiko Talks Life	Treno: Eiko and Vivi talks about Zidane and Dagger being insensitive about their feelings for each other
How He Ended Up Here	Treno: See Marco and Vivi talk about past times. You can choose to let Vivi stay in Treno or visit his house just outside Treno.
Memories by the Water	Treno: You'll see Amarant near Stella's house. The villagers will scared of him.
City People	Treno: Nobles talk about their statues. Eiko then realizes that even rich people have problems.
Home Sweet Home	Treno: If you let Vivi go home, you'll see his house w/c is somewhere near Treno.
Hallucination	Treno: You'll see Quina. She can't believe that you need gil in order to eat.
Good Old Days	Treno: You'll see Amarant at the Auction House. Freya will try to talk to him about his past.
Lesson in Life	Treno: You'll see how Amarant and Zidane met for the first time. Amarant was wanted in Treno because of Zidane. He also attacks on impulse and that added to his bad image.
Something Washed Ashore	Lindblum: You'll see Lindblum Guard and Quina!
My Bad	Lindblum: Blank forgot to tell Zidane to go to Cid.
Self-reproach	Lindblum: Dagger will thinking again about everybody. If she stayed in Alexandria in the first place, these

Would have never happened.

Deep Anger Lindblum: You'll see Kuja aboard Hilda Garde #1. You will also see the Black Mages and Zorn and Thorn.

My Hammer Lindblum: The Tantalus will be rebuilding their HQ. Marcus also tried to borrow Cinna's Hammer. Cinna won't lend it to him.

The Rally Lindblum: The Burmecian Survivors and Freya talks about rebuilding Burmecia.

No Free Lunch Lindblum: Quina will be trying the Gysahl Pickles for the first time.

Team Lindblum: See Tantalus. Steiner will come in and ask for Dagger. Tantalus will help with the search.

Recovery Lindblum: Cid, in human form, will go to the research center and prepare Hilda Garde 3 using parts from the Blue Narciss.

Place to Call Home Bran Bal: See Quina and Zidane talk about the people here at Bran Bal

Where the Heart Is Bran Bal: Vivi tries to talk to the people and realizes that they seem to be like the Black Mages.

Came into this World Bran Bal: See Zidane and Amarant talk about their pasts.

The Truth Bran Bal: Zidane will be lead by the Girl to Garland.

The Elevator Pandemonium: Here, you'll see the rest of the party at the elevator. You can now view it anytime until you're able to reach the maze.

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MOOGLE LOCATIONS

Here's the list of the moogles in the game. This contains their name and their location. This is mainly concerned about the Mognet. This will list will help you find a specific moogle. But, there are instances wherein you cannot reach one moogle because it is included in the story. Anyway, here's the list.

Legend:

Services (S=Save, T=Tent, M=Mognet, Sh=Mogshop, P=Change Party members)

* Alphabetical Order

Name	Location	Letters	Services
Atla	Burmecia	from Mogki, to Monev from Kupo, to Kumool to Mogryo	S, T, M, Sh

Chimomo	Madain Sari	none	none
Grimo	South Gate Citadel	to Nazna	S,T,M
Gumo	Village of Dali	from Mois	S,T,M
Kumool	Ipsen's Castle	from Mogki, from Atla to Mois, from Mogryo	S,T,M,Sh
Kumop	Dali Underground	to Mogki	S,T,M
Kupo	Alexandria Castle	to Monty, to Atla from Noggy	S,T,M
Kuppo	Fossil Roo	to Kupo	S,T,M,Sh
Mene	Chocobo's Forest	none	All about Choco
Mimoza	Oeilvert	to Mooel	S,T,M,Sh
Mocha	Madain Sari	none	none
Mocchi	Iifa Tree	from Mogryo, from Stiltzkin	S,T,M
Moco	Madain Sari	none	none
Mog	With Eiko	none	Eidolon
Mogki	Lindblum Castle	From Kumop, to Atla, to Moodon	S,T,M
Mogmi	Gizamaluke's Grotto	from Moodon	S,T,M
Mogrich	Treno	from Stiltzkin	S,T,M
Moguo	World Map	none	S,T
Moguta	Gizamaluke's Grotto	none	none
Mogmatt	Conde Petie	to Suzuna	S,T,M
Mogrika	Esto Gaza	from Artemicion, to Moolan	S,T,M
Mogryo	Black Mage Village	to Mocchi, to Kumool	S,T,M
Mogsam	Desert Palace	from Mojito	S,T,M
Mogtaka	Mount Gulug	from Moolan	S,T,M,Sh
Mois	Ice Cavern	to Gumo, to Noggy,	S,T,M
	Fossil Roo (Disc 4)	from Kumool	
Mojito	Desert Palace	to Mogsam	S,T,M,Sh
Momatose	Madain Sari	none	Rest
Monev	Cleyra Trunk	from Atla	S,T,M
Monty	Evil Forest	from Kupo, from Stiltzkin	S,T,M
	Pinnacle Rocks		
Moodon	Lindblum Inn	Ruby to Zidane, from Mogki, From Serino, Ruby to Zidane #2, to Moonte	S,T,M
Mooel	Oeilvert	from Mimoza	S,T,M
Moolan	Mount Gulug	from Mogrika, to Mogtaka	S,T,M
Moonte	Dragon's Gate	From Stiltzkin, from Moodon	S,T,M
Moorock	Bran Bal/Pandemonium	to Mozme	S,T,M,Sh
Mopli	Cleyra Settlement	Ruby to Zidane, to Serino from Monev	S,T,M
Morrison	Madain Sari	none	none
Mosco	Prima Vista/Crash Site	none	S,T,M
Mosh	Alexandria Chapel	from Kupo	S,T,M
	Alexandria Knight's Quarters		
Mozme	Pandemonium	from Moorock	S,T,M,P
Nazna	Summit Station	from Grimo, to Mochos	S,T,M
Noggy	Daguerreo	from Mois, to Kupo	S,T,M
Serino	Red Rose	from Mopli, to Moodon	S,T,M
Suzuna	Mountain Path	from Mogmatt	S,T,M

From Burmecia until the end of the game, when you see Stiltzkin, he'll offer you a set of items for a very reasonable price. So, but these items from him. Here's where you will meet Stiltzkin.

Burmecia (First time): Ether, Hi-Potion, and Soft for 333 Gil
Cleyra Settlement: Hi-Potion, Ether, Phoenix Pinion for 444 Gil
Fossil Roo: Phoenix Pinion, Remedy, and Ether for 555 Gil

Mountain Path: Magic Tag, Tent, and Ether for 666 gil
Alexandria (start of Disc 3): Phoenix Pinion, Hi-Potion, and Elixir for 777
Oeilvert: Hi-Potion, Emerald, and Elixir for 888 gil
Bran Bal: Diamond, Ether, Elixir for 2,222 gil
Alexandria (Disc 4): Moonstone, Ruby, Elixir for 5,555 gil

=====

EQUIPMENTS

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Equipments play an important part in the game. With out these you can't fight and you can't defend. So, whenever you arrive at a new town, try to buy new equipments. These equipments also contains abilities in which your character can learn and can contribute to your character's fighting ability.

Weapons

* arranged alphabetically and by its type

Daggers:

=====

DAGGER

Character/s: Zidane
Ability/ies learned: Flee (Action)
Attack: 12
Added Status: none
Where to get/buy: With Zidane in the beginning of the game
Buy at weapon shop in Dali
Price (Buy/Sell): 320/160

=====

MAGE MASHER

Character/s: Zidane
Ability/ies learned: Detect (Action)
Attack: 14
Added Status: none
Where to get/buy: Found in the Ice Cavern, Buy at weapon shop in Dali
Price (Buy/Sell): 500/250

=====

MYTHRIL DAGGER

Character/s: Zidane
Ability/ies learned: Bandit (Support)
Attack: 18
Added Status: none
Where to get/buy: Buy at weapon shop in Treno
Price (Buy/Sell): 950/475

=====

BUTTERFLY SWORD

Character/s: Zidane
Ability/ies learned: What's That!?! (Action), Protect Girls (Support)
Attack: 21

Added Status: Silence
Where to get/buy: Buy at Synthesis Shops
Price (Buy/Sell): 300/150 (Dagger and Mage Masher)

=====

THE OGRE

Character/s: Zidane
Ability/ies learned: Soul Blade (Action)
Attack: 24
Added Status: Darkness
Where to get/buy: Buy at Synthesis Shops
Price (Buy/Sell): 700/350 (2 Mage Mashers)

=====

GLADIUS

Character/s: Zidane
Ability/ies learned: Annoy (Action), Lucky Seven (Action)
Attack: 30
Added Status: Slow
Where to get/buy: Buy at weapon shop in Alexandria/Treno
Price (Buy/Sell): 2300/1150

=====

EXPLODA

Character/s: Zidane
Ability/ies learned: Sacrifice (Action), Lucky Seven (Action)
Attack: 31
Added Status: Trouble
Where to get/buy: Buy at Synthesis Shops in Alexandria/Treno/Lindblum
Price (Buy/Sell): 1000/500 (Mage Masher and Mythril Dagger)

=====

RUNE TOOTH

Character/s: Zidane
Ability/ies learned: Lucky Seven (Action)
Attack: 37
Added Status: Poison
Where to get/buy: Buy at Synthesis Shops in Alexandria/Treno/Lindblum
Price (Buy/Sell): 2000/1000 (2 Mythril Daggers)

=====

ANGEL BLESS

Character/s: Zidane
Ability/ies learned: Thievery (Action)
Attack: 44
Added Status: Confuse
Where to get/buy: Buy at Synthesis Shops in Alexandria/Treno/Lindblum
Price (Buy/Sell): 9000/4500 (Mythril Dagger and Gladius)

=====

SARGATANAS

Character/s: Zidane
Ability/ies learned: Annoy (Action)
Attack: 53

Added Status: Petrify
Where to get/buy: Buy at Synthesis Shops in Daguerreo
Price (Buy/Sell): 12000/6000 (Zorlin Shape and Gladius)

=====
MASAMUNE

Character/s: Zidane
Ability/ies learned: Sacrifice (Action)
Attack: 62
Added Status: Doom
Where to get/buy: Steal from Maliris at Memoria
Price (Buy/Sell): 16000/8000 (Zorlin Shape and Orichalcon)

=====
ORICHALCON

Character/s: Zidane
Ability/ies learned: Detect (Action)
Attack: 71
Added Status: none
Where to get/buy: Buy from Moogle at Bran Bal or Pandemonium
Buy from Equipment shop at Daguerreo
Price (Buy/Sell): 17000/8500

=====
THE TOWER

Character/s: Zidane
Ability/ies learned: Lucky Seven (Action), Thievery (Action)
Attack: 86
Added Status: Mini
Where to get/buy: Get it from a balcony at Memoria
Price (Buy/Sell): -/15000

=====
ULTIMA WEAPON

Character/s: Zidane
Ability/ies learned: Flee (Action)
Attack: 100
Added Status: Sleep
Where to get/buy: Locate Chocobo's Paradise Treasure #8
Price (Buy/Sell): -/20000

=====
Rods:

=====
ROD

Character/s: Dagger
Ability/ies learned: Cure (Action), Panacea (Action), Protect (Action)
Attack: 11
Added Status: none
Where to get/buy: With Garnet in the beginning of the game
Buy at weapon shop in Dali
Price (Buy/Sell): 260/130

=====
AIR RACKET

Character/s: Dagger
Ability/ies learned: Scan (Action), Panacea (Action)
Attack: 13
Added Status: Wind
Where to get/buy: Buy at Equipment shop in Treno before Disc 3
Price (Buy/Sell): 400/200

=====
MYTHRIL ROD

Character/s: Dagger
Ability/ies learned: Life (Action), Silence (Action), Shell (Action)
Attack: 14
Added Status: none
Where to get/buy: Buy at Equipment shop in Treno/Cleyra before Disc 3
Price (Buy/Sell): 560/280

=====
STARDUST ROD

Character/s: Dagger
Ability/ies learned: Ability Up (Support), Reflect (Action), Float (Action)
Attack: 16 (Spirit +2)
Added Status: Shadow Damage reduced by 50%
Where to get/buy: Buy at Equipment shop in Treno and Lindblum
Price (Buy/Sell): 760/380

=====
MULTINA RACKET

Character/s: Dagger, Eiko
Ability/ies learned: Blind (Action), Stona (Action), Shell (Action)
Attack: 17
Added Status: Wind
Where to get/buy: Buy at Equipment shop in Lindblum
Price (Buy/Sell): 750/375

=====
MAGIC RACKET

Character/s: Dagger, Eiko
Ability/ies learned: Berserk (Action), Mini (Action), Cure (Action)
Attack: 23 (Magic Power +2)
Added Status: Wind; Raises Holy Elemental Attack
Where to get/buy: Buy at Equipment shop in Lindblum
Price (Buy/Sell): 1350/675

=====
HEALING ROD

Character/s: Dagger
Ability/ies learned: Healer (Support), Cura (Action), Life (Action)
Attack: 23
Added Status: none
Where to get/buy: Buy at Equipment shop in Alexandria and Treno
Price (Buy/Sell): 1770/885

=====

MYTHRIL RACKET

Character/s: Dagger, Eiko
Ability/ies learned: Reflect (Action), Shell (Action), Protect (Action)
Attack: 27
Added Status: Wind
Where to get/buy: Buy at Mogshop in Bran Bal
Price (Buy/Sell): 2250/1125

=====

ASURA'S ROD

Character/s: Dagger
Ability/ies learned: Mini (Action), Confuse (Action), Silence (Action)
Attack: 27
Added Status: Holy
Where to get/buy: Buy at Equipment shop in Esto Gaza Before Disc 4
Price (Buy/Sell): 3180/1560

=====

WIZARD ROD

Character/s: Dagger
Ability/ies learned: Curaga (Action), Protect (Action), Shell (Action)
Attack: 31
Added Status: none
Where to get/buy: Located near a ladder in Memoria. Buy at Black Mage
Village Equipment shop in disc 4
Price (Buy/Sell): 3990/1995

=====

PRIEST'S RACKET

Character/s: Dagger, Eiko
Ability/ies learned: Silence (Action), Might (Action)
Attack: 35
Added Status: Wind
Where to get/buy: Buy at Black Cat Synthesis shop
Price (Buy/Sell): 11000/5500 (Air Racket/Cachusha)

=====

WHALE WHISKER

Character/s: Dagger
Ability/ies learned: Curaga (Action), Life (Action)
Attack: 36
Added Status: none
Where to get/buy: Locate the "Ocean" Chocograph
Price (Buy/Sell): -/5140

=====

TIGER RACKET

Character/s: Dagger
Ability/ies learned: Dispel (Action)
Attack: 45
Added Status: Wind
Where to get/buy: Use Dead Pepper on Choco at Quan's Dwelling
Price (Buy/Sell): -/2900

=====
Swords:
=====

BRONZE SWORD

Character/s: Steiner
Ability/ies learned: Beast Killer (Support)
Attack: 12
Where to get/buy: With Steiner in the beginning of the game
Added Status: none
Price (Buy/Sell): -/165

=====
BROAD SWORD

Character/s: Steiner
Ability/ies learned: Beast Killer (Support)
Attack: 12
Where to get/buy: Buy at Weapon shop in Dali
Added Status: none
Price (Buy/Sell): 330/165

=====
IRON SWORD

Character/s: Steiner
Ability/ies learned: Minus Strike (Skill)
Attack: 16
Where to get/buy: Steal from Baku at Prima Vista Crash Site
Buy at Weapon shop in Dali
Added Status: none
Price (Buy/Sell): 660/330

=====
MYTHRIL SWORD

Character/s: Steiner
Ability/ies learned: Armor Break (Action)
Attack: 20
Where to get/buy: Buy from Weapon Shop in Treno before Disc 3
Added Status: none
Price (Buy/Sell): 1300/650

=====
BLOOD SWORD

Character/s: Steiner
Ability/ies learned: Darkside (Action)
Attack: 24
Where to get/buy: Buy from Weapon Shop in Treno before Disc 3
Added Status: none
Price (Buy/Sell): 1300/650

=====
ICE BRAND

Character/s: Steiner

Ability/ies learned: Mental Break (Action)
Attack: 35
Where to get/buy: Steal from Beatrix. Buy at Alexandria/Lindblum
Added Status: Ice, Freeze
Price (Buy/Sell): 3780/1890

=====
CORAL SWORD

Character/s: Steiner
Ability/ies learned: Charge! (Action)
Attack: 38
Where to get/buy: Buy from Weapon Shop in Lindblum
Added Status: Thunder
Price (Buy/Sell): 4000/2000

=====
DIAMOND SWORD

Character/s: Steiner
Ability/ies learned: Power Break (Action)
Attack: 42
Where to get/buy: Buy from Weapon Shop in Esto Gaza before Disc 4
Added Status: none
Price (Buy/Sell): 4750/2375

=====
FLAME SABER

Character/s: Steiner
Ability/ies learned: Magic Break (Action)
Attack: 46
Where to get/buy: Buy from Weapon Shop in Esto Gaza before Disc 4
Added Status: Fire, Heat
Price (Buy/Sell): 5190/2595

=====
RUNE BLADE

Character/s: Steiner
Ability/ies learned: Lai Strike (Action)
Attack: 57
Where to get/buy: Buy at Equipment shop in Daguerreo in Disc 3
Added Status: Darkness
Price (Buy/Sell): 8900/4450

=====
DEFENDER

Character/s: Steiner
Ability/ies learned: Thunder Slash (Action)
Attack: 65 (Spirit +3)
Where to get/buy: Buy from Mogshop at Bran Bal
Added Status: Ice/Thunder damage reduced by 50%
Price (Buy/Sell): 9340/4670

=====
ULTIMA SWORD

Character/s: Steiner

Ability/ies learned: Stock Break (Action)
Attack: 74
Where to get/buy: Steal from Maliris at Memoria
Added Status: Sleep
Price (Buy/Sell): -/7000

=====

EXCALIBUR

Character/s: Steiner
Ability/ies learned: Climhazzard (Action)
Attack: 77
Where to get/buy: Complete Auction House Side Quest at Treno
Added Status: Holy
Price (Buy/Sell): -/9500

=====

RAGNAROK

Character/s: Steiner
Ability/ies learned: Shock (Action), Thunder Slash (Action)
Attack: 87
Where to get/buy: Locate "Outer Island" Chocograph
Added Status: Slow
Price (Buy/Sell): -/14500

=====

Staves:

=====

MAGE STAFF

Character/s: Vivi
Ability/ies learned: Fire (Action)
Attack: 12
Added Status: none
Where to get/buy: With Vivi in the beginning of the game
Buy at weapon shop in Dali
Price (Buy/Sell): 320/160

=====

FLAME STAFF

Character/s: Vivi
Ability/ies learned: Fira (Action), Sleep (Action)
Attack: 16
Added Status: Fire
Where to get/buy: Buy at Black Mage Village
Price (Buy/Sell): 1100/550

=====

ICE STAFF

Character/s: Vivi
Ability/ies learned: Blizzara (Action), Slow (Action)
Attack: 16
Added Status: Ice
Where to get/buy: Buy at Black Mage Village
Price (Buy/Sell): 980/490

=====

LIGHTNING STAFF

Character/s: Vivi
Ability/ies learned: Thundara (Action), Poison (Action)
Attack: 16
Added Status: Thunder
Where to get/buy: Buy at Black Mage Village
Price (Buy/Sell): 1200/600

=====

OAK STAFF

Character/s: Vivi
Ability/ies learned: Stop (Action), Bio (Action), Drain (Action)
Attack: 23
Added Status: Slow
Where to get/buy: Buy at Equipment Shop in Treno
Price (Buy/Sell): 2400/1200

=====

CYPRESS PILE

Character/s: Vivi
Ability/ies learned: Demi (Action), Break (Action), Comet (Action)
Attack: 27
Added Status: Confuse
Where to get/buy: Buy at Equipment Shop in Lindblum or Esto Gaza
Price (Buy/Sell): 3200/1600

=====

OCTAGON ROD

Character/s: Vivi
Ability/ies learned: Firaga (Action), Blizzaga (Action), Thundaga (Action)
Attack: 29
Added Status: Absorbs Water/Wind; Trouble; Raises Water Elem. Atk.
Where to get/buy: Buy at Esto Gaza once you're there.
Price (Buy/Sell): 4500/2250

=====

HIGH MAGE STAFF

Character/s: Vivi
Ability/ies learned: Meteor (Action), Osmose (Action)
Attack: 32
Added Status: Silence
Where to get/buy: Locate "Forbidden Forest" Chocograph
Price (Buy/Sell): -/3000

=====

MACE OF ZEUS

Character/s: Vivi
Ability/ies learned: Doomsday (Action)
Attack: 35
Added Status: Mini
Where to get/buy: Found at Memoria (before gate to space)
Price (Buy/Sell): -/5000

=====
Forks:
=====

FORK

Character/s: Quina
Ability/ies learned: High Tide (Support)
Attack: 21
Where to get/buy: When you get Quina
Added Status: none
Price (Buy/Sell): -/550

=====
NEEDLE FORK

Character/s: Quina
Ability/ies learned: High Tide (Support)
Attack: 34
Where to get/buy: Buy at Mogshop in Burmeia
Added Status: Petrify
Price (Buy/Sell): 3100/1550

=====
MYTHRIL FORK

Character/s: Quina
Ability/ies learned: High Tide (Support)
Attack: 42
Where to get/buy: Buy from Weapon Shop in Lindblum
Added Status: none
Price (Buy/Sell): 4700/2350

=====
SILVER FORK

Character/s: Quina
Ability/ies learned: High Tide (Support)
Attack: 53
Where to get/buy: Get 23 Frogs from the Marshes
Added Status: Slow
Price (Buy/Sell): -/3700

=====
BISTRO FORK

Character/s: Quina
Ability/ies learned: High Tide (Support)
Attack: 68
Where to get/buy: Get 33 Frogs from Qu Marshes
Added Status: Sleep
Price (Buy/Sell): -/5150

=====
GASTRO FORK

Character/s: Quina
Ability/ies learned: High Tide (Support)

Attack: 77
Where to get/buy: Get 99 Frogs from Qu Marshes and defeat Quale
Added Status: Stop
Price (Buy/Sell): -/6650

=====
Knuckles/Claws:
=====

CAT'S CLAWS

Character/s: Amarant
Ability/ies learned: Chakra (Action), Counter (Support)
Attack: 23
Where to get/buy: Buy from Equipment Shop at Alexandria
Added Status: none
Price (Buy/Sell): 4000/2000

=====
POISON KNUCKLES

Character/s: Amarant
Ability/ies learned: Spare Change (Action), Counter (Support)
Attack: 33
Where to get/buy: Buy from Equipment Shop at Alexandria
Added Status: Poison
Price (Buy/Sell): 5000/2500

=====
MYTHRIL CLAWS

Character/s: Amarant
Ability/ies learned: Curse (Action), Counter (Support)
Attack: 39
Where to get/buy: Steal from Taharka at Ipsen's Castle
Added Status: none
Price (Buy/Sell): -/3250

=====
SCISSOR FANGS

Character/s: Amarant
Ability/ies learned: Aura (Action), Counter (Support)
Attack: 45
Where to get/buy: Buy at Esto Gaza
Added Status: Venom
Price (Buy/Sell): -/4000

=====
DRAGON'S CLAWS

Character/s: Amarant
Ability/ies learned: No Mercy (Action), Counter (Support)
Attack: 53
Where to get/buy: Locate Forgotten Lagoon Chocograph
Added Status: Water
Price (Buy/Sell): -/5180
=====

TIGER FANGS

Character/s: Amarant
Ability/ies learned: Revive (Action), Counter (Support)
Attack: 62
Where to get/buy: Buy at Daguerreo Equipment Shop in Disc 3
Added Status: none
Price (Buy/Sell): -/6750

=====

AVENGER

Character/s: Amarant
Ability/ies learned: Demi Shock (Action), Counter (Support)
Attack: 70
Where to get/buy: Buy from Equipment Shop at Daguerreo
Added Status: Death Blow (instant death attack)
Price (Buy/Sell): 16000/8000

=====

KAISER KNUCKLES

Character/s: Amarant
Ability/ies learned: Countdown (Action), Curse (Action), Counter (Support)
Attack: 75
Where to get/buy: Buy from Equipment Shop at Daguerreo
Added Status: Wind, Trouble
Price (Buy/Sell): 18000/9000

=====

DUEL CLAWS

Character/s: Amarant
Ability/ies learned: Aura (Action), No Mercy (Action), Counter (Support)
Attack: 79
Where to get/buy: Buy at Black Cat Synthesis Shop
Added Status: Berserk
Price (Buy/Sell): 16000/8000 (Dragon's Claws, Tiger Fangs)

=====

RUNE CLAWS

Character/s: Amarant
Ability/ies learned: Space Change (Action), Curse (Action),
Counter (Support)
Attack: 83
Where to get/buy: Get it at Memoria (check part 1 for instructions)
Added Status: Darkness
Price (Buy/Sell): -/14400

=====

Spears:

=====

JAVELIN

Character/s: Freya
Ability/ies learned: Dragon Killer (Support)
Attack: 18

Where to get/buy: Buy from Equipment Shop at Lindblum before disc 3
Added Status: none
Price (Buy/Sell): 880/440

=====

MYTHRIL SPEAR

Character/s: Freya
Ability/ies learned: Rei's Wind (Action)
Attack: 20
Where to get/buy: Buy from Mogshop at Ipsen's Castle
Added Status: none
Price (Buy/Sell): 1100/550

=====

PARTISAN

Character/s: Freya
Ability/ies learned: Lancer (Action), High Tide (Support)
Attack: 25
Where to get/buy: Buy from Equipment Shop at Alexandria/Lindblum
Added Status: none
Price (Buy/Sell): 1600/800

=====

ICE LANCE

Character/s: Freya
Ability/ies learned: White Draw (Action)
Attack: 31
Where to get/buy: Buy from Equipment Shop at Alexandria/Lindblum/Treno
Added Status: Ice, Freeze
Price (Buy/Sell): 2430/1215

=====

TRIDENT

Character/s: Freya
Ability/ies learned: Luna (Action)
Attack: 37
Where to get/buy: Desert Palace Mogshop
Added Status: none
Price (Buy/Sell): -/1790

=====

HEAVY LANCE

Character/s: Freya
Ability/ies learned: Six Dragons (Action)
Attack: 42
Where to get/buy: Buy from Equipment Shop at Esto Gaza before Disc 4
Added Status: Stop
Price (Buy/Sell): 4700/2350

=====

OBELISK

Character/s: Freya
Ability/ies learned: Cherry Blossom (Action), Initiative (Support)
Attack: 52

Where to get/buy: Buy from Equipment Shop at Daguerreo in Disc 3
Added Status: Petrify
Price (Buy/Sell): 6000/3000

=====

HOLY LANCE

Character/s: Freya
Ability/ies learned: Dragon's Crest (Action)
Attack: 62
Where to get/buy: Buy from Equipment Shop at Daguerreo
Added Status: Holy
Price (Buy/Sell): 11000/5500

=====

KAIN'S LANCE

Character/s: Freya
Ability/ies learned: Dragon's Crest (Action), Cherry Blossom (Action),
White Draw (Action)
Attack: 71
Where to get/buy: Found at Memoria near first save point
Added Status: Confuse
Price (Buy/Sell): -/7500

=====

DRAGON'S HAIR

Character/s: Freya
Ability/ies learned: Dragon Breath (Action)
Attack: 77
Where to get/buy: Get Chocobo's Paradise Treasure #1
Added Status: none
Price (Buy/Sell): -/11750

=====

Flutes:

=====

GOLEM'S FLUTE

Character/s: Eiko
Ability/ies learned: Auto-Regen (Support), Cura (Action), Life (Action)
Attack: 17
Where to get/buy: When you get Eiko, Madain Sari
Added Status: none
Price (Buy/Sell): 350/175

=====

LAMIA'S FLUTE

Character/s: Eiko
Ability/ies learned: Float (Action), Stona (Action), Silence (Action)
Attack: 21
Where to get/buy: Buy at Equipment Shop in Alexandria/Treno
Added Status: none
Price (Buy/Sell): 3800/1900

=====

HAMELIN

Character/s: Eiko
Ability/ies learned: Curaga, Might, Jewel
Attack: 27
Where to get/buy: Buy at Equipment Shop in Daguerreo in Disc 3
Added Status: none
Price (Buy/Sell): 5700/2850

=====

SIREN'S FLUTE

Character/s: Eiko
Ability/ies learned: Full-Life (Action), Dispel (Action), Esuna (Action)
Attack: 30
Where to get/buy: Buy at Equipment Shop in Black Mage Village (Disc 4)
Added Status: none
Price (Buy/Sell): 7000/3500

=====

ANGEL FLUTE

Character/s: Eiko
Ability/ies learned: Holy (Action), Esuna (Action), Curaga (Action)
Attack: 33
Where to get/buy: Get near Second Save point in Memoria
Added Status: none
Price (Buy/Sell): -/4150

Helmets / Hats

* - Alphabetically Arranged

=====

ADAMAN HAT

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant
Ability/ies learned: HP+20% (Support), Gamble Defense (Support)
Magic Defense: 33 (+3 Defense)
Where to get/buy: Buy at Equipment Shop in Daguerreo
Added Status: Thunder Damage Reduced by 50%
Price (Buy/Sell): 6100/3050

=====

BANDANA

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant
Ability/ies learned: Man Eater (Support), Insomniac (Support)
Magic Defense: 12 (+1 Speed, +1 Spirit, +2 Evade)
Where to get/buy: Buy at Dragon's Gate (man selling equipments)
Added Status: none
Price (Buy/Sell): 500/250

=====

BARBUT

Character/s: Steiner, Freya
Ability/ies learned: Alert (Support), Dragon Killer (Support)
Magic Defense: 9 (+2 Spirit)
Where to get/buy: Buy at Equipment Shop in Alexandria/Treno
Mogshop at Burmecia
Added Status: none
Price (Buy/Sell): 330/165

=====

BLACK HOOD

Character/s: Zidane, Dagger, Vivi, Quina, Eiko
Ability/ies learned: Accuracy+ (Support), Locomotion (Support),
Death (Action)
Magic Defense: 27
Where to get/buy: Buy at Equipment Shop in Esto Gaza before Disc 4
Get one at Desert Palace
Added Status: Fire/Thunder/Water Damage Reduced by 50%
Price (Buy/Sell): 2250/1125

=====

BRONZE HELM

Character/s: Steiner, Freya
Ability/ies learned: Bug Killer (Support)
Magic Defense: 6
Where to get/buy: Buy at Equipment Shop in Dali
Added Status: Water Damage reduced by 50%
Price (Buy/Sell): 330/165

=====

CIRCLET

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant
Ability/ies learned: Jelly (Support), Clear Headed (Support)
Magic Defense: 51
Where to get/buy: Buy at Black Cat Synthesis Shop
Added Status: Earth Damage reduced by 100%
Price (Buy/Sell): 20000/10000 (Coronet, Rosetta Ring)

=====

CORONET

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant
Ability/ies learned: Man Eater (Support), Return Magic (Support)
Magic Defense: 35 (+1 Defense)
Where to get/buy: Buy at Equipment Shop in Daguerreo, Bran Bal
Added Status: Wind Damage reduced by 100%
Price (Buy/Sell): 4400/2200

=====

CROSS HELM

Character/s: Steiner, Freya
Ability/ies learned: MP Attack (Support), Devil Killer (Support)
Magic Defense: 16 (+1 Strength)
Where to get/buy: Buy at Mogshop in Ipsen's Castle
Added Status: none

Price (Buy/Sell): 2200/1100

=====

DARK HAT

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant
Ability/ies learned: High Tide (Support), Jelly (Support)
Magic Defense: 21
Where to get/buy: Buy at Equipment Shop in Lindblum
Added Status: Ice Damage Reduced by 100%
Price (Buy/Sell): 1800/900

=====

FEATHER HAT

Character/s: Zidane, Dagger, Vivi, Quina, Eiko
Ability/ies learned: Bright Eyes (Support), Add Status (Support)
Magic Defense: 7 (+1 Spirit)
Where to get/buy: Buy from Weapon shop at Dali
Added Status: Raises Wing Elem-Atk
Price (Buy/Sell): 200/100

=====

FLASH HAT

Character/s: Zidane, Dagger, Vivi, Eiko, Amarant
Ability/ies learned: Eye 4 Eye (Support), Beast Killer (Support)
Magic Defense: 37 (+1 Speed, +2 Evade)
Where to get/buy: Buy at Equipment Shop in Daguerreo
Added Status: Raises Thunder/Holy Elem-Atk.
Price (Buy/Sell): 5200/2600

=====

GENJI HELMET

Character/s: Steiner, Freya
Ability/ies learned: HP+20% (Support)
Magic Defense: 29 (+2 Magic, +2 Defense)
Where to get/buy: Locate Chocobo's Paradise Treasure #6
Added Status: none
Price (Buy/Sell): -/1

=====

GOLD HELM

Character/s: Steiner, Freya
Ability/ies learned: Mental Break (Action), Rei's Wind (Action),
Clear Headed (Support)
Magic Defense: 13 (+1 Magic)
Where to get/buy: Buy at Equipment Shop in Alexandria/Lindblum/Treno
Added Status: none
Price (Buy/Sell): 1800/900

=====

GOLDEN HAIRPIN

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant
Ability/ies learned: Auto-Regen (Support), Loudmouth (Support)
Magic Defense: 32 (+1 Magic, +2 Magic Evade)
Where to get/buy: Buy at Equipment Shop in Daguerreo

Added Status: Raises Water Elem-Atk.
Price (Buy/Sell): 3700/1850

=====

GOLDEN SKULLCAP

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amaranth
Ability/ies learned: Power Up (Support), Locomotion (Support)
Magic Defense: 47 (+2 Defense)
Where to get/buy: Buy at Black Cat Synthesis Shop
Added Status: Earth Damage Reduced by 50%, Raises Water Elem-Atk.
Price (Buy/Sell): 15000/7500 (Gold Helm, Golden Hairpin)

=====

GRAND HELM

Character/s: Steiner, Freya
Ability/ies learned: High Tide (Support)
Magic Defense: 33 (+1 Speed)
Where to get/buy: Buy at Black Cat Synthesis Shop
Added Status: none
Price (Buy/Sell): 20000/10000 (Cross Helm, Power Belt)

=====

GREEN BERET

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amaranth
Ability/ies learned: Ability Up (Support), Clear Headed (Support)
Magic Defense: 23 (+1 Strength, +1 Speed)
Where to get/buy: Oeilvert
Added Status: none
Price (Buy/Sell): -/1090

=====

HEADGEAR

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amaranth
Ability/ies learned: Undead Killer (Support)
Magic Defense: 6 (+2 Defense)
Where to get/buy: Buy at Burmecia Mogshop
Added Status: Water Damage Reduced by 50%
Price (Buy/Sell): 330/165

=====

HOLY MITER

Character/s: Dagger, Vivi, Quina, Eiko
Ability/ies learned: Insomniac (Support), Body Temp (Support)
Magic Defense: 39 (+1 Magic, +2 Spirit)
Where to get/buy: Buy at Equipment Shop in Black Mage Village (Disc 4)
Added Status: none
Price (Buy/Sell): 8300/4150

=====

IRON HELM

Character/s: Steiner, Freya
Ability/ies learned: Bright Eyes (Support), Level Up (Support)
Magic Defense: 6 (+1 Spirit)
Where to get/buy: Steal from big Plant at Evil Forest

Buy at Lindblum Weapon Shop
Added Status: none
Price (Buy/Sell): 450/225

=====

KAISER HELM

Character/s: Steiner, Freya
Ability/ies learned: Eye 4 Eye (Support)
Magic Defense: 26 (+1 Strength, +1 Magic)
Where to get/buy: Buy at Equipment Shop in Daguerreo
Added Status: none
Price (Buy/Sell): 7120/3560

=====

LAMIA'S TIARA

Character/s: Dagger, Vivi, Quina, Eiko
Ability/ies learned: Clear Headed (Support), Confuse (Action),
Float (Action)
Magic Defense: 17 (+1 Magic, +1 Spirit)
Where to get/buy: Buy at Equipment Shop in Alexandria/Treno/Daguerreo
Added Status: Wind damage reduced by 50%
Price (Buy/Sell): 800/400

=====

LEATHER HAT

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant
Ability/ies learned: Fire (Action)
Magic Defense: 6
Where to get/buy: With Vivi and Zidane in the beginning of the game
Buy at Weapon shop in Dali
Added Status: none
Price (Buy/Sell): 150/75

=====

MAGE'S HAT

Character/s: Dagger, Vivi, Quina, Eiko
Ability/ies learned: Loudmouth (Support), Fira (Action)
Magic Defense: 14 (+1 Magic)
Where to get/buy: Buy at Equipment Shop in Daguerreo/Fossil Roo
Added Status: Raises Holy/Shadow Elem-Atk.
Price (Buy/Sell): 600/300

=====

MAGUS HAT

Character/s: Zidane, Dagger, Vivi, Quina, Eiko
Ability/ies learned: Slow (Action)
Magic Defense: 10
Where to get/buy: Buy at Burmecia Mogshop
Added Status: Raises Ice Elem-Atk
Price (Buy/Sell): 400/200

=====

MANTRA BAND

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant

Ability/ies learned: HP+20% (Support), Antibody (Support)
Magic Defense: 19 (+1 Magic, +1 Spirit, +1 Defense)
Where to get/buy: Buy at Equipment Shop in Lindblum
Added Status: none
Price (Buy/Sell): 1500/750

=====

MYTHRIL HELM

Character/s: Steiner, Freya
Ability/ies learned: Insomniac (Support), Antibody (Support)
Magic Defense: 11 (+1 Spirit)
Where to get/buy: Buy at Equipment Shop in Alexandria/Treno
Lindblum Dragon's Gate
Added Status: Raises Holy Elem-Atk.
Price (Buy/Sell): 1000/500

=====

PLATINUM HELM

Character/s: Steiner, Freya
Ability/ies learned: Restore HP (Support), Stone Killer (Support)
Magic Defense: 23
Where to get/buy: Buy at Equipment Shop in Daguerreo
Added Status: Ice Damage reduced by 50%
Price (Buy/Sell): 4600/2300

=====

RED HAT

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant
Ability/ies learned: MP Attack (Support), Cover (Support)
Magic Defense: 26 (+1 Defense)
Where to get/buy: Buy at Mogshop at Ipsen's Castle
Added Status: Raises Fire Elem-Atk.
Price (Buy/Sell): 3000/1500

=====

RITUAL HAT

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant
Ability/ies learned: Counter (Support), Bright Eyes (Support), Undead
Killer (Support)
Magic Defense: 16 (+1 Strength, +1 Defense)
Where to get/buy: Buy at Equipment Shop in Treno
Added Status: none
Price (Buy/Sell): 1000/500

=====

RUBBER HELM

Character/s: Steiner, Freya
Ability/ies learned: Minus Strike (Action)
Magic Defense: 5
Where to get/buy: Found inside the Prima Vista at Crash Site
Buy at Weapon shop in Dali
Added Status: Thunder Damage reduced by 50%
Price (Buy/Sell): 250/75

=====

STEEPLED HAT

Character/s: Zidane, Dagger, Vivi, Quina, Eiko
Ability/ies learned: Protect (Action)
Magic Defense: 9 (+1 Spirit)
Where to get/buy: Steal from Black Waltz #2
Buy from Lindblum Weapon Shop
Added Status: none
Price (Buy/Sell): 260/130

=====

STRAW HAT

Character/s: Everyone
Ability/ies learned: none
Magic Defense: 0
Where to get/buy: Locate Chocobo's Paradise Treasure #2
Added Status: none
Price (Buy/Sell): -/750

=====

THIEF HAT

Character/s: Zidane
Ability/ies learned: Long Reach (Support), Lucky Seven (Action),
Mug (Support)
Magic Defense: 38 (+2 Speed, +3 Evade)
Where to get/buy: Buy at Equipment Shop in Black Mage Village (Disc 4)
Added Status: none
Price (Buy/Sell): 7100/3550

=====

TWIST HEADBAND

Character/s: Zidane, Dagger, Vivi, Quina, Eiko, Amarant
Ability/ies learned: Gamble Defense (Support), Add Status (Support)
Magic Defense: 17 (+1 Strength)
Where to get/buy: Buy at Equipment Shop in Alexandria/Lindblum/Treno
Added Status: Raises Earth Elem-Atk.
Price (Buy/Sell): 1200/600

Armors / Vests / Shirts

* - Arranged in alphabetical order

=====

ADAMAN VEST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Stone Killer (Support), Bird Killer (Support)
Defense: 14
Bonus/es: Magic Defense +2
Where to get/buy: Buy from man at Dragon's Gate or man inside Fossil Roo
Added Status: Fire damage reduced by 50%
Price (Buy/Sell): 1600/800

=====

ALOHA T-SHIRT

Character/s: Everyone
Ability/ies learned: none
Defense: 0
Bonus/es: none
Where to get/buy: Locate Chocobo's Paradise Treasure #2.
Give Kupo nuts to Moguta at Gizamaluke's Grotto.
Added Status: none
Price (Buy/Sell): -/9500

=====

BLACK ROBE

Character/s: Vivi, Quina
Ability/ies learned: MP+20% (Support), Flare (Action), Reflectx2 (Support)
Defense: 43
Bonus/es: Magic +2, Magic Defense +4
Where to get/buy: Buy at Daguerreo Synthesis Shop
Added Status: Raises Shadow Elem-Atk.
Price (Buy/Sell): 8000/4000 (Gaia Gear, N-Kai Armlet)

=====

BRAVE SUIT

Character/s: Zidane, Amarant
Ability/ies learned: Restore HP (Support), Auto-Regen (Support)
Defense: 42
Bonus/es: Spirit +1
Where to get/buy: Buy at Equipment shop in Black Mage village (Disc 4)
Added Status: Raises Fire Elem-Atk
Price (Buy/Sell): 26000/13000 (Mythril Vest, Mythril Rod)

=====

BRIGANDINE

Character/s: Zidane, Amarant
Ability/ies learned: Ability Up (Support), Return Magic (Support)
Defense: 20
Bonus/es: Strength +1
Where to get/buy: Buy at Equipment shop in Alexandria/Lindblum/Treno
Added Status: none
Price (Buy/Sell): 4380/2190

=====

BRONZE ARMOR

Character/s: Steiner, Freya
Ability/ies learned: Bird Killer (Support)
Defense: 9
Bonus/es: none
Where to get/buy: Buy at Equipment shop in Dali
Added Status: Wind damage reduced by 50%
Price (Buy/Sell): 650/325

=====

BRONZE VEST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant

Ability/ies learned: Jelly (Support)
Defense: 9
Bonus/es: Magic Defense +1, Spirit +1
Where to get/buy: Buy at Mogshop in Burmecia
Added Status: none
Price (Buy/Sell): 670/335

=====

CARABINI MAIL

Character/s: Steiner, Freya
Ability/ies learned: Auto-Regen (Support)
Defense: 39
Bonus/es: Speed +1, Spirit +1, Magic Defense +1
Where to get/buy: Buy at Equipment shop in Daguerreo
Added Status: none
Price (Buy/Sell): 12300/6150

=====

CHAIN MAIL

Character/s: Steiner, Freya
Ability/ies learned: Bird Killer (Support), HP+10% (Support)
Defense: 12
Bonus/es: none
Where to get/buy: Buy at Equipment shop in Cleyra
Added Status: Earth damage reduced by 50%
Price (Buy/Sell): 1200/600

=====

CHAIN PLATE

Character/s: Zidane, Amarant
Ability/ies learned: Devil Killer (Support)
Defense: 10
Bonus/es: Strength +1
Where to get/buy: Buy at man at Dragon's Gate or man inside Fossil Roo
Added Status: none
Price (Buy/Sell): 810/405

=====

COTTON ROBE

Character/s: Dagger, Vivi, Eiko, Quina
Ability/ies learned: Chemist (Support), Shell (Action)
Defense: 10
Bonus/es: Strength +1, Magic +1, Magic Defense +2
Where to get/buy: Buy from all Synthesis Shops (except HADES)
Added Status: none
Price (Buy/Sell): 1000/500 (Wrist, Steepled Hat)

=====

DARK GEAR

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Clear Headed (Support), Jelly (Support)
Defense: 37
Bonus/es: Spirit +2
Where to get/buy: Buy at Equipment shop in Black Mage village (Disc 4)
Added Status: none

Price (Buy/Sell): 16300/8150

=====

DEMON'S MAIL

Character/s: Steiner, Freya
Ability/ies learned: High Tide (Support)
Defense: 27
Bonus/es: none
Where to get/buy: Buy at Mogshop in Ipsen's Castle
Added Status: Raises/Absorbs Shadow Elem-Atk.
Price (Buy/Sell): 5900/2950

=====

DEMON'S VEST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Devil Killer (Support), Auto-Potion (Support)
Locomotion (Support)
Defense: 31
Bonus/es: Magic +1
Where to get/buy: Buy at Equipment shop in Daguerreo
Added Status: Shadow damage reduced by 50%
Price (Buy/Sell): 10250/5125

=====

DRAGON MAIL

Character/s: Freya
Ability/ies learned: High Jump (Support)
Defense: 42
Bonus/es: Strength +1, Magic +1
Where to get/buy: Buy at Equipment shop in Daguerreo
Added Status: none
Price (Buy/Sell): 14000/7000

=====

GAIA GEAR

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Insomniac (Support), High Tide (Support)
Osmose (Action)
Defense: 25
Bonus/es: Magic Defense +2
Where to get/buy: Buy at Mogshop in Ipsen's Castle
Added Status: Absorbs Earth Elem-Atk. Raises your Earth Elem-Atk.
Price (Buy/Sell): 8700/4350

=====

GENJI ARMOR

Character/s: Steiner, Freya
Ability/ies learned: Body Temp (Support), Accuracy+ (Support)
Defense: 45
Bonus/es: Magic +2 Magic Defense +1
Where to get/buy: Locate Outer Island 2 Chocograph
Added Status: none
Price (Buy/Sell): -/1

=====

GLUTTON'S ROBE

Character/s: Quina
Ability/ies learned: Antibody (Support), Body Temp (Support),
Auto-Regen (Support)
Defense: 41
Bonus/es: Strength +1, Magic +1, Magic Defense +4
Where to get/buy: Buy at Synthesis shop in Daguerreo
Added Status: none
Price (Buy/Sell): 6000/3000 (Mythril Fork, Cotton Robe)

=====

GOLD ARMOR

Character/s: Steiner, Freya
Ability/ies learned: Stone Killer (Support)
Defense: 19
Bonus/es: none
Where to get/buy: Buy at Equipment shop in Esto Gaza before Disc 4
Added Status: none
Price (Buy/Sell): 2950/1475

=====

GRAND ARMOR

Character/s: Steiner, Freya
Ability/ies learned: Chemist (Support), Restore HP (Support)
Defense: 59
Bonus/es: Strength +1
Where to get/buy: Buy at Black Cat Synthesis Shop
Added Status: Shadow damage reduced by 50%
Price (Buy/Sell): 45000/22500 (Mythril Sword Mythril Armor)

=====

JUDO UNIFORM

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Distract (Support), HP+10% (Support)
Defense: 23
Bonus/es: Strength +1, Spirit +1
Where to get/buy: Buy at Equipment shop in Esto Gaza before Disc 4
Added Status: none
Price (Buy/Sell): 5000/2500

=====

LEATHER PLATE

Character/s: Zidane, Amarant
Ability/ies learned: Chakra (Action)
Defense: 10
Bonus/es: none
Where to get/buy: Buy at Equipment shop in Lindblum before Disc 3
Added Status: Ice damage reduced by 50%
Price (Buy/Sell): 530/265

=====

LEATHER SHIRT

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Protect Girls (Support)

Defense: 6
Bonus/es: none
Where to get/buy: With Vivi and Zidane in the beginning of the game
Buy at weapon shop in Dali
Added Status: none
Price (Buy/Sell): 270/135

=====

LIGHT ROBE

Character/s: Dagger, Vivi, Eiko, Quina
Ability/ies learned: Half MP (Support), Auto-Regen (Support),
Full-Life (Action)
Defense: 41
Bonus/es: Strength +1, Magic +1, Magic Defense +6, Spirit +1
Where to get/buy: Buy at Black Cat Synthesis Shop
Added Status: Raises Holy/Shadow Elem-Atk.
Price (Buy/Sell): 20000/10000 (Magician Robe, Glass Armlet)

=====

LINEN CUIRASS

Character/s: Steiner, Freya
Ability/ies learned: Cover (Support)
Defense: 10
Bonus/es: Magic +1
Where to get/buy: Buy at Mogshop in Burmecia
Added Status: none
Price (Buy/Sell): 800/400

=====

MAGICIAN CLOAK

Character/s: Dagger, Vivi, Eiko, Quina
Ability/ies learned: Restore HP (Support), High Tide (Support)
Defense: 15
Bonus/es: Magic +1, Magic Defense +2
Where to get/buy: Buy at Equipment shop in Alexandria/Lindblum/Treno
Added Status: Raises Ice Elem-Atk.
Price (Buy/Sell): 1850/925

=====

MAGICIAN ROBE

Character/s: Dagger, Vivi, Eiko, Quina
Ability/ies learned: Auto-Potion (Support), MP+10% (Support)
Defense: 21
Bonus/es: Magic +2, Magic Defense +3
Where to get/buy: Buy at Synthesis shop in Alexandria/Lindblum/Treno
Added Status: none
Price (Buy/Sell): 3000/1500 (Mage Staff, Magician Cloak)

=====

MAXIMILLIAN

Character/s: Steiner
Ability/ies learned: HP+20% (Support)
Defense: 54
Bonus/es: Spirit +3
Where to get/buy: Locate Chocobo's Paradise Treasure #8

Added Status: none
Price (Buy/Sell): 650/325

=====

MINERVA'S PLATE

Character/s: Dagger, Eiko, Freya
Ability/ies learned: Restore HP (Support), High Tide (Support)
Defense: 34
Bonus/es: Strength +1, Magic +2, Magic Defense +1
Where to get/buy: Buy at Equipment shop in Daguerreo
Added Status: none
Price (Buy/Sell): 12200/6100

=====

MYTHRIL ARMOR

Character/s: Steiner, Freya
Ability/ies learned: Jelly (Support), Cover (Support)
Defense: 15
Bonus/es: none
Where to get/buy: Buy at Equipment shop in Alexandria/Treno/Lindblum
Added Status: Water damage reduced by 50%
Price (Buy/Sell): 1830/915

=====

MYTHRIL VEST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Auto-Potion (Support)
Defense: 12
Bonus/es: none
Where to get/buy: Buy at man at Dragon's Gate or man inside Fossil Roo
Added Status: Water damage reduced by 50%
Price (Buy/Sell): 1180/590

=====

NINJA GEAR

Character/s: Zidane, Amarant
Ability/ies learned: Alert (Support), Locomotion (Support),
Eye 4 Eye (Support)
Defense: 35
Bonus/es: Speed +1
Where to get/buy: Buy at Equipment shop in Daguerreo
Added Status: Absorbs Shadow Elem-Atk.
Price (Buy/Sell): 14000/7000

=====

PLATE MAIL

Character/s: Steiner, Freya
Ability/ies learned: Locomotion (Support), Undead Killer (Support)
Defense: 17
Bonus/es: Spirit +1, Magic Evade +1
Where to get/buy: Buy at Equipment shop in Alexandria/Lindblum/Treno
Added Status: none
Price (Buy/Sell): 2320/1160

=====

PLATINA ARMOR

Character/s: Steiner, Freya
Ability/ies learned: Beast Killer (Support)
Defense: 36
Bonus/es: none
Where to get/buy: Buy at Equipment shop in Daguerreo
Added Status: Ice damage reduced by 50%
Price (Buy/Sell): 10500/5250

=====

POWER VEST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Stone Killer (Support), Gamble Defense (Support)
Counter (Support)
Defense: 27
Bonus/es: Strength +2
Where to get/buy: Buy at Mogshop in Ipsen's Castle
Added Status: none
Price (Buy/Sell): 7200/3600

=====

ROBE OF LORDS

Character/s: Dagger, Vivi, Eiko, Quina
Ability/ies learned: Reflect-Null (Support), Concentrate (Support)
Defense: 46
Bonus/es: Speed +1, Strength +1, Magic +1, Spirit +1,
Magic Defense +5
Where to get/buy: Buy from HADES. Exchange 10000 Chocobo Hot & Cold
points. Get 12 Stellazzios.
Added Status: Wind damage reduced by 100%
Price (Buy/Sell): 30000/15000 (White Robe, Black Robe)

=====

RUBBER SUIT

Character/s: Dagger, Eiko, Freya
Ability/ies learned: Eye 4 Eye (Support), Esuna (Action)
Defense: 39
Bonus/es: Evade +2, Magic Defense +1, Magic Evade +3
Where to get/buy: Buy at Black Cat Synthesis Shop
Added Status: Thunder damage reduced by 100%
Price (Buy/Sell): 20000/10000 (Minerva's Plate, Egoist's Armlet)

=====

SHIELD ARMOR

Character/s: Steiner, Freya
Ability/ies learned: Distract (Support)
Defense: 23
Bonus/es: Magic Defense +5
Where to get/buy: Buy at Mogshop in Ipsen's Castle
Added Status: Fire/Ice/Thunder damage reduced by 50%
Price (Buy/Sell): 4300/2150

=====

SILK ROBE

Character/s: Dagger, Eiko, Quina
Ability/ies learned: Ability Up (Support), Loudmouth (Support)
Defense: 16
Bonus/es: Strength +1, Magic +1, Magic Defense +2
Where to get/buy: Buy at Synthesis shop in Alexandria/Lindblum/Treno
Added Status: none
Price (Buy/Sell): 2000/1000 (Silk Shirt, Bandana)

=====

SILK SHIRT

Character/s: Zidane, Dagger, Vivi, Eiko, Amarant
Ability/ies learned: Cure (Action), Thunder (Action)
Defense: 9
Bonus/es: none
Where to get/buy: Buy at Equipment shop in Dali
Added Status: Thunder damage reduced by 50%
Price (Buy/Sell): 400/200

=====

SURVIVAL VEST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Locomotion (Support), Antibody (Support),
Mug (Support)
Defense: 17
Bonus/es: Strength +2
Where to get/buy: Buy at Equipment shop in Alexandria/Treno
Added Status: none
Price (Buy/Sell): 2900/1450

=====

TIN ARMOR

Character/s: Steiner, Freya
Ability/ies learned: none
Defense: 63
Bonus/es: Magic Defense +27, Evade +32, Magic Evade +17
Where to get/buy: Buy at Legendary Synthesis Shop (HADES)
Added Status: none
Price (Buy/Sell): 50000/25000 (Ore, Hammer)

=====

WHITE ROBE

Character/s: Dagger, Eiko
Ability/ies learned: Loudmouth (Support), Auto-Potion (Support),
Holy (Action)
Defense: 42
Bonus/es: Magic +2, Magic Defense +3
Where to get/buy: Buy at Synthesis Shop in Daguerreo
Added Status: Raises Holy Elem-Atk.
Price (Buy/Sell): 8000/4000 (Gaia Gear, Jade Armlet)

Wrist Band / Gloves / Armlets

* - Alphabetically Arranged

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AEGIS GLOVES

Character/s: Steiner, Freya
Ability/ies learned: Charge! (Action)
Evade: 32
Magic Evade: 12
Bonus/es: Defense +1
Where to get/buy: Buy at Equipment Shop in Daguerreo
Added Status: nulls Fire damage
Price (Buy/Sell): 7000/3500

=====

BONE WRIST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Add Status (Support)
Evade: 17
Magic Evade: 15
Bonus/es: Strength +1
Where to get/buy: Buy at Equipment Shop in Alexandria/Treno
Added Status: Raises Earth Elem-Atk
Price (Buy/Sell): 330/165

=====

BRACER

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Add Status (Support), Power Throw (Action)
Evade: 39
Magic Evade: 24
Bonus/es: Strength +1
Where to get/buy: Buy at Black Cat Synthesis Shop
Added Status: Raises Wind Elem-Atk.
Price (Buy/Sell): 24000/12000 (Battle Boots, Venetia Shield)

=====

BRONZE GLOVES

Character/s: Steiner, Freya
Ability/ies learned: Antibody (Support)
Evade: 10
Magic Evade: 4
Bonus/es: Spirit +1
Where to get/buy: Buy at Equipment Shop in Dali
Added Status: none
Price (Buy/Sell): 480/240

=====

CHIMERA ARMLET

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Mug (Support), Add Status (Support)
Evade: 26
Magic Evade: 20
Bonus/es: none
Where to get/buy: Buy at Equipment Shop in Lindblum
Added Status: Holy damage reduced by 100%

Price (Buy/Sell): 1200/600

=====

DEFENSE GLOVES

Character/s: Steiner, Freya
Ability/ies learned: HP+20% (Support)
Evade: 27
Magic Evade: 22
Bonus/es: Defense +1, Magic Defense +1
Where to get/buy: Buy at Equipment Shop in Daguerreo
Added Status: Fire/Ice/Thunder damage reduced by 50%
Price (Buy/Sell): 6000/3000

=====

DIAMOND GLOVES

Character/s: Steiner, Freya
Ability/ies learned: Ability Up (Support), Jelly (Support)
Evade: 21
Magic Evade: 15
Bonus/es: none
Where to get/buy: Buy at Equipment Shop in Esto Gaza before Disc 4
Added Status: Water damage reduced by 50%
Price (Buy/Sell): 2000/1000

=====

DRAGON WRIST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Antibody (Support)
Evade: 32
Magic Evade: 18
Bonus/es: Strength +7, Magic Defense +1
Where to get/buy: Buy at Equipment Shop in Daguerreo
Added Status: Shadow damage reduced by 50%
Price (Buy/Sell): 4800/2400

=====

EGOIST'S ARMLET

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Beast Killer (Support), Level Up (Support)
Evade: 24
Magic Evade: 26
Bonus/es: none
Where to get/buy: Buy at Equipment Shop in Daguerreo
Added Status: Shadow damage reduced by 100%
Price (Buy/Sell): 2000/1000

=====

GAUNTLETS

Character/s: Steiner, Freya
Ability/ies learned: Cover (Support)
Evade: 38
Magic Evade: 9
Bonus/es: Speed +1
Where to get/buy: Buy at Black Cat Synthesis Shop
Added Status: Fire/Earth/Water/Wind damage reduced by 50%

Price (Buy/Sell): 8000/4000 (Mythril Gloves, Dragon Wrist)

=====

GENJI GLOVES

Character/s: Steiner, Freya
Ability/ies learned: High Tide (Support)
Evade: 29
Magic Evade: 19
Bonus/es: Magic +2
Where to get/buy: Steal from Lich at Memoria
Added Status: none
Price (Buy/Sell): -/1

=====

GLASS ARMLET

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Steal Gil (Support), Antibody (Support)
Evade: 11
Magic Evade: 13
Bonus/es: none
Where to get/buy: Buy at Equipment Shop in Alexandria, Mogshop in
Burmeia
Added Status: Water damage reduced by 50%
Price (Buy/Sell): 250/125

=====

JADE ARMLET

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Body Temp (Support), High Tide (Support)
Evade: 0
Magic Evade: 33
Bonus/es: Magic Defense +2
Where to get/buy: Buy at Mogshop at Ipsen's Castle
Added Status: Raises Holy Elem-Atk.
Price (Buy/Sell): 3400/1700

=====

LEATHER WRIST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Beast Killer (Support), Blizzard (Action)
Evade: 11
Magic Evade: 11
Bonus/es: Speed +1
Where to get/buy: Buy at Equipment Shop in Dali
Added Status: none
Price (Buy/Sell): 200/100

=====

MAGIC ARMLET

Character/s: Dagger, Eiko, Quina, Vivi
Ability/ies learned: Clear Headed (Support), Silence (Action)
Evade: 16
Magic Evade: 16
Bonus/es: Magic Defense +1, Magic +2
Where to get/buy: Buy at Equipment Shop in Alexandria/Treno/Daguerreo

Added Status: none
Price (Buy/Sell): 1000/500

=====

MYTHRIL ARMLET

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Bug Killer (Support)
Evade: 21
Magic Evade: 17
Bonus/es: Strength +1
Where to get/buy: Buy at Equipment Shop in Alexandria/Treno
Added Status: none
Price (Buy/Sell): 500/250

=====

MYTHRIL GLOVES

Character/s: Steiner, Freya
Ability/ies learned: Man Eater (Support), Bug Killer (Support)
Evade: 15
Magic Evade: 9
Bonus/es: Spirit +1
Where to get/buy: Buy at Equipment Shop in Alexandria/Treno
Added Status: none
Price (Buy/Sell): 980/490

=====

N-KAI ARMLET

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Bandit (Support), Undead Killer (Support),
Water (Action)
Evade: 31
Magic Evade: 0
Bonus/es: Spirit +2, Defense +2
Where to get/buy: Buy at Mogshop at Ipsen's Castle
Added Status: none
Price (Buy/Sell): 3000/1500

=====

PEARL ARMLET

Character/s: Everyone
Ability/ies learned: none
Evade: 0
Magic Evade: 0
Bonus/es: none
Where to get/buy: Locate Chocobo's Paradise Treasure #2
Added Status: none
Price (Buy/Sell): -/490

=====

POWER WRIST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Accuracy+ (Support)
Evade: 34
Magic Evade: 16
Bonus/es: Strength +2

Where to get/buy: Buy at Equipment Shop in Daguerreo
Added Status: none
Price (Buy/Sell): 5100/2550

=====

SILVER GLOVES

Character/s: Steiner, Freya
Ability/ies learned: Undead Killer (Support)
Evade: 12
Magic Evade: 7
Bonus/es: none
Where to get/buy: Buy at Equipment Shop in Lindblum before Disc 3
Added Status: Ice damage reduced by 50%
Price (Buy/Sell): 720/360

=====

THIEF GLOVES

Character/s: Zidane, Amarant
Ability/ies learned: Master Thief (Support)
Evade: 30
Magic Evade: 19
Bonus/es: Speed +1
Where to get/buy: Buy at Daguerreo Synthesis Shop, win at Treno
Auction House (preferred)
Added Status: none
Price (Buy/Sell): 50000/25000 (Mythril Armlet, Sargatanas)

=====

THUNDER GLOVES

Character/s: Steiner, Freya
Ability/ies learned: Devil Killer (Support), Add Status (Support)
Evade: 18
Magic Evade: 12
Bonus/es: none
Where to get/buy: Buy at Equipment Shop in Alexandria/Lindblum/Treno
Added Status: Thunder Elem-atk, Thunder damage reduced by 50%
Price (Buy/Sell): 1200/600

=====

VENETIA SHIELD

Character/s: Steiner, Freya
Ability/ies learned: Auto-Float (Support), Counter (Support)
Evade: 19
Magic Evade: 28
Bonus/es: Strength +1, Magic +7, Magic Defense +1
Where to get/buy: Buy at Mogshop at Ipsen's Castle
Added Status: none
Price (Buy/Sell): 2800/1400

=====

WRIST

Character/s: Zidane, Dagger, Vivi, Eiko, Quina, Amarant
Ability/ies learned: Flee-Gil (Support)
Evade: 9
Magic Evade: 9

Bonus/es: none
Where to get/buy: Buy at Equipment Shop in Dali
Added Status: none
Price (Buy/Sell): 130/65

Accessories

* Listed in Alphabetical Order

=====

AMETHYST STONE

Character/s: All
Ability/ies learned: Atomos (Action), Demi (Action)
Ability Upgrades: none
Added Status: none
Where to get/buy: Buy at Black Cat, Daguerreo Synthesis Shops
Price (Buy/Sell): 200/1 (Ore, Annoyntment)

=====

ANCIENT AROMA

Character/s: Women
Ability/ies learned: Odin's Sword
Ability Upgrades: Strength +2, Evade +4
Added Status: Raises Shadow Elem-Atk.
Where to get/buy: Found inside Ipsen's Castle
Price (Buy/Sell): -/1

=====

ANGEL EARRINGS

Character/s: Women
Ability/ies learned: Auto-Regen (Support), MP+20% (Support),
Rei's Wind (Action)
Ability Upgrades: Strength +2, Defense +2
Added Status: Raises Holy Elem-Atk.
Where to get/buy: Buy at Daguerreo Synthesis Shop
Price (Buy/Sell): 8000/4000 (Fairy Earrings, Barette)

=====

AQUAMARINE STONE

Character/s: All
Ability/ies learned: Leviathan (Action), HP+10% (Support)
Ability Upgrades: none
Added Status: none
Where to get/buy: Dagger automatically gets it.
Price (Buy/Sell): -/1

=====

BARETTE

Character/s: Women
Ability/ies learned: Chemist (Support), Gamble Defense (Support),
Cura (Action)

Ability Upgrades: Strength +2, Evade
Added Status: Raises Shadow Elem-Atk.
Where to get/buy: Found inside Ipsen's Castle
Price (Buy/Sell): -/3500

BATTLE BOOTS

Character/s: All
Ability/ies learned: MP Attack (Support), Initiative (Support),
HP+20% (Support)
Ability Upgrades: Strength +2, Defense +2, Magic Defense +1
Added Status: none
Where to get/buy: Buy at Daguerreo Synthesis Shop
Price (Buy/Sell): 6500/3250 (Feather Boots, Wing Edge)

BLACK BELT

Character/s: All
Ability/ies learned: HP+20% (Support), Beast Killer (Support),
Demi (Action)
Ability Upgrades: Strength +2, Spirit +2, Defense +1
Added Status: Raises Wind Elem-Atk.
Where to get/buy: Buy at Alexandria/Treno/Lindblum Synthesis Shops
Price (Buy/Sell): 4000/2000 (Twist Headband, Survival Vest)

CACHUSHA

Character/s: Women
Ability/ies learned: Odin's Sword (Support)
Ability Upgrades: Strength +2, Evade +4
Added Status: Raises Shadow Elem-Atk.
Where to get/buy: Found inside Ipsen's Castle
Price (Buy/Sell): -/1500

CORAL RING

Character/s: All
Ability/ies learned: Insomniac (Support), Man-Eater (Support),
Lancer (Action)
Ability Upgrades: Spirit +2, Magic Evade +2
Added Status: Absorbs Thunder Elem-Atk.
Where to get/buy: Buy at various Synthesis Shops
Price (Buy/Sell): 1200/600 (Lightning Staff, Rod)

DARK MATTER

Character/s: All
Ability/ies learned: Odin (Action)
Ability Upgrades: Strength +3, Magic +3
Added Status: none
Where to get/buy: Win at Treno Auction House
Price (Buy/Sell): -/1

DESERT BOOTS

Character/s: All
Ability/ies learned: Flee-Gil (Support), Protect (Action), Scan (Action)
Ability Upgrades: Magic +1, Spirit +1, Evade +2
Added Status: Earth damage reduced by 50%
Where to get/buy: Buy at Treno, Black Cat Synthesis Shops
Price (Buy/Sell): 300/150 (Leather Hat, Leather Shirt)

=====

DIAMOND

Character/s: All
Ability/ies learned: Body Temp (Support), Distract (Support)
Ability Upgrades: none
Added Status: none
Where to get/buy: Buy from Stiltzkin's Item Set at Bran Bal.
Receive from Friendly Garuda.
Price (Buy/Sell): -/1

=====

EMERALD STONE

Character/s: All
Ability/ies learned: Haste (Action), MP+10% (Support), White Draw (Action)
Ability Upgrades: none
Added Status: none
Where to get/buy: Buy Stiltzkin's Item set at Oeilvert
Price (Buy/Sell): -/1

=====

EXTENSION

Character/s: Women
Ability/ies learned: Auto-Potion (Support), MP+10% (Support),
Level Up (Support)
Ability Upgrades: Strength +1, Magic +2, Defense +1, Magic Defense +1
Added Status: Raises Thunder Elem-Atk.
Where to get/buy: Buy Alexandria/Lindblum/Treno Synthesis Shops
Price (Buy/Sell): 3500/1750 (Lamia's Tiara, Multina Racket)

=====

FAIRY EARRINGS

Character/s: All
Ability/ies learned: Level Up (Support), Body Temp (Support),
Regen (Action)
Ability Upgrades: Spirit +2, Evade +4, Magic Evade +2
Added Status: Raises Wind Elem-Atk.
Where to get/buy: Buy at Alexandria/Treno/Lindblum Synthesis Shops
Price (Buy/Sell): 3200/1600 (Magic Armlet, soft)

=====

FEATHER BOOTS

Character/s: All
Ability/ies learned: Auto-Float (Support), Float (Action), Mini (Action)
Ability Upgrades: Evade +3
Added Status: Absorbs Earth Elem-Atk.
Where to get/buy: Buy at Alexandria/Treno/Lindblum Synthesis Shops
Price (Buy/Sell): 4000/2000 (Magician Shoes, Phoenix Pinion)

=====

GARNET STONE

Character/s: All
Ability/ies learned: Bahamut (Action), Healer (Support)
Ability Upgrades: none
Added Status: none
Where to get/buy: Buy at Black Cat, Daguerreo Synthesis Shops
Price (Buy/Sell): 350/1 (Ore, Remedy)

=====

GERMINAS BOOTS

Character/s: All
Ability/ies learned: Alert (Support), HP+10% (Support), Flee (Action)
Ability Upgrades: Strength +1, Evade +2
Added Status: Raises Earth Elem-Atk.
Where to get/buy: Buy at Alexandria/Treno/Lindblum Synthesis Shops
Price (Buy/Sell): 900/450 (Desert Boots, Fork)

=====

GLASS BUCKLE

Character/s: All
Ability/ies learned: Antibody (Support), Add Status (Support),
Thunder (Action)
Ability Upgrades: Strength +1, Magic +1, Spirit +2, Magic Evade +5
Added Status: none
Where to get/buy: Buy at various Synthesis Shops
Price (Buy/Sell): 500/250 (Glass Armlet, Leather Wrist)

=====

GOLD CHOKER

Character/s: All
Ability/ies learned: Auto Potion (Support), Flee-Gil (Support),
Shell (Action)
Ability Upgrades: Magic +2, Evade +2, Magic Defense +1
Added Status: Raises Shadow Elem-Atk. Wind damage reduced by 50%
Where to get/buy: Buy at Alexandria/Treno/Lindblum Synthesis Shops
Price (Buy/Sell): 1300/650 (Linen Cuirass, Soft)

=====

LAPIS LAZULI

Character/s: All
Ability/ies learned: Ability Up (Support), Accuracy+ (Support)
Ability Upgrades: none
Added Status: none
Where to get/buy: Buy at Black Cat, Daguerreo Synthesis Shops
Price (Buy/Sell): 400/1 (Ore, Dead Pepper)

=====

MADAIN'S RING

Character/s: All
Ability/ies learned: Body Temp (Support), Chemist (Support),
Guardian Mog (Support)
Ability Upgrades: Spirit +2, Magic Defense +2

Added Status: Absorbs Ice Elem-Atk.
Where to get/buy: Buy at Alexandria/Treno/Lindblum Synthesis Shops
Price (Buy/Sell): 3000/1500 (Bone Wrist, Stardust Rod)

=====

MAGICIAN SHOES

Character/s: All
Ability/ies learned: MP+10% (Support), Clear Headed (Support),
Blind (Action)
Ability Upgrades: Magic +2, Magic Evade +6
Added Status: none
Where to get/buy: Buy at various Synthesis Shops
Price (Buy/Sell): 1500/750 (Germinas Boots, Bone Wrist)

=====

MAIDEN PRAYER

Character/s: Women
Ability/ies learned: Auto-Regen (Support)
Ability Upgrades: Magic +1, Magic Defense +1, Magic Evade +3
Added Status: Raises Holy Elem-Atk.
Where to get/buy: Found inside Ipsen's Castle
Price (Buy/Sell): -/1

=====

MOONSTONE

Character/s: All
Ability/ies learned: Shell (Action), Beast Killer (Action)
Ability Upgrades: none
Added Status: none
Where to get/buy: Buy Stiltzkin's Item set at Alexandria (Disc 4)
Bring 4 colored stones at statue in Conde Petie
Mountain Path
Price (Buy/Sell): -/1

=====

OPAL STONE

Character/s: All
Ability/ies learned: Shiva (Action), Blizzara (Action)
Ability Upgrades: none
Added Status: none
Where to get/buy: Buy at Black Cat, Daguerreo Synthesis Shops
Price (Buy/Sell): 100/1 (Ore, Potion)

=====

PEARL ROUGE

Character/s: Women
Ability/ies learned: Level Up (Support), Reflect-Null (Support),
Loudmouth (Support)
Ability Upgrades: Magic +2, Spirit +4, Magic Evade +4
Added Status: Holy damage reduced by 50%. Raises Water Elem-Atk.
Where to get/buy: Buy at Alexandria/Lindblum/Treno Synthesis Shops
Price (Buy/Sell): 5000/2500 (Moonstone, Elixir)

=====

PERIDOT STONE

Character/s: All
Ability/ies learned: Ramuh (Action), Thundara (Action)
Ability Upgrades: none
Added Status: none
Where to get/buy: Buy at Black Cat, Daguerreo Synthesis Shops
Price (Buy/Sell): 100/1 (Ore, Soft)

=====

POWER BELT

Character/s: All
Ability/ies learned: MP Attack (Support), Counter (Support), Fira (Action)
Ability Upgrades: Strength +3, Defense +2
Added Status: none
Where to get/buy: Buy at Alexandria/Treno/Lindblum Synthesis Shops
Price (Buy/Sell): 2000/1000 (Glass Buckle, Chain Mail)

=====

PROMIST RING

Character/s: All
Ability/ies learned: Restore HP (Support), Absorb MP (Support),
Magic Elem-null (Support)
Ability Upgrades: Strength +2, Evade +3
Added Status: none
Where to get/buy: Buy at Daguerreo Synthesis Shops
Price (Buy/Sell): 6000/3000 (Chimera Armlet, Ruby Stone)

=====

PROTECT RING

Character/s: All
Ability/ies learned: Long Reach (Support), Magic Elem Null (Support),
Half MP (Support)
Ability Upgrades: Spirit +1, Defense +2, Evade +4, Magic Defense +3,
Magic Evade +6
Added Status: All Elemental damage reduced by 50%
Where to get/buy: Buy at Legendary Synthesis Shop (HADES)
Price (Buy/Sell): 40000/20000 (Dark Matter, Rebirth Ring)

=====

PUMICE

Character/s: All
Ability/ies learned: Ark (Action)
Ability Upgrades: Speed +1, Magic +1, Defense +1, Magic Defense +2
Added Status: none
Where to get/buy: Buy at Legendary Synthesis Shop (HADES)
Price (Buy/Sell): 50000/25000 (2 Pumice Pieces)

=====

PUMICE PIECE

Character/s: All
Ability/ies learned: Boost (Support)
Ability Upgrades: Strength + 2, Magic + 2, Evade + 5, Magic Def + 1
Added Status: Holy/Shadow
Where to get/buy: Get after beating Ark, locate "Outer Island 2"
Chocograph, Synthesize at Black Cat's

Price (Buy/Sell): 25000/12500 (Pumice and Hammer)

=====

REBIRTH RING

Character/s: All
Ability/ies learned: Auto-Life (Support), Life (Action), Revive (Action)
Ability Upgrades: Spirit +3, Magic Defense +2
Added Status: Raises Holy Elem-Atk.
Where to get/buy: Buy at Daguerreo Synthesis Shop
Price (Buy/Sell): 7000/3500 (Diamond, Anklet)

=====

REFLECT RING

Character/s: All
Ability/ies learned: Auto-Reflect (Support), Reflect (Action),
Distract (Support)
Ability Upgrades: Strength +1, Spirit +1, Magic Defense +1
Added Status: none
Where to get/buy: Buy at Alexandria/Treno/Lindblum Synthesis Shops
Price (Buy/Sell): 7000/3500 (Anklet, Madain's Ring)

=====

RIBBON

Character/s: All
Ability/ies learned: Madeen (Action), Ability Up (Support),
Guardian Mog (Support)
Ability Upgrades: Strength +1, Magic +3, Spirit +1, Defense +1,
Evade +5, Magic Defense +1, Magic Evade +4
Added Status: Absorbs Water/Wind Elem-Atk.
Fire/Ice/Thunder/Holy damage reduced by 50%
Where to get/buy: Win at Treno Auction House. Locate "Forgotten
Island" Chocograph. Eiko will receive it automatically
Price (Buy/Sell): -/1

=====

ROSETTA RING

Character/s: All
Ability/ies learned: Level Up (Support), Concentrate (Support),
Reflectx2 (Support)
Ability Upgrades: Magic +1, Defense +1, Evade +2, Magic Defense +3,
Magic Evade +2
Added Status: Raises Fire Elem-Atk.
Where to get/buy: Buy at Black Cat Synthesis Shop
Price (Buy/Sell): 24000/12000 (Madain's Ring, Holy Lance)

=====

RUBY STONE

Character/s: All
Ability/ies learned: Carbuncle (Action), Reflect (Action)
Ability Upgrades: none
Added Status: none
Where to get/buy: Eiko automatically gets it at Iifa Tree.
Price (Buy/Sell): -/1

=====

RUNNING SHOES

Character/s: All
Ability/ies learned: Auto-Haste (Support), Auto-Potion (Support),
Haste (Action)
Ability Upgrades: Speed +2, Evade +4, Magic Evade +4
Added Status: none
Where to get/buy: Buy at Black Cat Synthesis Shop
Price (Buy/Sell): 12000/6000 (Battle Boots, Emerald)

=====

SANDALS

Character/s: All
Ability/ies learned: none
Ability Upgrades: none
Added Status: none
Where to get/buy: Locate Chocobo's Paradise Treasure #2
Price (Buy/Sell): -/600

=====

SAPPHIRE STONE

Character/s: All
Ability/ies learned: Fenrir (Action), High Tide (Support)
Ability Upgrades: none
Added Status: none
Where to get/buy: Buy at Black Mage, Daguerreo Synthesis Shops
Price (Buy/Sell): 200/1 (Ore, Antidote)

=====

TOPAZ STONE

Character/s: All
Ability/ies learned: Ifrit (Action), Fira (Action)
Ability Upgrades: none
Added Status: none
Where to get/buy: Buy at Black Cat, Daguerreo Synthesis Shops
Price (Buy/Sell): 100/1 (Ore, Eye Drops)

=====

YELLOW SCARF

Character/s: All
Ability/ies learned: Bird Killer (Support), Millionaire (Support),
Steal Gil (Support)
Ability Upgrades: Strength +2, Magic Defense +1
Added Status: none
Where to get/buy: Buy at Various Synthesis Shops
Price (Buy/Sell): 400/200 (Feather Hat, Steepled Hat)

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SHOPS

Here's are the list of shops that found throughout the game and all their goodies. This will include Item, Equipment, and Synthesis Shops.

ALEXANDRIA

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Item Shop:

Potion	50 gil
Phoenix Down	150 gil
Antidote	50 gil
Eye Drop	50 gil
Tent	800 gil

Item Shop (Disc 3):

Potion	50 gil
Hi-Potion	200 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Annoyntment	150 gil
Remedy	300 gil
Tent	800 gil

Equipment Shop (Disc 3):

Mythril Dagger	950 gil	Bone Wrist	330 gil
Gladius	2300 gil	Mythril Armlet	500 gil
Ice Brand	3780 gil	Magic Armlet	1000 gil
Partisan	1600 gil	Mythril Gloves	980 gil
Ice Lance	2430 gil	Thunder Gloves	1200 gil
Cat's Claws	4000 gil	Lamia's Tiara	800 gil
Poison Knuckles	5000 gil	Ritual Hat	1000 gil
Stardust Rod	760 gil	Twist Headband	1200 gil
Healing Rod	1770 gil	Barbut	600 gil
Lamia's Flute	3800 gil	Mythril Helm	1000 gil
Flame Staff	1100 gil	Gold Helm	1800 gil
Ice Staff	980 gil	Magician Cloak	1850 gil
Lightning Staff	1200 gil	Survival Vest	2900 gil
Oak Staff	2400 gil	Brigandine	4380 gil
Pinwheel	200 gil	Mythril Armor	1830 gil
Glass Armlet	250 gil	Plate Mail	2320 gil

Synthesis Shop (Disc 3):

Butterfly Sword	=	Dagger	Mage Masher	300 gil
The Ogre	=	Mage Masher	Mage Masher	700 gil
Exploda	=	Mage Masher	Mythril Dagger	1000 gil
Rune Tooth	=	Mythril Dagger	Mythril Dagger	2000 gil
Angel Bless	=	Mythril Dagger	Gladius	9000 gil
Cotton Robe	=	Wrist	Steepled Had	1000 gil
Silk Robe	=	Silk Shirt	Bandana	2000 gil
Magician Robe	=	Mage Staff	Magician Cloak	3000 gil
Desert Boot	=	Leather Hat	Leather Shirt	300 gil
Yellow Scarf	=	Feather Hat	Steepled Had	400 gil
Glass Buckle	=	Glass Armlet	Leather Wrist	500 gil
Germinas Boots	=	Desert Boots	Fork	900 gil
Cachusha	=	Magus Hat	Rubber Helm	1000 gil
Coral Ring	=	Lightning Staff	Rod	1200 gil

Gold Choker	=	Linen Cuirass	Soft	1300 gil
Magician Shoes	=	Germinas Boots	Bone Wrist	1500 gil
Barette	=	Needle Fork	Barbut	1800 gil
Power Belt	=	Glass Buckle	Chain Mail	2000 gil
Madain's Ring	=	Bone Wrist	Stardust Rod	3000 gil
Fairy Earrings	=	Magic Armlet	Soft	3200 gil
Extension	=	Lamia's Tiara	Multina Racket	3500 gil
Reflect Ring	=	Anklet	Madain's Ring	7000 gil
Anklet	=	Gold Choker	Peridot Gem	4000 gil
Feather Boots	=	Magician Shoes	Phoenix Pinion	4000 gil
Black Belt	=	Twist Headband	Survival Vest	4000 gil
Pearl Rouge	=	Moonstone	Elixir	5000 gil

PRIMA VISTA CRASH SITE

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Cinna (before rescuing Garnet w/ Steiner and Vivi):

Potion	50 gil
Phoenix Down	150 gil
Antidote	50 gil
Eye Drop	50 gil
Tent	800 gil

NORTH GATE (Melda Arch)

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Girl behind the Gate:

Potion	50 gil
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SOUTH GATE

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Part-Time worker Mary:

Potion	50 gil
Phoenix Down	150 gil
Antidote	50 gil
Eye Drop	50 gil
Tent	800 gil

Item Shop Vega:

Potion	50 gil
Phoenix Down	150 gil
Antidote	50 gil
Eye Drop	50 gil
Tent	800 gil

VILLAGE OF DALI

=====

Item Shop:

Potion	50 gil
Phoenix Down	150 gil
Antidote	50 gil
Eye Drop	50 gil
Tent	800 gil

Equipment Shop:

Dagger	320 gil	Bronze Gloves	480 gil
Mage Masher	500 gil	Leather Hat	150 gil
Broad Sword	330 gil	Feather Hat	200 gil
Iron Sword	660 gil	Rubber Helm	250 gil
Rod	260 gil	Bronze Helm	330 gil
Mage Staff	320 gil	Leather Shirt	270 gil
Wrist	130 gil	Silk Shirt	400 gil
Leather Wrist	200 gil	Bronze Armor	650 gil

LINDBLUM

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Item Shop:

Potion	50 Gil
Phoenix Down	150 Gil
Echo Screen	50 Gil
Antidote	50 Gil
Eye Drop	50 Gil
Soft	100 Gil
Tent	800 Gil

Weapon Shop:

Dagger	320 gil	Leather Wrist	200 gil
Mage Masher	500 gil	Glass Armlet	250 gil
Mythril Dagger	950 gil	Bronze Gloves	480 gil
Iron Sword	660 gil	Silver Gloves	720 gil
Javelin	880 gil	Steepled Hat	260 gil
Rod	260 gil	Headgear	330 gil
Fork	1100 gil	Iron Helm	450 gil

Synthesis Shop:

Butterfly Sword	=	Dagger	Mage Masher	300 gil
The Ogre	=	Mage Masher	Mage Masher	700 gil
Cotton Robe	=	Wrist	Steepled Hat	1000 gil
Desert Boot	=	Leather Hat	Leather Shirt	300 gil
Yellow Scarf	=	Feather Hat	Steepled Hat	400 gil
Glass Buckle	=	Glass Armlet	Leather Wrist	500 gil

Man selling items at Dragon's Gate:

Potion	50 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Tent	800 gil

Equipment Shop (Disc 3):

Coral Sword	4000 gil	Survival Vest	2900 gil
Partisan	1600 gil	Brigandine	4380 gil
Ice Lance	2430 gil	Mythril Armor	1830 gil
Poison Knuckles	5000 gil	Plate Mail	2320 gil

Magic Racket	1350 gil	Potion	50 gil
Healing Rod	1770 gil	Hi-Potion	200 gil
Lamia's Flute	3800 gil	Phoenix Down	150 gil
Cypress Pile	3200 gil	Echo Screen	50 gil
Mythril Fork	4700 gil	Antidote	50 gil
Pinwheel	200 gil	Eye Drops	50 gil
Chimera Armlet	1200 gil	Soft	100 gil
Thunder Gloves	1200 gil	Annoyntment	150 gil
Twist Headband	1200 gil	Magic Tag	100 gil
Mantra Band	1500 gil	Remedy	300 gil
Dark Hat	1800 gil	Tent	800 gil
Gold Helm	1800 gil		
Magician Cloak	1850 gil		

Synthesis Shop (Disc 3):

Butterfly Sword	=	Dagger	Mage Masher	300 gil
The Ogre	=	Mage Masher	Mage Masher	700 gil
Exploda	=	Mage Masher	Mythril Dagger	1000 gil
Rune Tooth	=	Mythril Dagger	Mythril Dagger	2000 gil
Angel Bless	=	Mythril Dagger	Gladius	9000 gil
Cotton Robe	=	Wrist	Steepled Had	1000 gil
Silk Robe	=	Silk Shirt	Bandana	2000 gil
Magician Robe	=	Mage Staff	Magician Cloak	3000 gil
Desert Boot	=	Leather Hat	Leather Shirt	300 gil
Yellow Scarf	=	Feather Hat	Steepled Had	400 gil
Glass Buckle	=	Glass Armlet	Leather Wrist	500 gil
Germinas Boots	=	Desert Boots	Fork	900 gil
Cachusha	=	Magus Hat	Rubber Helm	1000 gil
Coral Ring	=	Lightning Staff	Rod	1200 gil
Gold Choker	=	Linen Cuirass	Soft	1300 gil
Magician Shoes	=	Germinas Boots	Bone Wrist	1500 gil
Barette	=	Needle Fork	Barbut	1800 gil
Power Belt	=	Glass Buckle	Chain Mail	2000 gil
Madain's Ring	=	Bone Wrist	Stardust Rod	3000 gil
Fairy Earrings	=	Magic Armlet	Soft	3200 gil
Extension	=	Lamia's Tiara	Multina Racket	3500 gil
Reflect Ring	=	Anklet	Madain's Ring	7000 gil
Anklet	=	Gold Choker	Peridot Gem	4000 gil
Feather Boots	=	Magician Shoes	Phoenix Pinion	4000 gil
Black Belt	=	Twist Headband	Survival Vest	4000 gil
Pearl Rouge	=	Moonstone	Elixir	5000 gil

SOUTH GATE CITADEL

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Item Shop:

Potion	50 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Tent	800 gil

BURMECIA

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Mogshop (Atla)

Needle Fork	3100 gil	Linen Cuirass	800 gil
Glass Armlet	250 gil	Potion	50 gil
Mythril Gloves	980 gil	Phoenix Down	150 gil
Steepled Hat	260 gil	Echo Screen	50 gil
Headgear	330 gil	Soft	100 gil
Magus Hat	400 gil	Antidote	50 gil
Barbut	600 gil	Eye Drops	50 gil
Bronze Vest	670 gil	Tent	800 gil

SUMMIT STATION (SOUTH GATE)

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Man at the bottom of the cafe

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

TRENO

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Synthesis Shop:

Butterfly Sword	=	Dagger	Mage Masher	300 gil
The Ogre	=	Mage Masher	Mage Masher	700 gil
Cotton Robe	=	Wrist	Steepled Hat	1000 gil
Desert Boot	=	Leather Hat	Leather Shirt	300 gil
Yellow Scarf	=	Feather Hat	Steepled Hat	400 gil
Glass Buckle	=	Glass Armlet	Leather Wrist	500 gil
Germinas Boots	=	Desert Boots	Fork	900 gil
Cachusha	=	Magus Hat	Rubber Helm	1000 gil
Coral Ring	=	Lightning Staff	Rod	1200 gil
Gold Choker	=	Linen Cuirass	Soft	1300 gil

Equipments Shop:

Dagger	320 gil	Glass Armlet	250 gil
Mage Masher	500 gil	Bone Wrist	330 gil
Mythril Dagger	950 gil	Mythril Gloves	980 gil
Mythril Sword	1300 gil	Magus Hat	400 gil
Mythril Spear	1100 gil	Bandana	500 gil
Air Racket	400 gil	Barbut	600 gil

Mythril Rod	560 gil	Silk shirt	400 gil
Flame Staff	1100 gil	Leather Plate	530 gil
Ice Staff	980 gil	Bronze Vest	670 gil
Lightning Staff	1200 gil	Chain Plate	810 gil
Fork	1100 gil	Linen Cuirass	800 gil
Needle Fork	3100 gil	Chain Mail	1200 gil
Leather Wrist	200 gil		

Item Shop:

Potion	50 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Tent	800 gil

Equipment Shop (Disc 3):

Mythril Dagger	950 gil	Bone Wrist	330 gil
Gladius	2300 gil	Mythril Armlet	500 gil
Ice Brand	3780 gil	Magic Armlet	1000 gil
Partisan	1600 gil	Mythril Gloves	980 gil
Ice Lance	2430 gil	Thunder Gloves	1200 gil
Cat's Claws	4000 gil	Lamia's Tiara	800 gil
Poison Knuckles	5000 gil	Ritual Hat	1000 gil
Stardust Rod	760 gil	Twist Headband	1200 gil
Healing Rod	1770 gil	Barbut	600 gil
Lamia's Flute	3800 gil	Mythril Helm	1000 gil
Flame Staff	1100 gil	Gold Helm	1800 gil
Ice Staff	980 gil	Magician Cloak	1850 gil
Lightning Staff	1200 gil	Survival Vest	2900 gil
Oak Staff	2400 gil	Brigandine	4380 gil
Pinwheel	200 gil	Mythril Armor	1830 gil
Glass Armlet	250 gil	Plate Mail	2320 gil

Synthesis Shop (Disc 3):

Butterfly Sword	=	Dagger	Mage Masher	300 gil
The Ogre	=	Mage Masher	Mage Masher	700 gil
Exploda	=	Mage Masher	Mythril Dagger	1000 gil
Rune Tooth	=	Mythril Dagger	Mythril Dagger	2000 gil
Angel Bless	=	Mythril Dagger	Gladius	9000 gil
Cotton Robe	=	Wrist	Steepled Had	1000 gil
Silk Robe	=	Silk Shirt	Bandana	2000 gil
Magician Robe	=	Mage Staff	Magician Cloak	3000 gil
Desert Boots	=	Leather Hat	Leather Shirt	300 gil
Yellow Scarf	=	Feather Hat	Steepled Had	400 gil
Glass Buckle	=	Glass Armlet	Leather Wrist	500 gil
Germinas Boots	=	Desert Boots	Fork	900 gil
Cachusha	=	Magus Hat	Rubber Helm	1000 gil
Coral Ring	=	Lightning Staff	Rod	1200 gil
Gold Choker	=	Linen Cuirass	Soft	1300 gil
Magician Shoes	=	Germinas Boots	Bone Wrist	1500 gil
Barette	=	Needle Fork	Barbut	1800 gil
Power Belt	=	Glass Buckle	Chain Mail	2000 gil
Madain's Ring	=	Bone Wrist	Stardust Rod	3000 gil
Fairy Earrings	=	Magic Armlet	Soft	3200 gil
Extension	=	Lamia's Tiara	Multina Racket	3500 gil

Reflect Ring	=	Anklet	Madain's Ring	7000 gil
Anklet	=	Gold Choker	Peridot Gem	4000 gil
Feather Boots	=	Magician Shoes	Phoenix Pinion	4000 gil
Black Belt	=	Twist Headband	Survival Vest	4000 gil
Pearl Rouge	=	Moonstone	Elixir	5000 gil

Item Shop (Disc 3):

Potion	50 gil
Hi-Potion	200 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Annoyntment	150 gil
Remedy	300 gil
Tent	800 gil

CLEYRA

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Equipments (Dan):

Partisan	1600 gil	Thunder Gloves	1200 gil
Multina Racket	700 gil	Magus Hat	400 gil
Mythril Rod	560 gil	Bandana	500 gil
Flame Staff	1100 gil	Mage's Hat	600 gil
Ice Staff	980 gil	Mythril Helm	1000 gil
Needle Fork	3100 gil	Chain Plate	810 gil
Bone Wrist	330 gil	Mythril Vest	1180 gil
Mythril Armlet	500 gil	Chain Mail	1200 gil
Mythril Gloves	980 gil	Mythril Armor	1830 gil

Items (Star Maiden Nina):

Potion	50 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Annoyntment	150 gil
Tent	800 gil

LINDBLUM (After Alexandria's Attack)

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Weapon Shop:

Dagger	320 gil	Mythril Gloves	980 gil
Magus Masher	300 gil	Thunder Gloves	1200 gil
Mythril Dagger	950 gil	Headgear	330 gil
Ice Brand	3780 gil	Magus Hat	400 gil
Partisan	1600 gil	Bandana	500 gil
Multina Racket	750 gil	Mage's Hat	600 gil
Stardust Rod	760 gil	Mythril Helm	1000 gil
Flame Staff	1100 gil	Silk Shirt	400 gil
Ice Staff	980 gil	Leather Plate	530 gil
Lightning Staff	1200 gil	Bronze Vest	670 gil

Leather Wrist	200 gil	Chain Plate	810 gil
Glass Armlet	250 gil	Mythril Vest	1180 gil
Bone Wrist	330 gil	Chain Mail	1200 gil
Mythril Armlet	500 gil	Mythril Armor	1830 gil

Items (Woman near the Equipment Shop):

Potion	50 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Annoyntment	150 gil
Tent	800 gil

Synthesis Shop:

Butterfly Sword	=	Dagger	Mage Masher	300 gil
The Ogre	=	Mage Masher	Mage Masher	700 gil
Exploda	=	Mage Masher	Mythril Dagger	1000 gil
Cotton Robe	=	Wrist	Steepled Had	1000 gil
Desert Boot	=	Leather Hat	Leather Shirt	300 gil
Yellow Scarf	=	Feather Hat	Steepled Had	400 gil
Glass Buckle	=	Glass Armlet	Leather Wrist	500 gil
Germinas Boots	=	Desert Boots	Fork	900 gil
Cachusha	=	Magus Hat	Rubber Helm	1000 gil
Coral Ring	=	Lightning Staff	Rod	1200 gil
Gold Choker	=	Linen Cuirass	Soft	1300 gil
Magician Shoes	=	Germinas Boots	Bone Wrist	1500 gil
Barette	=	Needle Fork	Barbut	1800 gil
Power Belt	=	Glass Buckle	Chain Mail	2000 gil

DRAGON'S GATE (After Alexandria attacks Lindblum):

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Man selling stuff:

Ice Brand	3780 gil
Partisan	1600 gil
Multina Racket	750 gil
Stardust Rod	760 gil
Mythril Armlet	500 gil
Thunder Gloves	1200 gil
Bandana	500 gil
Mage's Hat	600 gil
Mythril Helm	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
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Annoyntment	150 gil
Tent	800 gil

FOSSIL ROO

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Man selling stuff:

Ice Brand	3780 gil
Partisan	1600 gil
Multina Racket	750 gil
Stardust Rod	760 gil
Mythril Armlet	500 gil
Thunder Gloves	1200 gil
Bandana	500 gil
Mage's Hat	600 gil
Mythril Helm	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
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Annoyntment	150 gil
Tent	800 gil

CONDE PETIE

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Item Shop:

Potion	50 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Annoyntment	150 gil
Tent	800 gil

Equipment Shop:

Poison Knuckles	5000 gil	Mythril Fork	4700 gil
Multina Racket	750 gil	Magic Armlet	1000 gil
Flame Staff	1100 gil	Lamia's Tiara	800 gil
Lightning Staff	1200 gil	Ritual Hat	1000 gil
Stardust Rod	760 gil	Adaman Vest	1600 gil
Ice Staff	980 gil	Magician Cloak	2000 gil
Oak Staff	2400 gil		

BLACK MAGE VILLAGE

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Equipment Shop:

Mage Masher	300 gil	Steepled Hat	260 gil
Mythril Dagger	950 gil	Headgear	330 gil
Gladius	2300 gil	Magus Hat	400 gil
Stardust Rod	760 gil	Bandana	500 gil

Mage Staff	320 gil	Mage's Hat	600 gil
Flame Staff	1100 gil	Lamia's Tiara	800 gil
Ice Staff	980 gil	Ritual Hat	1000 gil
Lightning Staff	1200 gil	Silk Shirt	400 gil
Oak Staff	2400 gil	Leather Plate	530 gil
Mythril Fork	4700 gil	Bronze Vest	670 gil
Leather Wrist	200 gil	Chain Plate	810 gil
Glass Armlet	250 gil	Mythril Vest	1180 gil
Bone Wrist	330 gil	Adaman Vest	1600 gil
Mythril Armlet	500 gil	Magician Cloak	1850 gil
Magic Armlet	1000 gil	Survival Vest	2900 gil
Leather Hat	150 gil		

Item Shop:

Potion	50 gil
Hi-Potion	200 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Annoyntment	150 gil
Remedy	300 gil
Tent	800 gil

Synthesis Shop:

Butterfly Sword	=	Dagger	Mage Masher	300 gil
The Ogre	=	Mage Masher	Mage Masher	700 gil
Exploda	=	Mage Masher	Mythril Dagger	1000 gil
Rune Tooth	=	Mythril Dagger	Mythril Dagger	2000 gil
Cotton Robe	=	Wrist	Steepled Had	1000 gil
Silk Robe	=	Silk Shirt	Bandana	2000 gil
Desert Boot	=	Leather Hat	Leather Shirt	300 gil
Yellow Scarf	=	Feather Hat	Steepled Had	400 gil
Glass Buckle	=	Glass Armlet	Leather Wrist	500 gil
Germinas Boots	=	Desert Boots	Fork	900 gil
Cachusha	=	Magus Hat	Rubber Helm	1000 gil
Coral Ring	=	Lightning Staff	Rod	1200 gil
Gold Choker	=	Linen Cuirass	Soft	1300 gil
Magician Shoes	=	Germinas Boots	Bone Wrist	1500 gil
Barette	=	Needle Fork	Barbut	1800 gil
Power Belt	=	Glass Buckle	Chain Mail	2000 gil
Madain's Ring	=	Bone Wrist	Stardust Rod	3000 gil
Fairy Earrings	=	Magic Armlet	Soft	3200 gil
Extension	=	Lamia's Tiara	Multina Racket	3500 gil
Reflect Ring	=	Anklet	Madain's Ring	7000 gil

Equipment Shop (Disc 4):

Wizard Rod	3990 gil
Siren's Flute	7000 gil
High Mage Staff	6000 gil
Thief Hat	7100 gil
Holy Miter	8300 gil
Dark Gear	16300 gil

Black Cat Synthesis Shop (Disc 4):

Butterfly Sword	=	Dagger	Mage Masher	300 gil
The Ogre	=	Mage Masher	Mage Masher	700 gil
Exploda	=	Mage Masher	Mythril Dagger	1000 gil
Rune Tooth	=	Mythril Dagger	Mythril Dagger	2000 gil
Angel Bless	=	Mythril Dagger	Gladius	9000 gil
Sargatanas	=	Gladius	Zorlin Shape	12000 gil
Masamune	=	Zorlin Shape	Orichalcon	16000 gil
Duel Claws	=	Dragon's Claws	Tiger Fangs	16000 gil
Priest's Racket	=	Air Racket	Cachusha	11000 gil
Bracer	=	Battle Boots	Venetia Shield	24000 gil
Gauntlets	=	Mythril Gloves	Dragon Wrist	8000 gil
Golden Skullcap	=	Gold Helm	Golden Hairpin	15000 gil
Circlet	=	Coronet	Rosetta Ring	20000 gil
Grand Helm	=	Cross Helm	Power Belt	20000 gil
Rubber Suit	=	Minerva's Plate	Egoist's Armllet	20000 gil
Brave Suit	=	Mythril Vest	Mythril Rod	26000 gil
Light Robe	=	Magician Robe	Glass Armllet	20000 gil
Grand Armor	=	Mythril Sword	Mythril Armor	45000 gil
Desert Boots	=	Leather Hat	Leather Shirt	300 gil
Yellow Scarf	=	Feather Hat	Steepled Had	400 gil
Glass Buckle	=	Glass Armllet	Leather Wrist	500 gil
Germinas Boots	=	Desert Boots	Fork	900 gil
Gold Choker	=	Linen Cuirass	Soft	1300 gil
Running Shoes	=	Battle Boots	Emerald	12000 gil
Rosetta Ring	=	Madain's Ring	Holy Lance	24000 gil
Garnet	=	Ore	Remedy	350 gil
Amethyst	=	Ore	Annoyntment	200 gil
Peridot	=	Ore	Soft	100 gil
Sapphire	=	Ore	Antidote	200 gil
Opal	=	Ore	Potion	100 gil
Topaz	=	Ore	Eye Drops	100 gil
Lapis Lazuli	=	Ore	Dead Pepper	400 gil

MADAIN SARI

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Mogshop (Morrison):

Dagger	320 gil
Mage Masher	500 gil
Mythril Dagger	950 gil
Gladius	2,300 gil
Poison Knuckles	5,000 gil
Multina Racket	700 gil
Golem's Flute	350 gil
Pinwheel	200 gil
Magic Armllet	1,000 gil
Lamia's Tiara	800 gil
Ritual Hat	1,000 gil
Adaman Vest	1,600 gil
Magician Cloak	1,850 gil
Survival Vest	2,900 gil
Potion	50 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Soft	100 gil
Antidote	50 gil
Eye Drops	50 gil
Magic Tag	100 gil

Annoyntment	150 gil
Tent	800 gil

DESERT PALACE

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Mogshop (Mojito)

Diamond Sword	4700 gil	Cross Helm	gil
Trident	3580 gil	Brigandine	gil
Mythril Claws	6500 gil	Judo Uniform	gil
Magic Racket	1350 gil	Gold Armor	gil
Healing Rod	1770 gil	Potion	50 gil
Fairy Flute	4500 gil	Hi-Potion	200 gil
Cypress Pile	3200 gil	Phoenix Down	150 gil
Silver Fork	7400 gil	Echo Screen	50 gil
Pinwheel	200 gil	Antidote	50 gil
Rising Sun	500 gil	Eye Drop	50 gil
Chimera Armlet	1200 gil	Soft	100 gil
Egoist's Armlet	2000 gil	Remedy	300 gil
Mantra Band	1500 gil	Annoyntment	150 gil
Dark Hat	gil	Tent	800 gil
Green Beret	gil		

ESTO GAZA

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General Shop:

Gladius	2300 gil	Diamond Gloves	2000 gil
Zorlin Shape	6000 gil	Venetia Shield	2800 gil
Diamond Sword	4750 gil	Black Hood	2550 gil
Flame Saber	5190 gil	Red Hat	3000 gil
Heavy Lance	4700 gil	Cross Helm	2200 gil
Scissor Fangs	8000 gil	Judo Uniform	5000 gil
Magic Racket	1350 gil	Power Vest	7200 gil
Asura's Rod	3180 gil	Gold Armor	2950 gil
Hamelin	5700 gil	Shield Armor	4300 gil
Cypress Pile	3200 gil	Hi-Potion	200 gil
Octagon Rod	4500 gil	Magic Tag	150 gil
Silver Fork	7400 gil	Vaccine	100 gil
Rising Sun	500 gil	Remedy	300 gil
Egoist's Armlet	2000 gil	Annoyntment	150 gil
N-Kai Armlet	3000 gil	Tent	800 gil
Jade Armlet	3400 gil		

MOUNT GULUG

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Mogshop (Mogtaka):

Potion	50 gil
Hi-Potion	200 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Annoyntment	150 gil
Magic Tag	150 gil

Remedy	300 gil
Tent	800 gil

IPSEN'S CASTLE

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Mogshop (Kumool):

Mage Masher	300 gil	Power Vest	7200 gil
Iron Sword	660 gil	Gaia Gear	8700 gil
Mythril Spear	1100 gil	Shield Armor	4300 gil
Poison Knuckles	5000 gil	Demon's Mail	5900 gil
Multina Racket	750 gil	Potion	50 gil
Mythril Rod	560 gil	Hi-Potion	200 gil
Lamia's Flute	3800 gil	Phoenix Down	150 gil
Oak Staff	2400 gil	Echo Screen	50 gil
Needle Fork	3100 gil	Antidote	50 gil
Rising Sun	500 gil	Eye Drops	50 gil
N-Kai Armlet	3000 gil	Soft	100 gil
Jade Armlet	3400 gil	Annoyntment	150 gil
Venetia Shield	2800 gil	Vaccine	100 gil
Red Hat	3000 gil	Magic Tag	150 gil
Golden Hairpin	3700 gil	Tent	800 gil
Cross Helm	2200 gil		
Diamond Helm	3000 gil		

DAGUERREO

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Item Shop:

Potion	50 gil
Hi-Potion	200 gil
Phoenix Down	150 gil
Echo Screen	50 gil
Antidote	50 gil
Eye Drop	50 gil
Soft	100 gil
Annoyntment	150 gil
Magic Tag	150 gil
Vaccine	100 gil
Remedy	300 gil
Tent	800 gil

Equipment Shop (Disc 3):

Mage Masher	500 gil
Mythril Dagger	950 gil
Gladius	2,300 gil
Zorlin Shape	6,400 gil
Rune Blade	8,900 gil
Obelisk	6,000 gil
Tiger Fangs	13,500 gil
Mythril Racket	2,200 gil
Asura's Rod	3,180 gil
Hamelin	5,700 gil
Octagon Rod	4,500 gil
Rising Sun	500 gil
Bone Wrist	330 gil
Mythril Armlet	500 gil

Magic Armlet	1,000 gil
Chimera Armlet	1,200 gil
Egoist's Armlet	2,000 gil
N-Kai Armlet	3,000 gil
Jade Armlet	3,400 gil
Venetia Shield	2,800 gil
Defense gloves	6,000 gil
Lamia's Tiara	800 gil
Twist Headband	1,200 gil
Golden Hairpin	3,700 gil
Coronet	4,400 gil
Diamond Helm	3,000 gil
Gaia Gear	8,700 gil
Demon's Vest	10,250 gil
Demon's Mail	5,900 gil
Diamond Armor	8,800 gil

Equipment Shop (Disc 4):

Orichalcon	17,000 gil
Defender	9,340 gil
Ultima Sword	14,000 gil
Holy Lance	11,000 gil
Avenger	16,000 gil
Kaiser Knuckles	18,000 gil
Mythril Racket	2,250 gil
Fork	1,100 gil
Bistro Fork	10,300 gil
Rising Sun	500 gil
Magic Armlet	1,000 gil
Egoist's Armlet	2,000 gil
Dragon Wrist	4,800 gil
Power Wrist	5,100 gil
Defense Gloves	6,000 gil
Aegis Gloves	7,000 gil
Mage's Hat	600 gil
Lamia's Tiara	800 gil
Golden Hairpin	3,700 gil
Coronet	4,400 gil
Flash Hat	5,200 gil
Adaman Hat	6,100 gil
Platinum Helm	4,600 gil
Kaiser Helm	7,120 gil
Demon's Vest	10,250 gil
Minerva's Plate	12,200 gil
Ninja Gear	14,000 gil
Platina Armor	10,500 gil
Carabini Mail	12,300 gil
Dragon Mail	14,000 gil

Synthesis Shop:

Angel Bless	=	Mythril Dagger	Gladius	9000 gil
Sargatanas	=	Gladius	Zorlin Shape	12000 gil
Cotton Robe	=	Wrist	Steepled Had	1000 gil
Silk Robe	=	Silk Shirt	Bandana	2000 gil
Magician Robe	=	Mage Staff	Magician Cloak	3000 gil
Glutton's Robe	=	Mythril Fork	Cotton Robe	6000 gil
White Robe	=	Gaia Gear	Jade Armlet	8000 gil
Black Robe	=	Gaia Gear	N-Kai Armlet	8000 gil

Cachusha	=	Magus Hat	Rubber Helm	1000 gil
Coral Ring	=	Lightning Staff	Rod	1200 gil
Gold Choker	=	Linen Cuirass	Soft	1300 gil
Magician Shoes	=	Germinas Boots	Bone Wrist	1500 gil
Barette	=	Needle Fork	Barbut	1800 gil
Power Belt	=	Glass Buckle	Chain Mail	2000 gil
Madain's Ring	=	Bone Wrist	Stardust Rod	3000 gil
Anklet	=	Gold Choker	Peridot Gem	4000 gil
Feather Boots	=	Magician Shoes	Phoenix Pinion	4000 gil
Black Belt	=	Twist Headband	Survival Vest	4000 gil
Pearl Rouge	=	Moonstone	Elixir	5000 gil
Promist Ring	=	Chimera Armlet	Ruby	6000 gil
Battle Boots	=	Feather Boots	Wing Edge	6500 gil
Rebirth Ring	=	Diamond	Anklet	7000 gil
Angel Earrings	=	Fairy Earrings	Barette	8000 gil
Garnet	=	Ore	Remedy	350 gil
Amethyst	=	Ore	Annoyntment	200 gil
Peridot	=	Ore	Soft	100 gil
Sapphire	=	Ore	Antidote	200 gil
Opal	=	Ore	Potion	100 gil
Topaz	=	Ore	Eye Drops	100 gil
Thief Gloves	=	Mythril Armlet	Sargatanas	50000 gil

BRAN BAL

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Mogshop (Moorock):

Dagger	320 gil	Adaman Hat	6200 gil
Mage Masher	500 gil	Platinum Helm	4600 gil
Mythril Dagger	950 gil	Demon's Vest	10250 gil
Gladius	2300 gil	Minerva's Plate	12200 gil
Zorlin Shape	6000 gil	Platina Armor	10500 gil
Orichalcon	17000 gil	Hi-Potion	200 gil
Defender	9340 gil	Phoenix Down	150 gil
Holy Lance	11000 gil	Echo Screen	50 gil
Avenger	16000 gil	Antidote	50 gil
Mythril Racket	2250 gil	Eye Drops	50 gil
Bistro Fork	10300 gil	Soft	100 gil
Rising Sun	500 gil	Annoyntment	150 gil
Dragon Wrist	4800 gil	Vaccine	100 gil
Defense Gloves	6000 gil	Remedy	300 gil
Coronet	4400 gil	Tent	800 gil
Flash Hat	5200 gil		

LEGENDARY SYNTHESIST (Check Part 1 of the guide. Look at Memoria in Disc 4):

Robe of Lords	=	White Robe	Black Robe	30000 gil
Tin Armor	=	Ore	Hammer	50000 gil
Protect Ring	=	Dark Matter	Rebirth Ring	40000 gil
Pumice	=	Pumice Piece	Pumice Piece	50000 gil
Garnet	=	Ore	Remedy	350 gil
Amethyst	=	Ore	Annoyntment	200 gil
Peridot	=	Ore	Soft	100 gil
Sapphire	=	Ore	Antidote	200 gil
Opal	=	Ore	Potion	100 gil
Topaz	=	Ore	Eye Drops	100 gil
Lapis Lazuli	=	Ore	Dead Pepper	400 gil
Pumice Piece	=	Hammer	Pumice	25000 gil
Save the Queen	=	Javelin	Silver Gloves	50000 gil

Phoenix Pinion	=	Phoenix Down	Gysahl Greens	300 gil
Ether	=	Echo Screen	Vaccine	500 gil

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FAQs

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1. Where can I find this Walkthrough/FAQ?

This walkthrough/FAQ will be updated and posted mainly at <http://WWW.GAMEFAQS.COM> and at VGStrategies.about.com. You can also find an unaltered and updated version of this guide at the following sites:

<http://www.gamewinners.com>
<http://surf.to/aaronph>
<http://www.angelfire.com/rpg/finalfantasy9x/finalfantasy9.html>
<http://nextff.8m.com>
<http://www.cheatplanet.com>
<http://www.gamesdomain.co.uk>
<http://www.RPGamer.com>
<http://www.gamespot.com>
<http://www.gameshark.com>
<http://www.rpgclassics.com>
<http://www.angelfire.com/games2/chtournamentcenter/SquareExpo.html>
<http://www.cheatcc.com>
<http://www.ff3.com>
<http://clix.to/gamecasters> or
- <http://www.geocities.com/n64gg>
<http://www.cheatcity.com>
<http://www.gameinginc.homestead.com/gaminginc.html>
<http://www.finalfantasyix.f2s.com>
<http://www.angelfire.com/ri/finalfantasytrilogy>
<http://eternalvivi.tripod.com/finalfantasy/>
<http://www.bdgames.net>
<http://www.happypuppy.com>
<http://www.fantasysquare.com>
<http://www.philanime.com>
<http://www.disc13.com>
<http://members.nbci.com/fftactix>
<http://www.supercheats.com>
<http://www.rpgdreamers.com> or
- <http://www.rpgdreamer.com>
<http://www.everfantasy.net>
<http://www.geocities.com/finalfantasy993041/www.allcheats.html?977326824940>
http://www.geocities.com/kickinit_69_2000
<http://www.crystalflame.com>
<http://lockecole.webjump.com>
[http://home.rpgvillage.com/scizorw/main\[2\].html](http://home.rpgvillage.com/scizorw/main[2].html)
http://www.geocities.com/ff8_squall2000/
<http://www.geocities.com/sfunion2/>
<http://palaceoftheholynight.homestead.com/nes.html>
<http://www.hype.se>
<http://www.skwerl.net/FFForever/new>
<http://www.angelfire.com/sd/RPGalore>
<http://www.squaresoftepic.homestead.com/index.html>
<http://rpgcage.com.homestead/main.htm>
<http://www.fantasygamer.net>
<http://www.geocities.com/rpg7654>

<http://www.angelfire.com/ab4/FF8/Domain>
http://www.geocities.com/andrewclegg3/gameFAQs_centrel.html
<http://digilander.iol.it/groggyland>
<http://www.sjel.org>
<http://www.rydia-shinra.net/ff9.html>
<http://rpgu.terrashare.com>
<http://www.gamespecs.com>
<http://www.geocities.com/fflegendary/>
<http://drsayis.tsx.org>
<http://pub18.ezboard.com/bpsxtreme>
<http://SiteMasters1.homestead.com/MasterSim.html>
<http://www.andersg.cjb.net>
<http://silverqueen.cjb.net/>
http://action_thriller.tripod.com/generationx9000xf
<http://www.finalis.fr.st>
<http://hometown.aol.com/undertakerrulz22/index.html>
<http://www.all.at/ffxtreme>

Note to webmasters, if your site is listed here, it means someone sent me an e-mail requesting for permission to use my guide. If you're the real webmaster and you didn't request for permission, please tell me.

2. How often do you update?

As long as there is a need to update and as long as I have the time to do it I always do it right away. I make sure all are up to date.

3. Where is the best place to level up my characters?

In my experience, I got a lot of EXPs before fighting Garland at Pandemonium. You'll get more than 7000+ EXPs here. Another place (perhaps the best one I reach level 90 from level 65 in only 2 hours for Zidane) is the Vile Island which is the big island just to the southwest of the Iifa Tree in the Outer Continent. You'll fight the Yan here which will give you 10000+ EXPs (if 4 characters are alive). The good thing here is that sometimes, they come in by 2s and 3s, you'll rack up those Experience points in no time at all. You can check Side-Quest #12 at the first part for more info.

4. Can Chocobo cross the ocean or rivers just like in FF7?

Yep. Choco (your only Chocobo in the game) will change in color to depending on its abilities. Check the Chocobo's section for more information.

5. What will happen if you piss Moguo in the world map?

Nothing, he'll just tell you to stop it. I tell you, I looked stupid while pissing off Moguo.

6. When I remove my equipment, the ability is gone. What gives?

You must learn the Ability first. Once you reach the required # of ability points (AP), that Ability will be learned and it won't disappear even after you remove the equipment.

7. How can I beat Grand Dragon at the World Map after I climbed up the vines at Gizamaluke's Grotto?

Here's the contribution of Brandon Harwell:

a) There are a few tricks to defeating the Grand Dragons the first and second time you get a chance to meet them above Gizamaluke's Grotto. The first time, during the battle with Gizamaluke, steal an Ice Staff from him so Vivi can use Blizzara. Then make sure you have the "LV3 Def-less" ability for Quina. Go after the Grand Dragons, use Vivi's focus, and "LV3 Def-less". (Grand Dragons are Lv.60, HP: 13,206) If you're lucky and it doesn't use Thundaga on all your party members, you can deal 2,000 damage each round with Vivi using Blizzara. You need LOTS of Phoenix Down, however, because it can still kill any one party member in a single hit easily. Don't bother healing HP though, he'll always kill you in one hit anyway.

b) Later, while in Treno the first time, use the Rod and Lightning Staff to get a Coral Ring, and make sure you have LOADS of Gil so you can win the Reflect Ring at the auction. After you go back to Zidane's party, equip one character (Vivi) with the Coral Ring, and that character will ABSORB THUNDAGA. Equip the Reflect Ring to another character, making sure to equip the "Auto-Reflect" ability. That character will send Thundaga back at the Grand Dragons for 1,500 damage. With this strategy, the Grand Dragons are much easier and you can level up your character in a hurry. (I gained about 10 levels in 20 minutes.)

c) This is a real dirty trick. Buy a lot of the equipment you can the first time you go to Treno, especially from the Synthesis Shop. Equip a lot of this stuff to Zidane's party and equip the "Insomniac" ability. Get the "Night" spell for Quina from the enemies near Burmecia, and go after those silly dragons. Use night *every round* with Quina, and the Grand Dragons will be out for the count, but DO NOT ATTACK. (If you don't use "Night" every single round, he will wake up, and be very cranky I promise.) Use Zidane to Steal, use Freya to keep MP up on Vivi and Quina, and use Focus for Vivi, then hit him with Blizzara over and over (2,500 damage each turn) until he's dead. This makes these enemies REAL EASY. Nice way to get the mid-30s in levels easily in Disc 2.

Here's the contribution of Ben Price (stonehnd@dwave.net):

You can use the Level 5 Death to kill the Grand Dragon Instantly. Remember, the Grand Dragon is always at level 60. :)

Another Strategy by: rmueller

I have an almost sure-fire way to kill him easily by the 2nd disk (before one goes to the Outer Continent for the first time). Here we go:

Requirements:

- 1) Have at least three characters learned and activated auto-reflect and the last equipped with the reflect ring on and auto-reflect activated (obviously one needs to get the reflect ring at the auction in Treno when they first visit there- this will take a long time to learn for three people, but its worth it for all the trouble).
- 2) Have everyone learned and activated antibody (since its an easy skill to

learn, it shouldn't be too hard to do).

3) Have many phoenix downs (I'd say at least thirty to be safe).

That's it! Now onto the strategy...

Make sure all party members activated auto-reflect and antibody and that one has at least thirty phoenix downs. During battle, don't do anything with your characters, just wait for the dragon to do his attacks and have at least two people ready to cast a phoenix down. If the dragon uses poison claw, have one of the still-alive members immediately use a phoenix down on the fallen victim. Just keep this up during battle and the dragon will eventually kill himself with thundaga. For a better understanding of this strategy, let's examine the dragon's attacks.

The dragon, as one may know, has only three attacks: poison claw, thundaga, and the strong venom attack (I forget its actual name- it inflicts venom status on the character).

Poison Claw:

-Description- In this attack, the dragon comes on hard with his claws and slashes on character for 700-1000 hit points. Well, I'm afraid this is the only attack that he uses that will inevitably kill/damage a party member. The only way to combat this attack is to have phoenix downs ready on any of the other three unkilld characters. Do not, I repeat Do Not worry about healing characters during battle, its a waste of time and the poison claw can probably kill a member in one hit anyway.

Venom Attack:

-Description- Here, the dragon spews forth a poisonous mist, inflicting = venom status on one of the party members. Easy, with antibody equipped on everyone, there's no way this attack can do anything to your party. The venom status will miss or be guarded against. Also, since this attack does not take away any hit points, its harm-less.

Thundaga:

-Description- Uh...the dragon casts the thundaga spell on one or all = characters in your party (duh).=20
This is it, the reputed grand-dragon-slayer. With auto-reflect activated = on all characters, this spell will always be reversed to cause massive = damage on the dragon. If the spell aims for and reflects off only one = character, the dragon will receive around 1500 hp damage. If the spell = aims for and reflects off all characters, the dragon deals himself a = lethal ~6000 hp of damage. So, all one needs is for the dragon to cast a = universal thundaga two-three times to kill himself! Ah the smell of = fresh hari-kari in the morning

strategy by: Will (will907@excite.com)

Here's another nifty strategy (though it doesn't work as well as the Death one, because this one has a chance of missing). Use Quina's Mustard Bomb spell on them. It has a chance of missing, but it's less MP than the Death spell (for people who have low MP, this could be a good thing).

8. Are there any summons in the game? Who can use them?

There are summons/eidolons in this game just as the previous Final Fantasies (6/7/8/Tactics). Only Dagger and Eiko can use them though.

9. What does Eidolon mean?

Mr. Webster defined Eidolon as an unsubstantial image. Meaning, it has no physical properties, it's more like a spirit. In the game, they are the spirits of the protectors of Dagger, Eiko and the people of Madain Sari.

10. Are there any airship/s in the game?

Of course, 3 of them to be exact. The Hilda Garde 1, Hilda Garde 3, and the Invincible.

11. Can I steal more than 1 item from the enemies?

Indeed. Most of the enemies have at least 2 items in their possession that are waiting to be stolen. Some have only 1 though. The bosses have a lot of neat items and equipments too. Just steal from the enemy/boss until the message reads, "The enemy has nothing.". At Disc 4, you can get the Thief Gloves and learn the Master Thief ability to be able to get the rare items/equipments from enemies. This explains why you can't get some of the best equipments from bosses. :) Suggestion: Don't synthesize the Thief Gloves at Daguerreo, instead, win it at the Treno Auction house and you'll get more than 65% discount.

12. I can't steal some of the items. I tried but to no avail, I still can't get that item/equipment. Can you help?

Well, there's a success rate in stealing. It determines the probability that your character can successfully steal an item/equipments. To boost the success rate, equip the Bandit Ability to your stealer. This way, the success rate will be increased and you'll have a bigger chance in stealing. Also, if you really want to get ALL items/equipments from bosses (especially at Memoria), you need to equip the Thief Gloves and the Master Thief ability. I was able to steal from every boss at Memoria using this. :)

13. Is there a New Game+ Mode here just like in Chrono Trigger and Chrono Cross?

Nope. Just like in the previous Final Fantasies, there'll be no New Game+ for this game.

14. Can something be done to make the summons longer again just as it did when you first used it?

Yes. Equip the Pumice Piece to Dagger or Eiko and when they use a Summon, you'll see the full scene of the summon. The Eidolon will damage the enemy more as you have the Boost Ability.

15. Where can I get the Pumice Stone so that I could summon Ark?

Try to find 2 Pumice Pieces. You can get one when you fight Ark. The other one is in one of the Chocographs. Then, go to HADES at Memoria and have him synthesize the Pumice (not Pieces) that will allow Dagger to summon her most powerful Eidolon, Ark.

16. Where can I get Dead Peppers? What is its use?

You can use the Chocobo to dig the Dead Peppers at Chocobo's Lagoon or the Chocobo Air Garden. It is used to increase the ability for you Chocobo for a short period of time. After you get the Red Chocobo (Mountain), you can dig for Dead Peppers at the Chocobo's Forest.

17. I used a Tent but my character's HP and MP are not fully restored, what gives?

In my observation, when using a Tent, it will restore 1/2 of the total HP of the character and a 100 MP only. If you want to restore HP/MP completely, use an Inn.

18. Does the enemies level up just as it was in Final Fantasy 8?

No. The enemies here at a fixed level so you don't have to worry about the level of a particular enemy when you're at high levels.

19. How can I acquire more magic stones so that my character can use more abilities?

There are no other ways to get more magic stones that during level ups. Sometimes, you'll get 1 additional Magic Stone after a level up and sometimes you won't.

20. I know a location of a Chocograph. Can I dig in that place even if Choco haven't dug that Chocograph?

You can't. Choco won't have any clue as to where the location is without the Chocograph. So, you MUST have a Chocograph in order to dig for the treasure.

21. What are the strongest attacks in the game?

By far the strongest attack in the game is Quina's Limit Glove. If you're at 1 HP, it does 9999 damage every time, even to monsters with extremely high defense (like the Ragtime Mouse, even though 9999 won't kill it). If you use the Rebirth Ring's Auto-Life ability on Quina then kill him, he will be at 1 HP. Bombs away!

By: Barubary

22. What does Vivi's Focus do?

Focus increases the ability of Vivi's Magic. If you cast Focus in Vivi, his Black Magic will do greater damage than usual. In the next turn, Vivi's Magic will return to normal strength so, you can use Focus again to increase the power of Vivi's Magic.

23. I'm at Disc 4 and I can't find certain equipments namely, Zidane's Zorlin Shape, Freya's Obelisk, and Steiner's Rune Blade. Is it possible to get them?

Location/s of enemy: Fossil Roo
Item/s after battle: none
Item/s you can steal: Ether, Hi-Potion, Ore
Attacks: Fira, Silent Slap
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

ADAMANTOISE Type: n/a

Level: 31 EXP: 5,096
HP: 3,087 AP: 3
MP: 1,043 Gil: 4,433

Location/s of enemy: Uaho Island (Chocobo's Paradise)
Item/s after battle: Hi-Potion, Potion
Item/s you can steal: Phoenix Down, Hi-Potion, Tent
Attacks: Heave, Thundara, Earth Shake
Elemental: none
Weakness/es: Thunder
Strength/s: Physical Defense

Special Notes: none

AGARES Type: n/a

Level: n/a EXP: 7,365 w/Gargoyle
HP: 6,000+ AP: 3 w/Gargoyle
MP: 1,500+ Gil: 3,963 w/Gargoyle

Location/s of enemy: Ipsen's Castle
Item/s after battle: none
Item/s you can steal: Ore, Soft, Tent
Attacks: Rise, Fira, Freeze, Bio
Elemental: none
Weakness/es: unknown
Strength/s: none

Special Notes: none

AMDUSIAS Type: n/a

Level: n/a EXP: 26,376
HP: 10,000+ AP: 3
MP: n/a Gil: 2,316

Location/s of enemy: Pandemonium
Item/s after battle: Ether
Item/s you can steal: none
Attacks: Bio
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

ARMSTRONG

Type: n/a

Level: 33 EXP: 7,148
HP: 4,204 AP: 2
MP: 1,165 Gil: 1,456

Location/s of enemy: Seaways Canyon
Item/s after battle: none
Item/s you can steal: Ether, Hi-Potion, Ore
Attacks: Cannon, Thundara
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

ANEMONE

Type: n/a

Level: 31 EXP: 5,080
HP: 3,586 AP: 2
MP: 1,045 Gil: 2,274

Location/s of enemy: Qu's Marsh
Item/s after battle: none
Item/s you can steal: Tent, Ore
Attacks: Bad Breath
Elemental: none
Weakness/es: Thunder
Strength/s: none

Special Notes: none

ASH

Type: Demon/Aerial

Level: 66 EXP: 40,328
HP: 21,591 AP: 4
MP: 3,014 Gil: 2,748

Location/s of enemy: Memoria
Item/s after battle: Lapis Lazuli
Item/s you can steal: 3 Tents
Attacks: Reflect, Stop, Snowstorm, Death, Doom
Elemental: none
Weakness/es: Wind
Strength/s: none

Special Notes: He's very fond of counter attacking.

AXE BEAK

Type: Beast

Level: 6 EXP: 123
HP: 241 AP: 1
MP: 267 Gil: 224

Location/s of enemy: Lindblum Plateau
Item/s after battle: Bomb Card, Potion
Item/s you can steal: Ether, Hi-Potion, Ore
Attacks: Beak, Glowing Eyes, Thundara
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

AXOLOTL Type: n/a

Level: 6 EXP: 105
HP: 211 AP: 1
MP: 266 Gil: 236

Location/s of enemy: Qu's Marsh (near Burmecia)
Item/s after battle: Potion
Item/s you can steal: Phoenix Pinion, Hi-Potion, Potion
Attacks: Water, Tail, Aqua Breath
Elemental: none
Weakness/es: Thunder
Strength/s: none

Special Notes: none

BANDERSNATCH Type: Beast

Level: 14 EXP: 786
HP: 623 AP: 2
MP: 447 Gil: 347

Location/s of enemy: Alexandria
Item/s after battle: Phoenix Down, Ore, Wyerd Card
Item/s you can steal: Tent, Potion
Attacks: Rush, Thundara
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

BASILISK Type: Beast

Level: 6 EXP: 164
HP: 346 AP: 1
MP: 267 Gil: 233

Location/s of enemy: Suburb (Burmecia)
Item/s after battle: Potion, Hi-Potion, Soft, Lizard Man Card
Item/s you can steal: Rising Sun, Elixir, Tent
Attacks: Poison Claw, Venom Breath, Thundaga
Elemental: none
Weakness/es: Ice
Strength/s: none

Special Notes: none

Location/s of enemy: Cleyra's Trunk
Item/s after battle: Potion, Carrion Worm Card
Item/s you can steal: Tent, Annoyntment
Attacks: Drain
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

CARVE SPIDER Type: Insect

Level: 3 EXP: 48
HP: 123 AP: 1
MP: 199 Gil: 124

Location/s of enemy: Bentini Heights (Treno)
Item/s after battle: Ore
Item/s you can steal: Ore, Tent, Potion
Attacks: Antenna, Web, Fire
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

CATOBLEPAS Type: Beast

Level: 32 EXP: 6,609
HP: 3,727 AP: 2
MP: 1,069 Gil: 1,421

Location/s of enemy: Seaways Canyon
Item/s after battle: Hi-Potion
Item/s you can steal: Ether, Phoenix Pinion, Hi-Potion, Soft
Attacks: Heave, Devil's Bell, Earthquake, Thundara
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

CAVE IMP Type: n/a

Level: n/a EXP: 34
HP: 200+ AP: 1
MP: n/a Gil: 118

Location/s of enemy: Ice Cavern
Item/s after battle: Phoenix Down
Item/s you can steal: Potion, Phoenix Down
Attacks: Blizzard, Rusty Knife
Elemental: none
Weakness/es: Fire
Strength/s: none

Special Notes: none

CERBERUS Type: Beast

Level: 44 EXP: 15,180
HP: 6,977 AP: 3
MP: 1,625 Gil: 1,984

Location/s of enemy: Ipsen's Castle
Item/s after battle: Opal
Item/s you can steal: Ore, Tent, Ether
Attacks: Strike, Flame, Firaga
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

CHIMERA Type: Demon

Level: 67 EXP: 42,783
HP: 21,901 AP: 4
MP: 3,053 Gil: 2,732

Location/s of enemy: Memoria
Item/s after battle: Antidote, Phoenix Down
Item/s you can steal: Remedy, Garnet, Vaccine
Attacks: Venom Breath, Cold Breath, Virus Crunch, Lightning
Elemental: none
Weakness/es: Ice
Strength/s: none

Special Notes: none

CLIPPER Type: n/a

Level: 7 EXP: 78
HP: 294 AP: 1
MP: 278 Gil: 190

Location/s of enemy: World Map (near Qu's March-Gizamaluke)
Item/s after battle: Ore
Item/s you can steal: Ore, Hi-Potion
Attacks: Water, Bubbles, Crush
Elemental: Water
Weakness/es: Thunder
Strength/s: none

Special Notes: none

CORE (w/SAND GOLEM) Type: n/a

Level: n/a EXP: 676
HP: 800+ AP: 2
MP: n/a Gil: 589

Location/s of enemy: Cleyra's Trunk
Item/s after battle: same as Sand Golem
Item/s you can steal: Hi-Potion, Ore
Attacks: Revives the Sand Golem
Elemental: none
Weakness/es: none
Strength/s: Regeneration

Special Notes: You must defeat the core in order to destroy the Sand Golem.

CRAWLER Type: Insect

Level: 10 EXP: 480
HP: 625 AP: 2
MP: 358 Gil: 323

Location/s of enemy: Gargan Roo
Item/s after battle: Crawler Card, Ore
Item/s you can steal: Antidote, Phoenix Pinion, Hi-Potion
Attacks: Stomach, Claws
Elemental: none
Weakness/es: Ice
Strength/s: none

Special Notes: none

DENDROBIUM Type: n/a

Level: n/a EXP: 39
HP: 100+ AP: 2
MP: n/a Gil: 99

Location/s of enemy: Evil Forest
Item/s after battle: Eye Drops
Item/s you can steal: Tent, Eye Drops, Ore
Attacks: Wind, Pollen
Elemental: none
Weakness/es: Wind
Strength/s: none

Special Notes: none

DRACOZOMBIE Type: Dragon/Undead

Level: 24 EXP: 4,304
HP: 2,179 AP: 3
MP: 760 Gil: 941

Location/s of enemy: Lucid Plains (Madain Sari), Cazedil Plains (Mogret C.)
Item/s after battle: none
Item/s you can steal: Ether, Hi-Potion, Magic Tag
Attacks: LV5 Death, Strike, Thundara, Zombie Breath
Elemental: none
Weakness/es: Fire, Ice, Holy
Strength/s: Instant Death

Special Notes: none

DRAGONFLY

Type: Aerial/Insect

Level: 8 EXP: 249
HP: 348 AP: 1
MP: 295 Gil: 307

Location/s of enemy: Gargan Roo
Item/s after battle: none
Item/s you can steal: Eye Drops, Tent
Attacks: Charge, Fira, Buzz
Elemental: none
Weakness/es: Ice, Wind
Strength/s: none

Special Notes: none

DRAKAN

Type: Demon/Aerial

Level: 30 EXP: 5,692
HP: 3,292 AP: 2
MP: 1,018 Gil: 1,118

Location/s of enemy: Desert Palace
Item/s after battle: Phoenix Down, Sapphire
Item/s you can steal: Hi-Potion
Attacks: Bio, Mind Blast, Freeze, Mustard Bomb, Vanish, Reflect
Elemental: none
Weakness/es: Wind
Strength/s: none

Special Notes: none

EPITAPH

Type: Stone

Level: n/a EXP: 0
HP: 1,000+ AP: 2
MP: n/a Gil: 0

Mirrored Character:

EXP: 3,304
Gil: 3,327

Location/s of enemy: Oeilvert
Item/s after battle: Hi-Potion, Blazer Beetle Card, Phoenix Down, Peridot
Item/s you can steal: Soft, Phoenix Pinion
Attacks: Mirror, Gradual Petrify
Elemental: none
Weakness/es: Soft
Strength/s: none

Special Notes: This is a weird enemy. If you attack it, it will create a mirror image of any of the 8 characters. Example, if your party is Zidane, Steiner, Amarant, Freya and the mirror character is Amarant, the Amarant in your party will be killed by the mirror. It cannot be avoided. To easily beat the Epitaph, use a Soft. It will say "became too soft to live" and it dies. For the Mirrored character, just attack it with normal physical attacks. It's

HP and MP is exactly the same as the character it mimics.

FANG Type: n/a

Level: N/A EXP: 23
HP: 100+ AP: 1
MP: unknown Gil: 90

Location/s of enemy: Evil Forest
Item/s after battle: Potion, Fang Card
Item/s you can steal: Potion
Attacks: Rush, Fang
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

FEATHER CIRCLE Type: Aerial

Level: 13 EXP: 629
HP: 619 AP: 1
MP: 448 Gil: 378

Location/s of enemy: Fossil Roo
Item/s after battle: Mandragora Card
Item/s you can steal: Ether, Hi-Potion, Annoyntment, Ore
Attacks: Blizzara, Demi
Elemental: none
Weakness/es: Thunder, Wind
Strength/s: none

Special Notes: none

FLAN Type: n/a

Level: n/a EXP: 40
HP: 200+ AP: 1
MP: n/a Gil: 110

Location/s of enemy: Ice Cavern
Item/s after battle: Potion
Item/s you can steal: Potion, Ore
Attacks: Blizzard, Head Attack
Elemental: none
Weakness/es: Fire
Strength/s: none

Special Notes: none

GARGOYLE Type: Stone/Aerial

Level: 44 EXP: 7,365 w/Agares
HP: 6,977 AP: 3 w/Agares
MP: 1,628 Gil: 3,963 w/Agares

Location/s of enemy: Ipsen's Castle
Item/s after battle: none
Item/s you can steal: Ether, Phoenix Pinion, Tent, Hi-Potion
Attacks: Charge, Break
Elemental: none
Weakness/es: Wind/Soft
Strength/s: none

Special Notes: Use a "Soft" on it and it will die at once.

GHOST Type: Undead

Level: n/a EXP: 48
HP: 300+ AP: 1
MP: n/a Gil: 378

Location/s of enemy: Dali (Underground)
Item/s after battle: Echo Screen, Skeleton Card
Item/s you can steal: Phoenix Pinion, Hi-Potion, Ore, Potion
Attacks: Thunder, Fire, Osmose
Elemental: none
Weakness/es: Fire, Holy
Strength/s: none

Special Notes: You can use Curative items or spells.

GIGAN OCTOPUS Type: Aerial

Level: 31 EXP: 6,096
HP: 3,584 AP: 3
MP: 1,094 Gil: 1,840

Location/s of enemy: Ryuki Shores (Outer Continent)
Item/s after battle: none
Item/s you can steal: Eye Drops, Ether, Phoenix Down
Attacks: 6 Legs, Blizzaga, Ink
Elemental: none
Weakness/es: Thunder, Wind
Strength/s: none

Special Notes: none

GIGAN TOAD Type: n/a

Level: 7 EXP: 176
HP: 297 AP: 1
MP: 280 Gil: 288

Location/s of enemy: Qu's Marsh
Item/s after battle: Potion
Item/s you can steal: Ore
Attacks: Glowing Eyes, Water
Elemental: none
Weakness/es: Thunder
Strength/s: none

Special Notes: none

GNOLL Type: n/a

Level: 18 EXP: 1,368
HP: 1,375 AP: 1
MP: 586 Gil: 691

Location/s of enemy: Conde Petie Mountain Path
Item/s after battle: Sapphire, Mimic Card
Item/s you can steal: Ether, Phoenix Pinion, Hi-Potion
Attacks: Gnull Attack, Vanish, Blizzara
Elemental: none
Weakness/es: none
Strength/s: Water

Special Notes: none

GOBLIN Type: n/a

Level: N/A EXP: 23
HP: 100+ AP: 1
MP: unknown Gil: 88

Location/s of enemy: Evil Forest
Item/s after battle: Goblin Card
Item/s you can steal: Potion
Attacks: Knife, Goblin Punch
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

GOBLIN MAGE Type: n/a

Level: 15 EXP: 912
HP: 983 AP: 1
MP: 485 Gil: 1,136

Location/s of enemy: Lucid Plains (Madain Sari)
Item/s after battle: none
Item/s you can steal: Ore, Potion
Attacks: Vanish, Axe, Goblin Punch
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

GRAND DRAGON Type: Dragon

Level: 60 EXP: 35,208
HP: 13,206 AP: 3
MP: 2,550 Gil: 2,604

Location/s of enemy: Sacrobless Island (outside Daguerreo), Palmwell Island

(near Chocobo Lagoon)

Item/s after battle: none
Item/s you can steal: Rising Sun, Elixir, Tent
Attacks: Poison Claw, Venom Breath, Thundaga
Elemental: Fire
Weakness/es: Ice
Strength/s: Physical Attack, Magical Attack, Magical Defense

Special Notes: They are very hard near the beginning of the game after Gizamaluke's Grotto. You can easily beat them at level 50 and above. Use Quina's LV5 Death for an instant death.

GRENADE Type: Aerial

Level: 36 EXP: 7,458
HP: 4,685 AP: 1
MP: 1,240 Gil: 1,336

Location/s of enemy: Mt. Gulug
Item/s after battle: none
Item/s you can steal: Ether, Tent, Ore
Attacks: Flame, Cannon, Firaga
Elemental: Fire
Weakness/es: Ice, Wind
Strength/s: none

Special Notes: none

GRIFFIN Type: Aerial

Level: 16 EXP: 912
HP: 1,470 AP: 2
MP: 602 Gil: 602

Location/s of enemy: Kognish Shores (Outer Continent)
Item/s after battle: Peridot
Item/s you can steal: Ore
Attacks: Aera, Aero, Tail
Elemental: none
Weakness/es: Wind
Strength/s: none

Special Notes: none

GRIMLOCK Type: n/a

Level: 30 EXP: 6,610
HP: 3,292 AP: 1
MP: 1,018 Gil: 1,363

Location/s of enemy: Desert Palace
Item/s after battle: Echo Screen, Topaz, Troll Card
Item/s you can steal: Echo Screen, Hi-Potion
Attacks: Silence, The Drop, Counter
Elemental: none
Weakness/es: Fire, Ice, Thunder
Strength/s: none

Special Notes: If the top head is Blue, use Magic attacks on it. If it is Red, use physical attacks.

HECTEYES

Type: Demon/Undead

Level: 51 EXP: 17,096
HP: 9,567 AP: 3
MP: 2,033 Gil: 2,049

Location/s of enemy: Magdalene Forest (Black Mage Village)
Item/s after battle: none
Item/s you can steal: Phoenix Pinion, Vaccine, Hi-Potion
Attacks: Absorb, Hypnotize
Elemental: none
Weakness/es: Fire, Holy
Strength/s: none

Special Notes: none

HEDGEHOG PIE

Type: n/a

Level: 7 EXP: 120
HP: 295 AP: 1
MP: 281 Gil: 187

Location/s of enemy: Eunorus Plains
Item/s after battle: Phoenix Down
Item/s you can steal: Phoenix Pinion, Hi-Potion, Ore
Attacks: Fat Press, Ram
Elemental: none
Weakness/es: Wind
Strength/s: none

Special Notes: none

HORNET

Type: Insect/Aerial

Level: 7 EXP: 88
HP: 293 AP: 1
MP: 281 Gil: 174

Location/s of enemy: Gizamaluke's Grotto
Item/s after battle: Potion
Item/s you can steal: Potion
Attacks: Stinger, Buzz
Elemental: none
Weakness/es: Thunder, Wind
Strength/s: none

Special Notes: none

IRONITE

Type: Dragon

Level: 11 EXP: 576
HP: 889 AP: 2

MP: 374 Gil: 269

Location/s of enemy: Suburb (Burmechia)
Item/s after battle: Phoenix Down, Hi-Potion, Ironite Card
Item/s you can steal: Soft, Hi-Potion
Attacks: Thundara, Wings, Flame
Elemental: Wind
Weakness/es: Ice, Wind
Strength/s: none

Special Notes: none

JABBERWOCK Type: n/a

Level: 30 EXP: 4,674
HP: 3,442 AP: 1
MP: 1,019 Gil: 1,156

Location/s of enemy: Daines-Horse Basin
Item/s after battle: Potion, Hi-Potion
Item/s you can steal: Hi-Potion, Ore
Attacks: Light, Heavy, Earthquake, Aera, Everyone Light
Elemental: none
Weakness/es: Thunder Shadow
Strength/s: none

Special Notes: none

LADY BUG Type: Insect/Aerial

Level: 6 EXP: 89
HP: 244 AP: 1
MP: 266 Gil: 193

Location/s of enemy: Eunorus Plains (near Gizamaluke's Grotto)
Item/s after battle: Potion
Item/s you can steal: Phoenix Pinion, Hi-Potion, Tent, Phoenix Down
Attacks: Fire, Spear
Elemental: none
Weakness/es: Wind
Strength/s: none

Special Notes: none

LAMIA Type: n/a

Level: 10 EXP: 204
HP: 994 AP: 2
MP: 358 Gil: 494

Location/s of enemy: Gizamaluke's Grotto
Item/s after battle: Potion
Item/s you can steal: Phoenix Down, Ore
Attacks: Cure, Entice, Slash
Elemental: none
Weakness/es: Thunder
Strength/s: none

Special Notes: none

LAND WORM

Type: Insect

Level: 29 EXP: 5,148
HP: 5,296 AP: 3
MP: 997 Gil: 1,316

Location/s of enemy: Kiera Desert
Item/s after battle: Hi-Potion, Ore
Item/s you can steal: Phoenix Pinion, Hi-Potion, Ore
Attacks: Sandstorm, Maelstrom
Elemental: Earth
Weakness/es: none
Strength/s: none

Special Notes: none

LIZARD MAN

Type: n/a

Level: 10 EXP: 214
HP: 589 AP: 1
MP: 359 Gil: 0

Location/s of enemy: Daines-Horse Basin
Item/s after battle: Phoenix Down
Item/s you can steal: Tent, Ore
Attacks: Hatchet
Elemental: none
Weakness/es: Ice, Thunder
Strength/s: none

Special Notes: none

MAGIC VICE

Type: Beast/Human

Level: 7 EXP: 216
HP: 297 AP: 1
MP: 278 Gil: 239

Location/s of enemy: Suburb (Burmechia)
Item/s after battle: Bomb Card, Ether
Item/s you can steal: Ether x2, Echo Screen
Attacks: Magic Hammer, Mug
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

MALBORO

Type: n/a

Level: 57 EXP: 30,576
HP: 11,687 AP: 3
MP: 2,334 Gil: 2,572

Location/s of enemy: Magdalene Forest (Black Mage Village)
Item/s after battle: Ore
Item/s you can steal: Vaccine, Ore
Attacks: Bad Breath, Thundaga
Elemental: none
Weakness/es: none
Strength/s: Status Effect infliction

Special Notes: none

MANDRAGORA Type: n/a

Level: 9 EXP: 77
HP: 662 AP: 1
MP: 344 Gil: 595

Location/s of enemy: Bentini Heights (Treno Forests)
Item/s after battle: none
Item/s you can steal: Phoenix Pinion, Hi-Potion, Tent, Echo Screen
Attacks: Blizzara, Chestnut
Elemental: none
Weakness/es: Fire
Strength/s: none

Special Notes: sometimes, the Chestnut attack is fatal leaving your character with low HP or even KO'd.

MIMIC Type: n/a

Level: n/a EXP: 396
HP: 500+ AP: 1
MP: n/a Gil: 777

Location/s of enemy: Burmeia (Residence)
Item/s after battle: Ether, Potion
Item/s you can steal: Antidote, Hi-Potion
Attacks: Call, Eat
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

MISTODON Type: Undead

Level: 56 EXP: 24,276
HP: 11,434 AP: 2
MP: 2,301 Gil: 2,023

Location/s of enemy: Quelmiera Shores (Outer Continent)
Item/s after battle: Peridot, Sand Golem Card, Ether
Item/s you can steal: Hi-Potion, Ore
Attacks: Head Attack, Mist, Fira
Elemental: none
Weakness/es: Fire, Holy
Strength/s: none

Special Notes: none

MOVER

Type: n/a

Level: n/a EXP: 7,733
HP: 5,000+ AP: 1
MP: n/a Gil: 767

Location/s of enemy: Pandemonium
Item/s after battle: Opal
Item/s you can steal: Tent, Vaccine, Opal
Attacks: Virus Combo, Delta Attack
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: Always comes in 3s

MU

Type: n/a

Level: 2 EXP: 34
HP: 77 AP: 1
MP: 183 Gil: 104

Location/s of enemy: Norlich Heights (Dali)
Item/s after battle: Potion, Echo Screen
Item/s you can steal: Potion
Attacks: Tail
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

MYCONID

Type: Aerial

Level: 20 EXP: 1,386
HP: 1,572 AP: 1
MP: 584 Gil: 726

Location/s of enemy: Iifa Tree
Item/s after battle: Echo Screen
Item/s you can steal: Tent, Eye Drops
Attacks: Saw, Spore, Blizzara
Elemental: none
Weakness/es: Fire, Wind
Strength/s: none

Special Notes: none

NYMPH

Type: n/a

Level: 9 EXP: 328
HP: 458 AP: 1
MP: 344 Gil: 303

Location/s of enemy: Eesistern Coast (island at center of world map)
Item/s after battle: Potion
Item/s you can steal: Phoenix Pinion, Hi-Potion, Ore, Echo Screen
Attacks: Fira
Elemental: none
Weakness/es: Fire, Shadow
Strength/s: none

Special Notes: none

OCHU Type: n/a

Level: 16 EXP: 2,092
HP: 3,568 AP: 2
MP: 622 Gil: 845

Location/s of enemy: Conde Petie Mountain Path
Item/s after battle: none
Item/s you can steal: Ether, Phoenix Pinion, Hi-Potion
Attacks: Blizzara, Thorn Whip
Elemental: none
Weakness/es: Fire
Strength/s: none

Special Notes: none

OGRE Type: n/a

Level: 29 EXP: 5,184
HP: 3,300 AP: 2
MP: 996 Gil: 1,281

Location/s of enemy: Desert Palace
Item/s after battle: Hi-Potion, Ogre Card
Item/s you can steal: Ether, Phoenix Pinion, Annoyntment
Attacks: Knife, Trouble Knife
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

PLANT MINION Type: n/a

Level: N/A EXP: 21
HP: 150+ AP: 1
MP: unknown Gil: 91

Location/s of enemy: Evil Forest
Item/s after battle: Eye Drops
Item/s you can steal: Eye Drops
Attacks: Ore, Potion
Elemental: none
Weakness/es: Fire
Strength/s: none

Special Notes: none

PLANT SPIDER Type: n/a

Level: n/a EXP: 22
HP: 80+ AP: 1
MP: n/a Gil: 91

Location/s of enemy: Evil Forest
Item/s after battle: Fang Card
Item/s you can steal: Potion, Ore, Hi-Potion
Attacks: Thunder, Tentacle
Elemental: none
Weakness/es: Fire
Strength/s: none

Special Notes: none

PRISON CAGE Type: n/a

Level: 2 EXP: 30
HP: 533 AP: 0
MP: 1186 Gil: 435

Location/s of enemy: Evil Forest
Item/s after battle: Eye Drops
Item/s you can steal: none
Attacks: Right Stem, Left Stem, Absorb
Elemental: none
Weakness/es: Fire
Strength/s: none

Special Notes: none

PYTHON Type: n/a

Level: 2 EXP: 10
HP: 75 AP: 1
MP: 184 Gil: 106

Location/s of enemy: Norlich Heights (Dali)
Item/s after battle: Phoenix down
Item/s you can steal: Phoenix Pinion, Hi-Potion, Ore
Attacks: Rapid Fire
Elemental: none
Weakness/es: Ice
Strength/s: none

Special Notes: none

RED DRAGON Type: Dragon/Aerial

Level: 36 EXP: 22,376
HP: 8,000 AP: 2
MP: 1,242 Gil: 20,624

Location/s of enemy: Mt. Gulug
Item/s after battle: Ether, Sapphire, Abomination Card
Item/s you can steal: Elixir, Ether, Tent
Attacks: Twister, Dive, Aerial Slash
Elemental: none
Weakness/es: Ice, Wind
Strength/s: Physical Attacks

Special Notes: none

RING LEADER Type: Demon/Aerial

Level: 51 EXP: 18,816
HP: 9,569 AP: 2
MP: 2,030 Gil: 7,472

Location/s of enemy: Terra
Item/s after battle: Ifrit Card, Amethyst
Item/s you can steal: Echo Screen, Vaccine
Attacks: Reflect, Osmose
Elemental: none
Weakness/es: Wind
Strength/s: Magical Attacks

Special Notes: none

SAHAGIN Type: n/a

Level: 18 EXP: 1,368
HP: 1,375 AP: 1
MP: 585 Gil: 1,026

Location/s of enemy: Qu's Marsh (Outer Continent)
Item/s after battle: none
Item/s you can steal: Ether, Hi-Potion
Attacks: Water-Gun
Elemental: none
Weakness/es: Thunder
Strength/s: none

Special Notes: none

SAND GOLEM (w/CORE) Type: n/a

Level: n/a EXP: 676
HP: 500+ AP: 2
MP: n/a Gil: 589

Location/s of enemy: Cleyra's Trunk
Item/s after battle: Phoenix Down, Potion, Sand Golem Card, Hi-Potion, Annoyntment
Item/s you can steal: Eye Drops, Hi-Potion
Attacks: Sandstorm, Counter, Fira
Elemental: Earth
Weakness/es: Water
Strength/s: none

Special Notes: You have to defeat the core in order to beat this one.

SAND SCORPION

Type: n/a

Level: 10 EXP: 399
HP: 526 AP: 1
MP: 360 Gil: 315

Location/s of enemy: Pinnacle Rocks
Item/s after battle: Annoyntment, Potion, Sand Scorpion Card
Item/s you can steal: Ether, Antidote, Ore
Attacks: Claws, Fira
Elemental: none
Weakness/es: Ice
Strength/s: none

Special Notes: none

SEEKER BAT

Type: Aerial

Level: 12 EXP: 449
HP: 594 AP: 1
MP: 377 Gil: 366

Location/s of enemy: Pinnacle Rocks
Item/s after battle: Hi-Potion, Echo Screen, Wyerd Card
Item/s you can steal: Tent, Eye Drops
Attacks: Darkness, Absorb, Scratch
Elemental: none
Weakness/es: Fire, Wind
Strength/s: none

Special Notes: none

SERPION

Type: Dragon

Level: 8 EXP: 138
HP: 397 AP: 1
MP: 295 Gil: 184

Location/s of enemy: Eunorus Plains (Lindblum)
Item/s after battle: none
Item/s you can steal: Antidote
Attacks: Stab
Elemental: none
Weakness/es: Ice
Strength/s: none

Special Notes: none

SHELL DRAGON

Type: Dragon

Level: n/a EXP: 26,376
HP: 15,000+ AP: 4
MP: n/a Gil: 2,332

Location/s of enemy: Pandemonium
Item/s after battle: Elixir
Item/s you can steal: Elixir, Phoenix Down
Attacks: Charge, Earth Shake
Elemental: none
Weakness/es: none
Strength/s: Physical Defense

Special Notes: It has a high physical defense.

SKELETON Type: Undead

Level: 8 EXP: 104
HP: 400 AP: 1
MP: 293 Gil: 209

Location/s of enemy: Gizamaluke's Grotto
Item/s after battle: Phoenix Down, Potion
Item/s you can steal: Ether, Hi-Potion, Ore
Attacks: Whirl Slash, Thunder
Elemental: none
Weakness/es: Fire, Holy
Strength/s: none

Special Notes: none

SOLDIER Type: Human

Level: n/a EXP: 400
HP: 400+ AP: 1
MP: n/a Gil: 311

Location/s of enemy: Cleyra's Trunk, Alexandria
Item/s after battle: Potion, Hi-Potion, Mythril Sword Card
Item/s you can steal: Phoenix Pinion, Echo Screen, Phoenix Down, Potion
Attacks: Slash, Blizzara, Escape
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

STILVA Type: Demon

Level: 67 EXP: 42,784
HP: 21,906 AP: 4
MP: 3,053 Gil: 2,780

Location/s of enemy: Portal (Memoria)
Item/s after battle: Garnet, Tent, Vepal Card, Antidote
Item/s you can steal: 3 Ethers
Attacks: Sting, Red Clipper, Firaga
Elemental: none
Weakness/es: Water
Strength/s: none

Special Notes: none

STROPER Type: Stone

Level: 21 EXP: 2,344
HP: 1,840 AP: 2
MP: 697 Gil: 915

Location/s of enemy: Iifa Tree
Item/s after battle: Peridot, Phoenix Down
Item/s you can steal: Phoenix Pinion, Phoenix Down, Peridot, Soft
Attacks: Silence, Slap, Gradual Petrify
Elemental: none
Weakness/es: Fire
Strength/s: none

Special Notes: none

TIAMAT Type: Dragon

Level: 71 EXP: 0
HP: 24,127 AP: 7
MP: 3,338 Gil: 2,906

Location/s of enemy: Crystal World (Memoria)
Item/s after battle: Peridot, Remedy
Item/s you can steal: 2 Wing Edges, Ether
Attacks: Absorb Strength, Absorb MP, Silent Claws, Twister
Elemental: none
Weakness/es: Ice
Strength/s: Physical Attacks

Special Notes: none

TONBERRY Type: n/a

Level: n/a EXP: 13,296
HP: 20,000+ AP: 2
MP: unknown Gil: 1,513

Location/s of enemy: Ipsen's Castle
Item/s after battle: none
Item/s you can steal: Ether, Phoenix Pinion, Phoenix Down, Hi-Potion
Attacks: Everyone's Grudge, Knife
Elemental: none
Weakness/es: unknown
Strength/s: magic is useless against it

Special Notes: The knife is an instant kill so try your best to defeat the Tonberries as fast as possible. They will take time before reaching you though. Also, as soon as they use Knife, they will disappear and you'll lose EXPs.

TORAMA Type: Beast/Demon

Level: 30 EXP: 5,672
HP: 3,292 AP: 2

MP: 1,018 Gil: 1,118

Location/s of enemy: Desert Palace
Item/s after battle: Amethyst
Item/s you can steal: none
Attacks: Electrocute, Blaster
Elemental: none
Weakness/es: Water
Strength/s: none

Special Notes: none

TRICK SPARROW Type: Aerial

Level: 5 EXP: 64
HP: 191 AP: 1
MP: 250 Gil: 198

Location/s of enemy: Bentini Heights (Treno)
Item/s after battle: Echo Screen
Item/s you can steal: Ore
Attacks: Beak, Drain
Elemental: none
Weakness/es: Wind
Strength/s: none

Special Notes: none

TROLL Type: n/a

Level: 20 EXP: 2,092
HP: 1,469 AP: 1
MP: 623 Gil: 854

Location/s of enemy: Conde Petie Mountain Path
Item/s after battle: Troll Card
Item/s you can steal: Tent, Ore
Attacks: Spear, Blizzara, Solution, Counter
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

TYPE A (Black Mage) Type: Humanoid

Level: n/a EXP: 114
HP: 400+ AP: 1
MP: n/a Gil: 199

Location/s of enemy: Gizamaluke's Grotto
Item/s after battle: Potion
Item/s you can steal: Tent, Phoenix Down
Attacks: Fire, Thunder, Blizzard
Elemental: none
Weakness/es: none
Strength/s: Magical Attack

Special Notes: none

TYPE B (Black Mage)

Type: Humanoid

Level: n/a EXP: 372
HP: 500+ AP: 1
MP: n/a Gil: 321

Location/s of enemy: Cleyra Settlement
Item/s after battle: Potion
Item/s you can steal: Ether, Hi-Potion, Ore
Attacks: Fira, Blizzara, Thundara
Elemental: none
Weakness/es: none
Strength/s: Magical Attack

Special Notes: none

TYPE C

Type: Humanoid

Level: 13 EXP: 628
HP: 623 AP: 1
MP: 447 Gil: 336

Location/s of enemy: Alexandria
Item/s after battle: Phoenix Down
Item/s you can steal: Tent, Potion
Attacks: Strike, Fira, Blizzara, Thundara
Elemental: none
Weakness/es: none
Strength/s: Magical Attack

Special Notes: none

VEPAL

Type: Aerial

Level: 34 EXP: 4,825
HP: 4,363 AP: 1
MP: 1,188 Gil: 1,270

Location/s of enemy: Quelmiera Shores (Outer Continent)
Item/s after battle: Hi-Potion, Vepal Card, Echo Screen
Item/s you can steal: Ether, Phoenix Pinion, Hi-Potion
Attacks: Freeze, Body Ram, Blizzaga
Elemental: none
Weakness/es: Fire, Wind
Strength/s: none

Special Notes: none

VEPAL #2

Type: Aerial

Level: 35 EXP: 6,932
HP: 4,622 AP: 1
MP: 1,214 Gil: 1,266

Location/s of enemy: Mt. Gulug
Item/s after battle: Phoenix Down
Item/s you can steal: Ether, Phoenix Pinion, Hi-Potion
Attacks: Lava Gun, Scratch, Body Ram
Elemental: none
Weakness/es: Ice, Wind
Strength/s: none

Special Notes: none

VETERAN Type: Demon/Aerial

Level: 44 EXP: 3,795
HP: 6,972 AP: 3
MP: 1,627 Gil: 1,971

Location/s of enemy: Memoria, Ipsen's Castle
Item/s after battle: Ether, Topaz
Item/s you can steal: Phoenix Pinion, Ether, Hi-Potion
Attacks: Roulette
Elemental: none
Weakness/es: Water, Wind, Holy
Strength/s: none

Special Notes: Often times, its roulette attack backfires at him. :)

VICE Type: n/a

Level: n/a EXP: 48
HP: 300+ AP: 2
MP: n/a Gil: 128

Location/s of enemy: Dali (Underground)
Item/s after battle: none
Item/s you can steal: Potion, Echo Screen
Attacks: Steal, Escape
Elemental: none
Weakness/es: none
Strength/s: none

Special Notes: none

WHALE ZOMBIE Type: Undead, Aerial

Level: 32 EXP: 6,608
HP: 3,738 AP: 3
MP: 1,060 Gil: 1,528

Location/s of enemy: Ryuki Shores (Outer Continent)
Item/s after battle: Hi-Potion
Item/s you can steal: Magic Tag, Antidote
Attacks: Fin, Ultra Sound Wave, Zombie Powder
Elemental: none
Weakness/es: Fire, Thunder, Wind, Holy
Strength/s: none

Special Notes: none

WORM HYDRA

Type: Dragon

Level: 37 EXP: 8,008
HP: 4,846 AP: 3
MP: 1,268 Gil: 1,345

Location/s of enemy: Norlich Heights (Dali)
Item/s after battle: none
Item/s you can steal: Antidote, Hi-Potion
Attacks: Venom Breath, Aero Breath, Cold Breath, Flame
Elemental: none
Weakness/es: Ice
Strength/s: none

Special Notes: none

WRAITH

Type: Undead/Aerial

Level: 36 EXP: 8,480
HP: 4,686 AP: 1
MP: 1,239 Gil: 1,500

Location/s of enemy: Mt. Gulug
Item/s after battle: Opal, Topaz
Item/s you can steal: Hi-Potion, Ore
Attacks: Firaga, Blizzaga, Thundaga, Devil's Candle
Elemental: none
Weakness/es: Fire, Wind, Holy
Strength/s: none

Special Notes: none

WYERD

Type: n/a

Level: n/a EXP: 44
HP: 150+ AP: 1
MP: n/a Gil: 116

Location/s of enemy: Ice Cavern
Item/s after battle: Potion, Ether
Item/s you can steal: Potion, Phoenix Down, Tent
Attacks: Blizzard, HP Switching
Elemental: Ice
Weakness/es: Fire
Strength/s: none

Special Notes: none

YAN

Type: n/a

Level: 72 EXP: 42,672
HP: 19,465 AP: 2
MP: 3,378 Gil: 4,436

Location/s of enemy: Vile Island
Item/s after battle: Phoenix Down, Hi-Potion
Item/s you can steal: Elixir, Ore
Attacks: Float, Comet, Snort, Aera
Elemental: none
Weakness/es: Shadow
Strength/s: Ultra Strong Attacks

Special Notes: The Yan is the best monsters to gain EXP with. Although, even at high levels, you might have trouble with them. They always counter attack your move. Sometimes, the Yan will use the very annoying Snort attack. It will literally blow one of your party member out of the battle. So, try to kill the Yan as fast as possible. Use Odin and most of the time, it will kill the Yan instantly.

ZAGHNOL Type: Beast

Level: 16 EXP: 1,260
HP: 1,189 AP: 2
MP: 499 Gil: 546

Location/s of enemy: Pinnacle Rocks, Outer Continent
Item/s after battle: Eye Drops, Ether, Zagnol Card
Item/s you can steal: Tent, Ether, Ore
Attacks: Electrocute, Heave, Thundara
Elemental: none
Weakness/es: Water
Strength/s: none

Special Notes: none

ZEMZELETT Type: Aerial

Level: 20 EXP: 2,092
HP: 1,571 AP: 2
MP: 625 Gil: 889

Location/s of enemy: Forest inside Black Mage Village
Item/s after battle: Eye Drops
Item/s you can steal: Ether, Hi-Potion, Ore
Attacks: Aero, Rainbow Wind
Elemental: none
Weakness/es: Wind
Strength/s: none

Special Notes: none

ZOMBIE Type: Undead

Level: 19 EXP: 1,444
HP: 973 AP: 1
MP: 603 Gil: 708

Location/s of enemy: Iifa Tree
Item/s after battle: Magic Tag, Soft, Zombie Card
Item/s you can steal: Ether, Tent, Magic Tag
Attacks: Strike, Melt

Elemental: none
Weakness/es: Fire, Holy
Strength/s: none

Special Notes: It sometimes use it's suicide attack, which is "Melt", when it's HP is in critical condition.

ZUU Type: Aerial

Level: n/a EXP: 318
HP: 600+ AP: 2
MP: n/a Gil: 384

Location/s of enemy: Cleyra's Trunk
Item/s after battle: Phoenix Down, Potion, Ether
Item/s you can steal: Phoenix Pinion, Hi-Potion, Ore, Potion
Attacks: Swallow, Fira
Elemental: none
Weakness/es: Wind
Strength/s: none

Special Notes: Zuu's Swallow ability will remove one of your characters in battle just like the Snort Ability of the Yan.

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GAMEPLAY TIPS

These are just simple strategies that will help you in the game. You can add in your own strategy just e-mail it to me and I'll credit it to you. :)

1. When you see an item shop and you if you have money, don't hesitate to buy Healing Items such as Potions, Phoenix Downs and Ethers. You'll need them especially during the early parts of the game.
2. Equip only the abilities that you need. You don't have to equip all of your Abilities as your Magic Stones are limited. Choose only the abilities that will make you stronger and those that will protect you from certain attacks.
3. Know your enemy. Try to know what element your enemy is affiliated with and attack him/her/it with the opposite element type. This will damage him/her/it more and will save you time and resources.
4. Take advantage of your enemies. If you can access the menu, try to use the Ability specially designed for that type of enemy. I.e. Use Bug Killer Ability when you're fighting bugs. This will increase the damage that you inflict on the enemy.
5. Whenever there's a Moogles, always save your game. You'll never know if a very strong enemy lurks ahead.
6. If you can, try to steal items/equipments from the different enemies especially the bosses. Bosses often times carry neat items.
7. The level of your character is not enough to beat enemies. Equip the most

powerful items if possible. Once you're in a new town/village, buy new equipments to make your characters stronger.

8. If you see Stiltzkin, talk to him. You might be able to buy a set of items for a cheap price.

9. You can have multiple targets when using magic. Press the L1 Button and you'll be able to use a Magic that affects all your enemies or a Magic that cures your entire party. Applicable Magic, Elemental Magic (Fire, Fira, Firaga, Cure, Cura, etc.)

10. Vivi's magic can be amplified up to 4 times. Have everyone equipped with the Auto-Reflect ability. Now, when the battle begins, have Vivi cast any Black Magic attack you want to all of your party members (remember to use the L1 Targeting). The Black Magic will be reflected on the enemy 4 times. :)

11. don't sell your older armor, weapons, or accessories because you never know when you might be able to "Synth" them.

=====
FANTASY TRIVIA
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Seeing that this will be the last for the Playstation, I think square intentionally put a lot of things similar to previous square games (not only the Final Fantasy series). Here are those similarities. They need not be exact events/persons but just a resemblance of some sort.

1. The idea of combining equipments, creating a more powerful one, is similar to the idea of Assembling weapons in Vagrant Story. This is also seen in Final Fantasy 8 and in Chrono Cross. Take note that this is introduced in Final Fantasy 4 and 5.

2. I remember the name Mogli (Mogri), one of the Moogles, is also the name of the Summon in Final Fantasy Tactics. Kumop was one of the moogles in FF6.

3. Tetra Master or the idea of Card Gaming using monster and character cards is similar to the Triple Triad in Final Fantasy 8 as well as the Card game in Xenogears.

4. The song played by Baku and hisband in the Theater Ship is the same as the song during Rufus' Welcoming Parade in Final Fantasy 7.

5. The Elemental Magic in Final Fantasy IX uses the same pattern as Final Fantasy 8. Fire, Fira, Firaga. Blizzard, Blizzara, Blizzaga. Etc... Although this pattern is seen from Final Fantasy 1 (Japanese version), it was translated to Fire1, Fire2, Fire3, etc.

6. Don't you think that Zidane is a cross between Cloud and Squall? Cloud's height and hair color with Squall's face. Except the seriousness? Zidane is the exact opposite of the two in terms of attitude. And Garnet is ALSO a cross between Tifa and Rinoa in the same respect?

7. The battle music is very similar to the battle music in Final Fantasy 6 and the Battle Music against Ultimecia's final form in Final Fantasy 8. The Victory Fanfare is exactly the same as in Final Fantasy 5 and is also like the ones in the Final Fantasy 3.

8. Enemy Type Specific Abilities such as Bug Killer, Man Eater, etc. has the

same idea as the type of character in Vagrant Story.

9. A LOT of Abilities from previous games have been brought back such as Auto-Potion (FFT,FF3,FF8), Chakra (FFT,FF5,FF3), etc. Also included is Freya's skill, Jump (FF3,FF4,FFT).

10. The feeling of having Beatrix in your party is just as exciting as having Orlandu in Final Fantasy Tactics and General Leo of Final Fantasy 6. They're so damn strong! It also the same feeling for Celes of FF6.

11. Beatrix uses ClimHazzard just as Cloud did in FF7. She also uses Shock, which is General Leo's move in Final Fantasy 6.

12. Chocobo footprints in the world map are also included in Final Fantasy 7. You can get Chocobos in this area on FF7 and this one, the difference is the way to catch one.

13. Shiva and Ramuh were always there since Final Fantasy 3j. Except that Ramuh was replaced by Quezacotl in Final Fantasy 8.

14. You'll see an old man named 'Locke' in the Business District at Lindblum

15. Cid appeared again! This time, he's back in the Airship business. Remember that Cid built the Airship in FF7. But in FF8 Cid is just the Headmaster of Balamb. He also appeared Final Fantasy 2, 3, 4 where he built airships. And as a scientist in Final Fantasy 6. There's also a Cid in Final Fantasy Tactics. Orlandu. He's also called Thunder God Cid.

16. There's a reference to Freya's "Kain's Spear" weapon in Final Fantasy 4. His name is Cain and is a dragoon in FF4. There is a Dragon Knight named Kain in FF2.

17. Also in the Final Fantasy Trivia section, Maduin(Madeen) is Terra's(FF6) father in FF6. Also the world of Terra is named after Terra(FF6) and also Terra the Sage in FF4(Japanese Version), and Tellah in the FF2 US version.

18. The name of Gaia is from other Squaresoft RPG's (Legend of Gaia, Secret of Gaia) it is also referred to as the Earth itself. It is also a town in Final Fantasy 1.

19. The Chocobo melody is the same in every FF that has a Chocobo- just the STYLE is different. The tracks are always called ____ de Chocobo. For instance, Techno De Chocobo, or Aloha de Chocobo, Mods de Chocobo, Cinco de Chocobo, Electric de Chocobo, Waltz de Chocobo.

20. Moogles can be found in almost every Final Fantasy game. In Final Fantasy 8, you can only see the with a Pocketstation. But, there can't be seen in FF1.

21. Zidane and Locke are similar in some ways. Their job class is Thief. They are both Main Characters. And both have big heart in helping other people.

22. The item menu and equipment menu is really look-a-like with FF5 and... kinda like FF6 too. Those bluish tone with white outline of "classic color" is from FF5 and FF4.

23. Quina's Blue Magic is like the Enemy Skills in FF7 as well as the Blue Magic of Quistis in FF8. There are also Blue Magic in FF5 and FF6 (Lores)

24. The graphics from Boco the Chocobo, Airship, and Namingway come directly

from FF4

25. There is a Ragnarok (either a summon, weapon, item, or vehicle) in almost every Final Fantasy.

26. There are some monsters from other Final Fantasy games. Malboros (All FF's); Stilvas(FF7); Iron Giants(FF7) and Ochu(FF8 and FF7) are only some of these.

27. Ultimate weapon (equipment, not the monster) is in every 3D Final Fantasy.

28. Save the Queen is Quistis' Ultimate Weapon in FF8. It is also one of the swords of Agrias in Final Fantasy Tactics.

29. The names of the two guys who work at the Lindblum Synthesis Shop are the same as the two guys who work at the weapons department of the N.Y.P.D. in Parasite Eve, Wayne and Torres.

30. The name Garland is used in the 1st Final Fantasy (He was the first boss).

31. The Gladius is also a dagger in FF6 (It was called the Gradius).

32. The Wing Edge was a weapon for Locke in FF6.

33. The Antlion is also FF4. And it was also referred to as "harmless" but attacked you anyway.

34. There is a key item called "Rat's Tail". There is a Rat's Tail in the FF1 and in FF4.

35. The Ultima Weapon, the best weapon for Zidane, is also the best weapon for Cloud in FF7.

36. There is also an Airship Invincible in FF3j and the Invincible Airship in Chrono Cross.

37. Whenever there are dwarfs in Final Fantasy they say "Lali Ho!" (FF3j, FF4), "Tally Ho!" (FF5) or "Rally Ho!" (FF9-Conde Petie).

38. The white mage suit of Garnet in the beginning as she runs away is very familiar (all white mages wear the red/white outfit).

39. If you look at the beautiful/strange/??? potions the spell is by Matoya, the witch from FF1 who needs the crystal ball

40. Hilda, the name of Cid's wife and that is also the name of the airships that can fly without the mist (Hilda Garde 1 and 2) is also the name of the leader of the rebel army in FF2j.

41. Talking about the Adamant, it's mentioned on FF9 as the Adaman Vest, it's also very important for the series in other two games. FF4, I already said how, and in FF1, where you had to find it in order for the blacksmith to create the Xcaliber (which is Excalibur with a smaller name due to the lack of memory to write it full). that is the second strongest weapon in the game, just after the Masamune (another thing that have always been on the series... The strongest weapon in FF1 and FF2j, and the second strongest from FF3j and on, losing its place to the Ragnarok, that didn't existed in the previous games in any way).

42. Vivi looks exactly like the traditional Black Mages of the FF series. You know, they can be seen in FF1, FF3j, FF4, FF5 and, maybe on FF Tactics too, but the one he resembles the most are the ones from FF1.

43. You know the Gysahl Greens, that you use to call chocobos on the footsteps (and also to summon them on FF8 and to feed them in FF7)? It's named after a town of FF3j... It was a town of chocobo raisers.

44. If you check the 'Unusual Potion' on the key item menu, it'll say something and then say it's from the 'Book of Matoya'. Matoya is a witch from FF1, and his cave, named Matoya's Cave, is one of the most famous places of FF1.

45. Some of Zidane's weapons (The Ogre, Sargatanas) look just like Serge's sword from Chrono Cross

46. The song at the end of the credits is just like the ones in FF7 and FF8. And the background melody while the "The End" is shown is the same as the themes from FF2, FF4, FF6, FF7 which are titled, "The Prelude".

47. In the play of Tantalus, Marcus will say "No Cloud or Squall can hinder us". An obvious reference to Cloud and Squall. Although Cloud means literally the clouds and Squall, which means Storm.

48. The background music at Mognet Central is a modified version of the Moogle theme from FF6.

49. "I remember someone with pointy hair who had a sword like that", Zidane refers to Cloud with the Buster Sword.

50. Kuja kicking Garland off the cliff was déjà vu of Kefka kicking Gestahl off the cliff in ff6j.

51. The story you have to tell Ramuh to get him (after you've found him 5 times), it's a part of FF2j, where you have to ask for Josef's help to enter the Ice Cave and get the Goddess Bell. Without it, you couldn't enter the Kashuon castle and get the Sun Flame to destroy the Baramekain Empire's Airship. By the end of this quest, the group is all trapped by Borgan, an ex-member of the rebels that betrayed them and allied with the empire, and Josef saves everyone, but dying to do that.

52. The Stellazzio story is almost the same as the Zodiac Brave Story in Final Fantasy Tactics.

53. The four bosses you have to fight in memoria are EXACTLY the same as the four fiends of FF1. Lich of earth, Kraken of water, Tiamat of wind, and that Maliris. Correction, Maliris isn't a translation. Maliris is Maririsu in the Japanese Version. :) He looks like Kary though.

There are also there Four fiends in FF4j! They are Rubicant of Fire, Kainazzo of Water, Valvalis of Wind and Milan of Earth.

54. Necron's Grand Cross is also the attack of the last boss in FF1, NeoExDeath.

55. All Final Fantasies have Chocobos.

56. The victory fanfare is actually the same in ALL ff's! There are some differences though.

57. Remember Priscilla from FF7? There's also a Pricilla in Lindblum Business District.

58. There is an item called Asura's Rod which is a weapon for Garnet I think. Well, "ASURA" was the name of Leviathan's wife in FF4j and back then they were the King and Queen of the "Summoned Monsters" (GFs were called Summoned Monsters back in FF4) Asura was a 3 headed Goddess in FF4j whom you had to defeat in order to "earn" her services as a summoned monster. When summoned, the effect was random depending on which head she decided to use. Her first head, a grotesque, evil looking dark one, would cast heal on all your party members(lame), the 2nd one, a stern, motherly looking one, would cast Cure2 or Cure3 on your party. The third one was a beautiful looking young maiden which would cast Cure4(Full Cure!) on your whole party.

59. The name of the item to learn specific abilities in Final Fantasy 8, Example: Rosetta Stone- learned Ability X4, is the same as some name of the Armors, Weapons, and Accessories in FF9.

60. There are two things you buy in ff9 in auction house: Doga's artifact and Une's mirror. Doga was a powerful mage who upgraded the airship. Une was a dreamer who guides your way to get ship Invincible! Doga and Une sacrificed themselves to give two keys to the final dungeon (you have to fight them by the way), they were in ff3j.

61. The old man who gives you the Excalibur, gives a reference of Gogo. The Gogo in FF VI is the one who can mimic other party members' moves. In FF IX, he is a doll maker. Both of them have similarity, which is mimic. Gogo of FF VI mimic other's move, and Gogo of FF IX mimic other's appearance in his dolls.

62. Doesn't the Desert Palace remind you of the Ancient Castle in FF VI ? Both of them in underground. And the Ancient Castle is near the desert area.

63. The graphics when Vivi casts Osmose, resembles the Draw Ability in Final Fantasy VIII.

64. In FF 1, The Cornelia Kingdom Queen's name is Jane and the princess' name is Sara. In FF IX, Garnet's real name is Sarah, and her mother's name is Jane.

65. The princess' name in "I want to be your canary" is Cornelia, which same as the kingdom's name of FF 1.

66. We see tents in both FF IX and FF VI when our characters use tent in save point.

67. The tutors of both FF VI and FF IX are moogles.

68. The optional boss Tantarion has two forms; one of the is a book. That seems a lot like the boss in FF6 (I forget it's name) right when you get Relm back in the World of Ruin.

69. Armarant's throwing weapons (Pinwheel and Rising Sun) are from FFVIII (Rinoa has them) and FFVII (Yuffie Uses them).

70. The name of the Eidolon, Fenrir, was also use as Citan's Omnigear in Xenogears.

71. If you go to the Inn at Conde Petie, you'll see two fountains and stuff.

Come near it to a "!" mark appear. Press X and some of the guys there will say something like "There's water that can recover you" or something like that. Well, that's a reference to FF3j, on the game there were those fountains in lots of places, exactly that way, on in from of another, on of them to heal you, and the other to revive any party member that is dead by the moment.

72. The background music of FF9's Gulug Volcano is taken from FF1's Gurgu Volcano.

73. There is a small shop called Porom's doll shop before Lindblum is attacked, an obvious reference to Porom from FF2.

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MELODIES OF LIFE

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Here's the lyrics for the song, Melodies of Life.

Alone for a while I've been searching through the dark
For traces of the love you left inside my lonely heart
To weave by picking up the pieces that remain,
Melodies of life. Love's lost refrain

Our paths they did cross, though I cannot say just why
We met, we laughed, we held on fast, and then we said goodbye
And who'll hear the echoes of stories never told
Let them ring out loud till they unfold
In my dearest memories, I see you reaching out to me
Though you're gone, I still believe that you can call out my name

A voice from the past, joining yours and mine
Adding up the layers of harmony
And so it goes, on and on. Melodies of Life,
to the sky beyond the flying birds, forever and beyond

So far and away, see the bird as it flies by
Gliding through the shadows of the clouds up in the sky
I've laid my memories and dreams upon those wings
Leave them now and see what tomorrow brings
In your dearest memories, do you remember loving me
Was it fate that brought us closer and now leaves me behind

A voice from the past, joining yours and mine.
Adding up the layers of harmony
And so it goes, on and on
Melodies of life,
To the sky beyond the flying bird, forever and on

If I should leave this lonely world behind,
Your voice will still remember our melody
Now I know we'll carry on
Melodies of Life, come circle round and grow deep in our hearts
as long as we remember

The Japanese lyrics and the translation of the Japanese lyrics of
'Melodies Of Life' are done by Kaze Yagami <yagami@pacific.net.sg>

and is borrowed from Yee Seng Fu's Side Quests and Secrets Guide.

Melodies Of Life [Japanese]

Ate mo naku Samayotteita
Te ga kari mo naku sagashi tsuzuketa
Anata ga kureta omoide wo
Kokoro wo iyasu uta ni shite

Yakusoku mo suru koto mo naku
Kawasu kotoba mo kimetari mo sezu
Dakishime Soshite tashikameta
Hibi wa nido to kaeranu

Kioku no naka no te wo furu anata wa
Watashi no na wo yobu koto ga dekiru no?

Afureru sono namida wo
Kagayaku yuuki ni kaete
Inochi wa tsuzuku
Yoru wo koe
Utagau koto no nai ashita e to tsuzuku

Tobu tori no mukou no sora e
Ikutsu no kioku azuketa darou
Hakanai kibou mo yume mo
Todokanu basho ni wasurete

Meguriau no wa guuzen to ieru no?
Wakareru toki ga kanarazu kuru no ni

Kieyuku unmei de mo
Kimi ga ikiteiru kagiri
Inochi wa tsuzuku
Eien ni
Sono chikara no kagiri Doko made mo

Watashi ga shinou to mo
Kimi ga ikiteiru kagiri
Inochi wa tsuzuku
Eien ni
Sono chikara no kagiri
Doko made mo tsuzuku

Melodies Of Life [Translation]

Wandered about without a destination
I searched on and on without a support
The memories that you gave me became a healing song to my heart

No promises were made then
No exchange of words are fixed too
Those days when we embraced and affirmed
Shall never return again

The picture of you waving hands in my memories
I can still hear you calling out my name

These tears that overflow shall become shining courage

Life will go on
Passing through the night
Continuing towards a doubtless tomorrow

Towards the sky where the soaring birds are
Various memories I shall probably leave
Those fruitless hopes and dreams
I shall forget them somewhere where I can't reach

Can a chanced meeting be called "by chance"
When the time that two must part will definitely come?

Even if it is a fate to fade
As long as you live
Life will go on
Forever As long as that strength remains Wherever it may be

Even if I shall die
As long as you live
Life will go on
Forever As long as that strength remains
Goes on wherever it may be

For any corrections, feel free to e-mail me. :) Also, you can hear this song if you want. Just go to my Home Page and go to the Media Station in the Music Section.

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SOUNDTRACK SONG LIST
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This are all the songs, in 4 discs, included in the Original Sound Track of this game.

Disc 1	Disc 2
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1 - The Place I'll return to someday	1 - Cid's Theme
2 - Forgotten Memory in the storm	2 - One Problem Settled...
3 - Strategy Conference	3 - Lindblum
4 - Sky Above Alexandria	4 - Song of Memory
5 - Vivi's Theme	5 - Hunter Chance
6 - Feel my Blade	6 - Qu's Marsh
7 - Vamo'alla Flamenco	7 - Quina's Theme
8 - Search for the Princess	8 - Aloha de Chocobo
9 - The Jesters of the Moons	9 - Ukele le Chocobo
10 - Steiner's Theme	10 - Freya's Theme
11 - Prima Vista Band	11 - Boundary South Gate
12 - Eye Catching	12 - Aerial Battle
13 - Tonight	13 - Kingdom of Bulmechia
14 - Your Warmth	14 - Forgotten Face
15 - Fake Love	15 - Kuja's Theme
16 - Queen of the Abyss	16 - Mystery Sword
17 - Stirring the Forest	17 - The City that never sleeps - Treno
18 - Battle 1	18 - Tantaros Theme
19 - Fanfare	19 - Immoral Rhythm
20 - Memory of That Day	20 - Garnet's Theme
21 - Battle 2	21 - Gargant Rul
22 - Game Over	22 - Cleyra Stem

- 23 - Run!
- 24 - Rest
- 25 - Crossing the Knoll
- 26 - Ice Cavern
- 27 - Border Village - Dali
- 28 - Them in the Sunset
- 29 - Steiner's Stealth
- 30 - Limited Time
- 31 - Zidane's Theme
- 32 - Black Waltz

- 23 - Cleyra Settlement
- 24 - Eternal Harvest
- 25 - Heaven Distress
- 26 - Extraction

Disc 3

- 1 - Ambush Attack
- 2 - Loss of Me
- 3 - Fossil Rul
- 4 - Mountain Pass - Conde Petit
- 5 - Black Mage Village
- 6 - The Ungrasped Memory
- 7 - Ceremony before the Gods
- 8 - Eiko's Theme
- 9 - Ruins of Madain Sari
- 10 - Wall of Sacred Beasts
- 11 - Iifa Tree
- 12 - Salamander's Theme
- 13 - Footsteps of Desire
- 14 - We are Thieves!
- 15 - The Slew of Love Letters
- 16 - Quadmist
- 17 - Moogle Theme
- 18 - The Thing I Must Protect
- 19 - The Chosen Summoner
- 20 - Janitor of Time
- 21 - Oeilvert
- 22 - A Fleeting Past
- 23 - Turning Frog and that Scoundrel
- 24 - Sacred Grounds - Esto Gaza
- 25 - Gulgur Volcano
- 26 - The Heart and Melting Magic

Disc 4

- 1 - Airship - Hildagaly
- 2 - Secret Library - Daguerreo
- 3 - Ipsen's Heritage
- 4 - The 4 Mirrors
- 5 - Consecutive Battles
- 6 - Terra
- 7 - Soulless Village - Branbul
- 8 - Castle Where Time Froze-Pandemonium
- 9 - You're not Alone!
- 10 - Dissipating Sorrow
- 11 - The Rebirth of the Evil Mist
- 12 - Scurmish of the Silver Dragons
- 13 - The Memory Place
- 14 - Crystal World
- 15 - The Dark Messenger
- 16 - Last Battle
- 17 - Bittersweet Romance
- 18 - Hidden Lips
- 19 - Wanting to be your Bird
- 20 - Didn't Capture the Hearts of Both
- 21 - Towards That Gate
- 22 - Melodies of Life - Final Fantasy
- 23 - Prelude
- 24 - Coca-Cola TV Commercial 1
- 25 - Coca-Cola TV Commercial 2
- 26 - Melodies of Life (Layers of Time)
Acapella Version

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OTHER STUFF

Now, I'm bringing back the other Stuff Section, which I also included in my Chrono Trigger guide. This is mainly to ease the seriousness of the gamers in playing the game. We know that some people play games seriously (like me, sometimes), that they do not sleep just to see what happens next and what should they do to get this or that. I wanted to add these so that we can also get a different perspective of the game, it is not only a game wherein you buy the game then finish it then dump it. It has lots of things to discover. We can learn from them, specifically the Words of Wisdom, and we can apply some of them in our lives. Gaming also means, to have fun and we should be happy every time we're playing, that's why Square included some funny scenes in the game to make you laugh and enjoy more. Not just play and finish, as stated above. As for the screw ups, these are just minor mistakes in the game such as spellings, graphics, etc. But, I'd like to point out that this is not intended to hurt others' feelings just because they made a mistake. It's only

for fun.

WORDS OF WISDOM

This section contains different statements, which are excerpts from the game. The statements that will be included here are those that you can learn a lesson from, those that we can apply in our lives, and those that touch the hearts of the gamers out there. Also includes simple, yet interesting statements.

1. "You don't need a reason to help people."
,Zidane (Beginning)
 2. "How do you prove that you exist...? Maybe we don't exist..."
,Vivi (Beginning)
 3. "Having sworn fealty, must I spend my life in servitude?"
,Steiner (Beginning)
 4. "I do what I want! You have problem!?"
,Quina (Beginning)
 5. "Someday I will be queen, but I will always be myself."
,Dagger (Beginning)
 6. "To be forgotten is worse than death."
,Freya (Beginning)
 7. "The only dependable thing about the future is uncertainty."
,Amarant (Beginning)
 8. "I don't want to be alone anymore..."
,Eiko (Beginning)
 9. "We seek the meaning of life because we are mortal."
,Philosopher Minu (Protection Bell Key Item)
 10. "Let fear propel you forward. Do not let failure stifle you."
=Iron-Tail Fratley= (World Map Key Item)
 11. "The body may perish, but the spirit lives on."
=Words on the Artifact= (Une's Mirror Key Item)
 12. "The Sly Eagle doesn't kill at whim." ,Zidane (Madain Sari)
(The deceitful eagle doesn't attack on impulse.)
 13. "Good food not only delicious, Good food made with heart! This very important when cooking for friends..." ,Quina (Ending)
 14. "Chivalry requires a knight to look after his comrades-in-arms. I will not abandon you! And I shall follow you to kingdom come if I must. You remember that!" ,Steiner (Pandemonium)
 15. "World only have two things: Things you can eat and things you no can eat." ,Quina (Black Mage Village)
-

SCENES OF HUMOR

This section particularly focuses on scenes that make you laugh and ease your seriousness in the game. One thing to remember is that this is really intended to be a funny scene, and it's not a mistake.

1. In the FMV where Steiner chases Zidane and Garnet in the beginning of the game where the 2 were trying to escape, Zidane and Garnet were able to swing successfully to the Theater Ship. Steiner, on the other hand, crashed into the wall of the Theater Ship.
2. After swinging from the Tower of Alexandria onto the Theater Ship, while trying to escape, Dagger bumped into the Musicians creating a funny tune.
3. At the Evil Forest Camping scene, when the party leaves, Zidane will tap Steiner's back. Steiner will be surprised, but little does he know that he was already left behind.
4. While boarding the Cargo Ship in Dali, Zidane, accidentally or maybe intentionally touched Dagger's Bottom and he says, "Oooh, soft!"
5. When the party is at Bran Bal, in the chamber where the genomes are staring at the blue stone, Quina enters and asks them about it, s/he wants to lick it and asks if s/he can do it; s/he no received an answer and LICKS it!! then s/he says: "Oh. it felt salty"
6. When you visit Gizamaluke's Grotto later you'll see that 2 kupos were born. Then, in disk 3, there is other more! and it's the smallest of all!!
7. You know that to enter Conde Petie everybody have to say "Rally-ho!", right? then, in the ATE of Quina, the guy at the shop (I don't know what they are) greets Quina with a "Rally-ho!" and Quina responses: "Rally-ho yourself". That's a good one Quina. :)
8. Another funny thing in Conde Petie is after Zidane and Garnet are married, you can marry Vivi and Quina, too!!
9. One really funny scene is when the party is floating of the airship when they arrive at the shimmering island, Steiner looks like a helpless bug wiggling to get to the ground.

SCREWED UP

This section, contains screw ups or mistakes found in Final Fantasy IX. This section is not intended to hurt the feelings of the developers. Again, it is just for fun.

1. In Alexandria Prison, the Soldiers will chase Steiner and Marcus as they escape right? Well, why can't they chase them up the stairs. They have a way lighter armor than Steiner? It's better if they were able to chase them.
2. In Alexandria, a phrase will say, "Now, Dagger will try to save his mother". This is wrong, because Dagger is a girl. It should be, "Now, Dagger will try to save her mother".

SAD MOMENTS

This section, contains the different events in the game where we almost cried our hearts out, feel pity for someone, feel remorse at actions and decisions of different people, and even angered by a very unlucky and non-momentous event.

1. Aboard the Cargo ship, when Black Waltz 3 destroyed the Black Mages, we feel pity for Vivi as they are just trying to protect him.
2. We all know that Dagger loves her mother so much even for what she did. At the end, Brahne finally realizes that what she has done is wrong. Then, she dies.
3. The destruction of Cleyra, Lindblum, and Alexandria by the Eidolons.
4. When Freya and Fratley met after a long time being away from each other, Fratley didn't even remember his long lost love, Freya.

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GUIDE TRANSLATIONS

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In this section, you'll find info about ongoing translations of this guide into different languages. I hope these guys will be able to finish it soon so that more people can view and understand this guide. To find out more info when these people will finish the guide translation, please visit my website. I'll put it there.

- Italian Translation - Emmanuela Corso (Part 1 Complete)
- Go to <http://www.nonsologiochi.com/walkthrough.asp?I=159>
- Japanese Translation - Me ;) (to be posted on my Home Page)
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=====

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8. Gil outside Lindblum Inn
9. Multina Racket at South Gate
10. Phoenix Pinion at Cleyra Settlement
11. Zuu and Nymph Card at Cleyra
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15. Phoenix Down at Madain Sari
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