



- c.) Quan's Dwelling -----> (D2C)
- d.) Treno -----> (D2D)
- e.) Gargan Roo -----> (D2E)
- f.) Cleyra Trunk -----> (D2F)
- g.) Cleyra -----> (D2G)
- h.) Red Rose -----> (D2H)
- i.) Alexandria Castle -----> (D2I)
- j.) Pinnacle Rocks -----> (D2J)
- k.) Lindblum -----> (D2K)
- l.) Qu's Marsh -----> (D2L)
- m.) Fossil Roo -----> (D2M)
- n.) Conde Petie -----> (D2N)
- o.) Black Mage Village -----> (D2O)
- p.) Conde Petie -----> (D2P)
- q.) Mountain Path -----> (D2Q)
- r.) Madain Sari -----> (D2R)
- s.) Iifa Tree -----> (D2S)
- t.) Madain Sari -----> (D2T)
- u.) Iifa Tree -----> (D2U)

Disc 3

-----

- a.) Alexandria -----> (D3A)
- b.) Treno -----> (D3B)
- c.) Dali -----> (D3C)
- d.) Treno -----> (D3D)
- e.) Alexandria -----> (D3E)
- f.) Lindblum -----> (D3F)
- g.) Black Mage Village -----> (D3G)
- h.) Oeilvert -----> (D3H)
- i.) Desert Palace -----> (D3I)
- j.) Esto Gaza -----> (D3J)
- k.) Mt. Gulug -----> (D3K)
- l.) Lindblum -----> (D3L)
- m.) Daguerreo -----> (D3M)
- n.) Ipsen's Castle -----> (D3N)
- o.) Earth Shrine -----> (D3O)
- p.) Terra -----> (D3P)
- q.) Bran Bal -----> (D3Q)
- r.) Pandemonium -----> (D3R)

Disc 4

-----

- a.) Black Mage Village -----> (D4A)
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- 4.) Bosses
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=====  
1.) Introduction  
=====

Howdy and welcome to my guide for Final Fantasy IX, probably one of the best games for the Playstation. I love Final Fantasy IX to death as it's my second favorite Final Fantasy game right behind VI and ahead of X. After VII and VIII took different turns in the series that I exactly wasn't too fond of, I was real elated to see that Final Fantasy IX went back to its roots while tossing in new things that blended really well. I figure why not write a walkthrough for this wonderful game. True, there may be plenty of walkthroughs already, but I see this as both an opportunity to write for one of my favorite RPGs and as a challenge to my FAQ writing abilities.

=====  
2.) Legal Stuff  
=====

The latest version of this guide will always be posted at GameFAQs first.

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=====

### 3.) Walkthrough

=====

NOTE: This walkthrough will contain NO spoilers whatsoever. I'd be ruining the experience for you if I told you what was happening left and right and this is a game that's best enjoyed by viewing the scenes yourself instead of having someone describe them to you.

Disc 1

-----

=====

Prima Vista

=====

(D1A)

Items

-----

47 Gil

Potion

After the gorgeous opening FMVs, you'll have control of the main character. Walk north past the candle on the table and examine the left and right walls for [47 GIL] and a [POTION]. Now go light the candle and name the main character whatever you want. After the scenes, it's time for a fight already.

-----

O-----O

| BOSS |

O-----O-----O

| Masked Man |

O-----O-----O

| Hit Points | 200 |

O-----O-----O-----O

| Steal | Potion, Wrist, Mage Masher |

O-----O-----O

-This is a pretty simple fight, but restrain yourself from taking off his HP from the start. Have Blank, Cinna, Marcus, and Zidane steal from him until you get all the items, or at least the Mage Masher. Don't worry about using Potions for this fight as you'll be automatically healed during this part of the game after every battle. Just attack until another scene plays out.

-----

You'll be introduced to Baku, the ringleader of your little group of rascals. During the set of scenes, select "That's when I kidnap Princess Garnet, right?" to continue the story line.

=====

Alexandria

=====

(D1B)

Items

-----

Potion x6

285 Gil

Eye Drops

Tent

Remedy

Ether

Phoenix Pinion

Zombie Card

Sahagin Card

Fang Card x2

Bomb Card

Goblin Card x2

Skeleton Card

Lizard Man Card

Shops

-----

Item Shop

-----

Potion -----> 50G

Phoenix Down -> 150G

Antidote -----> 50G

Eye Drops -----> 50G

Tent -----> 800G

As you can see, there's a bunch of items to dig out from all over the city of Alexandria, so let's get started. From where the young boy starts, go south. Examine the southwest corner until an Exclamation bubble appears above the boys head. Examine that spot for a [\_ZOMBIE CARD\_]. Now examine around the sides of the statue for a [\_POTION\_]. Go directly north until you're against the housing and examine the area that's behind the statue near you for a [\_LIZARD MAN CARD\_]. Examine the doorstops to find one last card in this area for a [\_SAHAGIN CARD\_]. Go north, back to your starting point.

Go up a bit and examine the left side of the street to find another [\_POTION\_]. Now enter the house on the right side and examine around in this house for a [\_POTION\_], [\_FANG CARD\_], and [\_9 GIL\_]. Go back to the streets and continue north until someone bumps into you. Continue north and before going to the next screen, examine the fruit baskets on the left for a [\_POTION\_]. On the next screen, go examine the grass for [\_33 GIL\_] and a [\_GOBLIN CARD\_]. Enter the pub and examine around here for a [\_POTION\_], [\_FLAN CARD\_], and [\_27 GIL\_]. Exit and continue on and enter the item shop once you come across it. Buy a couple of Antidotes and Eye Drops if you want. Grab the [\_38 GIL\_] in here before leaving. Exit and continue north.

Do NOT examine the center tent yet. Go to the east side and enter either building, which lead to the weapon and synthesis shops (you'd be better off remembering these two shops down the road). Examine behind the counters for a [\_REMEDY\_] and [\_ETHER\_]. Exit and go to the north side of the area and examine near the wheel of a wagon for a [\_PHOENIX PINION\_]. (HINT: The only use I found for these are the ability to learn a summon for a character later in the game and they have the same effect as a Phoenix Down, but sell for 1000G per pop, so if you have plenty to spare, consider selling some for some quick

cash early in the game.) Go back down and if you want, you can try the jump rope mini game. If you can get to at least 50, you'll get a Cactuar Card for your troubles. Also look for a hippo kid named Hippual (how clever) and talk with him to find out he's hidden some cards. Continue west.

Go down the alleyway to reach the next screen. Run past the houses and once a little girl runs out of a house, enter it and raid it for [3 GIL] and some [EYE DROPS]. Go back out and enter the church steeple. Obtain those three cards Hippual was talking about, which happen to be a [GOBLIN CARD], [FANG CARD], and a [IRONITE CARD]. Go back out and go all the way to the west part of the area and talk with the boy at the corner of the screen to learn that his cat is missing. It's time for the adventures of Nameless Boy! Go waaaaaay back to your starting point and go south. "Talk" to the cat here. Now go visit the boy again by the church steeple and he'll give you a [BOMB CARD]. We're almost done here. Remember that tent in the center of the square I told you not to examine yet? Go back and talk to the man in it. Afterwards, you'll receive three cards: [GOBLIN CARD], [FANG CARD], and a [SKELETON CARD]. Go back to the west and agree to be the boys slave. Now, at this point, you can continue on or get a small tutorial about the card game in Final Fantasy IX, which is Tetra Master. When a four armed man walks down the alleyway, DON'T RUN INTO HIM. Instead, get to the side of him and you'll learn he's Alleyway Jack. Once you're done, go back to where the rat was and follow him to the church steeple.

Examine inside the church steeple for a [TENT] and [POTION]. Attempt to climb the ladder and a Moogles will fall down. Moogles are used to save your game this time around, so make sure to abuse the hell out of them. Once you regain control, save your game for the first time and select the 'Mognet' option, which opens the Mognet sidequest. You just basically deliver letters to certain Moogles. Climb the ladder to reach the rooftops. Once you pass the second rooftop, examine near the chimney for [29 GIL]. Continue on and the rat will ask your name, which happens to be Vivi by default, one of the two awesome characters in the game. The rat will then reveal himself as Puck. Continue following Puck and examine the next chimney with a small bag next to it for [63 GIL]. Don't follow Puck just yet. Instead, on the roof that's torn wide open, go north to find [92 GIL]. Now continue to follow Puck and you'll finally reach the scene. Man, I don't know about you but I'm pooped from typing all that for the first city of the game.

=====  
Alexandria Castle  
=====

(D1C)

Items

-----

Phoenix Down x2

Phoenix Pinion

Ether/Elixir/Silk Shirt/Moonstone (Dependant on your actions)

After the set of scenes, it's time to fight. FOR THE MOTHERLAND!

-----  
O-----O

| BOSS |

O-----O-----O

| King Leo |

O-----O-----O  
| Hit Points | 200 |  
O-----O-----O

-The Steal command has been replaced by SFX, which is pretty useless to you, but gives the crowd a quick giggle. Just attack Benero and Zenero and then attack King Leo until the screen fades to black.

-----  
After the fight, you'll play one of the more frustrating mini games in the game. The key here is to be as accurate as you can by pushing in 50 button commands during the swordfight. The more you get correct, the more nobles will be pleased and the better item you'll get. You can get one of the following items: Ether (49 and below), Elixir (50-80), Silk Shirt (81-99), and a Moonstone for impressing all 100 nobles. The best way I found to do this is to don't think ahead to any button, otherwise you might press it by mistake. Clear your mind and and take a second to look at the button on the screen and push it. Do this 50 times and hopefully you'll at least get above 90. You can do this over and over again if you want to get a better prize, but out of all the times I've done this, I've only gotten 100 out of 100 once, so it's not an easy task.

Once you regain control, go back into the room you were in and get the [\_PHOENIX DOWN\_] in here. You should also equip Zidane with the Mage Masher you stole earlier. Exit and go up the stairs for another scene. After the next set of scenes, you'll control Steiner. It's time to find the Knights of Pluto who seem to be rummaging around in random places. Go visit Queen Elephant (or Brahne if you will) and talk with her to receive your prize from the swordfight between Blank and Zidane. Go to the room where those two Knights were jumped. Next, exit and go north and you'll find another Knight running down the hallway. However, he'll switch directions midway. The best way to catch him is to wait in the bottom right corner of the room. Once he runs out and switches directions, going back the way he came, quickly run left and talk to him before he goes back through the door.

Enter the right door on the higher level of where you are and talk with the Knight in here. Exit and go down the stairs and enter the left door. Head to the southwest portion of the room and talk with the Knight here. It doesn't matter which selection you pick. Exit and go south to head outside. Go all the way south to find a Knight sitting by the water. Talk to him and he'll run off with his fury. Go east and talk to the Knight here and go back west and then go west again. Talk to the Knight talking with the Alexandrian Soldier and then enter the nearby door. Go north and go up the spiraling stairs to find another Knight. Talk with him and then talk to him again. If you followed these directions, he'll give you an [\_ELIXIR\_]. Go to the top of the stairs for some more scenes.

After the scenes, follow Garnet then talk to Ruby. Go down the stairs for another scene. Once in control again, go towards the engines and turn the turncrank left and right to find two items which are a [\_PHOENIX DOWN\_] and a [\_PHOENIX PINION\_]. Now go through the door for a few more scenes.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Steiner |

```
O-----O-----O
| Hit Points | 210 |
O-----O-----O
| Steal | Leather Hat, Silk Shirt |
O-----O-----O
```

-Make sure to steal the Silk Shirt and just attack with Zidane, Cinna, and Blank. Just attack him afterwards. He shouldn't give you that much trouble.

-----

After some more scenes, it's time for another fight.

```
O-----O
| BOSS |
O-----O-----O
| Steiner |
O-----O-----O
| Hit Points | 210 |
O-----O-----O
```

-Again, a real simple fight which consists of attacking a few times. Take out the two Knights of Pluto and then focus on Steiner.

-----

One more to go.

```
O-----O
| BOSS |
O-----O-----O
| Steiner |
O-----O-----O
| Hit Points | 210 |
O-----O-----O
```

-You'll have Vivi for this fight. Yay! Just for fun, have Vivi cast Fire a couple of times. This fight doesn't end until the Bomb grows a few times, so just keep attacking until Steiner turns around.

-----

After one last scene, it's time to venture our first dungeon.

```
=====
Evil Forest
=====
(D1D)
```

Items	Enemies
-----	-----
Potion	Goblin
116 Gil	Fang



Ether x3                   Dendrobium  
Phoenix Down               Plant Spider  
Wrist  
Rubber Helm  
Leather Hat  
Bronze Gloves

You'll be introduced to the ATE system. You'll get a tiny tutorial about it and be forced to watch at least one ATE. Once in control, examine around the items on the upper left side of the screen until you find a [\_PHOENIX DOWN\_]. Save the game and go through the southeast exit. Go east and then follow the path as it bends north to find Vivi and Steiner.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Prison Cage |  
O-----O-----O  
| Hit Points |   490   |  
O-----O-----O  
|    Steal   |   N/A   |  
O-----O-----O

-Zidane will go into Trance here, so you'll have a few new attacks to play with by selecting Dyne. Do NOT use Tidal Flame as it will only kill Garnet which will result in a game over. The Prison Cage will absorb health of Garnet every few turns. When it does, a small indicator of what's remaining of her health will appear, so use toss a potion her way when her life is in the critical zone. Attack the body of the plant with Zidane and Steiner until it falls.

-----  
But wait, that's not all.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Prison Cage |  
O-----O-----O  
| Hit Points |   490   |  
O-----O-----O-----O  
|    Steal   |   Leather Wrist, Broadsword   |  
O-----O-----O-----O

-This is pretty much the same as the last fight, only Vivi will be captured this time and instead of sitting back and watching, Vivi will cast Fire on it every turn as it sucks out his health. Just like with Garnet, use a potion on Vivi when his health gets low. Just attack the body like last time until it falls.

-----  
Another small scene plays.

Once in control, open the chest in the room you're in for a pair of [\_BRONZE GLOVES\_]. Exit and go down the stairs. Open the chest in this room for a [\_WRIST\_] and then go through the east door. Grab the [\_ETHER\_] from the chest in this room and then climb the ladder to reach the upper bed. Grab the [\_116 GIL\_] from up here and then go talk with Vivi. Exit and go west and grab the [\_ETHER\_] by the door Marcus is guarding and go downstairs. Before going through the east door, go north and examine around the west part of the wall for a [\_RUBBER HELM\_]. Now go through the east door for a small scene. Grab the chest for a [\_POTION\_] in here then go back out.

```
-----  
O-----O  
| BOSS |  
O-----O-----O  
|   Baku   |  
O-----O-----O  
| Hit Points |   220   |  
O-----O-----O-----O  
|   Steal   | Hi-Potion, Iron Sword |  
O-----O-----O-----O
```

-Steal that Iron Sword ASAP. If you're lucky like me you'll get it on your very first attempt. Baku himself isn't threatning but if you're having a real problem getting the Iron Sword, make sure to use a Potion when your HP drops below 50. Bakus attacks do about 20-40 damage, so you can take a bit of punishment for this fight. Once you steal the Iron Sword and Hi-Potion, attack him. If you have the Mage Masher equipped, you'll defeat him in three turns.

After defeating him, go get Steiner from his room and pick up the chest in there as well for an [\_ETHER\_]. Go visit Vivi and he'll join your party as well. Yay Vivi! Go back downstairs to the cargo room and take the south door. After the scene with Blank, re-enter the ship and open the chest in the room you start in for a [\_LEATHER HAT\_]. If you talk with Cinna outside, he'll sell you some healing items. Use the Moogle to save. I'm going to tell you this now so I don't have to keep repeating myself: ALWAYS check the Mognet option for every Moogle you come across. Now it's time to venture into the forest itself.

Go east and then north as the path bends to go to the area where you fought those two plants. Go north down the slope and then follow the path northeast. Use the small spring here to heal your HP and MP, but for some odd reason it doesn't cure your status ailments. Go figure. Talk with the Moogle in the tree trunk to save and to deliver the letter you got earlier. Before going further, make sure to level all three characters to at least Level 3. Once you do, go back to where the moogle is and go east. Follow the path until you find Garnet and her new lover.

```
-----  
O-----O  
| BOSS |  
O-----O-----O  
| Plant Brain |  
O-----O-----O
```

```
| Hit Points | 1580 |
O-----O-----O-----O
| Steal | Eye Drops, Iron Helm |
O-----O-----O-----O
```

-For a first real boss, this guy can give you some troubles. One of the main threats he has is his Thunder attack. Anyone with a Silk Shirt on can reduce the damage by half, but anyone that doesn't have one will be taking a lot of damage. Alongside that, he can use Pollen to blind all three characters. Now before you start wailing on him, make sure to at least steal the Iron Helm for Steiner. After you do have Vivi use Fire while Steiner should use Fire Sword and Zidane should attack. Once you do enough damage, Blank will join in the fight, so finish this overgrown plant off.

-----

After the scenes, keep running for a couple of screens until you get pincered in. Take care of the plants and then if you want, take Blanks equipment off and run southward. After the next few scenes, you'll be outside the forest. You'll get a free refill here, so be grateful. You'll also get an item that calls a Moogles from anywhere on the world map, which is very useful.

On the world map, go west until you find an arch type structure. Enter it.

```
=====
North Gate
=====
(D1E)
```

```
Items
-----
Potion
Eye Drops
```

Go through the fence and open the chest for some [\_EYE DROPS\_] and then open the nearby chest for a [\_POTION\_]. If you examine the gate, you can buy some Potions. Once you're ready, exit to the world map and go back east and then a bit south to find the Ice Cavern.

```
=====
Ice Cavern
=====
(D1F)
```

```
Items                Enemies
-----             -
Potion x2            Flan
Ether                Cave Imp
Phoenix Down        Wyerd
Tent
Elixir
Mage Masher
Leather Wrist
```

Make sure to avoid the spots where the Mist comes out, otherwise you'll be thrown into a random battle, so wait until the Mist turns black and disperses. Go up and around the chest and then jump down on the ledge to open it for a [\_TENT\_]. Continue north. At the split, go east and examine the ice wall.

Vivi will destroy it, revealing a chest. Open it up for an [\_ETHER\_]. Grab the other chest in this screen for a [\_POTION\_] and continue to the north.

Go a bit to the east and walk across the ice bridge and open the chest for a [\_POTION\_]. Walk back down it and then examine it to have Vivi blast it down to the lower level. Go down and open the chest for a [\_MAGE MASHER\_]. Go north and then west and have Vivi destroy the ice wall to reveal a chest containing an [\_ELIXIR\_]. On the next screen, go east and open the chest in the open for a [\_PHOENIX DOWN\_]. Go to the west side and destroy the ice wall and follow the path as it bends south to find a chest containing a [\_LEATHER WRIST\_]. Continue to the next screen. At the split, take the northwest path first and you'll find a Moogles encased in ice. Have Vivi break it and then save your game. Exit and take the northeast path for a scene. Once you regain control, go to the next screen for a fight.

```
-----  
O-----O  
| BOSS |  
O-----O-----O  
| Black Waltz 1 |  
O-----O-----O-----O  
| Hit Points | 250 |  
O-----O-----O-----O  
| Steal | Remedy, Silk Shirt |  
O-----O-----O-----O
```

```
O-----O  
| BOSS |  
O-----O-----O  
| Sealion |  
O-----O-----O-----O  
| Hit Points | 490 |  
O-----O-----O-----O  
| Steal | Ether, Mythril Dagger |  
O-----O-----O-----O
```

-It's a 2v1 fight, but thankfully their attacks aren't very strong to begin with. Have Zidane steal the Remedy and Silk Shirt from Black Waltz 1, and then make sure to steal at least the Mythril Dagger from the Sealion before finishing this fight off. The Black Waltz uses Fire, Blizzard, and Thunder while the Sealion starts off with Blizzard and Wing. It should only take about three hits to finish off the Black Waltz. Once you do enough damage to the Sealion, it'll start using Blizzara and Tsunami, which do 60 and 80ish damage respectively. Do note though that once the gem on the Sealions chest changes, it'll counter with either Blizzara or Tsunami, so prepare yourself before hitting it. As long as you can keep your HP over 80, you should be fine.

```
-----
```

After the fight, go back to the others and watch the scene. Make your way to where you fought the Black Waltz and Sealion and climb the ledge to exit to the world map.

If you fight around in the forests, you'll find a friendly Mu. If you give him an Ore, you'll receive 10 AP. Sweet deal. Once you're ready, enter the nearby village.

=====  
Dali  
=====

(D1G)

Items                    Enemies  
-----                    -----

Potion x4                Ghost  
Antidote                Vice  
Eye Drops  
Aries  
Antidote  
371 Gil  
Phoenix Down  
Phoenix Pinion  
Iron Helm  
Leather Wrist

Shops  
-----

Item Shop

-----  
Potion -----> 50G  
Phoenix Down -> 150G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Tent -----> 800G

Weapon/Armor Shop

-----  
Dagger -----> 320G  
Mage Masher ----> 500G  
Broadsword -----> 330G  
Iron Sword -----> 660G  
Rod -----> 260G  
Mage Staff -----> 320G  
Wrist -----> 130G  
Leather Wrist --> 200G  
Bronze Gloves --> 480G  
Leather Hat ----> 150G  
Feather Hat ----> 200G  
Rubber Helm ----> 250G  
Bronze Helm ----> 330G  
Leather Shirt --> 270G  
Silk Shirt -----> 300G  
Bronze Armor ---> 650G

You'll automatically rest at the inn, so don't worry about healing up. Once you regain control, watch the ATEs. Let's do some item searching now. In the guest room at the inn, open the two chests for a [\_POTION\_] and [\_ANTIDOTE\_] and exit. Examine around the shop to find [\_120 GIL\_]. Check out the shop if you want to and continue north to find Vivi, but don't talk to him yet. Enter the building with the windmill and check behind the spinning device on the ground for an [\_ARIES\_], one of the special coins in a sidequest. Don't worry about the two chests on the second floor. We can't get those yet and won't be able to for awhile. Exit and go talk with Vivi for a scene. Go find Garnet after all the ATEs and go back to the inn. After some scenes, it's time to search for Vivi. Go to where he was standing for another scene.

Go back into the building with the windmill and examine metal hatch near you once you enter. Climb down the ladder and ride the lift down. Open the chest for [\_156 GIL\_] and follow the path northeast. After the scene, examine the little hut for a chest containing a [\_POTION\_]. Examine around the fence now for another chest containing some [\_EYE DROPS\_]. Continue east and talk with the Moogle in the barrel and do the usual routine. Go a bit up and kick the crank to make the chest come down. Open it up for a [\_POTION\_]. Go left a bit and jump up to where the other chest is for an [\_ETHER\_]. Continue on.

Open the next two sets of chests for a [\_LEATHER WRIST\_] and an [\_IRON HELM\_] and then continue on. You'll eventually bump into Vivi. Go east for another chest containing [\_95 GIL\_]. Now examine the door with the mist coming from it and open it. You'll fight some Ghosts. After the fight, go into the door you just opened. Open the three chests in this room for a [\_POTION\_], [\_PHOENIX DOWN\_], and [\_PHOENIX PINION\_]. The third chest is hidden behind the machine in this room, so search carefully. Exit and go southeast. Follow the path all the way until a scene occurs with Zidane and the others hiding.

=====  
Observatory Mountain  
=====  
(D1H)

Items  
-----  
135 Gil  
Hi-Potion

You'll control Steiner here, trying to talk to Morrid. Once you gain control, go to the next screen and go down the stairs. Examine the ground area for [\_135 GIL\_] and a [\_HI-POTION\_]. Enter the house and talk with Morrid for a scene.

=====  
Dali  
=====  
(D1I)

After the next set of scenes, it's time for another fight.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Black Waltz 2 |  
O-----O-----O  
| Hit Points | 980 |  
O-----O-----O-----O  
| Steal | Steepled Hat, Leather Plate |  
O-----O-----O

-The Black Waltz will focus all its manpower on Zidane, Vivi, and Steiner, so have Dagger toss out Potions or use a Cure spell on the party when needed. Have Zidane steal its items while Steiner should be pummeling it into the ground. DO NOT use magic with Vivi, otherwise it'll pound you with the same spell you used, only it'll do more damage to the party. Otherwise this is a pretty simple fight as long as you keep letting Dagger use Cure or toss out Potions. Its spells are easily counterable with Potions.

-----  
You'll get a chance to heal up before leaving, so I suggest you do. Head to the inn to rest and buy any equipment and items you need. Once you're ready, go to the Cargo Ship and choose to board it. After the next set of scenes

(poor Vivi...), it's time for another fight.

```
-----  
O-----O  
| BOSS |  
O-----O-----O  
| Black Waltz 3 |  
O-----O-----O  
| Hit Points | 1100 |  
O-----O-----O-----O  
| Steal | Steepled Hat, Linen Cuirass, Silver Gloves |  
O-----O-----O-----O
```

-This fight be more challenging than it looks since you won't have Dagger to back you up this time. Vivi will start out in Trance mode which enables him to use two Black Magic spells in the same turn back to back, so make sure to take advantage of this. Have Zidane steal at least the Linen Cuirass and the Silver Gloves off him while Steiner should either be attacking or tossing out Potions until Vivi's trance wears off. After you do enough damage, Black Waltz 3 will fly into the air and his spells will start hitting all party members for a considerable amount of damage, so have those Potions ready to toss out. While he's in the air, Steiner and Zidane seem to have a hard time hitting him, so have Vivi cast Thunder while he's in the air while Steiner and Zidane use Potions. Once he comes back to the ground, have Zidane and Steiner finish him off while Vivi heals.

-----  
A FMV will kick up after the next scene, and I think it's pretty awesome, so enjoy it. After the next set of scenes and FMVs, you'll be at your destination.

=====  
Lindblum  
=====

(D1J)

Items

-----

Hi-Potion

Ore

Echo Screen

Ether

Tent x2

951 Gil

Glass Armlet

Silver Gloves

Steepled Hat

Mini-Burmeia

Mimic Card

Leather Wrist

Leather Plate

Bronze Vest

Wyerd Card

Moogles Suit

Autograph

Coral Ring/5000 Gil/Theater Ship Card (Dependant on your actions)

## Shops

-----

### Item Shop

-----

Potion -----> 50G  
Phoenix Down -> 150G  
Echo Screen ---> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Tent -----> 800G

### Weapon/Armor Shop

-----

Dagger -----> 320G  
Mage Masher ----> 500G  
Mythril Dagger -> 950G  
Iron Sword -----> 660G  
Javelin -----> 880G  
Rod -----> 260G  
Fork -----> 1100G  
Leather Wrist --> 200G  
Glass Armet ----> 250G  
Bronze Gloves --> 480G  
Silver Gloves --> 720G  
Steepled Hat ---> 260G  
Headgear -----> 330G  
Iron Helm -----> 450G  
Leather Plate --> 530G  
Linen Cuirass --> 800G

### Synthesis Shop

-----

Butterfly Sword -----> 300G [Dagger, Mage Masher]  
The Ogre -----> 700G [Mage Masher, Mage Masher]  
Cotton Robe -----> 1000G [Wrist, Steepled Hat]  
Desert Boots -----> 300G [Leather Hat, Leather Shirt]  
Yellow Scarf -----> 400G [Feather Hat, Steepled Hat]  
Glass Buckle -----> 500G [Glass Armlet, Leather Wrist]

After the scenes, you'll be in control. In the room with the fountain, go east first and go into the guest room. Open the two chests for a [GLASS ARMLET] and an [ETHER] and use the Moogle to save and check out Mognet. Go back to where the fountain was and go south for another set of scenes. You'll then be introduced to another character during the scenes, Freya, who is the other awesome character in the game and never leaves my party if I can have her in it.

Now it's time to do some exploring. You'll start in the Business District. Go downstairs and examine around for [163 GIL]. Go out to the street and head north twice. Follow the path to the entrance to the church but before going in, examine the grass near it for a [TENT]. Now enter the church and climb the ladder and go east to find a [LEATHER PLATE]. Exit the church and go south once. Enter the first house on your right and open the two chests in here for a [HI-POTION] and an [ECHO SCREEN]. Now go east to the next screen to find the item, weapon, and synthesis shops. The building on the north part of the screen is the item shop. To the east is the weapon shop and the west stairs are the synthesis shop. Enter the synthesis shop and make yourself a The Ogre, which will increase Zidan's attack by a handful. Also go behind to the second table in the back and examine the left counter for some [SILVER GLOVES]. Now go back to where the inn was and enter the station across from it and ride to the Industrial District.

Exit the station and go south a bit to find an opening near where you came from and then east to find a [LEATHER WRIST] lying on the ground. Go to the next screen and examine around this screen for a [BRONZE VEST]. Continue to the next screen and enter the house at the end for two chests containing a [MIMIC CARD] and a [STEEPLED HAT]. Now that's done, the last place to



check out is the Theater District.

Exit the station and check around the fences for [\_127 GIL\_]. Ignore the house in the southeast corner for now and continue to the next screen. Enter the huge building here for a scene and a mandatory ATE. After the scene, open the chests for [\_97 GIL\_], [\_68 GIL\_] and [\_282 GIL\_]. Now go to the west side of the building and climb the ladder and examine the bed for a [\_MINI-BURMECIA\_], then exit. Go down the stairs to the south and talk with the crowd of people for a scene. Afterwards, go back to that house I told you to ignore earlier and enter it. Open the chest for an [\_ORE\_] and talk with the blue haired man you saw earlier to receive an [\_AUTOGRAPH\_]. Yippie? Make sure to get the [\_MOOGLE SUIT\_] from the lower right stack of items too. Now that we're done exploring the town, head back to Lindblum Castle.

Go to the guest room to find Steiner. Exit the guest room and go to the room with the fountain and you should hear some singing. Attempt to go to the elevator and then go back to the room before the guest room. Go down the stairs and talk with the guard for a small scene. Now go board the elevator and hop off it. Go up the west set of stairs and then up the next set of stairs and follow the path for a small FMV. Afterwards, use the telescope and examine all 6 locations marked with an exclamation point above them. After the next scene, it's time for the Festival.

Zidane, Freya, and Vivi, much to his attention, will be entered in this. If Zidane wins, you'll get 5000 Gil. If Freya wins, you'll get a Coral Ring. If Vivi wins, you'll get a Theater Card. Needless to say, the Coral Ring is the best out of all of these and I would recommend getting it as it absorbs Thunder based attacks. Once the Festival starts, you'll need to kill Mus, Fangs, and Trick Sparrows to earn points. Whoever has the most points at the end wins.

Now, to let Freya win, all you have to do is wait for her to take the lead and then enter a battle. Once you enter a battle, kill yourself off to DQ yourself and Freya will win. If you don't want Freya to win and want Zidane to win for some odd reason, it's best to kill the Zagnol. To find him, go to the business district to with 4:30 remaining left to find him.

```
-----  
O-----O  
| BOSS |  
O-----O-----O  
|   Zagnol   |  
O-----O-----O  
| Hit Points | 1480 |  
O-----O-----O-----O  
|   Steal   | Mythril Gloves, Needle Fork |  
O-----O-----O
```

-Steal that Needle Fork ASAP as it'll come in handy real soon. Zagnol has a nasty habit of using Thunder based attacks to damage you, but it'll often alternate between using those and normal attacks. If Zidane is alive, Freya CANNOT kill the Zagnol, so don't worry about her if you want Zidane to win. Focus on stealing its items first while Freya weakens it up. After taking the gloves and fork, have Zidane start attacking it while Freya should be tossing out Potions.

-----  
After the Festival, you'll receive your prize (which I hope was the Coral Ring)

and some more scenes will play out. Afterwards, you'll have control of Zidane, with Vivi and Freya in your party. Hot damn. Now make your way to the Synthesis shop and make a Cotton Robe for Vivi and maybe one more for our soon to be party member. Go back to the castle and go to the elevator and ride it to the bottom. Take the right car first to go to the Serpent's Gate. Open the chest here for a [\_WYERD CARD\_]. Ride it again but this time to the [\_DRAGON'S GATE\_]. Use the Moogle to do the usual business and then talk with the man above you to buy some items. Go directly east from him and a bit south behind the wall to find a hidden chest for a [\_TENT\_]. Go through the door to enter the world map.

We're going to take a couple of detours first before continuing on with the story. Go directly north from the Dragon's Gate to find a Marsh. Enter it.

=====

Qu's Marsh

=====

(D1K)

Enemies

-----

Serpion

Gigan Toad

Go north across the bridge you start on to find Mogster on the next screen. Go into the grass patch above him and go directly north to find a strange creature wandering around. Catch a frog and give it to it for a scene. It'll introduce itself as Quina. After the next set of scenes, you can choose to bring Quina with you or not. I'd recommend you do as it never hurts to have another party member with you. Now if you want, you can do some frog catching to get the first two items from the sidequest. Once you're ready, exit.

Our next stop is east across a bridge and into a forest that stands out on a small hill.

=====

Chocobo's Forest

=====

(D1L)

If there's one sidequest you want to do, this is it. Not only do you get a Chocobo, which negates random counters if you ride it, you can get some very good items earlier than you can usually get them if you played the game without this sidequest. It may be a bit time consuming, but the rewards far outweigh the time it takes to get them.

You'll be introduced to Mene and Choco. You'll have to fetch Choco from outside, so go out and look for the Chocobo footprints. Stand on them and use the Gysahl Green you got to call Choco and re-enter the forest. Now you can play Chocobo Hot and Cold. This game is a real simple one. Pay Mene 60 Gil to dig around the forest for 60 seconds for items. As you dig around, Choco will have four different cries:

Kweh. - You're nowhere near the treasure.

Kweh?! - You're closer, but not over the treasure.

Kweeeh?! - You're real close to the treasure.

KWEEEEEEH! - You found the treasure, so start digging.

You can dig various treasures that range from Potions to Remedies. However, a certain treasure you can dig up is the Chocograph. These are little treasures you can find on the overworld map with Choco. Each treasure has a certain ability you need to find it, which are listed in the Chocograph itself. You can only dig up a certain amount of Chocographs at a time. Mene will let you know when you've dug them all up. When you do, advance the story a bit and come back later. You can find the Streamside and Between Mountains Chocographs before advancing further if you want to get some pretty decent treasures. I HIGHLY recommend doing this sidequest as often as possible as you'll get some VERY good weapons and armor for your characters by the third disc, including Freya's best weapon.

Whenever you're done here, exit the forest and enter the nearby Gate.

=====

South Gate

=====

(D1M)

Items

-----

Moccha Coffee

Go directly east from the entrance to find some [\_MOCCHA COFFEE\_]. You can also heal yourself by drinking the water here, so I'd recommend leveling your characters to at least Level 10 or 11 before venturing any further. When you're ready, exit and go back west across the bridge and then go north to find your next storyline destination.

=====

Gizamaluke's Grotto

=====

(D1N)

Items

-----

Bronze Vest

Mythril Gloves

Magus Hat

Enemies

-----

Hornet

Skeleton

Lamia

Once inside, go east at the split and talk with the fallen Burmecian soldier to receive a bell. Go back west and examine the door above you and ring the bell to open it. Go into the next room and watch the scene and you'll fight a couple of Black Mages. Waste them and then waste the third one. Go up the stairs above you and go west and follow the path until you reach the path leading to the fallen Burmecian soldier. Once you reach there, search the corner of the area for a [\_BRONZE VEST\_]. Now go southeast and talk with the fallen soldier to receive another bell. Go through the first door you come across as you make your way back.

Head a bit north towards the giant bell and watch the scene. Afterwards, look for a set of stairs that leads south to a long pathway and go up them. Examine around this long pathway for a [\_MAGUS HAT\_] and [\_MYTHRIL GLOVES\_]. Go back down and go to where the bell was. Open the chest and then go through the northeast door first. Talk with Mogmi to do the usual Moogles business. Talk with the other Moogles and select Yes. Attempt to exit and you'll receive the last bell. Exit and take the northwest door. After the scene, guess what? Yup, you guessed right. Fight time.

```

-----
O-----O
| BOSS |
O-----O-----O
| Gizamaluke |
O-----O-----O
| Hit Points | 3000 |
O-----O-----O-----O
| Steal | Elixir, Magus Hat, Ice Staff |
O-----O-----O

```

-First things first, STEAL THAT ICE STAFF. It teaches Vivi Blizzara. Now then, Gizamaluke can be a real pain if you're not prepared for his attacks. He uses two main attacks and one counter attack: Crash will do physical damage to a character, and he can also and will counter with this. Water will obviously be a water spell that hits a character or the entire party. Silent Voice is a counter attack if you use magic on him, which will silence the person who casted the magic (I.E. Vivi). So what to do? If you want to win the easy and quick way, you can start using the Tent trick here. Use a Tent on him and after the first or second, he'll become blind and silenced, so take this time to start stealing those items and have Vivi keep focusing until Zidane steals them all. Once he does, have Freya, Quina, and Zidane attack while Vivi should be casting Thunder. He's got a decent amount of HP, so be relentless with your attacks.

After the next scene, you'll switch over to Steiner and Dagger.

```

=====
South Gate: Bohden Arch
=====
(D10)

```

```

Items
-----
Potion
Multina Racket

```

After the scenes, it's time to get Dagger out of that smelly bag. Go west a bit and open the chest for a [\_MULTINA RACKET\_]. Now talk to the person tending to the gate you see and then go to the right side of the area and talk to the man on the bottom of the screen. Next, go west a bit and talk to the man near the ladder on the wagon. Go east and talk with the woman blocking the alley. Attempt to enter the alley for a small scene. Enter the alley now.

After the scene, grab the chest to your west for a [\_POTION\_] and then buy some items from the vendor. (he'll stick out, trust me) Talk with the Moogle to do the usual stuff and then board the car.

You'll switch back to Zidane's group. On the world map, go north and east a bit to find another gate.

```

=====
North Gate

```

=====

(D1P)

Items

-----

Hi-Potion

Tent

After the scene (which is pretty funny thanks to Quina), open the two chests for a [\_TENT\_] and [\_HI-POTION\_]. Exit back to the world map and continue north to reach the last area on Disc 1, Burmecia.

=====

Burmecia

=====

(D1Q)

Items

Enemies

-----

-----

Potion

Ironite

Soft x2

Magic Vice

Ether

Mimic

Tent

Basilisk

Phoenix Down

Cancer

Germinas Boots

Mythril Spear

Lightning Staff

Shops

-----

General Shop (Atla's Shop)

-----

Needle Fork -----> 3100G

Glass Armlet -----> 250G

Mythril Gloves -----> 980G

Steepled Hat -----> 260G

Headgear -----> 330G

Magus Hat -----> 400G

Barbut -----> 600G

Bronze Vest -----> 670G

Linen Cuirass -----> 800G

Potion -----> 50G

Phoenix Down -----> 150G

Echo Screen -----> 50G

Soft -----> 100G

Antidote -----> 50G

Eye Drops -----> 50G

Tent -----> 800G

Once you gain control, go north and check behind the flipped over cart. You'll receive the [\_CANCER\_] steallazzio. Continue north to reach the next screen and you'll find Zorn and Thorn again. Waste the black mages and enter the west door first. Open the two chests for a [\_POTION\_] and [\_SOFT\_] and then go back outside. While it's tempting to play in the rain, we've got more important matters to worry about. Go east and up the stairs and through the door. Examine behind the stairs for a [\_SOFT\_] and continue on, ignoring the second chest, which happens to be a Mimic. Continue west past the big door. Now,

WALK across the boards to reach the chest on the other side for a pair of [\_GERMINAS BOOTS\_] (very useful as they let Zidane learn Alert). Now go ahead and run across the boards and they'll drop. Make your way back to where the boards fell and cross over them and through the door.

Go out on the balcony and in this next room, go north and hug along the west side of the room for a chest containing an [\_ETHER\_]. Go back down and go to the right to find a fallen Burmecian soldier. Talk with him and examine the bed in the back to find the bell you're looking for. Make your way back to that big door you passed earlier and use the bell on it to open it. Watch the scene to continue on. Enter the lower door for another scene. Afterwards, exit and go up the stairs and cross the statue and enter the second door. Open the two nearby chests for a [\_TENT\_] and a [\_PHOENIX DOWN\_]. Ignore the other chest as it's a Mimic and go through the door.

We're near the end. Enter the west house first for a small scene. After it, you'll get a [\_MYTHRIL SPEAR\_] for Freya, so hopefully you learned Dragon Killer from the Javelin already. Exit and enter the east house now. Talk with the Moogle to do the usual business and open the chest in the back for a [\_LIGHTNING STAFF\_]. Once you do, Stiltzkin will waltz inside. If you talk with him, he'll offer to sell you a Soft, Ether, and Hi-Potion for only 333 Gil. Take him up on his offer and make sure to save your game and do some shopping if you want. Equip anything you haven't yet and exit the house and go north. Choose to leave Freya alone and another set of scenes will play out.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Beatrix |  
O-----O-----O  
| Hit Points | 3580 |  
O-----O-----O-----O-----O  
| Steal | Phoenix Down, Chain Plate, Mythril Sword |  
O-----O-----O

You can't win this fight, but you can stall to make sure you can get all the items from Beatrix, so have Vivi, Freya, and Quina use Phoenix Downs on anyone that falls while Zidane should be snagging her items every turn. You'll want that Mythril Sword, but it's a very hard item to steal. Maybe you'll get lucky like me and snag it on your second try. After a certain amount of time, Beatrix will use Stock Break to bring everyone's HP to 1, ending the battle, so don't worry about attacking her. Just keep everyone alive while Zidane attempts to steal all those items.

-----  
After the next set of scenes and FMV, that'll be the end of Disc 1, so go ahead and pop Disc 2 in.

-----FINAL FANTASY IX-----

Disc 2  
-----

=====  
South Gate  
=====

(D2A)

Items  
-----

1610 Gil  
Phoenix Down

Shops  
-----

General Shop  
-----

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

After the scenes, enter the resting area and open the chest in the southwest  
potion of the room for a [\_PHOENIX DOWN\_]. Talk with the Moogles to do the  
usual things and upgrade your equipment from the merchant here. Afterwards,  
talk to the person behind the counter near the exits for a small scene. Exit  
to find two familiar faces. Re-enter and talk with either Marcus or Cinna  
and then talk to Steiner. Board the car for a couple of scenes.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Black Waltz 3 |  
O-----O-----O  
| Hit Points | 1300 |  
O-----O-----O-----O  
| Steal | Steepled Hat, Lightning Staff, Flame Staff |  
O-----O-----O-----O

-It's pretty much the same as last time, only it has a new attack to use on  
your party; Freeze. This will temporarily freeze a character obviously, which  
enables them to do nothing. If someone is hit while frozen, they'll be  
instantly KO'd, so have a few Phoenix Downs ready. Have Marcus steal at least

the Flame Staff as you already have the Lightning and Ice Staves. After you steal it or all of the items, have Steiner and Marcus attack it while Dagger uses Potions or Cure. Not a tough fight at all.

-----

Marcus will be a part of your party for a bit, so get used to him hanging around. Once you reach your destination, use the shop if you want and continue on until you reach a fork in the road. Take the right path. Jump over the hole in the bridge and take the dirt path when it starts going south. Open the chest for [\_1610 GIL\_]. We're going to take a slight detour now. Go back to the fork and take the left path this time. Go through the gate and make your way to Dali.

=====

Dali

=====

(D2B)

Items

-----

Elixir

Go to the farm where the old woman was in Disc 1 and open the chest here for an [\_ELIXIR\_]. Afterwards, make your way back to the South Gate and go back down the right path at the fork and exit to the world map.

Go past the nearby city and run through the forest eastward until you find a cave along the mountains. Enter it.

=====

Quan's Dwelling

=====

(D2C)

Items

-----

Ether x3

Scorpio

Open the chest for an [\_ETHER\_]. Follow the path as it bends around to a rope and climb down it. Follow the path south and then east for another chest that has another [\_ETHER\_] in it. Now hug along the southern wall until an exclamation point appears above your head. Examine that area for a [\_SCORPIO\_] steallazzio. You can refill your HP/MP with the hot spring as well. Climb back up the rope and head into the next room.

Climb the ladder and examine the top for a third [\_ETHER\_]. Climb back down and exit. I'd recommend leveling Dagger and Steiner to at least Level 11 in the nearby forest before going any further. The Mandragoras give great experience if they come in three's and they're real easy to kill as long as you follow a simple trick: Wait until one attacks, then have all three characters attack the Mandragora that just attacked to avoid the painful attack that is Chestnut. Repeat this process for the others. Once you're ready, make haste for the city you passed.

=====



Treno

=====

(D2D)

Items

-----

Ether

2226 Gil

Gemini

Taurus

Yeti Card

Power Belt

Mythril Dagger

Shops

-----

Item Shop

-----

Potion -----> 50G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Tent -----> 800G

Weapon/Armor Shop

-----

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

Synthesis Shop

-----

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

After the set of scenes, go over to the fountain on the west side of the area and keep tossing in 10 Gil until you receive the [\_GEMINI\_] stellazzio. Now,

you'll want to play the following ATEs in order to get a Power Belt:

- Treno Tradition
- Pursuit (go west from your starting point)
- Find the synthesis shop and talk to the four armed man.

You'll now have a free [\_POWER BELT\_] underneath your wings. Now go back to the entrance and go east. Go down the ladder here and open the two chests for a [\_YETI CARD\_] (get this now, otherwise it'll be blocked off later) and [\_1 GIL\_]. (Oh wow!) Now examine behind the item shop until an exclamation point appears above your head. Examine that area for a [\_TAURUS\_]. Go back to the entrance of the town.

Go west and go all the way west for a chest containing a [\_MYTHRIL DAGGER\_]. Go back a bit east and down the stairs. Go north in this area and before entering the building, go west and hug along the pond to find an [\_ETHER\_]. Now enter the house. You'll turn over all the stellazzio you've collected so far and if you've followed this walkthrough, you'll have 5 rewards (including the Blood Sword and 8000 Gil total). Exit and go south twice and run past the card stadium. Go north and enter the little tower and a Moogles will come flying out. Do the usual routine and enter the nearby building. MAKE SURE TO BUY A MYTHRIL SWORD FOR STEINER. The Blood Sword might be better, but this weapon is the only thing for Steiner that teaches Armor Break. Now do you see that monster down below you? Equip anything that reduces Wind damage by 50% (most likely the Bronze Armor) and equip the Blood Sword and Bird Killer. Now talk to the shopkeeper to fight the bird below.

The Griffin is real easy with the set up you're using. His Aera attack does crap damage now and the Blood Sword will help you regain your health by doing 600+ damage to him. Just keep attacking. After you win, you'll get your prize. Exit the shop and go north to the next screen. Examine around this area for [\_2225 GIL\_] and enter the Auction house to find Dagger. Now that we're done, meet up with Marcus by going back to the entrance and going east and then west at the split. Rest up if you want and talk with Marcus. Follow the path and talk with Baku down at the bottom for another scene.

After the scenes, make your way to where you found the Mythril Dagger and enter the tower. Climb the stairs for a few more scenes. Afterwards, talk with Doctor Tot and then climb the ladders and go down the hole at the top.

=====  
Gargan Roo  
=====  
(D2E)

Items	Enemies
-----	-----
Chain Plate	Crawler
Phoenix Down	Dragonfly

Take the southwest door and open the two chests for a [\_PHOENIX DOWN\_] and a [\_CHAIN PLATE\_]. Flip the lever and go back to the room you just came from. Save your game with the Moogles and go southeast. Go east and pull on the chain and then go west and pull the lever labeled "Feed". After some scenes, it's time for a fight.

-----

```

O-----O
| BOSS |
O-----O-----O
| Ralvurahava |
O-----O-----O
| Hit Points | 2300 |
O-----O-----O-----O
| Steal | Bone Wrist, Mythril Fork |
O-----O-----O

```

-Not a hard fight really. The only dangerous thing about this boss is that he's able to use Devil's Kiss, which inflicts poison on a character. Steiner and Dagger can easily nullify this by equipping Antibody, but Marcus can't negate it, so have Dagger ready to toss out an Antidote every now and then. Have Marcus steal the Mythril Fork and then attack him until he escapes.

-----

After the next set of scenes, the game switches back to Zidane.

You'll exit Burmecia automatically. Look for a giant sandstorm and enter it.

```

=====
Cleyra Trunk
=====
(D2F)

```

Items	Enemies
-----	-----
Potion	Sand Golem/Core
Hi-Potion	Carrion Worm
Phoenix Down	Zuu
Remedy	Dragonfly
Elixir	
Ether	
Tent	
Gysahl Greens	
Flame Staff	
Ice Staff	
Mythril Gloves	
Magician Shoes	
Desert Boots	
Needle Fork	
900 Gil	
Mythril Vest	

Follow the path to reach the next screen and then go up the small set of stairs. Hit the lever to open the door and go through it. Open the chest in here for a [\_PHOENIX DOWN\_] and then continue on. Open the chest in the south part of the room for a pair of [\_MAGICIAN SHOES\_] and then go north and east a bit and examine around above the tree to find a chest containing an [\_ICE STAFF\_]. Continue along. Ignore the vine you see and follow the path to the next area. Open the chest for an [\_ETHER\_] and then go examine the hole just south of you and put your hand in it. Go back to the vine you just passed and climb up it and go through the door.

Ignore the two chests you see above you and continue west. Go west a bit more and open the chest for a [\_NEEDLE FORK\_]. Follow the path up and open the chest for a [\_TENT\_]. Go west and do your usual business with the Moogle and

continue north for another chest containing a [\_FLAME STAFF\_]. Cross the bridge. Open the chest behind the root in this room for a pair of [\_DESERT BOOTS\_]. Go northwest into a small cove for a hidden chest that has a [\_MYTHRIL VEST\_] in it. Go into the background. Open the chest for some [\_MYTHRIL GLOVES\_] and then continue on to find a lever. Hit it and go back to the room with the tunnels and take the far west path.

Open the first chest you see for a [\_POTION\_] and climb up the small sand stairway. Open the chest you saw when you hit the level for an [\_ELIXIR\_]. Go back to the previous room and follow the path. You'll find some whirlpools of sand now. If you're real careful, you can walk along the edge across the northeast whirlpool to get the chest in the east alcove. Open the two chests in the area for a [\_HI-POTION\_] and [\_900 GIL\_] by using the whirlpools and then continue west. Follow the path and before climbing the ladder, open the chest for some [\_GYSAHL GREENS\_]. Climb the ladder now.

=====

Cleyra

=====

(D2G)

Items

-----

Phoenix Down

Phoenix Pinion

Remedy x2

Ether x3

Ore x2

Echo Screen

Gysahl Greens

2220 Gil

Elixir

Thunder Gloves

Yellow Scarf

Emerald

Zuu Card

Nymph Card

Shops

-----

Item Shop

-----

Potion -----> 50G

Phoenix Down -----> 150G

Echo Screen -----> 50G

Soft -----> 100G

Antidote -----> 50G

Eye Drops -----> 50G

Annoyment -----> 150G

Tent -----> 800G

Weapon/Armor Shop

-----

Partisan -----> 1600G

Multina Racket ----> 750G

Mythril Rod -----> 560G

Flame Staff -----> 1100G

Ice Staff -----> 980G

Needle Fork -----> 3100G

Bone Wrist -----> 330G

Mythril Armlet ----> 500G

Mythril Gloves ----> 980G

Thunder Gloves ---> 1200G

Magus Hat -----> 400G

Bandana -----> 500G

Mage's Hat -----> 600G

Mythril Helm -----> 1000G

Chain Plate -----> 810G

Mythril Vest -----> 1180G

Chain Mail -----> 1200G  
Mythril Armor ----> 1830G

Don't take the Oracle on her offer to give you a tour. It's better if we do it so we can find some items along the way. The first thing you should do is go east from the start to find a giant sand pit. Examine the south portion of the screen for [\_970 GIL\_]. Go back and head up the first flight of stairs and examine around the east portion of the area for a [\_PHOENIX PINION\_]. Make your way westward to find the pond and examine around for a pair of [\_THUNDER GLOVES\_] and then find the inn. Examine around the southeast portion of the screen to find an [\_ORE\_]. If you walk with the Burmecian soldier, he'll sell you some equipment. Upgrade as needed.

Enter the inn and examine the entire inn for the following items: [\_ETHER\_], [\_ECHO SCREEN\_], and [\_1250 GIL\_]. Use the moogle at the top and on the stairs beside the inn, there's a [\_REMEDY\_] waiting to be picked up. Look for a windmill and examine around the bridges to find a [\_PHOENIX PINION\_]. Now go to where the cathedral is and examine around outside for some [\_GYSAHL GREENS\_] and an [\_ECHO SCREEN\_]. Enter the cathedral and grab the [\_YELLOW SCARF\_] and talk with the guards. Make your way back to the inn and a scene will play. Equip Bright Eyes on Zidane as well as Bandit if it isn't already equipped and make your way to the gaint sandpit you saw earlier, east of the entrance of the town.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Antlion |  
O-----O-----O-----O  
| Hit Points | 4150 |  
O-----O-----O-----O-----O  
| Steal | Annoyntment, Mythril Vest, Gold Helm |  
O-----O-----O-----O-----O

-The first thing you should do is silence and blind the Antlion so that some of the threats it poses will disperse. Have Zidane steal the Mythril Vest and the Gold Helm while having Vivi focus every turn until you steal all of its items. The Antlion's sandstorm will bring everybody down to single digits and blind everyone, so Reis's Wind and White Wind are your best friends in this fight. If you physically attack the Antlion, it'll counter with Counter Horn, so be wary if you attack it with your HP below 250. Once all of its items are stolen, have Vivi start casting Blizzara on it. If you've been Focusing, you can take it out in 2 or 3 turns, depending on how long it took to steal its items.

-----  
After the next set of scenes, you'll have control of Freya. Before going anywhere else, make your way to the cathedral and talk to the High Priest for an [\_EMERALD\_]. Examine around the room you're in as well for an [\_ETHER\_], [\_ORE\_], and a [\_PHOENIX PINION\_]. Save your game at the inn and make your way to the entrance of the town. Start making your way back down the trunk and you'll get into a few scripted fights. Once you reach a certain point, a small scene will play out. Pick the first option for another scene.

Once you're back in town, you'll get into a couple more fights. Once you regain control, go to where you fought the Antlion to find Stiltzkin. He'll

sell you a Hi-Potion, Ether, and a Phoenix Pinion for only 444 Gil. Now continue along while fighting some scripted battles and you'll eventually have to lead some Oracles and Burmecian Soldier Dan's family to safety. Pick the following options:

- Let's head right.
- Let's go left.
- Cross the bridge to the right.

Once you reach the cathedral, watch the scenes and you'll have control over Zidane again. Talk with all the people gathered near the cathedral for the following items:

- [\_PHOENIX DOWN\_]
- [\_NYMPH CARD\_]
- [\_REMEDY\_]
- [\_PHOENIX PINION\_]
- [\_ZUU CARD\_]
- [\_ELIXIR\_]
- [\_ETHER\_].

Now exit for a few more scenes.

```
-----  
O-----O  
| BOSS |  
O-----O-----O  
|   Beatrix   |  
O-----O-----O-----O  
| Hit Points | 4720 |  
O-----O-----O-----O-----O  
|   Steal   | Phoenix Down, Thunder Gloves, Ice Brand |  
O-----O-----O-----O-----O
```

-This is pretty much the same fight as before, meaning you can't win and there's a time limit to steal all those items, so have Freya, Quina, and Vivi use Phoenix Downs on anyone that dies and don't bother to heal anyone as you'll be fully healed after the fight. Have Zidane work on stealing that Ice Brand, which is a very sexy weapon for Steiner. Have Vivi cast Slow on Beatrix to get some more time to steal the Ice Brand. If you can't get it, don't worry too much about it as you'll get one soon enough.

After the fight, watch the next set of scenes.

```
=====  
Red Rose  
=====  
(D2H)
```

Watch the scenes and follow the only path available. After some more scenes, make your way back to the teleporters. Along the way, you'll see a Moogle appear on the deck above, so follow it and save your game and use Mognet. Now go talk with Vivi near the teleporters.

=====  
Alexandria Castle  
=====

(D2I)

Items

-----

Ice Brand

Tent

Follow Marcus's directions and you know what time it is now: JAILBREAK TIME!  
You'll get into a few fights along the way. Before climbing the ladder at the  
end, take off any equipment Marcus has on him as he'll be leaving once you  
reach the top of the ladder. Watch the following scenes. You have 30 minutes  
to find Dagger now.

30 minutes is plenty of time, so don't sweat it too much. Make your way back  
to the area where you first encountered Dagger in the castle (where Zidane and  
Blank disguised themselves as soldiers) and climb the stairs and go through the  
north door. Just keep going straight from here until a scene plays. Examine  
the purple object on the wall to reveal a secret path. Since we pulled a Nancy  
Drew, let's go through it.

Ride the platform to the two chests for an [\_ICE BRAND\_] and a [\_TENT\_]. Now  
follow the path all the way to the bottom. Once you reach it, enter the north  
door to find Dagger and Bozo the Clowns bastard children.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Zorn |  
O-----O-----O-----O  
| Hit Points | 4000 |  
O-----O-----O-----O  
| Steal | Stardust Rod, Partisan |  
O-----O-----O-----O

O-----O  
| BOSS |  
O-----O-----O  
| Thorn |  
O-----O-----O  
| Hit Points | 3000 |  
O-----O-----O-----O  
| Steal | Mythril Armlet, Mythril Armor |  
O-----O-----O-----O

-This is a super easy fight as long as you know what you're doing. Zorn and  
Thorn will give each other their powers on each turn (only one will, though).  
When they do this, have Vivi, Freya, or Steiner attack the one that received  
the powers to negate the powers, which cancels their attack. They'll waste  
another turn giving their powers to each other, so take advantage of this as  
Zidane steals all four items. They shouldn't be too hard to steal. Once  
you steal all of them, have Zidane join in attacking them. As long as you  
cancel out their attacks, you can win this fight easily.

-----  
Go get Dagger and save your game before you exit back outside. Make your way back to the top and to the queens chamber for a scene. Afterwards, it's time to fight a familiar face.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Beatrix |  
O-----O-----O  
| Hit Points | 5750 |  
O-----O-----O-----O  
| Steal | Phoenix Down, Ice Brand, Survival Vest |  
O-----O-----O-----O

-Thankfully this is the final time you need to fight her and just like the last two times, you can't beat her and there's a time limit to steal those items, so get to stealing. Once they're all stolen, you can either attack or defend until the fight is over. It's your choice.

-----  
After the next batch of scenes, you'll get into a scripted fight against a Bandersnatch with Freya and Beatrix while Zidane and the others escape. Make your way to the bottom and you'll fight two scripted fights: one against a trio of Black Mages and one against a Bandersnatch. Steiner will leave once you reach the bottom. It'll switch back to Freya and Beatrix and you'll have to fight two more battles. Once it switches back to Zidane, enter the room where you saved Dagger and talk with the Moogle and select Mognet. He'll have a letter for you to deliver this time. Agree to do so and exit and go south. Watch the next set of scenes.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Ralvuimago |  
O-----O-----O  
| Hit Points | 3550 |  
O-----O-----O-----O  
| Steal | Phoenix Down, Adaman Vest, Oak Staff |  
O-----O-----O-----O

-You'll want to steal the Adaman Vest and Oak Staff, and thankfully there's a painless way to do this. If you attack it physically, it'll coil up in a counter stance in which it won't attack until attacked, so take advantage of this by having Dagger attack it, Vivi use Focus and have Zidane steal. When it's not coiled up, it tends to stick to Ultra Sound Wave which causes Mini on a character and Thundara which is of course the mid-tier Thunder spell in the game. Once you steal all of its items, have Vivi abuse Blizzara and have Zidane attack it, but avoid attacking it again until it uncoils. Do note though that if it's coiled, it WON'T counter if it's hit with magic, so go bonkers with Vivi.



-----  
Watch the next set of scenes.

=====  
Pinnacle Rocks  
=====  
(D2J)

Items	Enemies
-----	-----
Phoenix Down	Zaghnol
Elixir	Seeker Bat
Peridot	
The Ogre	
Mythril Vest	
Mythril Armlet	

After the set of scenes, it's time to get to work finding Ramuh's 5 manifestations. Once you regain control, go back to the screen you just came from to find one of them. Go back and open the chest in this area for a [\_MYTHRIL VEST\_]. Talk with the Moogles and go west a bit and then north to find Ramuh again. Now go south into the water and examine behind the root to find Ramuh again. While you're down here, go west.

You'll find Ramuh here again by the root going up. Make sure to open the chest for a [\_THE OGRE\_]. Go back and up the root and at the fork, go west and follow the root. On the next screen, you'll find Ramuh again. Now go back to where the fork was and go east and follow it as it bends around to find Ramuh. Piece together the stories like this:

- Beginning
- Cooperation
- Silence
- Human/Hero

It doesn't matter if you use Human or Hero, so just pick one. You'll receive a [\_PERIDOT\_] afterwards. Go east a bit now and jump down to the chest below you for a [\_MYTHRIL ARMLET\_]. Go back to where you pieced together the story and go west through the exit.

After the scenes, choose to jump down. Make sure to come back here when you reach your next destination as there are two chests in the area you jumped down from containing a [\_PHOENIX DOWN\_] and an [\_ELIXIR\_]. After the FMV, you'll be back in a place you've been to before.

=====  
Lindblum  
=====  
(D2K)

Items
-----
Ether
Phoenix Pinion
Bandana
4595 Gil
Lindblum Card

## World Map

### Shops

-----

#### Item Shop

-----

Potion -----> 50G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Annoyntment -----> 150G  
Tent -----> 800G

#### Weapon/Armor Shop

-----

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

#### Synthesis Shop

-----

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

After the scenes, go to where the shops are for another set of scenes. You'll receive [\_3000 GIL\_] during the scene. Afterwards, it's time to prepare ourselves. Make sure to upgrade your equipment and visit the Synthesis shop for some new weapons and accessories. While you're in the Business District, go west from the screen with the shops and go to the rubble blocking the way to the church and examine it for a [\_LINDBLUM CARD\_]. Enter the house just east

of you and open the two chests here for an [\_ETHER\_] and a [\_PHOENIX PINION\_]. Now make your way to the inn and visit the Moogle and agree to deliver his letter.

Make your way to the Theater district and go to Tantalus' hideout for three chests containing [\_340 GIL\_], [\_993 GIL\_], and [\_262 GIL\_]. Now talk to Lowell, the blue haired drama queen you met earlier and you'll tell him about Ruby's theater (that is if you've been selecting the Mognet section everytime with every Moogle you met). Make sure you also bought for Vivi and head back to the Business District and talk to the man in front of the fountain. Tell him you're ready. After the next set of scenes, you'll get the [\_WORLD MAP\_]. Once in control, examine behind the wall near the stairs for that hidden chest for a [\_BANDANA\_]. Talk with the Moogle to save. Buy some stuff from the man down here if you need to and exit.

Head for Qu's Marsh.

=====

Qu's Marsh

=====

(D2L)

Items

-----

Serpion

Gigan Toad

Head to where the pond is with all the frogs and talk to Quina. Afterwards, go north from the frog pond to find Quale's house. Go northeast along the side of the house to find a new exit. After the scene, you'll find the place you're looking for.

=====

Fossil Roo

=====

(D2M)

Items

-----

Ether

Elixir

Survival Vest

Lamia's Tiara

Fairy Earrings

Enemies

-----

Abomination

Feather Circle

Griffin

Seeker Bat

Shops

-----

Item Shop (Mogshop)

-----

Potion -----> 50G

Phoenix Down -----> 150G

Echo Screen -----> 50G

Soft -----> 100G

Antidote -----> 50G

Eye Drops -----> 50G

Annoyment -----> 150G

Tent -----> 800G

Weapon/Armor Shop (Treasure Hunter)

-----

Ice Brand -----> 3780G

Partisan -----> 1600G

Multina Racket -----> 750G

Stardust Rod -----> 760G

Mythril Armlet -----> 500G

Thunder Gloves -----> 1200G

Bandana -----> 500G

Mage's Hat -----> 600G

```

Mythril Helm -----> 1000G
Chain Plate -----> 810G
Mythril Vest -----> 1180G
Adaman Vest -----> 1600G
Mythril Armor -----> 1830G
Potion -----> 50G
Phoenix Down -----> 150G
Echo Screen -----> 50G
Soft -----> 100G
Antidote -----> 50G
Eye Drops -----> 50G
Annoyment -----> 150G
Tent -----> 800G

```

Follow the path and a monster will come out of the gate you just passed. Go figure, right? Just keep running past the swinging axes until it falls through the hole you come across. After the next scene, it's time for some more fun.

```

-----
O-----O
| BOSS |
O-----O-----O
|      Lani      |
O-----O-----O
| Hit Points | 6100 |
O-----O-----O
|      Steal  | Ether, Gladius, Coral Sword |
O-----O-----O

```

-This fight can be either real easy or somewhat difficult, depending on how you approach it. It took me about 3 playthroughs to finally realize a strategy that makes this fight so easy it's not even funny. If Quina has Magic Hammer, have it abuse it on Lani for a few turns to knock off all her MP. With her MP knocked off, she has to rely on her physical attacks which seem to have a real LOW accuracy rate. She missed Dagger 24 consecutive times with her physical attack (yes, I counted). Using that strategy will net you plenty of time to steal the Gladius and Coral Sword from Lani. Have Vivi focus every turn until all items are stolen and have Quina toss some Potions out if someone gets low on health. Once all the items are stolen, set Dagger on healing duty while Quina and Zidane attack while Vivi abuses Fira/Blizzara/Thundara.

```

-----

```

Once you regain control, go all the way back to the gate that monster came out of and examine inside of it for an [\_ELIXIR\_]. Go back to where you fought Lani and go down the flight of stairs. Go pick a flower and stand on the spot with the ! above your characters head to ride the Gargant. Continue on and you'll find a Moogles and Stiltzkin. He'll sell you a Phoenix Pinion, Remedy, and an Ether for only 555 Gil. A good deal. Save your game and use Mognet. Talk with the nearby miner.

Go east from the moogles and ride the Gargant to end up near a chest. Open it up for a pair of [\_FAIRY EARRINGS\_]. Go back to where the Moogles and miner are. Go find the number 1 switch and hit it and ride the Gargant. Pick up the [\_ETHER\_] along the way and flip the Number 2 switch. Go back to the Gargant and go back to Number 1 switch and then ride the gargant again. Save at the moogles and ride the gargant northeast of the miner. Shop from the miner you land by and then go north up the stairs and follow them. Hit Switch Number 3

and then go ride the Gargant. Open the chest for a [\_LAMIA'S TIARA\_] and ride the Gargant back, hitting the Number 3 Switch again.

Ride the gargant and make your way eastward and go through the top door on the east side of the room. Talk with the miner and give him a potion to do some digging. Stay on the upper level and go east to find a bunch of rocks bunched together against the wall. Keep picking at it until a Moogle comes tumbling out. Save and use Mognet and go back west and then go to the lower level and go east. On this screen, go south and then west and examine around to find a [\_SURVIVAL VEST\_]. Go back west to where all the vines are. Carefully navigate to the northwest part of the area and flip the final switch here. Go back to the bottom and take the lower southeast path this time and call the gargant near you. Ride it and follow the path.

You'll be in the Outer Continent now. Go west, north, east, and then west to reach higher elevation and enter the city you come across.

=====

Conde Petie

=====

(D2N)

Items

-----

4500 Gil

Phoenix Pinion

Shops

-----

Item Shop

-----

Potion -----> 50G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Annoyment -----> 150G  
Tent -----> 800G

Weapon/Armor Shop

-----

Poison Knuckles -----> 5000G  
Multina Racket -----> 750G  
Stardust Rod -----> 760G  
Flame Staff -----> 1100G  
Ice Staff -----> 980G  
Lightning Staff -----> 1200G  
Oak Staff -----> 2400G  
Mythril Fork -----> 4700G  
Mythril Armet -----> 500G  
Lamia's Tiara -----> 800G  
Ritual Hat -----> 1000G  
Adaman Vest -----> 1600G  
Magician Cloak -----> 1850G

After the scenes, look behind one of the dwarves near the entrance to find [\_2700 GIL\_]. Look for the inn and examine around there for [\_1800 GIL\_]. Finally go to the item shop and examine the south corner of the stairs for a [\_PHOENIX PINION\_]. Use the Moogle to do whatever. If you go northeast, you'll find a weapon shop as well. Now go find Vivi and talk with him and watch the "Hungry Bryan" ATE. Go to where the item shop is for a scene. Exit.

If you look over the side of the cliff, you'll notice a vast forest with a strange looking bush near the end of it. Head for it and enter it.

Follow these directions for easy access:

-Right

-Right  
-Left  
-Right

Once you take that final right, you'll be at a new city.

=====  
Black Mage Village  
=====

(D20)

Items

-----

Ether

Elixir

Virgo

Gysahl Greens

2843 Gil

Shops

-----

Item Shop

-----

Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

Weapon/Armor Shop

-----

Mage Masher -----> 500G  
Mythril Dagger -----> 950G  
Gladius -----> 2300G  
Stardust Rod -----> 760G  
Mage Staff -----> 320G  
Flame Staff -----> 1100G  
Ice Staff -----> 980G  
Lightning Staff ---> 1200G  
Oak Staff -----> 2400G  
Mythril Fork -----> 4700G  
Leather Wrist -----> 200G  
Glass Armlet -----> 250G  
Bone Wrist -----> 330G  
Mythril Armlet -----> 500G  
Magic Armlet -----> 1000G  
Leather Hat -----> 150G  
Feather Hat -----> 200G  
Steepled Hat -----> 260G  
Headgear -----> 330G  
Magus Hat -----> 400G  
Bandana -----> 500G  
Mage's Hat -----> 600G  
Lamia's Tiara -----> 800G  
Ritual Hat -----> 1000G  
Silk Shirt -----> 400G  
Leather Plate -----> 530G  
Bronze Vest -----> 670G  
Chain Plate -----> 810G  
Mythril Vest -----> 1180G  
Adaman Vest -----> 1600G  
Magician Cloak ----> 1850G  
Survival Vest -----> 2900G

Synthesis Shop

-----

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

This is one of my favorite themes in the entire game. From where you start, enter the item shop to find an [\_ETHER\_]. Now go to the entrance of the weapon shop and examine around to find an [\_ELIXIR\_]. Next, go to the synthesis shop to find [\_2000 GIL\_] and then climb the ladder to reach the rooftop. Grab the [\_843 GIL\_] underneath the tree and climb back down and go to the inn. Examine around the trunk on the right side of the room for the [\_VIRGO\_] stellazzio. Exit the inn and go east to find a small stable. Enter it and examine the southeast corner for some [\_GYSAHL GREENS\_]. After that's done, view all the ATEs and go to the synthesis shop to find Dagger. Next, go to where the cemetery is and Vivi will run off. Visit him at the inn and choose to go to sleep.

After the next set of scenes, it's time to head back to Conde Petie.

=====  
 Conde Petie  
 =====  
 (D2P)

Go find the twins near the weapon shop and they'll tell you to find His Holiness. Go to the hall outside of the inn and talk to the man roaming around it. After the next set of scenes, you can make Vivi and Quina get married if you want, which I recommend you doing if you want to see a pretty funny scene. Afterwards, go back to the twins near the weapon shop for a couple more scenes. Follow the path.

=====  
 Mountain Path  
 =====  
 (D2Q)

Items	Enemies
-----	-----
Ether	Gnoll
Tent	Ochu
Remedy	Troll
Red Stone	

Blue Stone  
Yellow Stone  
Green Stone  
Moonstone

After the scenes, you'll get to name your new character, whose default name is Eiko. Quina runs off, meaning you have two white mages in your party now. Climb the nearby vine and open the chest at the top for a [\_REMEDY\_]. Go east to the next screen and examine the statue for a [\_BLUE STONE\_]. Go back to the previous screen and climb down the vine and go east. Climb the next vine and then open the chest for a [\_TENT\_] and examine the statue for a [\_RED STONE\_]. Continue along the main path until you reach Stiltzkin and another Moogles. He'll sell you a Magic Tag, Tent, and an Ether for 666 Gil. Buy it and save your game. Go west at the fork and climb the ladder and continue down the main path until a scene plays. Go east a bit more.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Hilgigars |  
O-----O-----O-----O  
| Hit Points | 8000 |  
O-----O-----O-----O-----O  
| Steal | Phoenix Down, Mythril Fork, Fairy Flute |  
O-----O-----O-----O-----O

-Don't bother trying to steal the Fairy Flute as it's a real pain in the ass to get and it can literally take you several hours to steal it, so just start attacking it right off the bat. Have Dagger cast Float on your party as Hilgigars can use Earthquake. Aside from that, his other attacks, which consist of Hiphop and Knock Down, are easily counterable with a simple Cure from Eiko or Dagger. Once Float wears off, recast it and keep having Zidane and Vivi attack it with physical and magic attacks.

-----  
After the scenes, examine the nearby statue for a [\_YELLOW STONE\_] and take the southeast route. At the next fork, take the nearby east route and examine the statue for a [\_GREEN STONE\_]. Open the chest as well for an [\_ETHER\_]. Backtrack all the way to the Moogles and at the threeway fork, go southeast this time. Put all four stones into the statue at the end of the path for a [\_MOONSTONE\_]. Make your way back to where you fought Hilgigars and continue along the path until you reach a fork. Take the north path this time and follow it to reach the world map. Just go straight ahead to find your next destination.

=====  
Madain Sari  
=====  
(D2R)

Items  
-----  
Phoenix Pinion  
Tent  
Ore



Kirman

Libra

Shops

-----

General Shop (Mogshop)

-----

Dagger -----> 320G

Mage Masher -----> 500G

Mythril Dagger --> 950G

Gladius -----> 2300G

Poison Knuckles > 5000G

Multina Racket --> 750G

Golem's Flute --> 2700G

Pinwheel -----> 200G

Magic Armlet ---> 1000G

Lamia's Tiara ---> 800G

Ritual Hat -----> 1000G

Adaman Vest ----> 1600G

Magician Cloak -> 1850G

Survival Vest --> 2900G

Potion -----> 50G

Phoenix Down ----> 150G

Echo Screen -----> 50G

Soft -----> 100G

Antidote -----> 50G

Eye Drops -----> 50G

Magic Tag -----> 100G

Annoyment -----> 150G

Tent -----> 800G

Once you get control, examine behind the fountain for the [\_LIBRA\_] stellazzio. Talk with Dagger and an ATE will become available with Eiko. Do the following:

- Have Chimomo help in the kitchen, since he's the smallest.
- Have Mocha dig up potatoes.
- Have Momatose do the fishing, as he's the largest moogle.

When Dagger is gone from her spot, examine around it for a [\_TENT\_]. Now go north and attempt to enter the Eidolon Wall. After the small scene (silly Quina), go back south and go southwest and talk with Vivi. Attempt to enter Eiko's house and then make your way back to the Eidolon Wall. Watch the next ATE with Eiko. Do the following:

- Get water for 11 people.
- DO NOT add the oglop in the stew. (Seriously, what the hell?)
- Go help Momatose with the fish he caught, only to find out it's not a fish. Let Quina help Eiko out.

Once you reach the Ediolon Wall, go get Dagger near the town entrance and go back to the wall for a small scene. Now make your way back to Eiko's house and attempt to enter. After the scene, open the chest for a [\_PHOENIX PINION\_] and examine around the room for an [\_ORE\_]. Now pick up the pot and bring it to the kitchen. Once you put the pot down, go back to the kitchen if you're not already there and go west near the stairs to find some [\_KIRMAN COFFEE\_]. Go back and try to leave and Momatose will block your way. Choose to go to sleep.

After the scenes, your party will consist of Zidane, Dagger, Vivi, and Eiko.

Make sure to learn Body Temp for everyone and equip Jelly. You can buy some stuff from Momatose. Once you're ready, go back to the Mountain Path and to the area where you fought Hilgigars. Take the other path to find the Iifa Tree.

=====  
Iifa Tree  
=====  
(D2S)

Items	Enemies
-----	-----
Hi-Potion	Zombie
Ether	Stroper
Phoenix Down	Dracozombie
Remedy	
Elixir	
Ruby	
Healing Rod	
Brigandine	
Lamia's Flute	

NOTE: The Dracozombies can use LV5 Death, Stropers often counter with Petrify, and Zombies can use Roulette, so watch out for those. Also, before you reach the end of this area, make sure your Levels aren't divisible by 5, meaning make sure they don't have a 0 or 5 at the end of them.

After the scene, you'll obtain a [\_RUBY\_]. Follow the main path until you reach inside of the tree. Use the Moogle to save your game. Continue along the path until a scene triggers. Step on the elevator and everyone will ride it down. On the second screen, take the root that branches off the main path and choose to push the button. Open the chest that drops down for a [\_PHOENIX DOWN\_]. Continue down and open the chest along the way for a [\_HI-POTION\_].

On the next screen, go left a bit and hit the switch to drop a chest down. Go open it up for a [\_HEALING ROD\_] and continue on to find another chest that has an [\_ETHER\_] in it. Grab the other two chests for a [\_LAMIA'S FLUTE\_] and a [\_REMEDY\_]. MAKE SURE YOUR LEVELS AREN'T DIVISIBLE BY 5 BEFORE CONTINUING ON. Once you're ready, hop on the leaf and you'll fight two scripted fights. One is against three zombies while the other is against a Dracozombie. Once you reach the bottom, equip Body Temp on everyone. Go down the stairs and examine the left side of them for an [\_ELIXIR\_]. Go west on the lower level and open the chest that's hidden below the above platform for a [\_BRIGANDINE\_]. Go all the way west until a ? appears above you rhead. Examine it and a few scenes will play out. Go get Dagger for a fight.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Soulcage |  
O-----O-----O-----O  
| Hit Points | 10000 |  
O-----O-----O-----O-----O  
| Steal | Magician Cloak, Brigandine, Oak Staff |  
O-----O-----O-----O-----O

With Body Temp equipped, you'll take out one of his two deadliest attacks, which is Mustard Bomb. If you listened to me as well and don't have your levels divisible by 5, then LV5 Death will be useless, which leaves him with only Leaf Swirl, Shockwave, and Fira, all easily counterable with Cure/Cura on an ally or the party. Have Zidane steal the Brigandine while Vivi focuses. Eiko and Dagger should be healing, but it wouldn't hurt to have either one of them cast Cura on the Soulcase to damage it. Once you steal the Brigandine or all of the items, start attacking it. DO NOT use Fira with Vivi. Use Blizzara instead. Just have Eiko or Dagger on healing duty and don't use Fira and you'll be just fine.

---

After the next set of scenes, it's back to Madain Sari.

=====

Madain Sari

=====

(D2T)

Items

-----

Phoenix Down

Elixir

Exploda

Make your way to Eiko's kitchen and go down the two flights of stairs into the door at the bottom. After the scene, open the chest for a [\_PHOENIX DOWN\_] and make your way to the Ediolon Wall. Talk with the moogle and choose to peek inside. You'll then get an [\_ELIXIR\_] and an [\_EXPLODA\_]. Let the moogle heal you and equip Auto-Potion on Zidane. Choose to enter for a scene.

---

O-----O

| BOSS |

O-----O-----O

| Scarlet Hair |

O-----O-----O

| Hit Points | 9100 |

O-----O-----O-----O

| Steal | Ether, Poison Knuckles |

O-----O-----O-----O

-If you have Auto-Potion equipped, you should win this fight with no problems. Have Zidane steal the Ether and Poison Knuckles first before you start attacking Scarlet. He'll jump around the battlefield from time to time. When he does, avoid attacking him as his evasion rate is increased during this time and he counters. Once he says "Here I go!", start attacking him as he'll stop jumping around. Rinse and repeat.

---

After the scenes, go back to Eiko's kitchen and into the room you were in before. Exit Eiko's house and once a ! appears above Zidane's head, examine that spot for some rather long scenes. Afterwards, your final party member, Amarant, will join you. You can now change your party as well. Zidane, Eiko,

Vivi, and Amarant is what I went with but the choice is yours. Equip Amarant with different equipment if you want (I prefer having him learn the skills he has on now) and then it's time to head for the Iifa Tree.

=====

Iifa Tree

=====

(D2U)

Items	Enemies
-----	-----
Aquamarine	Zombie
	Stroper
	Dracozombie
	Mistodon

Form your party if you want and just follow the root until a scene triggers. Afterwards, make your final preparations and continue on for some more scenes. You'll fight a couple of Mistodons here which aren't very hard. The only real threat they have is they can put you to sleep with their Mist attack. Other than that, it's a real simple fight. After the scenes and another fight, make your way down the tree by holding the analog stick or D-Pad to the left. Once you reach the bottom, you'll receive an [\_AUQAMARINE\_] after the scenes.

Some more long scenes play out, and that's the end of Disc 2.

-----FINAL FANTASY IX-----

Disc 3

-----

=====

Alexandria

=====

(D3A)

Items
-----
Phoenix Pinion x3
Lapis Lazuli
Amethyst
Opal
Topaz
Ether
Leo
6607 Gil
Ramuh Card
Shiva Card

Shops

-----

Item Shop

-----

Potion -----> 50G  
Hi-Potion -----> 200G

Weapon/Armor Shop

-----

Mythril Dagger -----> 950G  
Gladius -----> 2300G

Phoenix Down ----->	150G	Ice Brand ----->	3780G
Echo Screen ----->	50G	Partisan ----->	1600G
Soft ----->	100G	Ice Lance ----->	2430G
Antidote ----->	50G	Cat's Claws ----->	4000G
Eye Drops ----->	50G	Poison Knuckles ---->	5000G
Remedy ----->	300G	Stardust Rod ----->	760G
Annoyment ----->	150G	Healing Rod ----->	1770G
Tent ----->	800G	Lamia's Flute ----->	3800G
		Flame Staff ----->	1100G
		Ice Staff ----->	980G
		Lightning Staff ---->	1200G
		Oak Staff ----->	2400G
		Pinwheel ----->	200G
		Glass Armllet ----->	250G
		Bone Wrist ----->	330G
		Mythril Armllet ----->	500G
		Magic Armllet ----->	1000G
		Mythril Gloves ----->	980G
		Thunder Gloves ----->	1200G
		Lamia's Tiara ----->	800G
		Ritual Hat ----->	1000G
		Twist Headband ---->	1200G
		Barbut ----->	600G
		Mythril Helm ----->	1000G
		Gold Helm ----->	1800G
		Magician Cloak ---->	1850G
		Survival Vest ----->	2900G
		Brigandine ----->	4300G
		Mythril Armor ----->	1830G
		Plate Mail ----->	2320G

#### Synthesis Shop

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

You'll have control of Vivi. The first thing you should do before you forget

is go to the chapel steeple to find Stiltzkin. He'll sell you a Phoenix Pinion, Hi-Potion, and an Elixir for 777 Gil. Ring the bell for a [\_SHIVA CARD\_] and a [\_RAMUH CARD\_]. Remember when I told you at the beginning of the walkthrough to memorize where the synthesis and weapon shops were? Go to them and do some synthesizing and upgrade your equipment as needed. Now exit and go north to find the dock leading to the castle. Examine the sides of the two watch towers for a [\_PHOENIX PINION\_] and [\_3927 GIL\_]. Now make your way to the mini theater where Blank and Marcus are (it's in the alley on the way to the church steeple) and attempt to enter for a scene.

It'll switch to Dagger and some more scenes will play out, involving Eiko. You'll have control of Zidane now. Go back to the mini theater and examine the ground for [\_2680 GIL\_]. Now go do the dock leading to the castle for another scene, where you'll be reunited with Freya (Finally!) and she'll join your party once again. Ride the boat that comes and examine behind the bells that you're near when you get off for an [\_ETHER\_] and a [\_PHOENIX PINION\_]. Go up a bit and examine behind the fountain for a [\_LAPIS LAZULI\_]. Take the west branch and enter the tower. Examine the east wall for a [\_PHOENIX PINION\_] and then go through the door. Examine the northeast corner of the wall above you for the [\_LEO\_] stellazzio. Go back to the courtyard and go north, leading to the castle for some more scenes. After the scenes, you'll be in Treno.

=====

Treno

=====

(D3B)

Items

-----

Chimera Armlet

Shops

-----

Item Shop

-----

Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

Weapon/Armor Shop

-----

Dagger -----> 320G  
Mythril Dagger --> 950G  
Gladius -----> 2300G  
Ice Brand -----> 3780G  
Coral Sword ----> 4000G  
Partisan -----> 1600G  
Ice Lance -----> 2430G  
Cat's Claws ----> 4000G  
Poison Knuckles > 5000G  
Multina Racket --> 750G  
Stardust Rod ----> 750G  
Healing Rod ----> 1770G  
Lamia's Flute --> 3800G  
Oak Staff -----> 2400G  
Magic Armlet ---> 1000G  
Mythril Gloves --> 980G  
Thunder Gloves -> 1200G  
Lamia's Tiara ---> 800G  
Ritual Hat -----> 1000G  
Twist Headband -> 1200G  
Mythril Helm ---> 1000G  
Gold Helm -----> 1800G

Magician Cloak -> 1850G  
Survival Vest --> 2900G  
Brigandine -----> 4300G  
Linen Cuirass ---> 800G  
Mythril Armor --> 1830G  
Plate Mail -----> 2320G

#### Synthesis Shop

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

Once you gain control, watch the ATEs. One of them involve Vivi having a choice of going back to his home or not. If you let him go, you can view a scene with Vivi and Zidane if you decide to go to Quan's Dwelling. If you let Vivi stay, you can win a Namingway Card from Mario during the card tournament. It's up to you, really. Make sure to watch the "Memories by the Water" and "City People" ATEs when they become available. You'll net a [\_CHIMERA ARMLET\_] automatically if you do. Now, before going any further, exit Treno and go to the South Gate and make your way to Dali.

=====

Dali

=====

(D3C)

Items

-----

Mini-Brahne

Burman Coffee

Mayor's Key

Elixir

Cachusha

30000 Gil

Make your way to the Mayor's house and you'll find the mayor has left. In

order to keep the kid asleep, keep checking an empty space over and over again until it's safe to move on. Examine the desk for a [\_MINI-BRAHNE\_] and then check the heater for the [\_MAYOR'S KEY\_]. Now exit and go back into the building with the windmill. Go examine the back door to unlock it. Get the [\_30000 GIL\_] here and then go examine the area again for one of the coffees, [\_BURMAN COFFEE\_]. Go back inside the building and climb to the second level of the building to get the two chests up here now. Open them up for an [\_ELIXIR\_] and [\_CACHUSHA\_]. Go back to Treno.

=====

Treno

=====

(D3D)

Items

-----

Rebirth Ring

Now, before going to the card stadium, save your game. Once you're ready, choose to register by talking to the person to the left of the entrance of the stadium and you'll have to win two matches before facing the champion. Do keep in mind that it's a one-time match against the champion, and if you win, you get the [\_REBIRTH RING\_]. Once you're done, watch the next set of scenes.

=====

Alexandria

=====

(D3E)

Items

-----

Hi-Potion/Elixir/Angel Earrings (Dependant on your actions)

You'll have to organize the Knights of Pluto with Dagger. Do the following:

- Have Blutzen and Kohel gather information.
- Have Weimar and Haagen protect the townspeople.
- Have Breireicht and Laudo contact Lindblum to request backup.
- Have Dojebon and Mullenkedheim begin preparations to fire the cannons.

If you did all of those four, you'll receive a pair of [\_ANGEL EARRINGS\_]. The next set of scenes consist of Beatrix and Steiner fighting Mistodons. They're undead, so equip Undead Killer with Steiner. MAKE SURE NOT TO USE THE BLOOD SWORD AGAINST THEM. If you do, you'll only hurt yourself. Make your way through town, killing all the Mistodons. You'll know you're at the last battle when Steiner goes into Trance at the beginning of the battle.

You'll control Dagger now. Take the stairs up and go through the south door. Go up the nearby stairs and then north once you reach the top. Go through the west door and then it's pretty much straightforward from there. Once you reach the top, some scenes play out.

You'll have control of Zidane now. I HIGHLY recommend doing the optional boss I'm about to list. Go through the west door near you and go to the bottom row of bookshelves. Put everyone in the backrow and make sure Vivi has learned Bio and equip everyone with Antibody. When you're ready, examine the book.



```

-----
O-----O
| BOSS |
O-----O-----O
|  Tantarion  |
O-----O-----O
|  Hit Points  |  24000  |
O-----O-----O-----O
|    Steal    | Ether, Elixir, Silver Fork, Demon's Mail |
O-----O-----O

```

-This guy has some nasty attacks that you'll want to watch out for. One of them, and probably his most annoying, is Doom which you can't counter. You can only hope it misses its target. The other attack is Paper Storm which hits the entire party for considerable damage, so have someone ready to use Hi-Potions if needed. The key to this battle is to actually reveal the monster in the book. To do so, simply attack it with each character except for Vivi, who should be Focusing. DO NOT HAVE ZIDANE STEAL UNTIL THE MONSTER REVEALS ITSELF. Don't bother wasting everyones turn trying to steal the Demon's Mail anyways. Once the monster reveals itself, have everyone else on standby or use Hi-Potions while Zidane should be stealing and Vivi abuses Bio on it. After about 7-8 turns, it'll go back into the book, so repeat the process of hitting the book until it reveals itself then pound it with Bio.

For winning you'll get a pair of Running Shoes, which teach the all useful Auto-Haste skill. Continue your way back to the top of the castle for a series of long events.

NOTE: From here on out until a certain point later in the disc, Dagger will not be able to concentrate during random turns during a battle which in turn wastes her turn, so be sure to remember that.

=====

Lindblum

=====

(D3F)

Items

-----

Remedy x2

Elixir x2

7069 Gil

Sagittarius

Lapis Lazuli

Egoist's Armlet

Chimera Armlet

Beautiful Potion

Unusual Potion

Strange Potion

Shops

-----

Weapon/Armor Shop

-----

Coral Sword -----> 4000G

Partisan -----> 1600G  
 Ice Lance -----> 2430G  
 Poison Knuckles --> 5000G  
 Magic Racket -----> 1350G  
 Healing Rod -----> 1770G  
 Lamia's Flute -----> 3800G  
 Cypress Pule -----> 3200G  
 Mythril Fork -----> 4700G  
 Pinwheel -----> 200G  
 Chimera Armlet ---> 1200G  
 Thunder Gloves ---> 1200G  
 Twist Headband ---> 1200G  
 Mantra Band -----> 1500G  
 Dark Hat -----> 1800G  
 Gold Helm -----> 1800G  
 Magician Cloak ---> 1850G  
 Survival Vest -----> 2900G  
 Brigandine -----> 4300G  
 Mythril Armor -----> 1830G  
 Plate Mail -----> 2320G  
 Potion -----> 50G  
 Hi-Potion -----> 200G  
 Phoenix Down -----> 150G  
 Echo Screen -----> 50G  
 Soft -----> 100G  
 Antidote -----> 50G  
 Eye Drops -----> 50G  
 Magic Tag -----> 100G  
 Remedy -----> 300G  
 Annoyment -----> 150G  
 Tent -----> 800G

#### Synthesis Shop

-----

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

Once Zidane wakes up, open the chests in the guestroom for an [\_ELIXIR\_] and an [\_EGOIST'S ARMLET\_]. Talk with the moogle to do the usual business and then go talk with Blank. Before going to see Cid, ride the elevator to the base level and go to Serpent's Gate for a chest containing a [\_CHIMERA'S ARMLET\_] and then go to the Dragon's Gate for that hidden chest again for a [\_REMEDY\_]. Go visit Dagger on the upper level by going to the telescope and then go visit Cid. You have to talk to the guards in order to open the door for god knows what reason. After the scenes, make your way back to the guest room for a few more scenes. Now it's time to help Cid.

Go to the Business District first and once you exit the aircar station, go north. Examine the west area of the screen for the [\_SAGITTARIUS\_] stellazzio. Enter the only building you can enter and open the two chests for an [\_ELIXIR\_] and a [\_REMEDY\_] then exit and head for the screen with the three shops. Go talk with the item shop owner and ask her about the potions. She'll give you the [\_BEAUTIFUL POTION\_]. One down, two to go. Do some synthesizing if you want and then make your way to the Theater District.

Enter Michael's house and open the chest for a [\_LAPIZ LAZULI\_]. Ask Michael about the potions and then examine the southwest corner of his studio for the [\_STRANGE POTION\_]. Exit and make your way to the Tantalus Hideout for a scene. Afterwards, you'll have the [\_UNUSUAL POTION\_]. Go back and enter the Hideout for those three chests again. Open them up for [\_970 GIL\_], [\_1273 GIL\_], and [\_4826 GIL\_]. With all the potions collected, go visit Cid for another set of scenes. After the scenes, go to the Serpents Gate and take the exit to find the harbor. Climb onto the Blue Narciss and it's time to head for the Black Mage Village

You can do a few things now, but the one thing I would recommend is doing Chocobo Hot and Cold. If you take the time to do it, you can get Choco's Ocean Ability, which makes finding the Chocographs you have so much easier. Doing it now will also net you some EXCELLENT items, so get as many chocographs as you can. You'll also be introduced to Dead Peppers if you get the Ocean ability.

\*\*\*\*\*

Super easy and super quick leveling

-----  
Before going to the Black Mage Village, I would recommend getting some levels for some characters that you haven't used in awhile, and I would recommend getting everyone to at least Levels 35-40. So how do we do this real fast?

- 1.) Go to the Iifa Tree with Quina and have him eat a Stroper to learn LV5 Death.
- 2.) Make 4 Coral Rings (3 if you won one from the Festival of the Hunt) for your party.
- 3.) Equip Antibody, Level Up, and if you want, Ability Up on all of your characters and have Quina equip Millionaire.

With all of those set, make your way to Gizamaluke's Grotto and go to where the Moogles are. Save your game and climb up the vine to go outside. Make sure Quina is in your party and equip your Coral Rings and any equipment you need to learn skills for and run around on the plains, not on the forest.

You'll always encounter Grand Dragons on the plains. Their Venom Breath and

Thundaga attacks are useless now, leaving only his physical attack which can be countered with a Phoenix Down. Simply have Quina use LV5 Death in every fight. With Level Up equipped, you'll get 12,000+ experience per battle with little to no effort at all. Rinse and repeat until you're satisfied with everyones levels.

\*\*\*\*\*

When you're ready, head for the Black Mage Village.

=====

Black Mage Village

=====

(D3G)

Items

-----

Black Belt

Go to the cemetary for a small scene and then head to the east wing of the town where the little chocobo hut is for another scene. Before leaving, go to the item shop and go behind the counter and climb the ladder. Jump on the bed to open a chest for a [\_BLACK BELT\_].

Exit the village now and go to the far east portion of the Outer Continent and look for a desert with some sandpits. Enter the one that doesn't have dust clouds coming from it.

After the next set of scenes, you'll have to choose a party. I went with Zidane, Dagger, Vivi, and Steiner but it's up to you. Just don't put Eiko in your party. The reason for this is that the place you're going to is pretty much an anti-magic place, which bitchslaps Vivi, Dagger, and Eiko across the face. Remember that Dagger can't concentrate from time to time, so it's best to bring her instead of having her fail at a command at the worst possible time when you switch to the other party.

As Zidane, just follow the path underground to find the airship and approach it to be taken to the Forgotten Continent automatically. Open your map and see where the little white dot is on the continent? That's your next destination.

=====

Oeilvert

=====

(D3H)

Items

-----

Remedy

Elixir

Rising Sun

Feather Boots

Gaia Gear

Power Vest

Diamond Sword

Shield Armor

Enemies

-----

Garuda

Ogre

Epitaph

Shops

-----

General Shop (Mogshop)

-----  
Diamond Sword -----> 4700G  
Trident -----> 3580G  
Mythril Claws -----> 6500G  
Magic Racket -----> 1350G  
Healing Rod -----> 1770G  
Fairy Flute -----> 4500G  
Cypress Pile -----> 3200G  
Silver Fork -----> 7400G  
Pinwheel -----> 200G  
Chimera Armlet -----> 1200G  
Egoist's Armlet -----> 2000G  
Thunder Gloves -----> 1200G  
Diamond Gloves -----> 2000G  
Mantra Band -----> 1500G  
Dark Hat -----> 1800G  
Green Beret -----> 2180G  
Gold Helm -----> 1800G  
Cross Helm -----> 2200G  
Brigandine -----> 4300G  
Judo Uniform -----> 5000G  
Plate Mail -----> 2320G  
Gold Armor -----> 2950G  
Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Magic Tag -----> 100G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

NOTE: The Epitaphs are probably the most annoying enemies here. If you hit them, they'll spout out one of the 8 characters you have and if one pops out that's in your current party, that character will be instantly killed on the next turn. For example, say a Zidane clone comes out. Since Zidane obviously has to be in your party, the Zidane clone will do 9999 damage to him the next turn but then attack normally from there on out unless Zidane is revived, in which he'll do 9999 damage to Zidane again.

Use the Moogles near the entrance and buy Green Berets, which teach the useful skill Clear Headed, which you'll want for the boss of this area. Once you're set, continue north to the next screen. After the scene, it's time to go inside.

Open the nearby chest once you enter for a [\_REMEDY\_]. Climb up the stairs for the second chest in the room for a [\_RISING SUN\_]. Stay on the second floor and go west. Activate the switch and then open the chest near it for an [\_ELIXIR\_]. Go back down the stairs and go east this time. You'll find Stiltzkin selling a Hi-Potion, Emerald, and Elixir for 888 Gil. Go back to the entrance and go west. Open the chest near you for a [\_DIAMOND SWORD\_] and then go near the machine in the middle for a small scene. Open the next chest for a [\_SHIELD ARMOR\_] and then go south.

Open the two chests in this area for a [\_POWER VEST\_] and [\_FEATHER BOOTS\_] and

go up the stairs, examining the far left holograph first. Afterwards, examine the one on your right, then go down the stairs and examine the holograph on the right, then finally the one on the left. Go back up the stairs and go west and keep going west until you see a gray crystal ball. Examine it for a small scene then continue west to reach the room with the first holograph you viewed. There's a blue door above you, so enter it for another scene. Once in control again, go back to where the Moogles are and save your game and do the usual Mognet business. Open the chest in this room for a [\_GAIA GEAR\_]. Equip everyone with Clear Headed and equip Bandit on Zidane. When you're ready, go through the door and ride the platform down and examine the statue near you.

```

-----
O-----O
| BOSS |
O-----O-----O
|      Ark      |
O-----O-----O
| Hit Points | 20500 |
O-----O-----O-----O
|      Steal  | Elixir, Power Vest, Holy Lance |
O-----O-----O

```

-For all that is holy, steal that Holy Lance as soon as possible as it teaches one of the sexiest skills in the game for Freya, Dragon's Crest. Anyone that you brought with you that's a magic caster should be using Hi-Potions when Ark uses Photon, which brings a single characters HP down to 1. His other annoying attack is Propeller Wind, which makes everyone confused, but Clear Headed takes away that threat. Boomerang hits the party for about 200-400 damage, so that's nothing to worry about if you toss out Hi-Potions after his Photon attack. Aside from Photon, he's got nothing to offer that's a real threat, so steal those items and have Zidane and any other physical attacker attack it while your mages should be dishing out the healing items.

After the fight, the game switches back to the other party.

```

=====
Desert Palace
=====
(D3I)

```

Items	Enemies
-----	-----
Promist Ring	Torama
N-Kai Armlet	Drakan
Shield Armor	Grimlock
Black Hood	
Fairy Earrings	
Venetia Shield	
Anklet	
Namingway Card	

Shops  
-----

General Shop (Mogshop)

```
-----  
Diamond Sword -----> 4700G  
Trident -----> 3580G  
Mythril Claws -----> 6500G  
Magic Racket -----> 1350G  
Healing Rod -----> 1770G  
Fairy Flute -----> 4500G  
Cypress Pile -----> 3200G  
Silver Fork -----> 7400G  
Pinhweel -----> 200G  
Rising Sun -----> 500G  
Chimera Armlet -----> 1200G  
Egoist's Armlet -----> 2000G  
Diamond Gloves -----> 2000G  
Mantra Band -----> 1500G  
Dark Hat -----> 1800G  
Green Beret -----> 2180G  
Cross Helm -----> 2200G  
Brigandine -----> 4300G  
Judo Uniform -----> 5000G  
Gold Armor -----> 2950G  
Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Magic Tag -----> 100G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G
```

After the opening scenes, you'll play a Mini-game with Cid here. You need to creep towards the key while making sure the Hedgehog Pie isn't looking, so this is basically a game of Red Light Green Light. Once you get the key, you'll need to set down some weights on the scales. Put weights B,C, and D on the scales and jump up to reverse the hourglass.

You'll have control of the other party now. You'll need to deactivate all the bloodstones in this dungeon. You'll see why soon enough. From where you start, go south a bit and then east to find a Moogle. After saving, go west twice and then up the stairs leading north. Light the candle against the west wall and the first bloodstone will become visible. Examine it for a [\_PROMIST RING\_].

In this room, go west through the door and then go back and run east, which reveals a hidden flight of stairs. Take it and light the candle at the end. Go back and examine near the right gargoyle statue for some [\_FAIRY EARRINGS\_]. Continue to the west. In this room, light all three torches and go through the door to reach the other side of the area. Light the southwest torch on the right side of the room and then go back to the left side of the room. Go past where the statue used to be and light the two torches in the middle then the last two torches on the east side of the room, and then finally the torch in the south portion of the room. Examine the bloodstone for an [\_ANKLET\_]. Continue by going northeast.

Hug along the east wall and light the candle for another bloodstone. Examine it for a [\_SHIELD ARMOR\_] and continue on and go up the stairs at the end. Light the candle right by you and continue on. You'll find a huge bookcase

with a number of candles. Go west and light the candle, which reveals a flight of stairs. Take the stairs and light the candle at the top. Doing so will slide the bookshelf up. Go through the door and examine the bloodstone for an [\_N-KAI ARMLET\_]. Go back to the bookcase and go to the middle level and light the candle to raise the middle portion of the bookshelf. Go through the door and light the two sets of candles in this area and go back. Finally, light the bottom candle and go through the bottom door. Light the candle here and go back. You'll hear the sound of a Moogle now. Go all the way west to find that Moogle and do the usual business. Once you're ready, continue to the west.

Light both candles in this area to reveal a bloodstone. Examine it for a [\_BLACK HOOD\_]. Now examine the left candle to unlight it and go through the door. Go across the balcony to enter the room you just came from and light all three candles for another bloodstone. Examine it for a [\_VENETIA SHIELD\_]. Go to the left candle (not the one near the portrait on the wall) and unlight it and a flight of stairs will be revealed. Get back to the east side of the room and climb the stairs. Go to the candle at the end of the hall and attempt to light it.

```
-----  
O-----O  
| BOSS |  
O-----O-----O  
| Valia Pira |  
O-----O-----O  
| Hit Points | 13000 |  
O-----O-----O  
| Steal | N/A |  
O-----O-----O
```

If you deactivated all those bloodstones, this fight just became a simple walk in the park. Its magic attacks do pathetic damage now, so you shouldn't have too much to worry about here. Have Eiko on healing duty just incase while your other three characters should attack it or use magic on it, depending on who you have. You shouldn't have any trouble whatsoever.

After the fight, light the candle and take the teleporter that appears for a scene. You'll be in control of Zidane again, so make your way through the monster infested underground passage (Frickin' Kuja) and after a small scene, make your way to Kuja's room. Once the scenes play out, examine around the south portion of the room for a [\_NAMINGWAY CARD\_]. Now exit and go back to the airship hangar and go directly north once you reach where the airship was to exit. Flip the level near the rope ladder and climb down, going north to exit.

You'll be on the Lost Continent now. Go west to find a town sitting there.

```
=====  
Esto Gaza  
=====  
(D3J)
```

```
Shops  
-----
```



General Shop

-----

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

Enter the little structure for a pair of scenes. Afterwards, go east to find the shop. Make sure to buy an Octagon Rod for Vivi here, as it'll teach him his hi-tier elemental spells (Firaga, Thundaga, Blizzaga). When you're ready, make your way to Mt. Gulug.

=====

Mt. Gulug

=====

(D3K)

Items	Enemies
-----	-----
Ether	Wraith
Elixir	Grenade
9693 Gil	Vepal
Wing Edge	Worm Hydra
Red Hat	Red Dragon
Ribbon	
Demon's Mail	
Gaia Gear	
Golden Hairpin	

Shops

-----  
General Shop (Mogshop)

- Potion -----> 50G
- Hi-Potion -----> 200G
- Phoenix Down -----> 150G
- Echo Screen -----> 50G
- Soft -----> 100G
- Antidote -----> 50G
- Eye Drops -----> 50G
- Magic Tag -----> 100G
- Remedy -----> 300G
- Annoyment -----> 150G
- Tent -----> 800G

Once you gain control of Zidane, go west into the house. Examine around the house for an [\_ETHER\_] and [\_9693 GIL\_]. Climb the ladder and exit to the west and climb down the ladder. Examine the northeast corner for a [\_RED HAT\_]. Go back to the entrance and continue east until you come across a well. Keep going to the right and examine around to find a [\_GOLDEN HAIRPIN\_]. Backtrack to the well and climb down the rope.

Go a bit to the left and turn the crank three times down and the rope will go down another floor. Don't go down yet but instead go to the right to find a Mooglee. Save and use Mognet and snag the [\_WING EDGE\_] in this room then proceed to the right. Climb the stairs to reach another screen containing a [\_GAIA GEAR\_]. On the way back, you'll fight a couple of Red Dragons. Dispose of them and go back to the well and go left. There are two ways to go here. Go into the house first and examine around for a [\_DEMON'S MAIL\_]. Go visit the Mooglee in this room and continue on to fight another Red Dragon. After the fight, examine the north wall on the lower level to find an [\_ELIXIR\_]. Go back to the well.

Slide down to the bottom and run around until another Red Dragon shows up. After the fight, go through the hole in the wall and a couple of scenes will play out. Afterwards, you'll obtain a [\_RIBBON\_], which is just one hell of an accessory due to its ability to pretty much absorb or half all elemental damage except for Holy and Shadow. After a few more scenes, Vivi will run off, leaving you with Eiko for this upcoming fight.

-----  
O-----O  
| BOSS |  
O-----O-----O  
| Meltigemini |  
O-----O-----O-----O  
| Hit Points | 25300 |  
O-----O-----O-----O-----O  
| Steal | Vaccine, Demon's Vest, Golden Hairpin |  
O-----O-----O-----O-----O

-This is a real simple fight. The only annoying thing you'll need to worry about is Viral Smoke, which inflicts Virus on your entire party. Virus prevents you from getting any experience and AP after battles, so once he uses it, have everyone use a Vaccine on themselves on their next turn. Melti seems to only use Viral Smoke about 10% of the time after using it for the very first time, so don't worry about him using it on a frequent basis. Have Zidane steal

the Demon's Vest and Golden Hairpin before you finish him off.

-----  
After the fights, you'll be back in Lindblum.

=====  
Lindblum  
=====

(D3L)

You'll be in the guest room when you regain control of Zidane. Go talk with the Moogles north of you and use Mognet to deliver a letter. Make your way to the conference room now for several sets of scenes. (Dagger looks damn hot now) Afterwards, it's time to head for our next destination, Ipsen's Castle, but first let's take a little detour.

To find Daguerreo, hop in your new airship and go to the south portion of the Forgotten Continent and land on the Sacrobless island. Look for a small cave near a waterfall. That's where you want to head.

=====  
Daguerreo  
=====

(D3M)

Items

-----  
Capricorn

Elixir x2

Flare/Meteor Card (Dependant on your actions)

Shops

-----  
Item Shop

Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Magic Tag -----> 100G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

Weapon/Armor Shop

-----  
Mage Masher -----> 500G  
Mythril Dagger ----> 950G  
Gladius -----> 2300G  
Zorlin Shape -----> 6000G  
Rune Blade -----> 8900G  
Obelisk -----> 6000G  
Tiger Fangs -----> 13500G  
Magic Racket -----> 2250G  
Asura's Rod -----> 3180G  
Hamelin -----> 5700G  
Octagon Rod -----> 4500G  
Rising Sun -----> 500G  
Bone Wrist -----> 330G  
Mythril Armlet ----> 500G  
Magic Armlet -----> 1000G  
Chimera Armlet ---> 1200G  
Egoist's Armlet --> 2000G  
N-Kai Armlet -----> 3000G  
Jade Armlet -----> 3400G  
Venetia Shield ---> 2800G  
Defense Gloves ---> 6000G

Lamia's Tiara -----> 800G  
Twist Headband ---> 1200G  
Golden Hairpin ---> 3700G  
Coronet -----> 4400G  
Diamond Helm -----> 3000G  
Gaia Gear -----> 8700G  
Demon's Vest ----> 10250G  
Demon's Mail -----> 5900G  
Diamond Armor ----> 8800G

#### Synthesis Shop

-----

Angel Bless -----> 9000G [Mythril Dagger, Gladius]  
Sargatanas -----> 12000G [Gladius, Zorlin Shape]  
Cotton Robe -----> 1000G [Wrist, Steepled Hat]  
Silk Robe -----> 2000G [Silk Shirt, Bandana]  
Magician Robe -----> 3000G [Mage Staff, Magician Cloak]  
Glutton's Robe -----> 6000G [Mythril Fork, Cotton Robe]  
White Robe -----> 8000G [Gaia Gear, Jade Armlet]  
Black Robe -----> 8000G [Gaia Gear, N-Kai Armlet]  
Cachusha -----> 1000G [Magus Hat, Rubber Helm]  
Coral Ring -----> 1200G [Lightning Staff, Rod]  
Gold Choker -----> 1300G [Linen Cuirass, Soft]  
Magician Shoes -----> 1500G [Germinas Boots, Bone Wrist]  
Barette -----> 1800G [Needle Fork, Barbut]  
Power Belt -----> 2000G [Glass Buckle, Chain Mail]  
Madain's Ring -----> 3000G [Bone Wrist, Stardust Rod]  
Fairy Earrings -----> 3200G [Magic Armlet, Soft]  
Extension -----> 3500G [Lamia's Tiara, Multina Racket]  
Reflect Ring -----> 7000G [Anklet, Madain's Ring]  
Anklet -----> 4000G [Gold Choker, Peridot]  
Feather Boots -----> 4000G [Magician Shoes, Phoenix Pinion]  
Black Belt -----> 4000G [Twist Headband, Survival Vest]  
Pearl Rogue -----> 5000G [Moonstone, Elixir]  
Battle Boots -----> 6500G [Feather Boots, Wing Edge]  
Rebirth Ring -----> 7000G [Diamond, Anklet]  
Angel Earrings -----> 8000G [Fairy Earrings, Barette]  
Garnet -----> 350G [Ore, Remedy]  
Amethyst -----> 200G [Ore, Annoyntment]  
Peridot -----> 100G [Ore, Soft]  
Sapphire -----> 200G [Ore, Antidote]  
Opal -----> 100G [Ore, Potion]  
Topaz -----> 100G [Ore, Eye Drops]  
Thief Gloves -----> 50000G [Mythril Armlet, Sargatanas]

From the entrance, go north a bit and then east at the split. Examine the southeast corner for the [\_CAPRICORN\_] stellazzio. Go through the door and ride the lift to the top. Talk with the Moogle to save your game and then you can visit the nearby Synthesis shop, which offers GREAT equipment to synthesize if you haven't done the Chocobo Hot and Cold sidequest at all. Once you're done there, stay on the upper level and go west. Examine the stack of books in the lower right corner of the room and then go to where the lady and man are near the counter. Talk with the lady to buy some items and then talk with the man and he'll ask for your opinion. Choosing the top option agrees with the shopkeeper while the bottom option agrees with the man you're talking with. If you agree enough times with the shopkeeper, you'll get a Meteor Card, and a Flare card vice versa.

Go all the way west and talk to the old man near the bookcase and he'll move out of the way now. Examine the back of the room and you'll go down one level.

Go west and examine the edge of the stairs for an [\_ELIXIR\_] and then go all the way to the right and examine the edge of the stairs for another [\_ELIXIR\_].

Go back and make your way to the third floor of the town. Talk with the person near the three lifts below and he'll mention he can't do anything with the lifts the way they are. Go back down to the entrance of town and proceed to the west this time. Keep hitting the left switch until a hole appears. Examine it and then go pick up the stick so you can stick it in that hole. Now you can buy weapons from the merchant on the above floor.

Once you're done, it's time to head for Ipsen's Castle.

=====

Ipsen's Castle

=====

(D3N)

Items	Enemies
-----	-----
Aquarius	Veteran
Dagger	Agares
Mage Staff	Gargoyle
Javelin	Cerberus
Rod	Tonberry

Golem's Flute

Broadsword

Fork

Air Racket

Cat's Claws

Barette

Maiden Prayer

Ancient Aroma

Shops

-----

General Shop (Mogshop)

-----

Mage Masher -----> 500G

Iron Sword -----> 660G

Mythril Spear ----> 1100G

Poison Knuckles --> 5000G

Multina Racket ----> 750G

Mythril Rod -----> 560G

Lamia's Flute ----> 3800G

Oak Staff -----> 2400G

Needle Fork -----> 3100G

Rising Sun -----> 500G

N-Kai Armlet -----> 3000G

Jade Armlet -----> 3400G

Venetia Shield ---> 2800G

Red Hat -----> 3000G

Golden Hairpin ---> 3700G

Cross Helm -----> 2200G

Diamond Helm -----> 3000G

Power Vest -----> 7200G

Gaia Gear -----> 8700G

Shield Armor -----> 4300G

Demon's Mail -----> 5900G

```

Potion -----> 50G
Hi-Potion -----> 200G
Phoenix Down -----> 150G
Echo Screen -----> 50G
Soft -----> 100G
Antidote -----> 50G
Eye Drops -----> 50G
Magic Tag -----> 100G
Vaccine -----> 100G
Remedy -----> 300G
Annoyment -----> 150G
Tent -----> 800G

```

Amarant won't be available for this dungeon, so if you've been using him, you're out of luck. You'll want to equip your WEAKEST weapons for this dungeon as they'll do more damage than your current weapons. In the first room, open the chests behind the pillars on the east and west sides of the room for the [\_AQUARIUS\_] stellazzio and a [\_DAGGER\_]. Continue north through the door to find the next Moogle. Grab the chest for a pair of [\_CAT'S CLAWS\_] then slide down the pole. Once you land, take the first path going north to reach the ladder on the other side. Climb it and follow the small path and go through the door at the end. On the ladder you start out on, climb up and jump off to the right for a chest containing a [\_BROADSWORD\_]. Go back to the ladder and jump off to the left this time. Open the chest for a [\_JAVELIN\_]. Attach yourself back to the ladder and climb all the way down and head right to find another ladder. Climb it and jump off when you get the chance to find a chest containing a [\_ROD\_]. Climb all the way to the top.

Go to the south part of the room and examine the strange wall. After examining it, do the following:

```

-Punch
-Pound
-Think
-Push
-Pound
-Try something drastic
-Rest

```

Once you choose Rest, the door will swing open, bringing you to the balcony that's on the first area of the castle. Open the chest to the east of you for a [\_BARETTE\_]. Go back and go to the north part of the room and ride the elevator to the top. After the small set of scenes, take the mirrors from the wall. Uh-oh. Looks like we made him grumpy.

```

-----
O-----O
| BOSS |
O-----O-----O
|   Taharka   |
O-----O-----O
| Hit Points | 29000 |
O-----O-----O-----O
|   Steal   | Elixir, Mythril Claws, Orichalcon |
O-----O-----O

```

-This is pretty much one of those "walk-in-the-park-bosses" that you often run into in any RPG. He pretty much does one of two things: casts Blizzaga on

a character or the party, which does pitiful damage, or he becomes compact and rams into a character, which doesn't do as much damage as well. While the thing is in Compact mode, all of your attacks will do below 100 damage, so just defend while he's in this state while Zidane steals all the items. Make sure to steal the Orichalcon as it's a very good weapon for Zidane. Once you steal its weapons and he's not in Compact mode, go berserk with all your physical attackers. If you have Vivi in your party, rip him apart with Firaga.

-----

After the scenes, start making your way back to the exit and a trap door will open. Look for a nearby trap door and fall through it. Open the chest you land by for a [\_MAIDEN PRAYER\_]. Go back to the room you fell from and climb the ladder to the top to find two new chests containing a [\_MAGE STAFF\_] and a [\_FORK\_]. Now go back to the very first room of the castle and go through the newly available door smackdab in the center of the wall to your left. Go through it and at the fork, go northwest for a chest containing an [\_AIR RACKET\_]. Right the elevator in the center now. Open the chest in the west corner of the room for a [\_GOLEM'S FLUTE\_] then start shuffling the pots around. The key to this puzzle is to keep moving the pots in a counter clockwise motion. Basically, just grab the pot on the right platform and move it up one platform, then take the pot on the left platform and place it where the first pot was. Keep moving the pots like this in a counter clockwise formation until a small scene occurs. After it, pick up the pot the electricity went into for an [\_ANCIENT AROMA\_]. Exit the castle now.

After the scenes, you'll be back in the castle with Zidane alone. Make your way to the room with the Moogle in it and climb down the pole. Go to the south portion of the room to find Amarant. Exit once again. Make sure to equip your strongest weapons on the characters you used again before doing anything else.

Now it's time to visit the shrines. The shrines are in the following locations:

- Water Shrine: Directly south of your starting point.
- Fire Shrine: Northeast part of the Lost Continent, above a Volcano.
- Wind Shrine: Southeast part of the Forgotten Continent.
- Earth Shrine: Far east part of the Outer Continent.

If you still get lost, ask one of the crewsmen for directions. You'll only be fighting in the Earth Shrine, so equip Zidane and Quina with any Earth nulling equipment and a Reflect Ring so that you have Auto-Reflect. Gaia Gear is an excellent choice for absorbing earth attacks, so use it. If you don't have Reflect Rings, then you can use something that halves elemental damage. Once you visit the first three Shrines, it's time for the fourth one.

=====  
Earth Shrine  
=====  
(D30)

Make your way deeper into the shrine and some doors will start closing in on you. Mash X to avoid them. You'll eventually reach the room to place the mirror you have on you. Place it for a small scene.

-----

O-----O

```

| BOSS |
O-----O-----O
| Earth Guardian |
O-----O-----O
| Hit Points | 19900 |
O-----O-----O-----O
| Steal | Avenger, Rubber Suit |
O-----O-----O

```

-If you have those Gaia Gears equipped and Auto-Reflect on or anything that reduces elemental damage, this fight is real simple. The Earth Guardian often uses Blizzaga, Firaga, and Thundaga followed by Earthquake, which will be absorbed. As long as you can outheal the three elemental spells he uses, I don't see why you would have trouble with this fight. Just make sure to steal those items before finishing him off.

-----

After the next set of scenes, it's time to make your way to Shimmering Island, and Terra. Shimmering Island is marked on your map, so if you can't find it, open up your map for help.

```

=====
Terra
=====
(D3P)

```

Items	Enemies
-----	-----
Elixir	Hecteyes
Remedy	Ring Leader
Minerva's Plate	Mover
Dragon Wrist	
Demon's Vest	
Coronet	
Mythril Racket	

Once you make your party, follow the path and at the first fork, go west. Jump across the gaps and go east at the split for a chest containing a [\_CORONET\_]. Go back and then go north to reach another chest that has a [\_DRAGON WRIST\_] in it. Go back to the very first fork and follow the path until you find another chest. Open it for an [\_ELIXIR\_] and keep following the girl until you find some webs to climb down. Go down twice for a chest that has a [\_REMEDY\_] in it. Go back up and follow the path around and jump across the gap for a chest that has a [\_MYTHRIL RACKET\_] in it. Climb down the web and open the nearby chest for a [\_DEMON'S VEST\_]. Approach the girl and keep following her. On the screen with no music on it, go up the first flight of stairs and hug along the west wall until you go through a secret passage. Open the chest at the bottom of the passage for a [\_MINERVA'S PLATE\_]. Go back to the main road and continue along it for a scene.

```

=====
Bran Bal
=====
(D3Q)

```

Items



-----  
Elixir x2  
Wing Edge  
Flash Hat

Shops

-----  
General Shop (Mogshop)

-----  
Dagger -----> 320G  
Mage Masher -----> 500G  
Mythril Dagger ----> 950G  
Gladius -----> 2300G  
Zorlin Shape -----> 6000G  
Orichalcon -----> 17000G  
Defender -----> 9340G  
Holy Lance -----> 11000G  
Avenger -----> 16000G  
Mythril Racket ---> 2250G  
Bistro Fork -----> 10300G  
Rising Sun -----> 500G  
Dragon Wrist -----> 4800G  
Defense Gloves ---> 6000G  
Coronet -----> 4400G  
Flash Hat -----> 5200G  
Adaman Hat -----> 6100G  
Platinum Helm ----> 4600G  
Demon's Vest ----> 10250G  
Minerva's Plate -> 12200G  
Platina Armor ---> 10500G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Magic Tag -----> 100G  
Vaccine -----> 100G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

Exit the room you start in and re-enter it. Open the chest behind Freya for an [\_ELIXIR\_]. Exit and go to where the green door is and go left from it and take the hidden path underneath the flight of stairs to find a tucked away chest for a [\_FLASH HAT\_]. Backtrack a couple of screens and enter the east portion of town. Enter the northeast building and examine the pot in the back of the room to get the Moogle out of it. Save and use Mognet and exit and then re-enter. Stiltzkin should be there (Don't aks me how he got there... freaking witch) so buy the Diamond, Ether, and Elixir he's selling for 2222 Gil. Make sure to open the chest in this area for a [\_WING EDGE\_] as well.

Exit the house and go into the nearby door a bit north and west of you. Go down the stairs and examine against the south wall for an [\_ELIXIR\_]. Talk with the girl from earlier and follow her upstairs. You'll control Eiko now. Watch the ATEs and make your way to the green door Zidane went through and go talk with the girl for a scene. You'll control Zidane again, so go north for a long set of scenes.

=====

Pandemonium

=====

(D3R)

Items	Enemies
-----	-----
Elixir	Abadon
20007 Gil	Shell Dragon
Holy Miter	Marboro
Battle Boots	
Carbini Mail	

After the long set of scenes, you'll get into a string of three consecutive fights (the music here, *You're Not Alone*, plays here and it's probably the best theme in the game and my second favorite) which consists of the following:

Fight 1

-----

Zidane fights by himself to start the fight off against an Amdusias. Just attack it and keep yourself alive and Freya will eventually join in. Keep attacking and Amarant will join in. Finish it off.

Fight 2

-----

Quina and Steiner start this battle off. Have Quina use White Wind to heal while Steiner attacks. When you do enough damage, Zidane will join the fight, so finish it off.

Fight 3

-----

Zidane starts off alone in this fight. Keep attacking him until he uses Smash which brings Zidan's HP to 1. Dagger will cast Curaga on Zidane and join the fight, so just have Dagger heal every turn while Zidane attacks.

After the series of fights, go back to the east until you find the Moogle and the rest of your party members. Set up your party as you see fit and continue to the first room you were in before the fights and examine around for a [HOLY MITER]. Now make your way back to the west until you find a room with several little pillars lined up. When you hit the switch nearby, you'll have a 30 second time limit and a blue light will come from some of the pillars. Running next to a pillar with a blue light initiates a fight, so navigate your way around the blue lights to reach the next screen and cross the bridge before the 30 seconds are up.

You'll find a machine with a small picture of a platform on it. Switch the platform to 3 and go west a bit and make your way to the top of the area to ride the platform for a chest containing [20007 GIL]. Go back down to the machine and set the platform to 4. Go back to the top and ride the platform to the next floor. Go northeast and take the portal to reach the next floor. Go west and use the blue teleporter for a chest containing a [CARBINI MAIL]. Go take the other blue teleporter now and open the chest for an [ELIXIR]. Go take the red teleporter back to the room before and take the southwest teleporter this time. Take the southeast teleporter and open the chest for a pair of [BATTLE BOOTS]. Now make your way to the opposite blue teleporter and keep taking the teleporters until you get on the same level as the Moogle near the exit. Save your game and equip any wind reducing/absorbing equipment you have (Coronets and Ribbons mainly) and equip Locomotion. Make your way east now. Watch the first set of scenes.

```

-----
O-----O
| BOSS |
O-----O-----O
| Silver Dragon |
O-----O-----O
| Hit Points | 25200 |
O-----O-----O-----O
| Steal | Elixir, Dragon Mail, Kaiser knuckles |
O-----O-----O

```

-If you equipped those wind reducing/absorbing equipment, this battle shouldn't be all that difficult. The only thing you'd need to watch out for is Shockwave and even then you can counter it with an All-Target Cura from Eiko/Dagger. All of your physical attack characters should be using their strongest attacks they have to offer right now while Zidane steals while Vivi spams Flare. Once all of its items are stolen, go bonkers with your characters to finish it off.

After the scene, it's time for round 2.

```

-----
O-----O
| BOSS |
O-----O-----O
| Garland |
O-----O-----O
| Hit Points | 40100 |
O-----O-----O-----O
| Steal | Battle Boots, Ninja Gear, Dark Gear |
O-----O-----O

```

-Stop and Flare are two of the biggest threats in this fight, but with Locomotion equipped, Stop will be taken care of. Wave is another attack which can do over 2000 damage to a front row character, so have Eiko/Dagger be ready with Cura/Curaga. Zidane should be stealing the Ninja Gear and Dark Gear while Freya should use Dragon's Crest, Steiner should use his best Sword Art, Amarant should be attacking and using Chakra when Eiko's/Dagger's HP gets low and Vivi should be using Flair. Once all the items are stolen, be relentless with your attacks.

After the next set of scenes, it's time for the final round.

```

-----
O-----O
| BOSS |
O-----O-----O
| Kuja |
O-----O-----O

```

```

| Hit Points | 40000 |
O-----O-----O-----O
| Steal | Ether, Carbini Mail, Light Robe |
O-----O-----O-----O

```

-Kuja is a strict magic user, but only sticks with three attacks: Demi, Thundaga, and Flare Star. Flare Star is his least used attack as long as you keep Reflect off. Thundaga can easily do over 2000 to a character that has no Thunder protection on him, so have Cura/Curaga ready. Have Zidane attempt to steal that Light Robe, but be warned it's a hard item to steal. The only time I was able to steal it was with Master Thief and Bandit equipped. Have your other characters use their best skills while Zidane keeps stealing. Once all the items are stolen, Zidane can join in on the Kuja bashing.

-----

After the next set of scenes, make your way to Bran Bal for another set of scenes. Afterwards, it's time to switch to the final disc.

-----FINAL FANTASY IX-----

Disc 4

-----

=====  
Black Mage Village  
=====

(D4A)

Shops

-----

Item Shop

-----

```

Potion -----> 50G
Hi-Potion -----> 200G
Phoenix Down -----> 150G
Echo Screen -----> 50G
Soft -----> 100G
Antidote -----> 50G
Eye Drops -----> 50G
Magic Tag -----> 100G
Vaccine -----> 100G
Remedy -----> 300G
Annoyment -----> 150G
Tent -----> 800G

```

Weapon/Armor Shop

-----

```

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

```

Synthesis Shop

-----

```

Butterfly Sword -----> 300G [Dagger, Mage Masher]
The Ogre -----> 700G [Mage Masher, Mage Masher]
Exploda -----> 1000G [Mage Masher, Mythril Dagger]
Rune Tooth -----> 2000G [Mythril Dagger, Mythril Dagger]
Angel Bless -----> 9000G [Mythril Dagger, Gladius]
Sargatanas -----> 12000G [Gladius, Zorlin Shape]
Masamune -----> 16000G [Zorlin Shape, Orichalcon]
Duel Claws -----> 16000G [Dragon's Claws, Tiger Fangs]

```

Priest's Racket -----> 11000G [Air Racket, Cachusha]  
 Bracer -----> 24000G [Battle Boots, Venetia Shield]  
 Gauntlets -----> 20000G [Coronet, Rosetta Ring]  
 Golden Skullcap -----> 15000G [Gold Helm, Golden Hairpin]  
 Circlet -----> 20000G [Coronet, Rosetta Ring]  
 Grand Helm -----> 20000G [Cross Helm, Power Belt]  
 Rubber Suit -----> 20000G [Minerva's Plate, Egoist's Armllet]  
 Brave Suit -----> 26000G [Mythril Vest, Mythril Rod]  
 Light Robe -----> 20000G [Magician Robe, Glass Armllet]  
 Grand Armor -----> 45000G [Mythril Sword, Mythril Armor]  
 Desert Boots -----> 300G [Leather Hat, Leather Shirt]  
 Yellow Scarf -----> 400G [Feather Hat, Steepled Hat]  
 Glass Buckle -----> 500G [Glass Armllet, Leather Wrist]  
 Germinas Boots -----> 900G [Desert Boots, Fork]  
 Gold Choker -----> 1300G [Linen Cuirass, Soft]  
 Running Shoes -----> 12000G [Battle Boots, Emerald]  
 Rosetta Ring -----> 24000G [Madain's Ring, Holy Lance]  
 Garnet -----> 350G [Ore, Remedy]  
 Amethyst -----> 200G [Ore, Annoyntment]  
 Peridot -----> 100G [Ore, Soft]  
 Sapphire -----> 200G [Ore, Antidote]  
 Opal -----> 100G [Ore, Potion]  
 Topaz -----> 100G [Ore, Eye Drops]  
 Lapis Lazuli -----> 400G [Ore, Dead Pepper]

The weapon shop, item shop, and synthesis shop are all upgraded, so make sure to stop by them and do some upgrading. When you're done, exit to the world map. If you enter the Invincible and go one room to the south, there's a chest sitting in the west corner. Open it for a [\_PISCES\_]. Next, hop on your Chocobo (it must have the Ocean ability) and go to where Shimmering Island used to be. Use a Dead Pepper where it used to be to dig up a chest containing Zidane's ultimate weapon, the [\_ULTIMA WEAPON\_]. When you're ready, make your way to the Iifa Tree. Make sure to equip some wind and water reducing equipment and examine the purple thing above the tree for a set of scenes.

```

-----
O-----O
| BOSS |
O-----O-----O
|  Nova Dragon  |
O-----O-----O
|  Hit Points  | 54600 |
O-----O-----O-----O
|      Steal      | Remedy, Dragon Wrist, Grand Armor |
O-----O-----O-----O

```

-This fight isn't all that difficult, but without wind or water protection, he may get a decent amount of damage on you. Cura/Curaga will come a long way in this fight, so have them ready. Have Zidane steal that Grand Armor for Freya or Steiner if you're using them while Freya should be using Dragon's Crest or Jump, Amarant should be attacking, Steiner should be using his best Sword Art and Vivi should be abusing Flair. Once you steal that Grand Armor, have Zidane join in the fray.

After the next set of scenes, you'll be in the next to final area of the game.

=====

Memoria

=====

(D4B)

Items	Items
-----	-----
The Tower	Behemoth
Rune Claws	Stilva
Angel Fure	Ash
Kain's Lance	Chimera
Mace of Zeus	Iron Giant

Shops

-----

Synthesis Shop (Hades)

-----

Robe of Lords	----->	30000G	[White Robe, Black Robe]
Tin Armor	----->	50000G	[Hammer, Ore]
Protect Ring	----->	40000G	[Dark Matter, Rebirth Ring]
Pumice	----->	50000G	[Pumice Piece, Pumice Piece]
Garnet	----->	350G	[Ore, Remedy]
Amethyst	----->	200G	[Ore, Annoyntment]
Peridot	----->	100G	[Ore, Soft]
Sapphire	----->	200G	[Ore, Antidote]
Opal	----->	100G	[Ore, Potion]
Topaz	----->	100G	[Ore, Eye Drops]
Lapis Lazuli	----->	400G	[Ore, Dead Pepper]
Pumice Piece	----->	25000G	[Hammer, Pumice]
Save the Queen	----->	50000G	[Javelin, Silver Gloves]
Phoenix Pinion	----->	300G	[Phoenix Down, Gysahl Greens]
Ether	----->	500G	[Echo Screen, Vaccine]

Make your way north and in the next room, you'll see a rainbow colored orb to your left. You can use this to use a Tent and save your game. Continue along but hug along the right wall until a ! appears above you. Examine it to obtain [\_KAIN'S LANCE\_] for Freya. Now enter the next area and walk up the set of stairs. On the screen where you have to go up to flights of stairs, reach the top and before going to the next screen, go south at the small split and examine the end of the wall for [\_THE TOWER\_], which is a weapon for Zidane. Equip fire decreasing/absorbing equipment and Body Temp then continue on until a boss fight starts.

-----

```

O-----O
| BOSS |
O-----O-----O
|   Maliris   |
O-----O-----O
| Hit Points | 59900 |
O-----O-----O-----O
|   Steal   | Genji Armor, Masamune, Ultima Sword |
O-----O-----O

```

-The one important thing you'll want to do here is keep your HP at max for the entire fight, so have Eiko/Dagger heal every turn. Maliris often uses Sword

Quiver and Mustard Bomb, so you'll have at least one of those attacks nulled out. Flame Slash can do quite a bit of damage if unprotected, so make sure you have some kind of fire protection equipped. Steal Maliris's items while you use your party's best attacks. Once you finish Maliris off, he'll use Raining Sword on your party as a last resort which will do over 2000+ to your front row characters, so that's why I said to have your HP at max for the entire fight.

After the fight, continue on until you reach an area in which a small scene involving Alexandria Castle plays out. Once it's over, climb the small flight of stairs and examine the left side to find an [\_ANGEL FLUTE\_]. Examining the right side reveals an invisible save point. Use it and continue on for a few more scenes. You'll eventually reach a room with a long flight of stairs going into an eye in the sky. Before climbing them, go west from the bottom of the stairs and examine around for a pair of [\_RUNE CLAWS\_], which is Amarant's best weapon. Keep Body Temp on and equip fire/wind reducing/absorbing equipment. Once you're set, continue on.

```
O-----O
| BOSS |
O-----O-----O
|   Tiamat   |
O-----O-----O
| Hit Points | 60000 |
O-----O-----O-----O
|   Steal   | Blood Sword, Feather Boots, Grand Helm |
O-----O-----O-----O
```

-Tiamat is easily the hardest of the four Guardians because of one nasty and annoying habit: Tiamat can reduce your stats. You read that right. He can reduce your stats by using Absorb Magic and Strength and there's not a damn thing you can do about it. Another annoying aspect of this fight is that if he casts Float on someone and that person attacks Tiamat, there's a good chance Tiamat will use Snort, ejecting that character out of the battle for good, so make sure to refrain from attacking if someone has Float cast on them. Other than those attacks, you should have yourself equipped to null out Twister and Jet Fire. Silent Claw can do a lot of damage to a character, so have Curaga ready. Have Zidane steal that Grand Helm while you have your party members use their best attacks and skills, which you should know which to use now. As long as he doesn't use Absorb Strength/Magic on your characters over and over again, you can come out of this fight without too much of a hassle, but he seems to use Absorb Magic/Strength quite often, so watch out.

Continue on until you reach a scene with Quina thinking he's in an ocean. Now, what you're about to do is fight an optional boss who happens to have a synthesis shop with some of the best equipment you can synthesize in the game. If you're going to fight him, equip any status preventing skills (Antibody, Clear Headed, etc...) and equip any pieces of equipment that absorbs Shadow based attacks (Pumice Pieces, Demon's Mail, etc...). When you're fully equipped, examine behind the rock by mashing X until someone speaks to you. Choose not to leave for a fight.

```

-----
O-----O
| BOSS |
O-----O-----O
|   Hades   |
O-----O-----O
| Hit Points | 55000 |
O-----O-----O-----O
|   Steal   | Battle Boots, Reflect Ring, Running Shoes, Robe of Lords |
O-----O-----O-----O

```

-Depending on your equipment and ability set up, Hades is either a difficult fight or a rather easy fight. An annoying habit Hades has is that he uses Judgment Sword, which brings a characters HP to 1 and then follows that up with a Cleave attack which hits all characters for heavy damage, so have Curaga ready to use. Hades also uses Freeze and Mustard Bomb but those can be countered easily with Body Temp. His real threat however comes from Doomsday and Curse. When he uses Powering Sword, he'll waste three turns counting down. After 1, he'll either use Doomsday, which is a very powerful shadow based attack or Curse, which inflicts Slow, Darkness, Confusion, Poison, and Mini on all of your characters, so a Remedy will be real useful here. Doomsday isn't a threat if you equipped those shadow absorbing pieces of equipment, so Curse is pretty much the only annoying part. Have Zidane steal that Robe of Lords, but you'll pretty much need Master Thief and Bandit to steal it. Have Zidane keep stealing while your party members keep using their best attacks.

-----

Go back to heal up and save and then continue on. Equip some water absorbing equipment and continue on until another boss fight triggers.

```

-----
O-----O
| BOSS |
O-----O-----O
|   Kraken   |
O-----O-----O
| Hit Points | 59950 |
O-----O-----O-----O
|   Steal   | Wizard Rod, Genji Helmet, Glutton's Robe |
O-----O-----O-----O

```

-The first thing you'll want to do is take out the two tentacles Kraken has on his back. If you don't and attack Kraken himself, he'll counter with Water Gun or Ink from one of this tentacles and this can become annoying real fast, so take care of them while Zidane steals from Kraken. Kraken himself isn't a huge threat. Waterga and Leg are the only two attacks that inflict some serious damage while Freeze is counterable with Body Temp. Use the same tactics as before by having your characters use their best attacks after Zidane is done stealing.

-----

Continue on until you reach a room in which you reach a room with a bunch of water for a scene. Afterwards, continue on to reach another ladder. Examine the northwest corner for a [MACE OF ZEUS]. Now, before continuing any further, make sure you have/do the following:



- Make sure no one's levels are divisible by 5.
- Equip earth reducing/nullifying/absorbing attacks.
- Equip Locomotion and Antibody.

Once you meet those requirements, climb the ladder and enter the door. Walk up a bit for a small scene.

```

-----
O-----O
| BOSS |
O-----O-----O
|     Lich     |
O-----O-----O-----O
| Hit Points | 60100 |
O-----O-----O-----O-----O
|     Steal   | Siren's Flute, Genji Gloves, Black Robe |
O-----O-----O-----O-----O

```

-Lich isn't really that hard if you equipped yourself properly before the fight, but he's real annoying as he has a knack for casting Death and Doom quite often. However, the only attacks that'll effect you are Doom, Death, and Death Cutter. Doom puts a 10 second timer above a character before that character dies, Death instantly kills a character, and Death Cutter hits a character for physical damage AND casts Doom on them, which makes this more annoying than hard. Have Zidane steal those items while Eiko/Dagger cast Life and Full-Life or your other party members use Phoenix Downs to bring back Eiko or Dagger from death. It's the same tactic as before, so just use your best attacks while ressing your characters that succumb to Death.

There's a save point to your left, but it's invisible. Heal up and save and continue through the door. Just keep walking in space until a scene plays. Afterwards, you'll be in the final area of the game.

```

=====
Crystal World
=====
(D4C)

```

- Enemies
- ```

-----
Lich
Tiamat
Maliris
Kraken
Stilva
Behemoth

```

There are no items here, so don't worry about searching for them. The path is pretty straight forward until you find a save orb. If you feel you're lacking in levels, you can warp back to the very first save point in Memoria. If you think you're ready, make your way through the next portal.

```

O-----O
| BOSS |
O-----O-----O
|   Deathguise   |
O-----O-----O
|   Hit Points   |   56000   |
O-----O-----O-----O
|       Steal     | Elixir, Duel Claws, Black Belt |
O-----O-----O-----O

```

-Don't bother stealing with Zidane as the items he carries are pretty crappy and the only thing worth stealing is the Elixir he has. Deathguise often leads with Meteor which does random damage to your party, so have someone ready with Curaga/Full-Life and Phoenix Downs. When he goes into a closed state, he'll start abusing Twister and Death, so make sure to prepare yourself for those. While in his open state, he'll just use physical attacks, so make sure to take him out as fast as possible with your best attacks.

-----

After the fight, DO NOT GO FORWARD. Go back to the save orb to save and heal. When you're ready, go back to where you just were and approach Kuja. Get ready for one hell of a fight.

```

O-----O
| BOSS |
O-----O-----O
|   Trance Kuja   |
O-----O-----O
|   Hit Points   |   55000   |
O-----O-----O-----O
|       Steal     | Ether, Rebirth Ring, White Robe |
O-----O-----O-----O

```

-Trance Kuja is the most annoying and frustrating boss in this game. This is because he abuses Flare Star beyond no recognition and COUNTERS you with Flare Star about 97% of the time, so you can either take this fight slow so you can have Eiko/Dagger keep up with the healing or take this fight quickly and demolish him before Flare Star can finish you off. Although Flare Star can miss, it doesn't miss often and it only takes two Flare Stars to kill off your characters. Along with Flare Star, Holy and Flare are Trance Kuja's two magic choices. He'll use Curaga as well once he gets low on health. Like I mentioned earlier, Flare Star is his most used attack and he counters with it, so you'll need to keep up with the healing every turn while you use attacks that'll do 9999 damage or close to it, which includes throwing stuff with Amarant, Dragon's Crest with Freya, and Thievery/Grand Lethal with Zidane. If you can do that, you should be able to finish him off before he finishes you off.

-----

Well, looks like that's the end of the game. Wait a second, it's not?! Where the hell did this guy come from?!

Now, before confirming for the final battle, you'll want to equip any and all status preventing abilities you have, so unequip things like Bandit and Dragon

Killer and equip abilities such as Antibody, Body Temp, Clear Headed, and so on. Once you're set with status prevention, let's make haste for the final battle and get this out of the way.

```
-----  
O-----O  
| BOSS |  
O-----O-----O  
|   Necron   |  
O-----O-----O  
| Hit Points | 55100 |  
O-----O-----O-----O  
|   Steal   | Elixir, Elixir, Elixir, Elixir |  
O-----O-----O-----O
```

-Necron is easier than Trance Kuja in some ways, but conversely, he also has the ability to instantly kill off your characters. Necron can use the following attacks on your party:

- Blue Shockwave: Reduces a character's HP to 1
- Neutron Ring: Hits the entire party for physical damage.
- Firaga: Fire damage.
- Blizzaga: Ice damage.
- Thundaga: Thunder damage.
- Protect: Casts Protect on himself to reduce physical damage.
- Shell: Casts Shell on himself to reduce magic damage.
- Curaga: Cures himself.
- Grand Cross: Random status ailments on your characters.

Now from that list, you can tell the two deadliest ones he has is Blue Shockwave and Grand Cross. Blue Shockwave is easily counterable with Curaga, but Grand Cross is where the fun really is. It can inflict status effects that you can't protect yourself from, such as Zombie, Mini, and Death, so in some ways this is a cheap move, but in other ways it can be a relief since sometimes no status effects will be inflicted. After Grand Cross, Necron will use Blue Shockwave three turns in a row, so take this chance to cure any status effects and heal up while your party uses their best attacks. As long as you can heal up after Grand Cross, you should be able to win this fight without too much of a hassle.

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```

After the fight, sit back and watch the excellent ending that you so much deserve. Congratulations! You've beaten Final Fantasy IX. I hope my guide was able to help you out.

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#### 4.) Bosses

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=====
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```

```
O-----O  
| BOSS |  
O-----O-----O
```

```
| Masked Man |
O-----O-----O
| Hit Points | 200 |
O-----O-----O-----O
| Steal | Potion, Wrist, Mage Masher |
O-----O-----O-----O
```

-This is a pretty simple fight, but restrain yourself from taking off his HP from the start. Have Blank, Cinna, Marcus, and Zidane steal from him until you get all the items, or at least the Mage Masher. Don't worry about using Potions for this fight as you'll be automatically healed during this part of the game after every battle. Just attack until another scene plays out.

-----  
-----

```
O-----O
| BOSS |
O-----O-----O
| King Leo |
O-----O-----O
| Hit Points | 200 |
O-----O-----O
```

-The Steal command has been replaced by SFX, which is pretty useless to you, but gives the crowd a quick giggle. Just attack Benero and Zenero and then attack King Leo until the screen fades to black.

-----  
-----

```
O-----O
| BOSS |
O-----O-----O
| Steiner |
O-----O-----O
| Hit Points | 210 |
O-----O-----O-----O
| Steal | Leather Hat, Silk Shirt |
O-----O-----O-----O
```

-Make sure to steal the Silk Shirt and just attack with Zidane, Cinna, and Blank. Just attack him afterwards. He shouldn't give you that much trouble.

-----  
-----

```
O-----O
| BOSS |
O-----O-----O
| Steiner |
O-----O-----O
| Hit Points | 210 |
O-----O-----O
```

-Again, a real simple fight which consists of attacking a few times. Take out the two Knights of Pluto and then focus on Steiner.

```

-----
-----
O-----O
| BOSS |
O-----O-----O
| Steiner |
O-----O-----O
| Hit Points | 210 |
O-----O-----O

```

-You'll have Vivi for this fight. Yay! Just for fun, have Vivi cast Fire a couple of times. This fight doesn't end until the Bomb grows a few times, so just keep attacking until Steiner turns around.

```

-----
-----
O-----O
| BOSS |
O-----O-----O
| Prison Cage |
O-----O-----O
| Hit Points | 490 |
O-----O-----O
| Steal | N/A |
O-----O-----O

```

-Zidane will go into Trance here, so you'll have a few new attacks to play with by selecting Dyne. Do NOT use Tidal Flame as it will only kill Garnet which will result in a game over. The Prison Cage will absorb health of Garnet every few turns. When it does, a small indicator of what's remaining of her health will appear, so use toss a potion her way when her life is in the critical zone. Attack the body of the plant with Zidane and Steiner until it falls.

```

-----
-----
O-----O
| BOSS |
O-----O-----O
| Prison Cage |
O-----O-----O
| Hit Points | 490 |
O-----O-----O-----O
| Steal | Leather Wrist, Broadsword |
O-----O-----O

```

-This is pretty much the same as the last fight, only Vivi will be captured this time and instead of sitting back and watching, Vivi will cast Fire on it every turn as it sucks out his health. Just like with Garnet, use a potion on Vivi when his health gets low. Just attack the body like last time until it falls.

```

-----
O-----O
| BOSS |
O-----O-----O
|   Baku   |
O-----O-----O
| Hit Points |   220   |
O-----O-----O-----O
|   Steal   | Hi-Potion, Iron Sword |
O-----O-----O

```

-Steal that Iron Sword ASAP. If you're lucky like me you'll get it on your very first attempt. Baku himself isn't threatning but if you're having a real problem getting the Iron Sword, make sure to use a Potion when your HP drops below 50. Bakus attacks do about 20-40 damage, so you can take a bit of punishment for this fight. Once you steal the Iron Sword and Hi-Potion, attack him. If you have the Mage Masher equipped, you'll defeat him in three turns.

```

-----
O-----O
| BOSS |
O-----O-----O
| Plant Brain |
O-----O-----O
| Hit Points |   1580   |
O-----O-----O-----O
|   Steal   | Eye Drops, Iron Helm |
O-----O-----O

```

-For a first real boss, this guy can give you some troubles. One of the main threats he has is his Thunder attack. Anyone with a Silk Shirt on can reduce the damage by half, but anyone that doesn't have one will be taking a lot of damage. Alongside that, he can use Pollen to blind all three characters. Now before you start wailing on him, make sure to at least steal the Iron Helm for Steiner. After you dom have Vivi use Fire while Steiner should use Fire Sword and Zidane should attack. Once you do enough damage, Blank will join in the fight, so finish this overgrown plant off.

```

-----
O-----O
| BOSS |
O-----O-----O
| Black Waltz 1 |
O-----O-----O
| Hit Points |   250   |
O-----O-----O-----O
|   Steal   | Remedy, Silk Shirt |
O-----O-----O

```

```

O-----O
| BOSS |
O-----O-----O

```

```

| Sealion |
O-----O-----O
| Hit Points | 490 |
O-----O-----O
| Steal | Ether, Mythril Dagger |
O-----O-----O

```

-It's a 2v1 fight, but thankfully their attacks aren't very strong to begin with. Have Zidane steal the Remedy and Silk Shirt from Black Waltz 1, and then make sure to steal at least the Mythril Dagger from the Sealion before finishing this fight off. The Black Waltz uses Fire, Blizzard, and Thunder while the Sealion starts off with Blizzard and Wing. It should only take about three hits to finish off the Black Waltz. Once you do enough damage to the Sealion, it'll start using Blizzara and Tsunami, which do 60 and 80ish damage respectively. Do note though that once the gem on the Sealions chest changes, it'll counter with either Blizzara or Tsunami, so prepare yourself before hitting it. As long as you can keep your HP over 80, you should be fine.

-----

-----

```

O-----O
| BOSS |
O-----O-----O
| Black Waltz 2 |
O-----O-----O
| Hit Points | 980 |
O-----O-----O-----O
| Steal | Steepled Hat, Leather Plate |
O-----O-----O-----O

```

-The Black Waltz will focus all its manpower on Zidane, Vivi, and Steiner, so have Dagger toss out Potions or use a Cure spell on the party when needed. Have Zidane steal its items while Steiner should be pummeling it into the ground. DO NOT use magic with Vivi, otherwise it'll pound you with the same spell you used, only it'll do more damage to the party. Otherwise this is a pretty simple fight as long as you keep letting Dagger use Cure or toss out Potions. Its spells are easily counterable with Potions.

-----

-----

```

O-----O
| BOSS |
O-----O-----O
| Black Waltz 3 |
O-----O-----O
| Hit Points | 1100 |
O-----O-----O-----O-----O
| Steal | Steepled Hat, Linen Cuirass, Silver Gloves |
O-----O-----O-----O-----O

```

-This fight be more challenging than it looks since you won't have Dagger to back you up this time. Vivi will start out in Trance mode which enables him to use two Black Magic spells in the same turn back to back, so make sure to take advantage of this. Have Zidane steal at least the Linen Cuirass and the Silver Gloves off him while Steiner should either be attacking or tossing out Potions until Vivi's trance wears off. After you do enough damage, Black Waltz 3 will

fly into the air and his spells will start hitting all party members for a considerable amount of damage, so have those Potions ready to toss out. While he's in the air, Steiner and Zidane seem to have a hard time hitting him, so have Vivi cast Thunder while he's in the air while Steiner and Zidane use Potions. Once he comes back to the ground, have Zidane and Steiner finish him off while Vivi heals.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
|   Zagnol   |  
O-----O-----O  
| Hit Points | 1480 |  
O-----O-----O-----O  
|   Steal   | Mythril Gloves, Needle Fork |  
O-----O-----O
```

-Steal that Needle Fork ASAP as it'll come in handy real soon. Zagnol has a nasty habit of using Thunder based attacks to damage you, but it'll often alternate between using those and normal attacks. If Zidane is alive, Freya CANNOT kill the Zagnol, so don't worry about her if you want Zidane to win. Focus on stealing its items first while Freya weakens it up. After taking the gloves and fork, have Zidane start attacking it while Freya should be tossing out Potions.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
| Gizamaluke |  
O-----O-----O  
| Hit Points | 3000 |  
O-----O-----O-----O  
|   Steal   | Elixir, Magus Hat, Ice Staff |  
O-----O-----O
```

-First things first, STEAL THAT ICE STAFF. It teaches Vivi Blizzara. Now then, Gizamaluke can be a real pain if you're not prepared for his attacks. He uses two main attacks and one counter attack: Crash will do physical damage to a character, and he can also and will counter with this. Water will obviously be a water spell that hits a character or the entire party. Silent Voice is a counter attack if you use magic on him, which will silence the person who casted the magic (I.E. Vivi). So what to do? If you want to win the easy and quick way, you can start using the Tent trick here. Use a Tent on him and after the first or second, he'll become blind and silenced, so take this time to start stealing those items and have Vivi keep focusing until Zidane steals them all. Once he does, have Freya, Quina, and Zidane attack while Vivi should be casting Thunder. He's got a decent amount of HP, so be relentless with your attacks.



```

O-----O
| BOSS |
O-----O-----O
|   Beatrix   |
O-----O-----O
| Hit Points | 3580 |
O-----O-----O-----O
|   Steal   | Phoenix Down, Chain Plate, Mythril Sword |
O-----O-----O-----O

```

You can't win this fight, but you can stall to make sure you can get all the items from Beatrix, so have Vivi, Freya, and Quina use Phoenix Downs on anyone that falls while Zidane should be snagging her items every turn. You'll want that Mythril Sword, but it's a very hard item to steal. Maybe you'll get lucky like me and snag it on your second try. After a certain amount of time, Beatrix will use Stock Break to bring everyone's HP to 1, ending the battle, so don't worry about attacking her. Just keep everyone alive while Zidane attempts to steal all those items.

-----

-----

```

O-----O
| BOSS |
O-----O-----O
| Black Waltz 3 |
O-----O-----O
| Hit Points | 1300 |
O-----O-----O-----O
|   Steal   | Steepled Hat, Lightning Staff, Flame Staff |
O-----O-----O-----O

```

-It's pretty much the same as last time, only it has a new attack to use on your party; Freeze. This will temporarily freeze a character obviously, which enables them to do nothing. If someone is hit while frozen, they'll be instantly KO'd, so have a few Phoenix Downs ready. Have Marcus steal at least the Flame Staff as you already have the Lightning and Ice Staves. After you steal it or all of the items, have Steiner and Marcus attack it while Dagger uses Potions or Cure. Not a tough fight at all.

-----

-----

```

O-----O
| BOSS |
O-----O-----O
| Ralvurahava |
O-----O-----O
| Hit Points | 2300 |
O-----O-----O-----O
|   Steal   | Bone Wrist, Mythril Fork |
O-----O-----O-----O

```

-Not a hard fight really. The only dangerous thing about this boss is that he's able to use Devil's Kiss, which inflicts poison on a character. Steiner and Dagger can easily nullify this by equipping Antibody, but Marcus can't negate it, so have Dagger ready to toss out an Antidote every now and then.

Have Marcus steal the Mythril Fork and then attack him until he escapes.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
|   Antlion   |  
O-----O-----O  
| Hit Points | 4150 |  
O-----O-----O-----O  
|   Steal   | Annoyntment, Mythril Vest, Gold Helm |  
O-----O-----O
```

-The first thing you should do is silence and blind the Antlion so that some of the threats it poses will disperse. Have Zidane steal the Mythril Vest and the Gold Helm while having Vivi focus every turn until you steal all of its items. The Antlion's sandstorm will bring everybody down to single digits and blind everyone, so Reis's Wind and White Wind are your best friends in this fight. If you physically attack the Antlion, it'll counter with Counter Horn, so be wary if you attack it with your HP below 250. Once all of its items are stolen, have Vivi start casting Blizzara on it. If you've been Focusing, you can take it out in 2 or 3 turns, depending on how long it took to steal its items.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
|   Beatrix   |  
O-----O-----O  
| Hit Points | 4720 |  
O-----O-----O-----O  
|   Steal   | Phoenix Down, Thunder Gloves, Ice Brand |  
O-----O-----O
```

-This is pretty much the same fight as before, meaning you can't win and there's a time limit to steal all those items, so have Freya, Quina, and Vivi use Phoenix Downs on anyone that dies and don't bother to heal anyone as you'll be fully healed after the fight. Have Zidane work on stealing that Ice Brand, which is a very sexy weapon for Steiner. Have Vivi cast Slow on Beatrix to get some more time to steal the Ice Brand. If you can't get it, don't worry too much about it as you'll get one soon enough.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
|   Zorn   |  
O-----O-----O  
| Hit Points | 4000 |  
O-----O-----O-----O
```

```

| Steal | Stardust Rod, Partisan |
O-----O-----O

```

O-----O

```

| BOSS |
O-----O-----O
| Thorn |
O-----O-----O
| Hit Points | 3000 |
O-----O-----O
| Steal | Mythril Armlet, Mythril Armor |
O-----O-----O

```

-This is a super easy fight as long as you know what you're doing. Zorn and Thorn will give each other their powers on each turn (only one will, though). When they do this, have Vivi, Freya, or Steiner attack the one that received the powers to negate the powers, which cancels their attack. They'll waste another turn giving their powers to each other, so take advantage of this as Zidane steals all four items. They shouldn't be too hard to steal. Once you steal all of them, have Zidane join in attacking them. As long as you cancel out their attacks, you can win this fight easily.

```

O-----O
| BOSS |
O-----O-----O
| Beatrix |
O-----O-----O
| Hit Points | 5750 |
O-----O-----O
| Steal | Phoenix Down, Ice Brand, Survival Vest |
O-----O-----O

```

-Thankfully this is the final time you need to fight her and just like the last two times, you can't beat her and there's a time limit to steal those items, so get to stealing. Once they're all stolen, you can either attack or defend until the fight is over. It's your choice.

```

O-----O
| BOSS |
O-----O-----O
| Ralvuimago |
O-----O-----O
| Hit Points | 3550 |
O-----O-----O
| Steal | Phoenix Down, Adaman Vest, Oak Staff |
O-----O-----O

```

-You'll want to steal the Adaman Vest and Oak Staff, and thankfully there's a painless way to do this. If you attack it physically, it'll coil up in a counter stance in which it won't attack until attacked, so take advantage of this by having Dagger attack it, Vivi use Focus and have Zidane steal. When

it's not coiled up, it tends to stick to Ultra Sound Wave which causes Mini on a character and Thundara which is of course the mid-tier Thunder spell in the game. Once you steal all of its items, have Vivi abuse Blizzara and have Zidane attack it, but avoid attacking it again until it uncoils. Do note though that if it's coiled, it WON'T counter if it's hit with magic, so go bonkers with Vivi.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
| Lani |  
O-----O-----O  
| Hit Points | 6100 |  
O-----O-----O-----O  
| Steal | Ether, Gladius, Coral Sword |  
O-----O-----O
```

-This fight can be either real easy or somewhat difficult, depending on how you approach it. It took me about 3 playthroughs to finally realize a strategy that makes this fight so easy it's not even funny. If Quina has Magic Hammer, have it abuse it on Lani for a few turns to knock off all her MP. With her MP knocked off, she has to rely on her physical attacks which seem to have a real LOW accuracy rate. She missed Dagger 24 consecutive times with her physical attack (yes, I counted). Using that strategy will net you plenty of time to steal the Gladius and Coral Sword from Lani. Have Vivi focus every turn until all items are stolen and have Quina toss some Potions out if someone gets low on health. Once all the items are stolen, set Dagger on healing duty while Quina and Zidane attack while Vivi abuses Fira/Blizzara/Thundara.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
| Hilgigars |  
O-----O-----O  
| Hit Points | 8000 |  
O-----O-----O-----O  
| Steal | Phoenix Down, Mythril Fork, Fairy Flute |  
O-----O-----O
```

-Don't bother trying to steal the Fairy Flute as it's a real pain in the ass to get and it can literally take you several hours to steal it, so just start attacking it right off the bat. Have Dagger cast Float on your party as Hilgigars can use Earthquake. Aside from that, his other attacks, which consist of Hiphop and Knock Down, are easily counterable with a simple Cure from Eiko or Dagger. Once Float wears off, recast it and keep having Zidane and Vivi attack it with physical and magic attacks.

```
-----  
-----  
O-----O
```

```

| BOSS |
O-----O-----O
|   Soulcage   |
O-----O-----O
| Hit Points | 10000 |
O-----O-----O-----O
|   Steal   | Magician Cloak, Brigandine, Oak Staff |
O-----O-----O-----O

```

With Body Temp equipped, you'll take out one of his two deadliest attacks, which is Mustard Bomb. If you listened to me as well and don't have your levels divisible by 5, then LV5 Death will be useless, which leaves him with only Leaf Swirl, Shockwave, and Fira, all easily counterable with Cure/Cura on an ally or the party. Have Zidane steal the Brigandine while Vivi focuses. Eiko and Dagger should be healing, but it wouldn't hurt to have either one of them cast Cura on the Soulcage to damage it. Once you steal the Brigandine or all of the items, start attacking it. DO NOT use Fira with Vivi. Use Blizzara instead. Just have Eiko or Dagger on healing duty and don't use Fira and you'll be just fine.

-----

-----

```

O-----O
| BOSS |
O-----O-----O
| Scarlet Hair |
O-----O-----O
| Hit Points | 9100 |
O-----O-----O-----O
|   Steal   | Ether, Poison Knuckles |
O-----O-----O-----O

```

-If you have Auto-Potion equipped, you should win this fight with no problems. Have Zidane steal the Ether and Poison Knuckles first before you start attacking Scarlet. He'll jump around the battlefield from time to time. When he does, avoid attacking him as his evasion rate is increased during this time and he counters. Once he says "Here I go!", start attacking him as he'll stop jumping around. Rinse and repeat.

-----

-----

```

O-----O
| BOSS |
O-----O-----O
| Tantarion |
O-----O-----O
| Hit Points | 24000 |
O-----O-----O-----O
|   Steal   | Ether, Elixir, Silver Fork, Demon's Mail |
O-----O-----O-----O

```

-This guy has some nasty attacks that you'll want to watch out for. One of them, and probably his most annoying, is Doom which you can't counter. You can only hope it misses its target. The other attack is Paper Storm which hits the entire party for considerable damage, so have someone ready to use Hi-Potions if needed. The key to this battle is to actually reveal the monster

in the book. To do so, simply attack it with each character except for Vivi, who should be Focusing. DO NOT HAVE ZIDANE STEAL UNTIL THE MONSTER REVEALS ITSELF. Don't bother wasting everyones turn trying to steal the Demon's Mail anyways. Once the monster reveals itself, have everyone else on standby or use Hi-Potions while Zidane should be stealing and Vivi abuses Bio on it. After about 7-8 turns, it'll go back into the book, so repeat the process of hitting the book until it reveals itself then pound it with Bio.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
|      Ark      |  
O-----O-----O  
| Hit Points | 20500 |  
O-----O-----O-----O  
|      Steal   | Elixir, Power Vest, Holy Lance |  
O-----O-----O
```

-For all that is holy, steal that Holy Lance as soon as possible as it teaches one of the sexiest skills in the game for Freya, Dragon's Crest. Anyone that you brought with you that's a magic caster should be using Hi-Potions when Ark uses Photon, which brings a single characters HP down to 1. His other annoying attack is Propeller Wind, which makes everyone confused, but Clear Headed takes away that threat. Boomerang hits the party for about 200-400 damage, so that's nothing to worry about if you toss out Hi-Potions after his Photon attack. Aside from Photon, he's got nothing to offer that's a real threat, so steal those items and have Zidane and any other physical attacker attack it while your mages should be dishing out the healing items.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
| Valia Pira |  
O-----O-----O  
| Hit Points | 13000 |  
O-----O-----O---O  
|      Steal   | N/A |  
O-----O-----O
```

If you deactivated all those bloodstones, this fight just became a simple walk in the park. Its magic attacks do pathetic damage now, so you shouldn't have too much to worry about here. Have Eiko on healing duty just incase while your other three characters should attack it or use magic on it, depending on who you have. You shouldn't have any trouble whatsoever.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O
```

```

| Meltigemini |
O-----O-----O
| Hit Points | 25300 |
O-----O-----O-----O
| Steal | Vaccine, Demon's Vest, Golden Hairpin |
O-----O-----O-----O

```

-This is a real simple fight. The only annoying thing you'll need to worry about is Viral Smoke, which inflicts Virus on your entire party. Virus prevents you from getting any experience and AP after battles, so once he uses it, have everyone use a Vaccine on themselves on their next turn. Melti seems to only use Viral Smoke about 10% of the time after using it for the very first time, so don't worry about him using it on a frequent basis. Have Zidane steal the Demon's Vest and Golden Hairpin before you finish him off.

-----  
-----

```

O-----O
| BOSS |
O-----O-----O
| Taharka |
O-----O-----O-----O
| Hit Points | 29000 |
O-----O-----O-----O
| Steal | Elixir, Mythril Claws, Orichalcon |
O-----O-----O-----O

```

-This is pretty much one of those "walk-in-the-park-bosses" that you often run into in any RPG. He pretty much does one of two things: casts Blizzaga on a character or the party, which does pitiful damage, or he becomes compact and rams into a character, which doesn't do crappy damage as well. While the thing is in Compact mode, all of your attacks will do below 100 damage, so just defend while he's in this state while Zidane steals all the items. Make sure to steal the Orichalcon as it's a very good weapon for Zidane. Once you steal its weapons and he's not in Compact mode, go berserk with all your physical attackers. If you have Vivi in your party, rip him apart with Firaga.

-----  
-----

```

O-----O
| BOSS |
O-----O-----O
| Earth Guardian |
O-----O-----O-----O
| Hit Points | 19900 |
O-----O-----O-----O
| Steal | Avenger, Rubber Suit |
O-----O-----O-----O

```

-If you have those Gaia Gears equipped and Auto-Reflect on or anything that reduces elemental damage, this fight is real simple. The Earth Guardian often uses Blizzaga, Firaga, and Thundaga followed by Earthquake, which will be absorbed. As long as you can outheal the three elemental spells he uses, I don't see why you would have trouble with this fight. Just make sure to steal those items before finishing him off.

```

-----
-----
O-----O
| BOSS |
O-----O-----O
| Silver Dragon |
O-----O-----O
| Hit Points | 25200 |
O-----O-----O-----O
| Steal | Elixir, Dragon Mail, Kaiser knuckles |
O-----O-----O

```

-If you equipped those wind reducing/absorbing equipment, this battle shouldn't be all that difficult. The only thing you'd need to watch out for is Shockwave and even then you can counter it with an All-Target Cura from Eiko/Dagger. All of your physical attack characters should be using their strongest attacks they have to offer right now while Zidane steals while Vivi spams Flare. Once all of its items are stolen, go bonkers with your characters to finish it off.

```

-----
-----
O-----O
| BOSS |
O-----O-----O
| Garland |
O-----O-----O
| Hit Points | 40100 |
O-----O-----O-----O
| Steal | Battle Boots, Ninja Gear, Dark Gear |
O-----O-----O

```

-Stop and Flare are two of the biggest threats in this fight, but with Locomotion equipped, Stop will be taken care of. Wave is another attack which can do over 2000 damage to a front row character, so have Eiko/Dagger be ready with Cura/Curaga. Zidane should be stealing the Ninja Gear and Dark Gear while Freya should use Dragon's Crest, Steiner should use his best Sword Art, Amarant should be attacking and using Chakra when Eiko's/Dagger's HP gets low and Vivi should be using Flair. Once all the items are stolen, be relentless with your attacks.

```

-----
-----
O-----O
| BOSS |
O-----O-----O
| Kuja |
O-----O-----O
| Hit Points | 40000 |
O-----O-----O-----O
| Steal | Ether, Carbini Mail, Light Robe |
O-----O-----O

```

-Kuja is a strict magic user, but only sticks with three attacks: Demi, Thundaga, and Flare Star. Flare Star is his least used attack as long as you



keep Reflect off. Thundaga can easily do over 2000 to a character that has no Thunder protection on him, so have Cura/Curaga ready. Have Zidane attempt to steal that Light Robe, but be warned it's a hard item to steal. The only time I was able to steal it was with Master Thief and Bandit equipped. Have your other characters use their best skills while Zidane keeps stealing. Once all the items are stolen, Zidane can join in on the Kuja bashing.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
| Nova Dragon |  
O-----O-----O  
| Hit Points | 54600 |  
O-----O-----O-----O  
| Steal | Remedy, Dragon Wrist, Grand Armor |  
O-----O-----O
```

-This fight isn't all that difficult, but without wind or water protection, he may get a decent amount of damage on you. Cura/Curaga will come a long way in this fight, so have them ready. Have Zidane steal that Grand Armor for Freya or Steiner if you're using them while Freya should be using Dragon's Crest or Jump, Amarant should be attacking, Steiner should be using his best Sword Art and Vivi should be abusing Flair. Once you steal that Grand Armor, have Zidane join in the fray.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O  
| Maliris |  
O-----O-----O  
| Hit Points | 59900 |  
O-----O-----O-----O  
| Steal | Genji Armor, Masamune, Ultima Sword |  
O-----O-----O
```

-The one important thing you'll want to do here is keep your HP at max for the entire fight, so have Eiko/Dagger heal every turn. Maliris often uses Sword Quiver and Mustard Bomb, so you'll have at least one of those attacks nulled out. Flame Slash can do quite a bit of damage if unprotected, so make sure you have some kind of fire protection equipped. Steal Maliris's items while you use your party's best attacks. Once you finish Maliris off, he'll use Raining Sword on your party as a last resort which will do over 2000+ to your front row characters, so that's why I said to have your HP at max for the entire fight.

```
-----  
-----  
O-----O  
| BOSS |  
O-----O-----O
```

```

|      Tiamat      |
O-----O-----O
|  Hit Points  | 60000 |
O-----O-----O-----O
|      Steal    | Blood Sword, Feather Boots, Grand Helm |
O-----O-----O-----O

```

-Tiamat is easily the hardest of the four Guardians because of one nasty and annoying habit: Tiamat can reduce your stats. You read that right. He can reduce your stats by using Absorb Magic and Strength and there's not a damn thing you can do about it. Another annoying aspect of this fight is that if he casts Float on someone and that person attacks Tiamat, there's a good chance Tiamat will use Snort, ejecting that character out of the battle for good, so make sure to refrain from attacking if someone has Float cast on them. Other than those attacks, you should have yourself equipped to null out Twister and Jet Fire. Silent Claw can do a lot of damage to a character, so have Curaga ready. Have Zidane steal that Grand Helm while you have your party members use their best attacks and skills, which you should know which to use now. As long as he doesn't use Absorb Strength/Magic on your characters over and over again, you can come out of this fight without too much of a hassle, but he seems to use Absorb Magic/Strength quite often, so watch out.

-----  
-----

```

O-----O
| BOSS |
O-----O-----O
|      Hades      |
O-----O-----O
|  Hit Points  | 55000 |
O-----O-----O-----O-----O
|      Steal    | Battle Boots, Reflect Ring, Running Shoes, Robe of Lords |
O-----O-----O-----O-----O

```

-Depending on your equipment and ability set up, Hades is either a difficult fight or a rather easy fight. An annoying habit Hades has is that he uses Judgment Sword, which brings a characters HP to 1 and then follows that up with a Cleave attack which hits all characters for heavy damage, so have Curaga ready to use. Hades also uses Freeze and Mustard Bomb but those can be countered easily with Body Temp. His real threat however comes from Doomsday and Curse. When he uses Powering Sword, he'll waste three turns counting down. After 1, he'll either use Doomsday, which is a very powerful shadow based attack or Curse, which inflicts Slow, Darkness, Confusion, Poison, and Mini on all of your characters, so a Remedy will be real useful here. Doomsday isn't a threat if you equipped those shadow absorbing pieces of equipment, so Curse is pretty much the only annoying part. Have Zidane steal that Robe of Lords, but you'll pretty much Master Thief and Bandit to steal it. Have Zidane keep stealing while your party members keep using their best attacks.

-----  
-----

```

O-----O
| BOSS |
O-----O-----O
|      Kraken      |
O-----O-----O

```

```

| Hit Points | 59950 |
O-----O-----O-----O-----O
| Steal | Wizard Rod, Genji Helmet, Glutton's Robe |
O-----O-----O-----O-----O

```

-The first thing you'll want to do is take out the two tentacles Kraken has on his back. If you don't and attack Kraken himself, he'll counter with Water Gun or Ink from one of this tentacles and this can become annoying real fast, so take care of them while Zidane steals from Kraken. Kraken himself isn't a huge threat. Waterga and Leg are the only two attacks that inflict some serious damage while Freeze is counterable with Body Temp. Use the same tactics as before by having your characters use their best attacks after Zidane is done stealing.

```

-----
-----

```

```

O-----O
| BOSS |
O-----O-----O
| Lich |
O-----O-----O
| Hit Points | 60100 |
O-----O-----O-----O-----O
| Steal | Siren's Flute, Genji Gloves, Black Robe |
O-----O-----O-----O-----O

```

-Lich isn't really that hard if you equipped yourself properly before the fight, but he's real annoying as he has a knack for casting Death and Doom quite often. However, the only attacks that'll effect you are Doom, Death, and Death Cutter. Doom puts a 10 second timer above a character before that character dies, Death instantly kills a character, and Death Cutter hits a character for physical damage AND casts Doom on them, which makes this more annoying than hard. Have Zidane steal those items while Eiko/Dagger cast Life and Full-Life or your other party members use Phoenix Downs to bring back Eiko or Dagger from death. It's the same tactic as before, so just use your best attacks while ressing your characters that succumb to Death.

```

-----
-----

```

```

O-----O
| BOSS |
O-----O-----O
| Deathguise |
O-----O-----O
| Hit Points | 56000 |
O-----O-----O-----O-----O
| Steal | Elixir, Duel Claws, Black Belt |
O-----O-----O-----O-----O

```

-Don't bother stealing with Zidane as the items he carries are pretty crappy and the only thing worth stealing is the Elixir he has. Deathguise often leads with Meteor which does random damage to your party, so have someone ready with Curaga/Full-Life and Phoenix Downs. When he goes into a closed state, he'll start abusing Twister and Death, so make sure to prepare yourself for those. While in his open state, he'll just use physical attacks, so make sure to take him out as fast as possible with your best attacks.

```

-----
-----
O-----O
| BOSS |
O-----O-----O
|   Trance Kuja   |
O-----O-----O
|   Hit Points   | 55000 |
O-----O-----O-----O
|       Steal       | Ether, Rebirth Ring, White Robe |
O-----O-----O

```

-Trance Kuja is the most annoying and frustrating boss in this game. This is because he abuses Flare Star beyond no recognition and COUNTERS you with Flare Star about 97% of the time, so you can either take this fight slow so you can have Eiko/Dagger keep up with the healing or take this fight quickly and demolish him before Flare Star can finish you off. Although Flare Star can miss, it doesn't miss often and it only takes two Flare Stars to kill off your characters. Along with Flare Star, Holy and Flare are Trance Kuja's two magic choices. He'll use Curaga as well once he gets low on health. Like I mentioned earlier, Flare Star is his most used attack and he counters with it, so you'll need to keep up with the healing every turn while you use attacks that'll do 9999 damage or close to it, which includes throwing stuff with Amarant, Dragon's Crest with Freya, and Thievery/Grand Lethal with Zidane. If you can do that, you should be able to finish him off before he finishes you off.

```

-----
-----
O-----O
| BOSS |
O-----O-----O
|   Necron   |
O-----O-----O
|   Hit Points   | 55100 |
O-----O-----O-----O
|       Steal       | Elixir, Elixir, Elixir, Elixir |
O-----O-----O

```

-Necron is easier than Trance Kuja in someways, but conversely, he also has the ability to instantly kill off your characters. Necron can use the following attacks on your party:

- Blue Shockwave: Reduces a characters HP to 1
- Neutron Ring: Hits the entire party for physical damage.
- Firaga: Fire damage.
- Blizzaga: Ice damage.
- Thundaga: Thunder damage.
- Protect: Casts Protect on himself to reduce physical damage.
- Shell: Casts Shell on himself to reduce magic damage.
- Curaga: Cures himself.
- Grand Cross: Random status ailments on your characters.

Now from that list, you can tell the two deadliest ones he has is Blue Shockwave and Grand Cross. Blue Shockwave is easily counterable with Curaga,

but Grand Cross is where the fun really is. It can inflict status effects that you can't protect yourself from, such as Zombie, Mini, and Death, so in some ways this is a cheap move, but in other ways it can be a relief since sometimes no status effects will be inflicted. After Grand Cross, Necron will use Blue Shockwave three turns in a row, so take this chance to cure any status effects and heal up while your party uses their best attacks. As long as you can heal up after Grand Cross, you should be able to win this fight without too much of a hassle.

-----

=====  
5.) Sidequests  
=====

Jump Rope  
-----

Right in the beginning of the game as Vivi, you can do the jump rope mini game by talking with the little girl that's jump roping in the city square. You basically have to time yourself by pushing the X button as you land and before the rope trips you. Here are the following prizes:

- 20 Jumps: 10 Gil
  - 50 Jumps: Cactuar Card
  - 100 Jumps: Genji Card
  - 200 Jumps: Alexandria Card
  - 300 Jumps: Tiger Racket Card
  - 1000 Jumps: King of Jump Rope
- 

Ragtime Mouse  
-----

From Disc 1 on throughout the game, you can find the Ragtime Mouse in any forest in any area of the world. Doing so will enable a True/False game in which as it states, you answer his question either true or false. Here are the questions with the answers in brackets: (Note that the questions are randomized, so I'm putting them in the order I received them)

- 1.) "I Want to be Your Canary" was written by Lord Afon. [False]
- 2.) Chocobo Forest is located between Lindblum and South Gate. [True]
- 3.) The theater ship Prima Vista was built in Artania Shipyards. [False]
- 4.) Some Mus are friendly and won't attack. [True]
- 5.) The 15th Lindblum War started in 1600. [False]
- 6.) Lindblum Castle is larger than Alexandria Castle. [True]
- 7.) Lindblum's air cabs operate around the clock. [True]
- 8.) Berkmea Cable Cars have been running for 8 years. [True]
- 9.) The Bobo bird is a bird that brings you fortune. [False]
- 10.) Fossil Roo is an underground tunnel that connects Treno and Alexandria. [False]
- 11.) Only one desert exists in the entire world. [False]
- 12.) Conde Petie is a village of Goblins. [False]

- 13.) You can defeat Ragtimer. [True]
- 14.) Prima Vista means "Love at first sight". [False]
- 15.) Treno's cafe, Cafe Carta, is members only. [True]
- 16.) The theater ship Prima Vista uses Mist as its energy. [True]

For each one you get right, you get a certain amount of Gil:

- 1-3 right: 1000 Gil
- 4-5 right: 2000 Gil
- 6-7 right: 3000 Gil
- 8-9 right: 4000 Gil
- 10-11 right: 5000 Gil
- 12-13 right: 6000 Gil
- 14-15 right: 7000 Gil
- 16 right: 10000 Gil

---

### Coffee Hunting

---

When you first reach Dali, go to the Observatory Mountain and talk with Morrid and agree to find him three rare coffee beans. You can find them in the following places:

Moccha: Enter the South Gate near Chocobo's Forest and go directly east from where you start. Examine the far east part of the tree trunk to find it.

Kirman: It's in Eiko's kitchen.

Burman: While you're on Disc 3 and in Treno for the card tournament, go to Dali BEFORE the tournament and go to the mayor's house. Carefully sneak around and get the Mayor's Key from the heater and go to the locked door in the windmill area. Open it and open the chest and examine it a second time to find it.

For finding all three, Morrid will give you the theater ship model.

---

### Stellazzio Hunting

---

There are 12 special coins you can find in the game to give to Stella in Treno. You'll get a prize for each one. Here's a list of the coins and where they're at:

Aries: In Dali behind the windmill crank.

Cancer: In Burmecia behind a flipped cart on the second screen.

Gemini: Throw 10 Gil in the fountain in Treno at the entrance until it appears.

Taurus: Behind the item shop in Treno.

Virgo: In the Black Mage Village in the inn.

Scorpio: In Quan's Dwelling on the lower level near the chest.

Libra: In Madain Sari, behind the fountain in the middle of the town.

Leo: In Alexandria Castle in the west tower of the castle. It's in the corner of the room with the Neptune Statue.

Sagittarius: In Lindblum in the Business District while it's being rebuilt.  
Check the area west of the pickle cart.

Capricorn: In Daguerreo near the entrance. Go east at the fork and examine  
the corner.

Aquarius: First screen in Ipsen's Castle.

Pisces: On the Invincible in the only chest on the ship.

As for the rewards:

- 1 - 1000 Gil
- 2 - Phoenix Pinion
- 3 - 2000 Gil
- 4 - Blood Sword
- 5 - 5000 Gil
- 6 - Elixir
- 7 - 10000 Gil
- 8 - Black Belt
- 9 - 20000 Gil
- 10 - Rosetta Ring
- 11 - 30000 Gil
- 12 - Robe of Lords

After collecting all 12, talk with Stella and agree with her that there's a  
13th one lying around. Go back to Quan's Dwelling and examine where you found  
the Scorpio stellazzio to find Ophiuchus, the final one. Talk with her to  
receive the final reward:

- 13 - Hammer

The Hammer is used for an extra scene during the ending.

-----  
Moogle Mail and Mognet Central  
-----

During the game, you'll no doubt run into Moogles who want you to deliver  
letters for them. Here are the Moogles who want you to deliver letters:

Kupo [Alexandria] to Monty [Evil Forest]  
Mois [Ice Cavern] to Gumo [Dali]  
Kumop [Dali Underground] to Mogki [Lindblum]  
Mogki [Lindblum] to Atla [Burmecia]  
Grimo [South Gate: Bohden Arch] to Nanza [South Gate Summit]  
Atla [Burmecia] to Monev [Cleyra Trunk]  
Nanza [South Gate Summit] to Mochos [Gargan Roo]  
Monev [Cleyra Trunk] to Moguta  
Mopli [Cleyra Settlement] to Serino [Red Rose]  
Serino [Red Rose] to Moodon [Lindblum]  
Mosh [Alexandria Castle] to Monty [Pinnacle Rocks]  
Moodon [Lindblum Inn] to Moonte  
Kuppo [Fossil Roo] to Kupo [Alexandria]  
Mogmatt [Conde Petie] to Suzuna [Conde Petie]  
Mogryo [Black Mage Village] to Mocchi [Iifa Tree]  
Mogki [Lindblum] to Moodon [Lindblum]

Mimoza [Oeilvert] to Mooel [Oeilvert]  
Mojito [Desert Palace] to Mogsam [Desert Palace]  
Mogrika [Esto Gaza] to Moolan [Mt. Gulug]  
Moolan [Mt. Gulug] to Mogtaka [Mt. Gulug]  
Mogki [Lindblum] to Kumool [Ipsen's Castle]  
Moorock [Bran Bal] to Mozme [Pandemonium]

As for Mognet Central, you'll need a Golden Chocobo for it. Once you get it, fly to the island north of the Outer Continent and look for a crack on the mountain. Use a Dead Pepper on it to reveal Mognet Central. Once you reach Disc 4, you can start this sidequest by talking with Kupo in Alexandria. He'll give you a letter. Now visit the following Moggles:

```
Kupo [Alexandria] -> Atla [Burmecia]
      |
      v
Atla [Burmecia] -> Mogryu [Black Mage Village]
      |
      v
Mogryu [Black Mage Village] -> Kumool [Ipsen's Castle]
      |
      v
Kumool [Ipsen's Castle] -> Mois [Fossil Roo: Need Quina]
      |
      v
Mois [Fossil Roo] -> Noggy [Daguerreo]
      |
      v
Noggy [Daguerreo] -> Kupo [Alexandria]
```

Once you deliver the last letter, go visit Ruby in her Mini Theater and then go to Mognet Central. Talk with Artemecion to complete the sidequest to net a [\_PROTECT RING\_].

---

### Friendly Creatures

---

Throughout the world you can find a certain number of friendly creatures. They look like their counterparts, but you can tell that they're harmless when the soft music plays and they ask for a certain item. You can find them in the following locations and what type of gem they want:

Mu - Outside of Dali - Ore - 10 AP  
Ghost - Outside of Treno - Ore - 10 AP  
Ladybird - Outside of the Black Mage Village - Ore - 20 AP  
Yeti - Outside of Madain Sari - Ore - 20 AP  
Nymph - Outside of the Iifa Tree - Ore - 30 AP  
Jabberwock - Outside of Oeilvert - Emerald - 30 AP  
Feather Circle - Outside of Esto Gaza - Moonstone - 30 AP  
Garuda - Popos Heights (higher portion of Gizamaluke's Grotto) - Lapis Lazuli - 40 AP  
  
Yan - Vile Island - Diamond - 50 AP

---



## Racing Hippaul

-----

When you're in Alexandria on Disc 3 and you're playing as Vivi, go to the place where you started as Vivi in Disc 1 and talk with the woman hippo. She'll want you to race her son to get him back into shape. Once you beat a certain level, you'll get a reward. To race, you need to push [ ] and O, alternating. I find it easier to put the controller down and use my index fingers. Here are the rewards you can get:

Level 10 - Wverd Card  
Level 20 - Carrion Worm Card  
Level 30 - Tantaran Card  
Level 40 - Armstrong Card  
Level 50 - Ribbon Card  
Level 60 - Nova Dragon Card  
Level 70 - Genji Card  
Level 80 - Athlete Queen

Note that this is the only time you can do it. Once Alexandria is attacked, you can no longer do this.

## Stiltzkin

-----

As you travel throughout the world, you'll often find the famous Moogles Stiltzkin wandering about in his fur coat. If you talk to him when you encounter him, he'll sell you certain items. He's what he sells and where you can find him:

### Disc 1

-----

-Burmecia: Soft, Hi-Potion, Ether [333 Gil]

### Disc 2

-----

-Cleyra: Hi-Potion, Ether, Phoenix Pinion [444 Gil]  
-Fossil Roo: Ether, Remedy, Phoenix Pinion [555 Gil]  
-Mountain Path: Magic Tag, Tent, Ether [666 Gil]

### Disc 3

-----

-Alexandria\*: Phoenix Pinion, Hi-Potion, Elixir [777 Gil]  
-Oeilvert\*\*: Hi-Potion, Emerald, Elixir [888 Gil]  
-Bran Bal\*\*\*: Diamond, Ether, Elixir [2222 Gil]  
-Alexandra: Moonstone, Ruby, Elixir [5555 Gil]

\*=You must do this while in control of Vivi.

\*\*=You must do this BEFORE going to the lift with those talking faces.

\*\*\*=Re-enter the room where the save Moogles is.

After buying all his items, talk to him once more in Alexandria and he'll give you a [\_RIBBON\_].

-----  
Chocographs  
-----

While playing Chocobo Hot and Cold, you'll notice that you'll sometimes dig up a Chocograph. You can use these to find treasures on the world map. Here are all the Chocographs in the game:

Streamside  
-----

Abilities: Field

Location: Beach near Chocobo's Forest.

Treasure: 2 Elixir, 3 Hi-Potion, 4 Ether, 2 Germinas Boots

Between Mountains  
-----

Abilities: Field

Location: Between the mountains near the Dragon's Gate.

Treasure: 5 Potion, 5 Hi-Potion, 2 Tent, 2 Cotton Robes

Uncultivated Land  
-----

Abilities: Field

Location: Around Alexandria.

Treasure: 10 Antidotes, 1 Jade Armet, 3 Wing Edges, 1 Cargo Ship Card

Healing Shore  
-----

Abilities: Field

Location: Beach near Cleyra.

Treasure: Reef Ability

Abandoned Beach  
-----

Abilities: Field

Location: Near the Black Mage Village.

Treasure: 9 Phoenix Pinion, 5 Phoenix Down, 12 Peridot, 1 Diamond Gloves

Cold Field  
-----

Abilities: Field

Location: Near Esto Gaza.

Treasure: 5 Echo Screens, 7 Hi-Potions, 3 Tents, 1 Theater Ship Card

Forgotten Lagoon  
-----

Abilities: Field, Reef

Location: Past Shimmering Island around a brown island, east side.

Treasure: 8 Gysahl Greens, 5 Ethers, 7 Hi-Potions, 1 Dragon's Claws

Faraway Lagoon

-----  
Abilities: Field, Reef

Location: Northwest of Oeilvert or South of Ipsen's Castle, eastern tip of the crescent shaped island.

Treasure: 37 Potions, 6 Magic Tags, 1 Shield Armor, 1 Gaia Gear

Abandoned Lagoon  
-----

Abilities: Field, Reef

Location: South of Outer Continent, take the western reef.

Treasure: 6 Softs, 4 Ethers, 1 Feather Boots, 1 N-Kai Armlet

Bird's Eye Lagoon  
-----

Abilities: Field, Reef

Location: West of Qu's Marsh on the Mist Continent.

Treasure: 8 Potions, 4 Phoenix Downs, 3 Ethers, 1 Magician Robe

Small Beach  
-----

Abilities: Field, Reef

Location: Island southeast of Chocobo's Forest.

Treasure: 4 Remedies, 2 Elixirs, 8 Rising Suns, 1 Oak Staff

Dawn Lagoon  
-----

Abilities: Field, Reef

Location: Southeastern portion of the Mist Continent; South of Treno.

Treasure: Mountain Ability

Forbidden Forest  
-----

Abilities: Field, Reef, Mountain

Location: Forest surrounded by a large mountain near to the west of Dali.

Treasure: 7 Ethers, 2 Elixirs, 10 Wing Edges, 1 High Mage Staff

Green Plains  
-----

Abilities: Field, Reef, Mountain

Location: Northwest of Evil Forest.

Treasure: Ocean Ability

Dusk Plains  
-----

Abilities: Field, Reef, Mountain, Ocean

Location: Southwest of Oeilvert.

Treasure: 12 Phoenix Downs, 14 Ores, 1 Kaiser Kunckles, 1 Iron Man Card.

Forgotten Plains  
-----

Abilities: Field, Reef, Mountain, Ocean

Location: West of Ipsen's Castle on the claw shaped peninsula.

Treasure: 17 Ores, 5 Ethers, 14 Opals, 1 Demon's Mail

#### Sea At Dusk

-----

Abilities: Field, Reef, Mountain, Ocean

Location: West of the Forgotten Continent.

Treasure: 15 Phoenix Pinions, 1 White Robe, 1 Diamond, 1 Masamune Card

#### Ocean

-----

Abilities: Field, Reef, Mountain, Ocean

Location: Northwest of Qu's Marsh on the southern tip of the Forgotten Continent.

Treasure: 27 Ore, 1 Light Robe, 1 Whale Whisker, 1 Alexander Card

#### Cold Lagoon

-----

Abilities: Field, Reef, Mountain, Ocean

Location: Northwest of the Lost Continent; hug along the side until you spot some of the land shaped like the one in the Chocograph.

Treasure: 11 Peridot, 9 Opal, 15 Sapphire, 19 Topaz

#### Mist Ocean (Need all 6 Chocograph Pieces)

-----

Abilities: Field, Reef, Mountain, Ocean

Location: Northeast of the Alexandria Harbor.

Treasure: Sky Ability

#### Outer Island

-----

Abilities: Field, Reef, Mountain, Ocean, Sky

Location: Island northeast of the Desert Palace.

Treasure: 21 Amethysts, 16 Garnets, 1 Genji Armor, 1 Ragnarok

#### Outer Island 2

-----

Abilities: Field, Reef, Mountain, Ocean, Sky

Location: Island northwest of the Desert Palace.

Treasure: 11 Sapphires, 1 Circlet, 1 Pumice Piece, 1 Hilda Garde 3 Card

#### Fairy Island

-----

Abilities: Field, Reef, Mountain, Ocean, Sky

Location: Southwest of the Iifa Tree.

Treasure: 33 Potions, 15 Annoyntments, 1 Holy Miter, 1 Dark Matter Card

#### Forgotten Island

-----

Abilities: Field, Reef, Mountain, Ocean, Sky

Location: Island north of the Forgotten Continent.

Treasure: 1 Ribbon, 1 Rebirth Ring, 13 Amethysts, 1 Ark Card

Aside from those, there are cracks and bubbles you can find on the world map.

#### Cracks

-----

-On the Lost Continent, look around the northeast side of the continent that's near the ocean. [Treasure: Lapis Lazuli x41, Rosetta Ring, Protect Ring, Airship Card]

-On the Forgotten Continent, look around the northeast part and look for a crack in the mountains. [Treasure: Eye Drops x19, Madain's Ring, Genji Helmet, Hilda Garde 1 Card]

-On the Forgotten Continent, look around the south portion of the continent, on the dark portion of the map around Oeilvert. [Treasure: Maiden Prayer, Dragon's Hair, Gauntlets, Odin Card]

-Fly Choco to the island north of the Outer Continent and use a Dead Pepper on the crack on the small mountain. [Mogret Central]

#### Bubbles

-----

-Look between the Lost and Outer Continents, somewhere midway. [Treasure: Potion x50, Hi-Potion x25, Ether x9, Elixir x7]

-Look around the southeast corner of the Outer Continent between some rocks. [Treasure: Straw Hat x8, Pearl Armet x8, Aloha T-Shirt x7, Sandals x8]

-Look around the southeast corner of the Forgotten Continent. [Treasure: Remedy x10, Black Robe, Genji Gloves, Blue Narciss Card]

-Go to Quan's Dwelling and go out to the ledge and examine it. Use a Dead Pepper on Choco. [Treasure: Ore x9, Topaz x15, Tiger Racket, Red Rose Card]

-On Disc 4, go to where Shimmering Island used to be and use a Dead Pepper on that exact spot. [Treasure: Aquamarine x10, Ultima Weapon, Maximillian, Invincible Card]

-----

#### Frog Catching

-----

If you visit any of the frog ponds with Quina in your party, you can choose to catch some frogs. Catching frogs reduces the respawn rate, but you can help this a bit by keeping a male and female adult frog around so that the frogs will respawn faster (Frog porn?) which makes for easier pickings. You'll get an item for a certain number of frogs you catch:

2 Frogs: Ore

5 Frogs: Ether

9 Frogs: Silk Robe

15 Frogs: Elixir

23 Frogs: Silver Fork

33 Frogs: Bistro Fork

45 Frogs: Battle Boots

## 99 Frogs: Gastro Fork

Before catching that 99th frog, equip water reducing/absorbing equipment and equip any status preventers you have on. Also make sure Quina has Angel's Snack. When you catch the 99th frog, Quale will challenge you to a fight.

```
-----  
O-----O  
| BOSS |  
O-----O-----O  
|     Quale     |  
O-----O-----O  
| Hit Points | 65900 |  
O-----O-----O-----O  
|     Steal   | Elixir, Ninja Gear, Glutton's Robe, Robe of Lords |  
O-----O-----O-----O
```

-This fight may seem intimidating at first, but as long as you can take out his Aqua Breath, Water, and status ailment attacks, you should be able to win this fight without too much of a hassle. He'll often use Poison, Mini, Confuse, Silence, and Blind on a character or the party, so if Mini is inflicted, have Quina use Angel's Snack instead of wasting Remedies to cure it. Magic Hammer is also a useful skill for this fight as you can kill off his MP supply rather fast if you use it every turn. His only other real attack is Rolling Attack, which can do heavy damage to a front row character but it's easily counterable with a well placed Curaga.

-----  
After the fight, you'll receive Quina's best weapon, the [\_GASTRO FORK\_].

## Excalibur Hunting

-----

In order to get the Excalibur sword for Steiner, you need to do the following:

-Go to Daguerreo and next to the inn, speak to the old man and he'll mention a "Magical Fingertip". HINTHINT

-Go to the Treno Auction House to buy the following:

- Rat Tail
- Une's Mirror
- Doga's Artifact
- Griffin's Hearts

Sell the Rat Tail to the person on the exterior of the synthesis shop. Sell Une's Mirror to the nobleman the same place where you sold the Rat Tail. Sell the Doga's Artifact to the scholar INSIDE the synthesis shop. Sell the Griffin's Heart to the same person who bought the Rat Tail from you.

-Go back to the Auction House and buy the Magical Fingertip.

-Go back to Daguerreo and give it to the old man you spoke with. In return, you'll get the [\_EXCALIBUR\_] for Steiner.

-----  
Treno Monster Fights  
-----

If you go to the equipment shop in Treno, you'll notice an enemy below you.  
You can fight the following monsters and you'll receive the following prizes:

-Griffin  
-Prize: Tonberry Card

-Catoblepas  
-Prize: 15000 Gil

-Amdusias  
-Prize: Running Shoes

-Behemoth  
-Prize: Circlet  
-----

=====  
6.) Weapon List  
=====

This section will list each weapon for each character, going in order from  
lowest to highest attack power.

Zidane  
-----

(WZI)

Name: Dagger  
Attack: 12  
Add ST: None  
Abilities: Flee

Name: Mage Masher  
Attack: 14  
Add ST: Silence  
Abilities: Flee, Detect

Name: Mythril Dagger  
Attack: 18  
Add ST: None  
Abilities: Bandit

Name: Butterfly Sword  
Attack: 21  
Add ST: Silence  
Abilities: What's That?!

Name: The Ogre  
Attack: 24  
Add ST: Darkness  
Abilities: Soul Blade

Name: Gladius  
Attack: 30  
Add ST: Slow  
Abilities: Annoy, Lucky Seven

Name: Exploda  
Attack: 31  
Add ST: Trouble  
Abilities: Lucky Seven, Sacrifice

Name: Rune Tooth  
Attack: 37  
Add ST: Poison  
Abilities: Lucky Seven

Name: Zorlin Shape  
Attack: 42  
Add ST: None  
Abilities: Flee

Name: Angel Bless  
Attack: 44  
Add ST: Confuse  
Abilities: Thievery

Name: Sargatanas  
Attack: 53  
Add ST: Petrify  
Abilities: Annoy

Name: Masamune  
Attack: 62  
Add ST: Doom  
Abilities: Sacrifice

Name: Orichalchon  
Attack: 71  
Add ST: None  
Abilities: Detect

Name: The Tower  
Attack: 86  
Add ST: Mini  
Abilities: Lucky Seven, Thievery

Name: Ultima Weapon  
Attack: 100  
Add ST: Sleep  
Abilities: Flee

Vivi  
----  
(WV)



Name: Mage Staff

Attack: 12

Add ST: None

Teaches: Fire

Name: Ice Staff

Attack: 16

Add ST: None

Teaches: Blizzara, Slow

Name: Lightning Staff

Attack: 16

Add ST: None

Abilities: Thundara, Poison

Name: Flame Staff

Attack: 16

Add ST: None

Abilities: Fira, Sleep

Name: Oak Staff

Attack: 23

Add ST: Slow

Abilities: Drain, Bio, Stop

Name: Cypress Pile

Attack: 27

Add ST: Confuse

Abilities: Break, Comet, Demi

Name: Octagon Rod

Attack: 29

Add ST: Trouble

Abilities: Blizzaga, Thundaga, Firaga

Name: High Mage Staff

Attack: 32

Add ST: Silence

Abilities: Osmose, Meteor

Name: Mace of Zeus

Attack: 35

Add ST: Mini

Abilities: Doomsday

Dagger (Note that she and Eiko can use two types of weapons, therefore I'll only list the rackets once)

-----

(WDA)

Name: Rod

Attack: 11

Add ST: None

Abilities: Cure, Panacea, Protect

Name: Air Racket

Attack: 13

Add ST: None

Abilities: Scan, Panacea

Name: Stardust Rod  
Attack: 14  
Add ST: None  
Abilities: Reflect, Ability Up, Float

Name: Mythril Rod  
Attack: 14  
Add ST: None  
Abilities: Shell, Silence, Life

Name: Multina Racket  
Attack: 17  
Add ST: None  
Abilities: Stona, Blind, Shell

Name: Healing Rod  
Attack: 23  
Add ST: None  
Abilities: Cura, Healer, Life

Name: Magic Racket  
Attack: 23  
Add ST: None  
Abilities: Cure, Mini, Berserk

Name: Asura's Rod  
Attack: 27  
Add ST: None  
Abilities: Confuse, Silence, Mini

Name: Mythril Racket  
Attack: 27  
Add ST: None  
Abilities: Shell, Protect, Reflect

Name: Wizard Rod  
Attack: 31  
Add ST: None  
Abilities: Protect, Shell, Curaga

Name: Priest's Racket  
Attack: 35  
Add ST: None  
Abilities: Might, Silence

Name: Whale Whisker  
Attack: 36  
Add ST: None  
Abilities: Curaga, Life

Name: Tiger Racket  
Attack: 45  
Add ST: None  
Abilities: Dispel

Steiner  
-----  
(WST)

Name: Broadsword  
Attack: 12  
Add ST: None  
Abilities: Beast Killer

Name: Iron Sword  
Attack: 16  
Add ST: None  
Abilities: Minus Strike

Name: Mythril Sword  
Attack: 20  
Add ST: None  
Abilities: Armor Break

Name: Blood Sword  
Attack: 24  
Add ST: None  
Abilities: Darkside

Name: Ice Brand  
Attack: 35  
Add ST: Freeze  
Abilities: Mental Break

Name: Coral Sword  
Attack: 38  
Add ST: None  
Abilities: Charge!

Name: Diamond Sword  
Attack: 42  
Add ST: None  
Abilities: Power Break

Name: Flame Saber  
Attack: 46  
Add ST: Heat  
Abilities: Magic Break

Name: Rune Blade  
Attack: 57  
Add ST: Darkness  
Abilities: Iai Strike

Name: Defender  
Attack: 65  
Add ST: None  
Abilities: Thunder Slash

Name: Ultima Sword  
Attack: 74  
Add ST: Sleep  
Abilities: Stock Break

Name: Excalibur  
Attack: 77  
Add ST: None  
Abilities: Climhazzard

Name: Ragnarok  
Attack: 87  
Add ST: Slow  
Abilities: Thunder Slash, Shock

Name: Excalibur II  
Attack: 108  
Add ST: None  
Abilities: Climhazzard, Stock Break

Freya  
-----  
(WFY)

Name: Javelin  
Attack: 18  
Add ST: None  
Abilities: Dragon Killer

Name: Mythril Spear  
Attack: 20  
Add ST: None  
Abilities: Reis's Wind

Name: Partisan  
Attack: 25  
Add ST: None  
Abilities: Lancer, High Tide

Name: Ice Lance  
Attack: 32  
Add ST: Freeze  
Abilities: White Draw

Name: Trident  
Attack: 37  
Add ST: Darkness  
Abilities: Luna

Name: Heavy Lance  
Attack: 42  
Add ST: Stop  
Abilities: Six Dragons

Name: Obelisk  
Attack: 52  
Add ST: Petrify  
Abilities: Initiative, Cherry Blossoms

Name: Holy Lance  
Attack: 62  
Add ST: None  
Abilities: Dragon's Crest, Reis's Wind

Name: Kain's Lance  
Attack: 71  
Add ST: None  
Abilities: White Dragon, White Draw, Dragon's Crest

Name: Dragon's Hair  
Attack: 77  
Add ST: None  
Abilities: Dragon Breath

Quina

-----

(WQU)

Name: Fork  
Attack: 21  
Add ST: None  
Abilities: High Tide

Name: Needle Fork  
Attack: 34  
Add ST: Petrify  
Abilities: High Tide

Name: Mythril Fork  
Attack: 42  
Add ST: None  
Abilities: High Tide

Name: Silver Fork  
Attack: 53  
Add ST: Slow  
Abilities: High Tide

Name: Bistro Fork  
Attack: 68  
Add ST: Sleep  
Abilities: High Tide

Name: Gastro Fork  
Attack: 77  
Add ST: Stop  
Abilities: High Tide

Eiko

-----

(WEK)

Name: Golem's Flute  
Attack: 17  
Add ST: None  
Abilities: Cura, Life, Auto-Regen

Name: Lamia's Flute  
Attack: 21  
Add ST: None  
Abilities: Silence, Float, Stona

Name: Fairy Flute  
Attack: 24  
Add ST: None  
Abilities: Haste, Regen, Esuna

Name: Hamelin  
Attack: 27  
Add ST: None  
Abilities: Curaga, Might, Jewel

Name: Siren's Flute  
Attack: 30  
Add ST: None  
Abilities: Full-Life, Dispel, Esuna

Name: Angel's Flute  
Attack: 33  
Add ST: None  
Abilities: Holy, Curaga, Esuna

Amarant  
-----  
(WMR)

Name: Cat's Claws  
Attack: 23  
Add ST: None  
Abilities: Counter, Chakra

Name: Poison Knuckles  
Attack: 33  
Add ST: Poison  
Abilities: Counter, Spare Change

Name: Mythril Claws  
Attack: 39  
Add ST: None  
Abilities: Counter, Curse

Name: Scissor Fangs  
Attack: 45  
Add ST: Venom  
Abilities: Counter, Aura

Name: Dragon's Claws  
Attack: 53  
Add ST: None  
Abilities: Counter, No Mercy

Name: Tiger Fangs  
Attack: 62  
Add ST: None  
Abilities: Counter, Revive

Name: Avenger  
Attack: 70  
Add ST: Death  
Abilities: Counter, Demi Shock

Name: Kaiser Knuckles  
Attack: 75  
Add ST: Trouble  
Abilities: Counter, Curse, Countdown

Name: Duel Claws  
Attack: 79  
Add ST: Berserk  
Abilities: Counter, Aura, No Mercy

Name: Rune Claws  
Attack: 83  
Add ST: Darkness  
Abilities: Revive, Demi Shock, Spare Change

=====  
7.) Armor List  
=====

This section will list the armors, headgears, wrists, and accessories in the game. Only the armors will be arranged by defense. The others will be in alphabetical order.

Vests/Shirts  
-----  
(AVS)

Name: Aloha T-Shirt  
Defense: 0  
Abilities: None

Name: Leather Shirt  
Defense: +6  
Abilities: Protect Girls

Name: Silk Shirt  
Defense: +7  
Reduces: Thunder  
Abilities: Cure, Thunder

Name: Leather Plate  
Defense: +8  
Abilities: Chakra

Name: Bronze Vest  
Defense: +9  
Spirit: +1  
Magic Defense: +1  
Abilities: Jelly

Name: Chain Plate  
Defense: +10  
Strength: +1  
Abilities: Devil Killer

Name: Mythril Vest  
Defense: +12  
Reduces: Water  
Abilities: Auto-Potion

Name: Adaman Vest  
Defense: +14  
Magic Defense: +2  
Reduces: Fire  
Abilities: Bird Killer, Stone Killer

Name: Survival Vest  
Defense: +17  
Spirit: +2  
Abilities: Mug, Locomotion, Antibody

Name: Brigandine  
Defense: +20  
Strength: +1  
Abilities: Ability Up, Return Magic

Name: Judo Uniform  
Defense: +23  
Strength: +1  
Spirit: +1  
Abilities: Distract, HP +10%

Name: Gaia Gear  
Defense: +25  
Magic Defense: +2  
Absorb: Earth  
Abilities: Osmose, High Tide, Insomniac

Name: Power Vest  
Defense: +27  
Strength: +2  
Abilities: Stone Killer, Counter, Gamble Defense

Name: Demon's Vest  
Defense: +31  
Magic: +1  
Half: Shadow  
Abilities: Locomotion, Auto-Potion, Devil Killer

Name: Minerva's Plate  
Defense: +34  
Strength: +1  
Magic: +2  
Magic Defense: +1  
Abilities: High Tide, Restore HP

Name: Ninja Gear  
Defense: +35  
Absorb: Shadow  
Abilities: Locomotion, Alert, Eye 4 Eye

Name: Dark Gear  
Defense: +37  
Spirit: +3  
Abilities: Clear Headed, Jelly

Name: Rubber Suit  
Defense: +39  
Magic Defense: +1  
Magic Evasion: +3



Evade: +2  
Null: Thunder  
Abilities: Eye 4 Eye, Esuna

Name: Brave Suit  
Defense: +42  
Spirit: +1  
Abilities: Restore HP, Auto-Regen

#### Heavy Armors

-----  
(AHV)

Name: Bronze Armor  
Defense: +9  
Half: Wind  
Abilities: Bird Killer

Name: Linen Cuirass  
Defense: +10  
Magic: +1  
Abilities: Cover

Name: Chain Mail  
Defense: +12  
Half: Earth  
Abilities: Bird Killer, HP +10%

Name: Mythril Armor  
Defense: +15  
Half: Water  
Abilities: Jelly, Cover

Name: Plate Mail  
Defense: +17  
Spirit: +1  
Magic Defense: +1  
Abilities: Locomotion, Undead Killer

Name: Gold Armor  
Defense: +19  
Abilities: Stone Killer

Name: Shield Armor  
Defense: +23  
Magic Defense: +5  
Half: Fire, Ice, Thunder  
Abilities: Distract

Name: Demon's Mail  
Defense: +27  
Absorb: Shadow  
Abilities: High Tide

Name: Diamond Armor  
Defense: +33  
Strength: +1  
Magic: +1  
Magic Defense: +2

Abilities: Ability Up

Name: Platina Armor

Defense: +36

Null: Ice

Abilities: Beast Killer

Name: Carbini Mail

Defense: +39

Spirit: +1

Speed: +1

Magic Defense: +1

Abilities: Auto-Regen

Name: Dragon Mail

Defense: +42

Strength: +1

Abilities: High Jump

Name: Genji Armor

Defense: +45

Magic: +2

Magic Defense: +1

Abilities: Body Temp, Accuracy+

Name: Maximillian

Defense: +54

Spirit: +3

Abilities: HP +20%

Name: Grand Armor

Defense: +59

Strength: +1

Half: Shadow

Abilities: Chemist, Restore HP

Name: Tin Armor

Defense: +62

Magic Defense: +27

Magic Evasion: +17

Evade: +32

Abilities: None

Robes/Cloaks

-----

(ACL)

Name: Cotton Robe

Defense: +10

Magic Defense: +2

Magic: +1

Abilities: Shell, Chemist

Name: Magician Cloak

Defense: +15

Magic Defense: +2

Magic: +1

Abilities: Insomniac, MP +10%

Name: Silk Robe  
Defense: +16  
Magic Defense: +2  
Magic: +1  
Abilities: Loudmouth, Ability Up

Name: Magician Robe  
Defense: +21  
Magic Defense: +3  
Magic: +3  
Abilities: MP +10%, Auto-Potion

Name: Glutton's Robe  
Defense: +41  
Magic Defense: +4  
Magic: +1  
Abilities: Body Temp, Antibody, Auto-Regen

Name: Light Robe  
Defense: +41  
Magic Defense: +6  
Strength: +1  
Magic: +1  
Spirit: +1  
Abilities: Half MP, Full-Life, Auto-Regen

Name: White Robe  
Defense: +43  
Magic Defense: +4  
Magic: +2  
Abilities: Loudmouth, Auto-Potion, Holy

Name: Black Robe  
Defense: +43  
Magic Defense: +4  
Magic: +2  
Abilities: Flare, Reflect x2, MP +20%

Name: Robe of Lords  
Defense: +46  
Strength: +1  
Magic Defense: +5  
Magic: +1  
Speed: +1  
Spirit: +1  
Null: Wind  
Abilities: Concentrate, Reflect-Null

Hats  
----  
(AHT)

Name: Adaman Hat  
Defense: +3  
Magic Defense: +3  
Null: Thunder  
Abilities: HP +20%, Gamble Defense

Name: Bandana

Magic Defense: +12  
Speed: +1  
Spirit: +1  
Evade: +2  
Abilities: Insomniac, Man Eater

Name: Black Hood  
Magic Defense: +27  
Half: Fire, Water, Thunder  
Abilities: Locomotion, Death, Accuracy+

Name: Circlet  
Magic Defense: +51  
Null: Earth  
Ability: Clear Headed, Jelly

Name: Coronet  
Defense: +1  
Magic Defense: +35  
Null: Wind  
Abilities: Man Eater, Return Magic

Name: Dark Hat  
Magic Defense: +21  
Null: Ice  
Abilities: Jelly, High Tide

Name: Feather Hat  
Magic Defense: +7  
Spirit: +1  
Abilities: Add Status, Bright Eyes

Name: Flash Hat  
Magic Defense: +37  
Magic: +1  
Evade: +2  
Abilities: Eye 4 Eye, Beast Killer

Name: Golden Hairpin  
Magic Defense: +32  
Magic Evasion: +2  
Magic: +1  
Abilities: Loudmouth, Auto-Regen

Name: Golden Skullcap  
Defense: +2  
Magic Defense: +47  
Half: Earth  
Abilities: Power Up, Locomotion

Name: Green Beret  
Magic Defense: +23  
Strength: +1  
Speed: +1  
Abilities: Ability Up, Clear Headed

Name: Headgear  
Defense: +2  
Magic Defense: +6  
Half: Water

Abilities: Undead Killer

Name: Holy Miter

Magic Defense: +38

Magic: +1

Spirit: +2

Abilities: Insomniac, Body Tempt

Name: Lamia's Tiara

Magic Defense: +17

Magic: +1

Spirit: +1

Half: Wind

Abilities: Clear Headed, Float, Confuse

Name: Leather Hat

Magic Defense: +6

Abilities: Fire

Name: Mage's Hat

Magic Defense: +14

Magic: +1

Abilities: Fira, Loudmouth

Name: Magus Hat

Magic Defense: +10

Abilities: Slow

Name: Mantra Band

Defense: +1

Magic Defense: +19

Magic: +1

Spirit: +1

Abilities: Antibody, HP +20%

Name: Red Hat

Defense: +1

Magic Evasion: +26

Abilities: MP Attack, Cover

Name: Ritual Hat

Defense: +1

Magic Defense: +16

Abilities: Counter, Bright Eyes, Undead Killer

Name: Steepled Hat

Strength: +1

Magic Defense: +9

Abilities: Protect

Name: Straw Hat

Abilities: None

Name: Thief Hat

Magic Defense: +38

Speed: +2

Evade: +3

Abilities: Mug, Lucky Seven, Long Reach

Name: Twist Headbang

Strength: +1  
Magic Defense: +17  
Abilities: Gamble Defense, Add Status

## Helmets

-----

(AHL)

Name: Bronze Helm  
Magic Defense: +6  
Half: Water  
Abilities: Bug Killer

Name: Barbut  
Magic Defense: +9  
Spirit: +2  
Abilities: Alert, Dragon Killer

Name: Cross Helm  
Strength: +1  
Magic Defense: +16  
Abilities: MP Attack, Devil Killer

Name: Diamond Helm  
Magic Defense: +20  
Spirit: +1  
Abilities: Insomniac, Accuracy+

Name: Gold Helm  
Magic Defense: +13  
Magic: +1  
Abilities: Mental Break, Reis's Wind, Clear Headed

Name: Genji Helmet  
Defense: +2  
Magic Defense: +29  
Magic: +2  
Abilities: HP +20%

Name: Grand Helm  
Magic Defense: +33  
Speed: +1  
Abilities: High Tide

Name: Iron Helm  
Magic Defense: +7  
Spirit: +1  
Abilities: Bright Eyes, Level Up

Name: Kaiser Helm  
Strength: +1  
Magic Defense: +26  
Magic: +1  
Abilities: Eye 4 Eye

Name: Mythril Helm  
Magic Defense: +11  
Speed: +1  
Abilities: Insomniac, Antibody

Name: Platinum Helm  
Magic Defense: +23  
Half: Ice  
Abilities: Stone Killer, Restore HP

Name: Rubber Helm  
Magic Defense: +5  
Half: Thunder  
Abilities: Minus Strike

Wrists

-----

(AWT)

Name: Bone Wrist  
Strength: +1  
Magic Evasion: +9  
Evade: +13  
Abilities: Add Status

Name: Bracer  
Strength: +1  
Magic Evasion: +18  
Evasion: +35  
Abilities: Power Throw, Add Status

Name: Chimera Armlet  
Magic Evasion: +14  
Evade: +22  
Null: Holy  
Abilities: Mug, Add Status

Name: Dragon Wrist  
Magic Defense: +1  
Magic Evasion: +12  
Spirit: +1  
Evade: +28  
Half: Shadow  
Abilities: Lancer, Jelly

Name: Egoist's Armlet  
Magic Evasion: +20  
Evade: +20  
Null: Shadow  
Abilities: Beast Killer, Level Up

Name: Glass Armlet  
Magic Evasion: +7  
Evade: +10  
Half: Water  
Abilities: Antibody, Steal Gil

Name: Jade Armlet  
Magic Defense: +2  
Magic Evasion: +27  
Abilities: High Tide, Body Temp

Name: Leather Wrist

Magic Evasion: +5  
Spirit: +1  
Evade: +7  
Abilities: Beast Killer, Blizzard

Name: Magic Armlet  
Magic Defense: +1  
Magic: +2  
Magic Evasion: +16  
Evade: +16  
Abilities: Clear Headed, Silence

Name: Mythril Armlet  
Magic Evasion: +11  
Evade: +17  
Abilities: Bug Killer

Name: N-Kai Armlet  
Defense: +2  
Spirit: +2  
Evade: +27  
Abilities: Undead Killer, Bandit, Water

Name: Pearl Armlet  
Abilities: None

Name: Power Wrist  
Strength: +2  
Magic Evasion: +10  
Evade: +30  
Abilities: Accuracy+

Name: Thief Gloves  
Magic Evasion: +13  
Speed: +1  
Evade: +26  
Abilities: Master Thief

Name: Wrist  
Magic Evasion: +3  
Evade: +5  
Abilities: Flee-Gil

Gloves  
-----  
(AGV)

Name: Aegis Gloves  
Defense: +1  
Magic Evasion: +10  
Evade: +30  
Null: Fire  
Abilities: Charge!

Name: Bronze Gloves  
Magic Evasion: +2  
Spirit: +1  
Evade: +8  
Abilities: Antibody



Name: Diamond Gloves  
Magic Evasion: +13  
Evade: +19  
Null: Water  
Abilities: Jelly, Ability Up

Name: Defense Gloves  
Defense: +1  
Magic Defense: +1  
Magic Evasion: +20  
Evade: +25  
Half: Fire, Ice, Thunder  
Abilities: HP +20%

Name: Gauntlets  
Magic Evasion: +7  
Speed: +1  
Evade: +36  
Half: Fire, Water, Earth, Wind  
Abilities: Cover

Name: Genji Gloves  
Magic Evasion: +17  
Magic: +2  
Evade: +27  
Abilities: High Tide

Name: Mythril Gloves  
Magic Evasion: +7  
Spirit: +1  
Evade: +13  
Abilities: Bug Killer, Man Eater

Name: Silver Gloves  
Magic Evasion: +5  
Evade: +10  
Half: Ice  
Abilities: Undead Killer

Name: Thunder Gloves  
Magic Defense: +10  
Evade: +16  
Half: Thunder  
Abilities: Add Status, Devil Killer

Name: Venetia Shield  
Strength: +1  
Magic Defense: +1  
Magic: +1  
Magic Evasion: +26  
Evade: +17  
Abilities: Counter, Auto-Float

#### Accessories

-----  
(ACS)

Name: Amethyst

Abilities: Demi, Atomos

Name: Ancient Aroma

Strength: +2

Evade: +4

Abilities: Odin's Sword

Name: Anklet

Magic: +3

Spirit: +1

Evade: +5

Abilities: Healer, Locomotion, Counter

Name: Angel Earrings

Strength: +2

Defense: +2

Abilities: Reis's Wind, Auto-Regen, MP +20%

Name: Aquamarine

Abilities: HP +10%, Leviathan

Name: Barette

Strength: +3

Magic Defense: +1

Magic: +1

Spirit: +1

Abilities: Cura, Chemist, Gamble Defense

Name: Battle Boots

Strength: +2

Defense: +2

Magic Defense: +1

Abilities: Initiative, MP Attack, HP +20%

Name: Black Belt

Strength: +2

Defense: +2

Abilities: Beast Killer, Demi, HP +20%

Name: Cachusha

Magic Defense: +1

Magic: +2

Speed: +1

Spirit: +1

Abilities: Ability Up, Life, Bright Eyes

Name: Coral Ring

Magic: +2

Magic Evasion: +3

Absorb: Thunder

Abilities: Insomniac, Man Eater, Lancer

Name: Dark Matter

Strength: +3

Magic: +2

Abilities: Odin

Name: Desert Boots

Magic: +1

Spirit: +1

Evade: +2  
Half: Earth  
Abilities: Flee-Gil, Protect, Scan

Name: Diamond  
Abilities: Body Temp, Distract

Name: Emerald  
Abilities: Haste, White Draw, MP +10%

Name: Extension  
Strength: +1  
Defense: +1  
Magic: +2  
Magic Defense: +1  
Spirit: +1  
Abilities: Level Up, Auto-Potion, MP +10%

Name: Fairy Earrings  
Spirit: +2  
Magic Evasion: +2  
Evade: +4  
Abilities: Body Temp, Regen, Level Up

Name: Feather Boots  
Evade: +3  
Absorb: Earth  
Abilities: Float, Auto-Float, Mini

Name: Garnet  
Abilities: Bahamut, Healer

Name: Glass Buckle  
Strength: +1  
Magic: +1  
Magic Evasion: +5  
Spirit: +2  
Abilities: Antibody, Thunder, Add Status

Name: Germinas Boots  
Strength: +1  
Evade: +2  
Abilities: Alert, HP +10%, Flee

Name: Gold Choker  
Magic: +2  
Magic Defense: +1  
Evade: +2  
Half: Wind  
Abilities: Auto-Potion, Shell, Flee-Gil

Name: Lapis Lazuli  
Abilities: Ability Up, Accuracy+

Name: Magician Shoes  
Magic: +2  
Magic Evasion: +6  
Abilities: Clear Headed, Blind, MP +10%

Name: Madain's Ring

Magic Defense: +2  
Spirit: +2  
Absorb: Ice  
Abilities: Guardian Mog, Chemist, Body Temp

Name: Maiden Prayer  
Magic: +1  
Magic Defense: +1  
Magic Evasion: +3  
Abilities: Auto-Regen

Name: Moonstone  
Abilities: Shell, Beast Killer

Name: Opal  
Abilities: Shiva, Blizzard

Name: Pearl Rogue  
Magic: +2  
Magic Evasion: +4  
Spirit: +4  
Half: Holy  
Abilities: Reflect-Null, Level Up, Loudmouth

Name: Phoenix Pinion  
Abilities: Phoenix

Name: Peridot  
Abilities: Thundara, Ramuh

Name: Power Belt  
Strength: +3  
Defense: +2  
Abilities: Counter, Fira, MP Attack

Name: Promist Ring  
Strength: +2  
Evade: +3  
Abilities: Absorb MP, Mag Elem Null, Restore HP

Name: Protect Ring  
Defense: +2  
Magic Defense: +3  
Magic Evasion: +4  
Spirit: +1  
Evade: +4  
Half: Fire, Ice, Thunder, Earth, Water, Holy, Shadow  
Abilities: Mag Elem Null, Half MP, Long Reach

Name: Pumice  
Defense: +1  
Speed: +2  
Magic Defense: +2  
Magic: +1  
Abilities: Ark

Name: Pumice Piece  
Strength: +2  
Magic: +2  
Magic Defense: +1

Evade: +5  
Absorb: Holy, Shadow  
Abilities: Boost

Name: Rebirth Ring  
Magic Defense: +2  
Spirit: +4  
Abilities: Auto-Life, Revive, Life

Name: Reflect Ring  
Strength: +1  
Magic Evasion: +1  
Spirit: +1  
Abilities: Auto-Reflect, Distract, Reflect

Name: Ribbon  
Strength: +1  
Defense: +1  
Magic: +3  
Magic Defense: +1  
Magic Evasion: +4  
Evade: +5  
Half: Fire, Ice, Thunder, Holy  
Absorb: Water, Wind  
Abilities: Madeen, Guardian Mog, Ability Up

Name: Ruby  
Abilities: Carbuncle, Reflect

Name: Rosetta Ring  
Defense: +1  
Magic Defense: +3  
Magic Evasion: +2  
Evade: +2  
Absorb: Fire  
Abilities: Reflect x2, Level Up, Concentrate

Name: Running Shoes  
Speed: +2  
Magic Evasion: +4  
Evade: +4  
Abilities: Auto-Haste, Haste, Auto-Potion

Name: Sandals  
Abilities: None

Name: Sapphire  
Abilities: Fenrir, High Tide

Name: Topaz  
Abilities: Ifrit, Fira

Name: Yellow Scarf  
Strength: +2  
Magic Defense: +1  
Abilities: Steal Gil, Bird Killer, Millionaire

=====  
 8.) Item List  
 =====

This section will list the items in the game and what they do. I'll only list the key items, however.

NOTE: For Potions, the left number is the amount healed in battle while the right number is the amount healed on the field map.

Useable  
 -----

| Name          | Cures/Heals/Etc...      | Amount  |
|---------------|-------------------------|---------|
| Annoyment     | Trouble                 |         |
| Antidote      | Poison                  |         |
| Dead Pepper   | Damages enemy           |         |
| Echo Screen   | Silence                 |         |
| Elixir        | Hit Points/Magic Points | Full    |
| Ether         | Magic Points            | 150/100 |
| Eye Drops     | Darkness                |         |
| Gysahl Greens | Berserk; Calls Choco    |         |
| Hi-Potion     | Hit Points              | 450/400 |
| Magic Tag     | Zombie                  |         |
| Ore           | Hit Points              | Random  |
| Pinwheel      | Throw at enemies        |         |
| Potion        | Hit Points              | 150/100 |
| Remedy        | All Ailments            |         |
| Rising Sun    | Throw at enemies        |         |
| Soft          | Petrify/Gradual Petrify |         |
| Tent          | Hit Points/Magic Points | 35-50%  |
| Vaccine       | Virus                   |         |
| Wing Edge     | Throw at enemies        |         |

Key Items  
 -----

Aquarius - Found in Ipsen's Castle.

Aries - Found in Dali.  
Athlete Queen - Received in Alexandria by racing Hippual to Level 80.  
Autograph - Found in Lindblum; from Lowell.  
Beautiful Potion - Found in Lindblum from the item shop owner.  
Blank's Medicine - Received from Blank.  
Blue Stone - Found on the Mountain Path.  
Burman Coffee - Found in Dali.  
Cancer - Found in Burmecia.  
Capricorn - Found in Daguerreo.  
Chocograph Piece - Found in Chocobo's Forest.  
Chocograph Piece - Found in Chocobo's Forest.  
Chocograph Piece - Found in Chocobo's Forest/Lagoon.  
Chocograph Piece - Found in Chocobo's Forest/Lagoon.  
Chocograph Piece - Found in Chocobo's Forest/Lagoon.  
Chocograph Piece - Found in Chocobo's Forest/Lagoon.  
Continental Map - Received from Blank in the Evil Forest.  
Desert Star - Item in Clegra.  
Doga's Artifact - Won from the Treno Auction House.  
Earth Mirror - Found in Ipsen's Castle.  
Falcon Claw - Pendant that Dagger wears.  
Fire Mirror - Found in Ipsen's Castle.  
Gate Pass - Received at the South Gate.  
Gemini - Found in Treno by tossing 10G into the fountain.  
Gizamaluke Bell - Received in Gizamaluke's Grotto.  
Green Stone - Found in the Mouth Path.  
Griffin's Heart - Won from the Treno Auction House.  
Gulug Stone - Found in Oeilvert, at the end.  
Holy Bell - Received in Burmecia.  
King of Jump Rope - Received when you Jumprope 1000 times in Alexandria.  
Kirman Coffee - Found in Madain Sari.  
Kupo Nut - Found in Lindblum/Received from different Moogles.  
Leo - Found in Alexandria.  
Libra - Found in Madain Sari.  
Magical Fingertip - Won from the Treno Auction House.  
Master Hunter - Won from the Festival of the Hunt.  
Mayor's Key - Found in the Mayor's House in Dali.  
Memory Earring - Received in Madain Sari automatically.  
Mini-Brahne - Found in Dali.  
Mini-Burmecia - Found in Lindblum.  
Mini-Cid - Won from the Treno Auction House.  
Mocha Coffee - Found in the South Gate: Bohden Arch.  
Moogle Suit - Found in Lindblum, in Michael's studio.  
Moogle's Flute - Received in the Evil Forest.  
Ophiuchus - Found in Quan's Dwelling after all stellazio have been collected.  
Pisces - Found on the deck of the Invincible.  
Protection Bell - Found in Gizamaluke's Grotto.  
Rank S Medal - Received in Daguerro after getting a Rank S for treasure hunting  
Rat Tail - Won from the Treno Auction House.  
Red Stone - Found on the Mountain Path.  
Sagittarius - Found in Lindblum.  
Scorpio - Found in Quan's Dwelling.  
Silver Pendant - On Dagger's person.  
Strange Potion - Found in Lindblum in Michael's studio.  
Superslick - Found in Alexandria after doing the Mogcentral sidequest.  
Supersoft - Found in Treno.  
Taurus - Found in Treno.  
Ticket - On Vivi's person in the beginning of the game.  
Une's Mirror - Won from the Treno Auction House.  
Unusual Potion - Found in Lindblum; receive from Cinna.  
Virgo - Found in the Black Mage Village.

Water Mirror - Found in Ipsen's Castle.  
 Wind Mirror - Found in Ipsen's Castle.  
 World Map - Received in Lindblum.  
 Yellow Stone - Found on the Mountain Path.

=====  
 9.) Card List  
 =====

This section will list all the cards in the game. I'll give a three letter initial for each card in the grid and then list the cards underneath.

| 1   | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9   | 10  |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| -   | -   | -   | -   | -   | -   | -   | -   | -   | --  |
| Gob | Yet | Car | Bla | Ash | Aba | Ifr | Exc | Blu | Mog |
| Fan | Mim | Cer | Abo | Wra | Beh | Ram | Ult | Hil | Fro |
| Ske | Wye | Ant | Zem | Gar | Iro | Ato | Mas | Inv | Ogl |
| Fla | Man | Cac | Str | Vep | Nov | Odi | Eli | Car | Ale |
| Zag | Cra | Gim | Tan | Gri | Ozm | Lev | Dar | Hil | Lin |
| Liz | San | Rag | Gra | Ton | Had | Bah | Rib | Red | Twi |
| Zom | Nym | Hed | Fea | Vet | Hol | Ark | Tig | The | Gar |
| Bom | San | Ral | Hec | Gar | Met | Fen | Sav | Vil | Nam |
| Iro | Zuu | Och | Ogr | Mal | Fla | Mad | Gen | Cho | Boc |
| Sah | Dra | Tro | Arm | Mov | Shi | Ale | Myt | Fat | Air |

Column 1: Goblin x Fang x Skeleton x Flan x Zagnol x Lizard Man x Zombie  
 Bomb x Ironite x Sahagin

Column 2: Yeti x Mimic x Wyerd x Mandragora x Crawler x Sand Scorpion x Nymph  
 Sand Golem x Zuu x Dragonfly

Column 3: Carrion Worm x Cerberus x Antlion x Cactuar x Gimmie Cat x Ragtimer  
 Hedgehog Pie x Ralvurahava x Ochu x Troll

Column 4: Blazer Beetle x Abomination x Zemzelett x Stroper x Tantarion  
 Grand Dragon x Feather Circle x Hecteyes x Ogre x Armstrong

Column 5: Ash x Wraith x Gargoyle x Vepal x Grimlock x Tonberry x Veteran  
 Garuda x Malboro x Mover

Column 6: Abaddon x Behemoth x Iron Man x Nova Dragon x Ozma x Hades x Holy  
 Meteor x Flare x Shiva

Column 7: Ifrit x Ramuh x Atomos x Odin x Leviathan x Bahamut x Ark x Fenrir



Madeen x Alexander

Column 8: Excalibur II x Ultima Weapon x Masamune x Elixir x Dark Matter  
Ribbon x Tiger Racket x Save the Queen x Genji x Mythril Sword

Column 9: Blue Narciss x Hilda Garde 3 x Invincible x Cargo Ship  
Hilda Garde 1 x Red Rose x Theater Ship x Viltagance x Chocobo  
Fat Chocobo

Column 10: Mog x Frog x Oglop x Alexandria x Lindblum x Two Moons x Gargant  
Namingway x Boco x Airship

=====

10.) Magic List

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White Magic

-----

Name: Berserk

Effect: Causes Berserk on an enemy.

MP Cost: 6

Name: Blind

Effect: Causes Darkness on an enemy.

MP Cost: 6

Name: Confuse

Effect: Causes Confusion on an enemy.

MP Cost: 8

Name: Cure

Effect: Restores a small amount of HP.

MP Cost: 6

Name: Cura

Effect: Restores a medium amount of HP.

MP Cost: 10

Name: Curaga

Effect: Restores a large amount of HP.

MP Cost: 22

Name: Dispel

Effect: Removes positive attributes on an enemy.

MP Cost: 16

Name: Esuna

Effect: Removes most status effects (Except Stop).

MP Cost: 20

Name: Float

Effect: Casts Float on an ally or the party.

MP Cost: 6

Name: Full Life

Effect: Revives an ally with full HP.

MP Cost: 24

Name: Haste

Effect: Casts Haste on a character.

MP Cost: 8

Name: Holy

Effect: Causes heavy Holy damage to an enemy.

MP Cost: 36

Name: Jewel

Effect: Turns an enemy into an Ore.

MP Cost: 4

Name: Life

Effect: Revives an ally with minimal HP.

MP Cost: 8

Name: Mini

Effect: Causes an enemy to become Mini/Reverses effect on an ally.

MP Cost: 8

Name: Might

Effect: Increases an ally's attack power.

MP Cost: 14

Name: Panacea

Effect: Cures Poison and Venom.

MP Cost: 4

Name: Protect

Effect: Creates a barrier that reduces physical damage to an ally.

MP Cost: 6

Name: Reflect

Effect: Creates a reflective barrier on an ally or enemy.

MP Cost: 6

Name: Regen

Effect: Casts Regen on a character.

MP Cost: 14

Name: Scan

Effect: Scans an enemy for its attributes (HP, MP, Race, etc...)

MP Cost: 4

Name: Shell

Effect: Creates a barrier that reduces magic damage to an ally.

MP Cost: 6

Name: Silence

Effect: Inflicts an enemy with Silence.

MP Cost: 8

Name: Stona

Effect: Cures Petrify and Gradual Petrify.

MP Cost: 8

Black Magic

-----  
Name: Bio  
Effect: Inflicts damage on an enemy + Poison.  
MP Cost: 18

Name: Blizzard  
Effect: Causes small ice damage to an enemy.  
MP Cost: 6

Name: Blizzara  
Effect: Causes medium ice damage to an enemy.  
MP Cost: 12

Name: Blizzaga  
Effect: Causes large ice damage to an enemy.  
MP Cost: 24

Name: Break  
Effect: Causes Petrification on an enemy.  
MP Cost: 18

Name: Comet  
Effect: Causes random non-elemental damage on an enemy.  
MP Cost: 16

Name: Death  
Effect: Instantly kills an enemy (doesn't always work).  
MP Cost: 20

Name: Demi  
Effect: Causes damage based on the HP of the enemy.  
MP Cost: 18

Name: Doomsday  
Effect: Causes heavy Shadow damage to all enemies and all allies.  
MP Cost: 72

Name: Drain  
Effect: Drains the HP of an enemy and gives it to Vivi.  
MP Cost: 14

Name: Fire  
Effect: Causes small fire damage on an enemy.  
MP Cost: 6

Name: Fira  
Effect: Causes medium fire damage on an enemy.  
MP Cost: 12

Name: Firaga  
Effect: Causes large fire damage on an enemy.  
MP Cost: 24

Name: Flare  
Effect: Causes heavy non-elemental damage to an enemy.  
MP Cost: 40

Name: Meteor  
Effect: Causes random non-elemental damage to an enemy.

MP Cost: 42

Name: Osmose

Effect: Drains the MP of an enemy and gives it to Vivi.

MP Cost: 2

Name: Poison

Effect: Inflicts Poison on an enemy.

MP Cost: 8

Name: Sleep

Effect: Inflicts Sleep on an enemy.

MP Cost: 10

Name: Slow

Effect: Inflicts Slow on an enemy.

MP Cost: 6

Name: Stop

Effect: Inflicts Stop on an enemy.

MP Cost: 8

Name: Thunder

Effect: Causes small lightning damage to an enemy.

MP Cost: 6

Name: Thundara

Effect: Causes medium lightning damage to an enemy.

MP Cost: 12

Name: Thundaga

Effect: Causes large lightning damage to an enemy.

MP Cost: 24

Name: Water

Effect: Causes Water damage to an enemy.

MP Cost: 22

Blue Magic

-----

Name: 1,000 Needles

Effect: Causes 1,000 damage to an enemy, regardless of defense.

MP Cost: 8

Eat: Cactuar

Name: Angel's Snack

Effect: Casts Remedy on the party.

MP Cost: 4

Eat: Ironite, Mistodon, Behemoth, Epitaph

Name: Aqua Breath

Effect: Causes water damage on all enemies.

MP Cost: 14

Eat: Axolotl, Sahagin

Name: Auto Life

Effect: Automatically revive when KO'd.

MP Cost: 14

Eat: Cerberus, Stilvera, Yan, Carrion Worm, Gimmie Cat

Name: Bad Breath

Effect: Inflicts Poison, Darkness, Confusion, Slow, and Mini on an enemy.

MP Cost: 16

Eat: Anemone, Worm Hydra, Malboro

Name: Doom

Effect: Inflicts Doom (10 second timer) on an enemy.

MP Cost: 12

Eat: Veteran, Ash

Name: Earth Shake

Effect: Causes Earth damage to enemies.

MP Cost: 20

Eat: Shell Dragon, Adamantoise

Name: Frog Drop

Effect: Causes damage to enemies (damage equivalent to amount of frogs caught).

MP Cost: 10

Eat: Gigan Toad

Name: Frost

Effect: Inflicts Freeze on an enemy.

MP Cost: 8

Eat: Kraken, Wraith, Chimera

Name: Goblin Punch

Effect: Causes non-elemental damage to an enemy.

MP Cost: 4

Eat: Goblin, Goblin Mage

Name: Limit Glove

Effect: Causes non-elemental damage to an enemy (9999 damage if HP is 1)

MP Cost: 10

Eat: Jabberwock, Axe Beak, Blazer Beetle, Mu, Mandragora

Name: LV3 Def-Less

Effect: Reduces defense of enemies with LVs divisible by 3.

MP Cost: 12

Eat: Ochu, Grand Dragon, Lizard Man, Sand Scorpion, Carve Spide, Lamia

Name: LV4 Holy

Effect: Causes Holy damage on enemies with LVs divisible by 4.

MP Cost: 22

Eat: Feather Circle

Name: LV5 Death

Effect: Instantly kills an enemy with LVs divisible by 5.

MP Cost: 20

Eat: Draco Zombie, Stroper, Whale Zombie

Name: Magic Hammer

Effect: Reduces the MP of an enemy (works on bosses)

MP Cost: 2

Eat: Magic Vice

Name: Matra Magic

Effect: Reduces the HP of an enemy to 1 (doesn't always work).

MP Cost: 8

Eat: Ogre, Trick Sparrow, Armstrong, Dragon Fly

Name: Mighty Guard

Effect: Casts Shell and Protect on the party.

MP Cost: 64

Eat: Serpion, Antlion, Myconid, Gargoyle

Name: Mustard Bomb

Effect: Inflicts Heat on an enemy.

MP Cost: 10

Eat: Bomb, Grenade, Red Vepal

Name: Night

Effect: Inflicts Sleep on all enemies and party members.

MP Cost: 14

Eat: Abomination, Nymph, Seeker Bat

Name: Pumpkin Head

Effect: Damages based on your max HP and current HP.

MP Cost: 12

Eat: Basilisk, Skeleton, Yeti, Hedgehog Pie

Name: Roulette

Effect: Randomly kills an enemy or party member.

MP Cost: 18

Eat: Zombie, Hecteyes

Name: Twister

Effect: Causes wind damage to all enemies.

MP Cost: 22

Eat: Abadon, Red Dragon

Name: Vanish

Effect: Inflicts Invisible on a character.

MP Cost: 8

Eat: Vice, Troll, Hornet

Name: White Wind

Effect: Restores HP to the party based off of the average HP of the party.

MP Cost: 14

Eat: Zuu, Griffin

=====

11.) Shop List

=====

Disc 1

-----

Alexandria

=====

Item Shop

-----

Potion -----> 50G

Phoenix Down -> 150G

Antidote -----> 50G

Eye Drops -----> 50G  
Tent -----> 800G

Dali  
=====

Item Shop  
-----

Potion -----> 50G  
Phoenix Down -> 150G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Tent -----> 800G

Weapon/Armor Shop  
-----

Dagger -----> 320G  
Mage Masher ----> 500G  
Broadsword -----> 330G  
Iron Sword -----> 660G  
Rod -----> 260G  
Mage Staff -----> 320G  
Wrist -----> 130G  
Leather Wrist --> 200G  
Bronze Gloves --> 480G  
Leather Hat ----> 150G  
Feather Hat ----> 200G  
Rubber Helm ----> 250G  
Bronze Helm ----> 330G  
Leather Shirt --> 270G  
Silk Shirt -----> 300G  
Bronze Armor ---> 650G

Lindblum  
=====

Item Shop  
-----

Potion -----> 50G  
Phoenix Down -> 150G  
Echo Screen ---> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Tent -----> 800G

Weapon/Armor Shop  
-----

Dagger -----> 320G  
Mage Masher ----> 500G  
Mythril Dagger -> 950G  
Iron Sword -----> 660G  
Javelin -----> 880G  
Rod -----> 260G  
Fork -----> 1100G  
Leather Wrist --> 200G  
Glass Armet ----> 250G  
Bronze Gloves --> 480G  
Silver Gloves --> 720G  
Steepled Hat ---> 260G  
Headgear -----> 330G  
Iron Helm -----> 450G  
Leather Plate --> 530G  
Linen Cuirass --> 800G

Synthesis Shop  
-----

Butterfly Sword -----> 300G [Dagger, Mage Masher]  
The Ogre -----> 700G [Mage Masher, Mage Masher]  
Cotton Robe -----> 1000G [Wrist, Steepled Hat]  
Desert Boots -----> 300G [Leather Hat, Leather Shirt]  
Yellow Scarf -----> 400G [Feather Hat, Steepled Hat]  
Glass Buckle -----> 500G [Glass Armet, Leather Wrist]

Burmecia

=====

General Shop (Atla's Shop)

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

Disc 2

-----

South Gate

=====

General Shop

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

Treno

=====

Item Shop

-----  
Potion -----> 50G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G

Weapon/Armor Shop

-----  
Dagger -----> 320G  
Mage Masher ----> 500G  
Mythril Dagger -> 950G



Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Tent -----> 800G

Mythril Sword -> 1300G  
Mythril Spear -> 1100G  
Air Racket -----> 400G  
Mythril Rod -----> 560G  
Flame Staff ---> 1100G  
Ice Staff -----> 980G  
Lightning Staff> 1200G  
Fork -----> 1100G  
Needle Fork ---> 3100G  
Leather Wrist --> 200G  
Glass Armlet ---> 250G  
Bone Wrist -----> 330G  
Mythril Gloves -> 980G  
Magus Hat -----> 400G  
Bandana -----> 500G  
Barbut -----> 600G  
Silk Shirt -----> 400G  
Leather Plate --> 530G  
Bronze Vest -----> 670G  
Chain Plate -----> 810G  
Linen Cuirass --> 800G  
Chain Mail -----> 1200G

#### Synthesis Shop

-----

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

#### Cleyra

=====

#### Item Shop

-----

Potion -----> 50G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Annoynment -----> 150G  
Tent -----> 800G

#### Weapon/Armor Shop

-----

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

Lindblum

=====

Item Shop

-----

Potion -----> 50G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Annoyntment -----> 150G  
Tent -----> 800G

Weapon/Armor Shop

-----

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

Synthesis Shop

-----

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

Fossil Roo

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Item Shop (Mogshop)

-----

Weapon/Armor Shop (Treasure Hunter)

-----

Potion -----> 50G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Annoyment -----> 150G  
Tent -----> 800G

Ice Brand -----> 3780G  
Partisan -----> 1600G  
Multina Racket -----> 750G  
Stardust Rod -----> 760G  
Mythril Armlet -----> 500G  
Thunder Gloves -----> 1200G  
Bandana -----> 500G  
Mage's Hat -----> 600G  
Mythril Helm -----> 1000G  
Chain Plate -----> 810G  
Mythril Vest -----> 1180G  
Adaman Vest -----> 1600G  
Mythril Armor -----> 1830G  
Potion -----> 50G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Annoyment -----> 150G  
Tent -----> 800G

#### Conde Petie

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##### Item Shop

-----

Potion -----> 50G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Annoyment -----> 150G  
Tent -----> 800G

##### Weapon/Armor Shop

-----

Poison Knuckles -----> 5000G  
Multina Racket -----> 750G  
Stardust Rod -----> 760G  
Flame Staff -----> 1100G  
Ice Staff -----> 980G  
Lightning Staff -----> 1200G  
Oak Staff -----> 2400G  
Mythril Fork -----> 4700G  
Mythril Armlet -----> 500G  
Lamia's Tiara -----> 800G  
Ritual Hat -----> 1000G  
Adaman Vest -----> 1600G  
Magician Cloak -----> 1850G

#### Black Mage Village

=====

##### Item Shop

-----

Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

##### Weapon/Armor Shop

-----

Mage Masher -----> 500G  
Mythril Dagger -----> 950G  
Gladius -----> 2300G  
Stardust Rod -----> 760G  
Mage Staff -----> 320G  
Flame Staff -----> 1100G  
Ice Staff -----> 980G  
Lightning Staff ---> 1200G  
Oak Staff -----> 2400G  
Mythril Fork -----> 4700G  
Leather Wrist -----> 200G  
Glass Armlet -----> 250G

Bone Wrist -----> 330G  
Mythril Armlet -----> 500G  
Magic Armlet -----> 1000G  
Leather Hat -----> 150G  
Feather Hat -----> 200G  
Steepled Hat -----> 260G  
Headgear -----> 330G  
Magus Hat -----> 400G  
Bandana -----> 500G  
Mage's Hat -----> 600G  
Lamia's Tiara -----> 800G  
Ritual Hat -----> 1000G  
Silk Shirt -----> 400G  
Leather Plate -----> 530G  
Bronze Vest -----> 670G  
Chain Plate -----> 810G  
Mythril Vest -----> 1180G  
Adaman Vest -----> 1600G  
Magician Cloak -----> 1850G  
Survival Vest -----> 2900G

### Synthesis Shop

-----

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

### Madain Sari

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### General Shop (Mogshop)

-----

Dagger -----> 320G  
Mage Masher -----> 500G  
Mythril Dagger --> 950G  
Gladius -----> 2300G  
Poison Knuckles > 5000G  
Multina Racket --> 750G  
Golem's Flute --> 2700G  
Pinwheel -----> 200G  
Magic Armlet ---> 1000G  
Lamia's Tiara ---> 800G

Ritual Hat -----> 1000G  
Adaman Vest -----> 1600G  
Magician Cloak -> 1850G  
Survival Vest --> 2900G  
Potion -----> 50G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Magic Tag -----> 100G  
Annoyment -----> 150G  
Tent -----> 800G

Disc 3

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Alexandria

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Item Shop

-----

Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

Weapon/Armor Shop

-----

Mythril Dagger -----> 950G  
Gladius -----> 2300G  
Ice Brand -----> 3780G  
Partisan -----> 1600G  
Ice Lance -----> 2430G  
Cat's Claws -----> 4000G  
Poison Knuckles ----> 5000G  
Stardust Rod -----> 760G  
Healing Rod -----> 1770G  
Lamia's Flute -----> 3800G  
Flame Staff -----> 1100G  
Ice Staff -----> 980G  
Lightning Staff ----> 1200G  
Oak Staff -----> 2400G  
Pinwheel -----> 200G  
Glass Armllet -----> 250G  
Bone Wrist -----> 330G  
Mythril Armllet -----> 500G  
Magic Armllet -----> 1000G  
Mythril Gloves -----> 980G  
Thunder Gloves -----> 1200G  
Lamia's Tiara -----> 800G  
Ritual Hat -----> 1000G  
Twist Headband ----> 1200G  
Barbut -----> 600G  
Mythril Helm -----> 1000G  
Gold Helm -----> 1800G  
Magician Cloak ----> 1850G  
Survival Vest -----> 2900G  
Brigandine -----> 4300G  
Mythril Armor -----> 1830G  
Plate Mail -----> 2320G

Synthesis Shop

-----

The Ogre -----> 700G [Mage Masher, Mage Masher]  
Exploda -----> 1000G [Mage Masher, Mythril Dagger]

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

Treno  
=====

Item Shop  
-----

Potion -----> 50G  
 Hi-Potion -----> 200G  
 Phoenix Down -----> 150G  
 Echo Screen -----> 50G  
 Soft -----> 100G  
 Antidote -----> 50G  
 Eye Drops -----> 50G  
 Remedy -----> 300G  
 Annoyment -----> 150G  
 Tent -----> 800G

Weapon/Armor Shop  
-----

Dagger -----> 320G  
 Mythril Dagger --> 950G  
 Gladius -----> 2300G  
 Ice Brand -----> 3780G  
 Coral Sword ----> 4000G  
 Partisan -----> 1600G  
 Ice Lance -----> 2430G  
 Cat's Claws ----> 4000G  
 Poison Knuckles > 5000G  
 Multina Racket --> 750G  
 Stardust Rod ----> 750G  
 Healing Rod ----> 1770G  
 Lamia's Flute --> 3800G  
 Oak Staff -----> 2400G  
 Magic Armlet ---> 1000G  
 Mythril Gloves --> 980G  
 Thunder Gloves -> 1200G  
 Lamia's Tiara ---> 800G  
 Ritual Hat -----> 1000G  
 Twist Headband -> 1200G  
 Mythril Helm ---> 1000G  
 Gold Helm -----> 1800G  
 Magician Cloak -> 1850G  
 Survival Vest --> 2900G  
 Brigandine -----> 4300G  
 Linen Cuirass ---> 800G  
 Mythril Armor --> 1830G  
 Plate Mail -----> 2320G

Synthesis Shop

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

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Lindblum

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#### Weapon/Armor Shop

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-----
Coral Sword -----> 4000G
Partisan -----> 1600G
Ice Lance -----> 2430G
Poison Knuckles --> 5000G
Magic Racket -----> 1350G
Healing Rod -----> 1770G
Lamia's Flute -----> 3800G
Cypress Pule -----> 3200G
Mythril Fork -----> 4700G
Pinwheel -----> 200G
Chimera Armlet ---> 1200G
Thunder Gloves ---> 1200G
Twist Headband ---> 1200G
Mantra Band -----> 1500G
Dark Hat -----> 1800G
Gold Helm -----> 1800G
Magician Cloak ---> 1850G
Survival Vest -----> 2900G
Brigandine -----> 4300G
Mythril Armor -----> 1830G
Plate Mail -----> 2320G
Potion -----> 50G
Hi-Potion -----> 200G
Phoenix Down -----> 150G
Echo Screen -----> 50G
Soft -----> 100G
Antidote -----> 50G

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Eye Drops -----> 50G  
Magic Tag -----> 100G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

#### Synthesis Shop

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

#### Oeilvert

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#### General Shop (Mogshop)

-----  
Diamond Sword -----> 4700G  
Trident -----> 3580G  
Mythril Claws -----> 6500G  
Magic Racket -----> 1350G  
Healing Rod -----> 1770G  
Fairy Flute -----> 4500G  
Cypress Pile -----> 3200G  
Silver Fork -----> 7400G  
Pinwheel -----> 200G  
Chimera Armlet -----> 1200G  
Egoist's Armlet -----> 2000G  
Thunder Gloves -----> 1200G  
Diamond Gloves -----> 2000G  
Mantra Band -----> 1500G  
Dark Hat -----> 1800G  
Green Beret -----> 2180G  
Gold Helm -----> 1800G  
Cross Helm -----> 2200G  
Brigandine -----> 4300G  
Judo Uniform -----> 5000G



Plate Mail -----> 2320G  
Gold Armor -----> 2950G  
Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Magic Tag -----> 100G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

Desert Palace

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General Shop (Mogshop)

-----

Diamond Sword -----> 4700G  
Trident -----> 3580G  
Mythril Claws -----> 6500G  
Magic Racket -----> 1350G  
Healing Rod -----> 1770G  
Fairy Flute -----> 4500G  
Cypress Pile -----> 3200G  
Silver Fork -----> 7400G  
Pinhweel -----> 200G  
Rising Sun -----> 500G  
Chimera Armlet -----> 1200G  
Egoist's Armlet -----> 2000G  
Diamond Gloves -----> 2000G  
Mantra Band -----> 1500G  
Dark Hat -----> 1800G  
Green Beret -----> 2180G  
Cross Helm -----> 2200G  
Brigandine -----> 4300G  
Judo Uniform -----> 5000G  
Gold Armor -----> 2950G  
Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Magic Tag -----> 100G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

Esto Gaza

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General Shop

-----

Gladius -----> 2300G  
Zorlin Shape -----> 6000G

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

Mt. Gulug

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General Shop (Mogshop)

-----

Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Magic Tag -----> 100G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

Daguerreo

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Item Shop

-----

Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G

Weapon/Armor Shop

-----

Mage Masher -----> 500G  
Mythril Dagger ----> 950G  
Gladius -----> 2300G  
Zorlin Shape -----> 6000G  
Rune Blade -----> 8900G

|                  |      |                       |        |
|------------------|------|-----------------------|--------|
| Antidote ----->  | 50G  | Obelisk ----->        | 6000G  |
| Eye Drops -----> | 50G  | Tiger Fangs ----->    | 13500G |
| Magic Tag -----> | 100G | Magic Racket ----->   | 2250G  |
| Remedy ----->    | 300G | Asura's Rod ----->    | 3180G  |
| Annoyment -----> | 150G | Hamelin ----->        | 5700G  |
| Tent ----->      | 800G | Octagon Rod ----->    | 4500G  |
|                  |      | Rising Sun ----->     | 500G   |
|                  |      | Bone Wrist ----->     | 330G   |
|                  |      | Mythril Armllet ----> | 500G   |
|                  |      | Magic Armllet ----->  | 1000G  |
|                  |      | Chimera Armllet --->  | 1200G  |
|                  |      | Egoist's Armllet -->  | 2000G  |
|                  |      | N-Kai Armllet ----->  | 3000G  |
|                  |      | Jade Armllet ----->   | 3400G  |
|                  |      | Venetia Shield --->   | 2800G  |
|                  |      | Defense Gloves --->   | 6000G  |
|                  |      | Lamia's Tiara ----->  | 800G   |
|                  |      | Twist Headband --->   | 1200G  |
|                  |      | Golden Hairpin --->   | 3700G  |
|                  |      | Coronet ----->        | 4400G  |
|                  |      | Diamond Helm ----->   | 3000G  |
|                  |      | Gaia Gear ----->      | 8700G  |
|                  |      | Demon's Vest ---->    | 10250G |
|                  |      | Demon's Mail ----->   | 5900G  |
|                  |      | Diamond Armor ---->   | 8800G  |

#### Synthesis Shop

|                       |        |                                  |
|-----------------------|--------|----------------------------------|
| -----                 |        |                                  |
| Angel Bless ----->    | 9000G  | [Mythril Dagger, Gladius]        |
| Sargatanas ----->     | 12000G | [Gladius, Zorlin Shape]          |
| Cotton Robe ----->    | 1000G  | [Wrist, Steepled Hat]            |
| Silk Robe ----->      | 2000G  | [Silk Shirt, Bandana]            |
| Magician Robe ----->  | 3000G  | [Mage Staff, Magician Cloak]     |
| Glutton's Robe -----> | 6000G  | [Mythril Fork, Cotton Robe]      |
| White Robe ----->     | 8000G  | [Gaia Gear, Jade Armllet]        |
| Black Robe ----->     | 8000G  | [Gaia Gear, N-Kai Armllet]       |
| Cachusha ----->       | 1000G  | [Magus Hat, Rubber Helm]         |
| Coral Ring ----->     | 1200G  | [Lightning Staff, Rod]           |
| Gold Choker ----->    | 1300G  | [Linen Cuirass, Soft]            |
| Magician Shoes -----> | 1500G  | [Germinas Boots, Bone Wrist]     |
| Barette ----->        | 1800G  | [Needle Fork, Barbut]            |
| Power Belt ----->     | 2000G  | [Glass Buckle, Chain Mail]       |
| Madain's Ring ----->  | 3000G  | [Bone Wrist, Stardust Rod]       |
| Fairy Earrings -----> | 3200G  | [Magic Armllet, Soft]            |
| Extension ----->      | 3500G  | [Lamia's Tiara, Multina Racket]  |
| Reflect Ring ----->   | 7000G  | [Anklet, Madain's Ring]          |
| Anklet ----->         | 4000G  | [Gold Choker, Peridot]           |
| Feather Boots ----->  | 4000G  | [Magician Shoes, Phoenix Pinion] |
| Black Belt ----->     | 4000G  | [Twist Headband, Survival Vest]  |
| Pearl Rogue ----->    | 5000G  | [Moonstone, Elixir]              |
| Battle Boots ----->   | 6500G  | [Feather Boots, Wing Edge]       |
| Rebirth Ring ----->   | 7000G  | [Diamond, Anklet]                |
| Angel Earrings -----> | 8000G  | [Fairy Earrings, Barette]        |
| Garnet ----->         | 350G   | [Ore, Remedy]                    |
| Amethyst ----->       | 200G   | [Ore, Annoyntment]               |
| Peridot ----->        | 100G   | [Ore, Soft]                      |
| Sapphire ----->       | 200G   | [Ore, Antidote]                  |
| Opal ----->           | 100G   | [Ore, Potion]                    |
| Topaz ----->          | 100G   | [Ore, Eye Drops]                 |
| Thief Gloves ----->   | 50000G | [Mythril Armllet, Sargatanas]    |

Ipsen's Castle

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General Shop (Mogshop)

-----

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

Bran Bal

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General Shop (Mogshop)

-----

Dagger -----> 320G  
Mage Masher -----> 500G  
Mythril Dagger -----> 950G  
Gladius -----> 2300G  
Zorlin Shape -----> 6000G  
Orichalcon -----> 17000G  
Defender -----> 9340G  
Holy Lance -----> 11000G  
Avenger -----> 16000G  
Mythril Racket ---> 2250G  
Bistro Fork -----> 10300G  
Rising Sun -----> 500G  
Dragon Wrist -----> 4800G

Defense Gloves ----> 6000G  
Coronet -----> 4400G  
Flash Hat -----> 5200G  
Adaman Hat -----> 6100G  
Platinum Helm ----> 4600G  
Demon's Vest ----> 10250G  
Minerva's Plate -> 12200G  
Platina Armor ---> 10500G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Magic Tag -----> 100G  
Vaccine -----> 100G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

Disc 4

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Black Mage Village

=====

Item Shop

-----

Potion -----> 50G  
Hi-Potion -----> 200G  
Phoenix Down -----> 150G  
Echo Screen -----> 50G  
Soft -----> 100G  
Antidote -----> 50G  
Eye Drops -----> 50G  
Magic Tag -----> 100G  
Vaccine -----> 100G  
Remedy -----> 300G  
Annoyment -----> 150G  
Tent -----> 800G

Weapon/Armor Shop

-----

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

Synthesis Shop

-----

Butterfly Sword -----> 300G [Dagger, Mage Masher]  
The Ogre -----> 700G [Mage Masher, Mage Masher]  
Exploda -----> 1000G [Mage Masher, Mythril Dagger]  
Rune Tooth -----> 2000G [Mythril Dagger, Mythril Dagger]  
Angel Bless -----> 9000G [Mythril Dagger, Gladius]  
Sargatanas -----> 12000G [Gladius, Zorlin Shape]  
Masamune -----> 16000G [Zorlin Shape, Orichalcon]  
Duel Claws -----> 16000G [Dragon's Claws, Tiger Fangs]  
Priest's Racket -----> 11000G [Air Racket, Cachusha]  
Bracer -----> 24000G [Battle Boots, Venetia Shield]  
Gauntlets -----> 20000G [Coronet, Rosetta Ring]  
Golden Skullcap -----> 15000G [Gold Helm, Golden Hairpin]  
Circlet -----> 20000G [Coronet, Rosetta Ring]  
Grand Helm -----> 20000G [Cross Helm, Power Belt]  
Rubber Suit -----> 20000G [Minerva's Plate, Egoist's Armllet]  
Brave Suit -----> 26000G [Mythril Vest, Mythril Rod]

Light Robe -----> 20000G [Magician Robe, Glass Armlet]  
 Grand Armor -----> 45000G [Mythril Sword, Mythril Armor]  
 Desert Boots -----> 300G [Leather Hat, Leather Shirt]  
 Yellow Scarf -----> 400G [Feather Hat, Steepled Hat]  
 Glass Buckle -----> 500G [Glass Armlet, Leather Wrist]  
 Germinas Boots -----> 900G [Desert Boots, Fork]  
 Gold Choker -----> 1300G [Linen Cuirass, Soft]  
 Running Shoes -----> 12000G [Battle Boots, Emerald]  
 Rosetta Ring -----> 24000G [Madain's Ring, Holy Lance]  
 Garnet -----> 350G [Ore, Remedy]  
 Amethyst -----> 200G [Ore, Annoyntment]  
 Peridot -----> 100G [Ore, Soft]  
 Sapphire -----> 200G [Ore, Antidote]  
 Opal -----> 100G [Ore, Potion]  
 Topaz -----> 100G [Ore, Eye Drops]  
 Lapis Lazuli -----> 400G [Ore, Dead Pepper]

Memoria

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Synthesis Shop (Hades)

-----

Robe of Lords -----> 30000G [White Robe, Black Robe]  
 Tin Armor -----> 50000G [Hammer, Ore]  
 Protect Ring -----> 40000G [Dark Matter, Rebirth Ring]  
 Pumice -----> 50000G [Pumice Piece, Pumice Piece]  
 Garnet -----> 350G [Ore, Remedy]  
 Amethyst -----> 200G [Ore, Annoyntment]  
 Peridot -----> 100G [Ore, Soft]  
 Sapphire -----> 200G [Ore, Antidote]  
 Opal -----> 100G [Ore, Potion]  
 Topaz -----> 100G [Ore, Eye Drops]  
 Lapis Lazuli -----> 400G [Ore, Dead Pepper]  
 Pumice Piece -----> 25000G [Hammer, Pumice]  
 Save the Queen -----> 50000G [Javelin, Silver Gloves]  
 Phoenix Pinion -----> 300G [Phoenix Down, Gysahl Greens]  
 Ether -----> 500G [Echo Screen, Vaccine]

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12.) Synthesis List

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This section will list what items you can synthesize in the game, how much it costs, and what items are needed to make that equipment. This list will be in order of apperance.

Weapons

-----

Name: Butterfly Sword

Cost: 300G

Items: Dagger + Mage Masher

Name: The Ogre

Cost: 700G

Items: Mage Masher + Mage Masher

Name: Exploda

Cost: 1000G

Items: Mager Masher + Mythril Dagger

Name: Rune Tooth

Cost: 2000G

Items: Mythril Dagger + Mythril Dagger

Name: Angel Bless

Cost: 9000G

Items: Mythril Dagger + Gladius

Name: Sargatanas

Cost: 12000G

Items: Gladius + Zorlin Shape

Name: Masamune

Cost: 16000G

Items: Zorlin Shape + Orichalcon

Name: Duel Claws

Cost: 16000G

Items: Dragon's Claws + Tiger Fangs

Name: Priest's Racket

Cost: 11000G

Items: Air Racket + Cachusha

Armor

-----

Name: Cotton Robe

Cost: 1000G

Items: Wrist + Steepled Hat

Name: Silk Robe

Cost: 2000G

Items: Silk Shirt + Bandana

Name: Magician Robe

Cost: 3000G

Items: Mage Staff + Magician Cloak

Name: Glutton's Robe

Cost: 6000G

Items: Mythril Fork + Cotton Robe

Name: White Robe

Cost: 8000G

Items: Gaia Gear + Jade Armlet

Name: Black Robe

Cost: 8000G

Items: Gaia Gear + N-Kai Armlet

Name: Rubber Suit

Cost: 20000G

Items: Minerva's Plate + Egoist's Armlet

Name: Brave Suit

Cost: 26000G

Items: Mythril Vest + Mythril Rod

Name: Light Robe

Cost: 20000G

Items: Magician Robe + Glass Armlet

Name: Grand Armor

Cost: 45000G

Items: Mythril Sword + Mythril Armor

Name: Robe of Lords

Cost: 30000G

Items: White Robe + Black Robe

Name: Tin Armor

Cost: 50000G

Items: Hammer + Ore

#### Wrists/Gloves

-----

Name: Thief Gloves

Cost: 50000G

Items: Mythril Armlet + Sargatanas

Name: Bracer

Cost: 24000G

Items: Battle Boots + Venetia Shield

Name: Gauntlets

Cost: 20000G

Items: Coronet + Rosetta Ring

#### Headgear/Helms

-----

Name: Golden Skullcap

Cost: 15000G

Items: Gold Helm + Holden Hairpin

Name: Circlet

Cost: 20000G

Items: Coronet + Rosetta Ring

Name: Grand Helm

Cost: 20000G

Items: Cross Helm + Power Belt

#### Accessories

-----

Name: Desert Boots

Cost: 300G



Items: Leather Hat + Leather Shirt

Name: Yellow Scarf

Cost: 400G

Items: Feather Hat + Steepled Hat

Name: Glass Buckle

Cost: 500G

Items: Glass Armlet + Leather Wrist

Name: Germinas Boots

Cost: 900G

Items: Desert Boots + Fork

Name: Cachusha

Cost: 1000G

Items: Magus Hat + Rubber Helm

Name: Coral Ring

Cost: 1200G

Items: Lightning Staff + Rod

Name: Gold Choker

Cost: 1300G

Items: Linen Cuirass + Soft

Name: Magician Shoes

Cost: 1500G

Items: Germinas Boots + Bone Wrist

Name: Barette

Cost: 1800G

Items: Needle Fork + Barbut

Name: Power Belt

Cost: 2000G

Items: Glass Buckle + Chain Mail

Name: Maidain's Ring

Cost: 3000G

Items: Bone Wrist + Stardust Rod

Name: Fairy Earrings

Cost: 3200G

Items: Magic Armlet + Soft

Name: Extension

Cost: 3500G

Items: Lamia's Tiara + Multina Racket

Name: Reflect Ring

Cost: 7000G

Items: Anklet + Madain's Ring

Name: Anklet

Cost: 4000G

Items: Gold Choker + Peridot

Name: Feather Boots

Cost: 4000G

Items: Magician Shoes + Phoenix Pinion

Name: Black Belt

Cost: 4000G

Items: Twist Headband + Survival Vest

Name: Pearl Rogue

Cost: 5000G

Items: Moonstone + Elixir

Name: Battle Boots

Cost: 6500G

Items: Feather Boots + Wing Edge

Name: Rebirth Ring

Cost: 7000G

Items: Diamond + Anklet

Name: Angel Earrings

Cost: 8000G

Items: Fairy Earrings + Barette

Name: Garnet

Cost: 350G

Items: Ore + Remedy

Name: Amethyst

Cost: 200G

Items: Ore + Annoyntment

Name: Peridot

Cost: 100G

Items: Ore + Soft

Name: Sapphire

Cost: 200G

Items: Ore + Antidote

Name: Opal

Cost: 100G

Items: Ore + Potion

Name: Topaz

Cost: 100G

Items: Ore + Eye Drops

Name: Running Shoes

Cost: 12000G

Items: Battle Boots + Emerald

Name: Rosetta Ring

Cost: 24000G

Items: Madain's Ring + Holy Lance

Name: Lapis Lazuli

Cost: 400G

Items: Ore + Dead Pepper

Name: Protect Ring

Cost: 40000G

Items: Dark Matter + Rebirth Ring

Name: Pumice

Cost: 50000G

Items: Pumice Piece + Pumice Piece

Name: Pumice Piece

Cost: 25000G

Items: Hammer + Pumice

Name: Phoenix Pinion

Cost: 300G

Items: Phoenix Down + Gysahl Greens

Items

-----

Name: Save the Queen

Cost: 50000G

Items: Javelin + Silver Gloves

Name: Ether

Cost: 500G

Items: Echo Screen + Vaccine

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### 13.) Ability List

=====

This section will list both character and passive skills, the AP amount needed to learn that skill, and what equipment gives that skill.

#### Characters

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O-----O

| Zidane |

O-----O

Name: Flee

MP Cost: 0

Effect: 100% flee rate success.

AP: 40

Learned: Dagger, Mage Masher, Zorlin Shape, Ultima Weapon, Germinas Boots

Name: Detect

MP Cost: 0

Effect: Shows what items the enemy has.

AP: 40

Learned: Mage Masher, Orichalcon

Name: What's That!?

MP Cost: 2

Effect: Allows a back attack.

AP: 35

Learned: Butterfly Sword

Name: Soul Blade

MP Cost: 6

Effect: Inflicts the status on the current weapons Add ST.

AP: 35

Learned: The Ogre

Name: Annoy

MP Cost: 4

Effect: Inflicts Trouble on an enemy.

AP: 50

Learned: Gladius, Sargatanas

Name: Sacrifice

MP Cost: 32

Effect: Sacrifice Zidane to heal the HP and MP of your party.

AP: 55

Learned: Masamune, Exploda

Name: Lucky Seven

MP Cost: 6

Effect: Causes random physical damage.

AP: 85

Learned: Gladius, Rune Tooth, Exploda, The Tower

Name: Thievery

MP Cost: 8

Effect: Causes physical damage. (Damage is determined by the amount of items stolen)

AP: 100

Learned: Angel Bless, The Tower

Trance

-----

Name: Free Energy

MP Cost: 10

Effect: Causes physical damage to an enemy.

Name: Tidal Flame

MP Cost: 12

Effect: Causes physical damage to all enemies.

Name: Scoop Art

MP Cost: 14

Effect: Causes physical damage to an enemy.

Name: Shift Break

MP Cost: 16

Effect: Causes physical damage to all enemies.

Name: Stellar Circle 5

MP Cost: 24

Effect: Causes physical damage to an enemy.

Name: Neo Twister

MP Cost: 32

Effect: Causes physical damage to all enemies.

Name: Solution 9  
MP Cost: 48  
Effect: Causes physical damage to an enemy.

Name: Grand Lethal  
MP Cost: 60  
Effect: Causes physical damage to all enemies.

O-----O  
| Dagger |  
O-----O

Name: Shiva  
MP Cost: 24  
Effect: Causes ice damage to all enemies.  
AP: 20  
Learned: Opal

Name: Ifrit  
MP Cost: 26  
Effect: Causes fire damage to all enemies.  
AP: 35  
Learned: Topaz

Name: Ramuh  
MP Cost: 32  
Effect: Causes thunder damage to all enemies.  
AP: 30  
Learned: Peridot

Name: Atomos  
MP Cost: 32  
Effect: Reduces the HP of all enemies dependant on their current HP.  
AP: 30  
Learned: Amethyst

Name: Leviathan  
MP Cost: 42  
Effect: Causes water damage to all enemies.  
AP: 40  
Learned: Aquamarine

Name: Bahamut  
MP Cost: 56  
Effect: Causes non-elemental damage to all enemies.  
AP: 80  
Learned: Garnet

Name: Odin  
MP Cost: 28  
Effect: Instantly kills all enemies.  
AP: 30  
Learned: Dark Matter

Name: Ark  
MP Cost: 80  
Effect: Causes shadow damage to all enemies.  
AP: 100

Learned: Pumice

Name: Cure

MP Cost: 6

Effect: Restores a small amount of HP to a character or party.

AP: 30

Learned: Rod, Silk Shirt

Name: Cura

MP Cost: 10

Effect: Restores a medium amount of HP to a character or party.

AP: 50

Learned: Healing Rod, Barette

Name: Curaga

MP Cost: 22

Effect: Restores a large amount of HP to a character or party.

AP: 155

Learned: Wizard Rod, Whale Whisker

Name: Life

MP Cost: 8

Effect: Revives an ally with minimum HP.

AP: 30

Learned: Healing Rod, Mythril Rod, Whale Whisker, Rebirth Ring, Cachusha

Name: Scan

MP Cost: 4

Effect: Scans the properties of the enemy.

AP: 25

Learned: Air Racket, Desert Boots

Name: Panacea

MP Cost: 4

Effect: Cures Poison and Venom.

AP: 15

Learned: Rod, Air Racket

Name: Stona

MP Cost: 8

Effect: Cures Petrify and Gradual Petrify.

AP: 25

Learned: Multina Racket

Name: Shell

MP Cost: 6

Effect: Creates a barrier that reduces magic damage.

AP: 35

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

Name: Protect

MP Cost: 6

Effect: Creates a barrier that reduces physical damage.

AP: 30

Learned: Rod, Mythril Racket, Wizard Rod, Steepled Hat, Desert Boots

Name: Silence

MP Cost: 8

Effect: Inflicts Silence on an enemy.

AP: 30

Learned: Mythril Rod, Asura's Rod, Magic Armlet, Priest's Racket

Name: Mini

MP Cost: 8

Effect: Inflicts Mini on an enemy/reverses effect on an ally.

AP: 40

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

Name: Reflect

MP Cost: 6

Effect: Casts reflect on an ally which reflects magic back at the caster.

AP: 20

Learned: Stardust Rod, Mythril Racket, Ruby, Reflect Ring

Name: Confuse

MP Cost: 8

Effect: Inflicts Confuse on an enemy.

AP: 35

Learned: Lamia's Tiara, Asura's Rod

Name: Berserk

MP Cost: 6

Effect: Inflicts Berserk on an enemy.

AP: 30

Learned: Magic Racket

Name: Blind

MP Cost: 6

Effect: Inflicts Darkness on an enemy.

AP: 40

Learned: Multina Racket

Name: Float

MP Cost: 6

Effect: Casts Float on an ally or on the party.

AP: 20

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

O-----O

| Vivi |

O-----O

Name: Fire

MP Cost: 6

Effect: Causes small fire damage to an enemy.

AP: 25

Learned: Mage Staff, Leather Hat

Name: Fira

MP Cost: 12

Effect: Causes medium fire damage to an enemy.

AP: 50

Learned: Flame Staff, Mage's Hat, Power Belt, Topaz

Name: Firaga

MP Cost: 24

Effect: Causes large fire damage to an enemy.

AP: 75

Learned: Octagon Rod

Name: Blizzard

MP Cost: 6

Effect: Causes small ice damage to an enemy.

AP: 25

Learned: Leather Wrist

Name: Blizzara

MP Cost: 12

Effect: Causes medium ice damage to an enemy.

AP: 50

Learned: Ice Staff

Name: Blizzaga

MP Cost: 24

Effect: Causes large ice damage to an enemy.

AP: 85

Learned: Octagon Rod

Name: Thunder

MP Cost: 6

Effect: Causes small thunder damage to an enemy.

AP: 25

Learned: Silk Shirt, Glass Buckle

Name: Thundara

MP Cost: 12

Effect: Causes medium thunder damage to an enemy.

AP: 50

Learned: Lightning Staff, Peridot

Name: Thundaga

MP Cost: 24

Effect: Causes large thunder damage to an enemy.

AP: 80

Learned: Octagon Rod

Name: Sleep

MP Cost: 10

Effect: Inflicts Sleep on an enemy.

AP: 20

Learned: Flame Staff

Name: Slow

MP Cost: 6

Effect: Inflicts Slow on an enemy.

AP: 20

Learned: Ice Staff, Magus Hat

Name: Stop

MP Cost: 8

Effect: Inflicts Stop on an enemy.

AP: 25

Learned: Oak Staff

Name: Poison

MP Cost: 8

Effect: Inflicts Poison on an enemy.

AP: 35



Learned: Lightning Staff

Name: Bio

MP Cost: 18

Effect: Causes damage to an enemy + Poison.

AP: 40

Learned: Oak Staff

Name: Osmose

MP Cost: 2

Effect: Drain MP from an enemy and gives it to Vivi.

AP: 70

Learned: High Mage Staff, Gaia Gear

Name: Drain

MP Cost: 14

Effect: Drain HP from an enemy and gives it to Vivi.

AP: 60

Learned: Oak Staff

Name: Demi

MP Cost: 18

Effect: Causes damage based on the enemies current HP.

AP: 30

Learned: Cypress Pile, Black Belt, Amethyst

Name: Comet

MP Cost: 16

Effect: Causes random non-elemental damage on an enemy.

AP: 55

Learned: Cypress Pile

Name: Death

MP Cost: 20

Effect: Instantly kills an enemy.

AP: 45

Learned: Black Hood

Name: Break

MP Cost: 18

Effect: Inflicts Petrify on an enemy.

AP: 30

Learned: Cypress Pile

Name: Water

MP Cost: 22

Effect: Causes water damage to an enemy.

AP: 55

Learned: N-Kai Armlet

Name: Meteor

MP Cost: 42

Effect: Causes random non-elemental damage to all enemies.

AP: 95

Learned: High Mage Staff

Name: Flare

MP Cost: 40

Effect: Causes non-elemental damage to an enemy.

AP: 95

Learned: Black Robe

Name: Doomsday

MP Cost: 72

Effect: Causes shadow damage to all enemies and party members.

AP: 150

Learned: Mace of Zeus

O-----O

| Steiner |

O-----O

Name: Darkside

MP Cost: 0

Effect: Inflicts shadow damage on an enemy by reducing Steiner's HP.

AP: 30

Learned: Bloodsword

Name: Minus Strike

MP Cost: 8

Effect: Inflicts damage based on the difference of Steiner's Max and Current HP

AP: 35

Learned: Iron Sword, Rubber Helm, Excalibur II

Name: Iai Strike

MP Cost: 16

Effect: Knocks out an enemy.

AP: 40

Learned: Rune Blade

Name: Power Break

MP Cost: 8

Effect: Reduces attack power of an enemy.

AP: 40

Learned: Diamond Sword

Name: Armor Break

MP Cost: 4

Effect: Reduces defense of an enemy.

AP: 30

Learned: Mythril Sword

Name: Mental Break

MP Cost: 8

Effect: Reduces magic defense of an enemy.

AP: 45

Learned: Ice Brand, Gold Helm

Name: Magic Break

MP Cost: 4

Effect: Reduces magic of an enemy.

AP: 25

Learned: Flame Saber

Name: Charge!

MP Cost: 10

Effect: Causes all near death party members to attack the enemies.

AP: 30

Learned: Coral Sword, Aegis Gloves

Name: Thunder Slash  
MP Cost: 24  
Effect: Causes heavy thunder damage to an enemy.  
AP: 30  
Learned: Defender, Ragnarok

Name: Stock Break  
MP Cost: 26  
Effect: Causes non-elemental damage to all enemies.  
AP: 35  
Learned: Ultima Sword, Excalibur II

Name: Climhazzard  
MP Cost: 32  
Effect: Causes non-elemental damage to all enemies.  
AP: 70  
Learned: Excalibur, Excalibur II

Name: Shock  
MP Cost: 46  
Effect: Causes heavy physical damage to an enemy.  
AP: 60  
Learned: Ragnarok

O-----O  
| Freya |  
O-----O

Name: Reis's Wind  
MP Cost: 12  
Effect: Casts Regen on the party.  
AP: 40  
Learned: Mythril Spear, Gold Helm, Angel Earrings, Holy Lance

Name: White Draw  
MP Cost: 36  
Effect: Restores some MP to the party.  
AP: 90  
Learned: Ice Lance, Kain's Lance, Emerald

Name: Lancer  
MP Cost: 10  
Effect: Reduces some HP and MP from an enemy.  
AP: 20  
Learned: Partisan, Coral Ring, Dragon Wrist

Name: Luna  
MP Cost: 12  
Effect: Inflicts Berserk on all enemies and on the party.  
AP: 30  
Learned: Trident

Name: Six Dragons  
MP Cost: 28  
Effect: Causes random effect on either the party or enemies.  
AP: 25  
Learned: Heavy Lance

Name: Cherry Blossom  
MP Cost: 46  
Effect: Causes non-elemental damage to all enemies.  
AP: 40  
Learned: Obelisk, Kain's Lance

Name: Dragon's Crest  
MP Cost: 16  
Effect: Causes damage to an enemy equivalent to the amount of dragons killed.  
AP: 45  
Learned: Holy Lance, Kain's Lance

Name: Dragon Breath  
MP Cost: 78  
Effect: Reduces some HP of all enemies.  
AP: 205  
Learned: Dragon's Hair

O-----O  
| Quina |  
O-----O

Name: 1,000 Needles  
Effect: Causes 1,000 damage to an enemy, regardless of defense.  
MP Cost: 8  
Eat: Cactuar

Name: Angel's Snack  
Effect: Casts Remedy on the party.  
MP Cost: 4  
Eat: Ironite, Mistodon, Behemoth, Epitaph

Name: Aqua Breath  
Effect: Causes water damage on all enemies.  
MP Cost: 14  
Eat: Axolotl, Sahagin

Name: Auto Life  
Effect: Automatically revive when KO'd.  
MP Cost: 14  
Eat: Cerberus, Stilva, Yan, Carrion Worm, Gimmie Cat

Name: Bad Breath  
Effect: Inflicts Poison, Darkness, Confusion, Slow, and Mini on an enemy.  
MP Cost: 16  
Eat: Anemone, Worm Hydra, Malboro

Name: Doom  
Effect: Inflicts Doom (10 second timer) on an enemy.  
MP Cost: 12  
Eat: Veteran, Ash

Name: Earth Shake  
Effect: Causes Earth damage to enemies.  
MP Cost: 20  
Eat: Shell Dragon, Adamantoise

Name: Frog Drop  
Effect: Causes damage to enemies (damage equivalent to amount of frogs caught).

MP Cost: 10  
Eat: Gigan Toad

Name: Frost  
Effect: Inflicts Freeze on an enemy.  
MP Cost: 8  
Eat: Kraken, Wraith, Chimera

Name: Goblin Punch  
Effect: Causes non-elemental damage to an enemy.  
MP Cost: 4  
Eat: Goblin, Goblin Mage

Name: Limit Glove  
Effect: Causes non-elemental damage to an enemy (9999 damage if HP is 1)  
MP Cost: 10  
Eat: Jabberwock, Axe Beak, Blazer Beetle, Mu, Mandragora

Name: LV3 Def-Less  
Effect: Reduces defense of enemies with LVs divisible by 3.  
MP Cost: 12  
Eat: Ochu, Grand Dragon, Lizard Man, Sand Scorpion, Carve Spide, Lamia

Name: LV4 Holy  
Effect: Causes Holy damage on enemies with LVs divisible by 4.  
MP Cost: 22  
Eat: Feather Circle

Name: LV5 Death  
Effect: Instantly kills an enemy with LVs divisible by 5.  
MP Cost: 20  
Eat: Draco Zombie, Stroper, Whale Zombie

Name: Magic Hammer  
Effect: Reduces the MP of an enemy (works on bosses)  
MP Cost: 2  
Eat: Magic Vice

Name: Matra Magic  
Effect: Reduces the HP of an enemy to 1 (doesn't always work).  
MP Cost: 8  
Eat: Ogre, Trick Sparrow, Armstrong, Dragon Fly

Name: Mighty Guard  
Effect: Casts Shell and Protect on the party.  
MP Cost: 64  
Eat: Serpion, Antlion, Myconid, Gargoyle

Name: Mustard Bomb  
Effect: Inflicts Heat on an enemy.  
MP Cost: 10  
Eat: Bomb, Grenade, Red Vepal

Name: Night  
Effect: Inflicts Sleep on all enemies and party members.  
MP Cost: 14  
Eat: Abomination, Nymph, Seeker Bat

Name: Pumpkin Head  
Effect: Damages based on your max HP and current HP.

MP Cost: 12

Eat: Basilisk, Skeleton, Yeti, Hedgehog Pie

Name: Roulette

Effect: Randomly kills an enemy or party member.

MP Cost: 18

Eat: Zombie, Hecteyes

Name: Twister

Effect: Causes wind damage to all enemies.

MP Cost: 22

Eat: Abadon, Red Dragon

Name: Vanish

Effect: Inflicts Invisible on a character.

MP Cost: 8

Eat: Vice, Troll, Hornet

Name: White Wind

Effect: Restores HP to the party based off of the average HP of the party.

MP Cost: 14

Eat: Zuu, Griffin

O-----O

| Eiko |

O-----O

Name: Carbuncle

MP Cost: 24

Effect: Casts Reflect, Haste, Vanish, or Protect on the party depending on the stone equipped on Eiko.

AP: 35

Learned: Ruby

Name: Fenrir

MP Cost: 30

Effect: Causes earth damage to all enemies.

AP: 55

Learned: Sapphire

Name: Phoenix

MP Cost: 32

Effect: Causes fire damage to all enemies and revives any fallen allies.

AP: 40

Learned: Phoenix Pinion

Name: Madeen

MP Cost: 54

Effect: Causes Holy damage to all enemies.

AP: 120

Learned: Ribbon

Name: Cure

MP Cost: 6

Effect: Restores a small amount of HP to a character or the party.

AP: 20

Learned: Magic Racket, Silk Shirt

Name: Cura

MP Cost: 10

Effect: Restores a medium amount of HP to a character or the party.

AP: 40

Learned: Barette, Golem's Flute

Name: Curaga

MP Cost: 22

Effect: Restores a large amount of HP to a character or the party.

AP: 80

Learned: Angel's Flute, Hamelin

Name: Regen

MP Cost: 14

Effect: Casts Regen on a character, regaining little HP per turn.

AP: 25

Learned: Fairy Flute, Fairy Earrings

Name: Life

MP Cost: 8

Effect: Revives a character with minimum HP.

AP: 35

Learned: Golem's Flute, Cachusha, Rebirth Ring

Name: Full-Life

MP Cost: 24

Effect: Revives a character with maximum HP.

AP: 90

Learned: Siren's Flute, Light Robe

Name: Panacea

MP Cost: 4

Effect: Cures Poison and Venom

AP: 15

Learned: Air Racket

Name: Stona

MP Cost: 8

Effect: Cures Petrify and Gradual Petrify

AP: 25

Learned: Multina Racket, Lamia's Flute

Name: Esuna

MP Cost: 20

Effect: Removes most status effects.

AP: 80

Learned: Fairy Flute, Angel Flute, Siren's Flute, Rubber Suit

Name: Shell

MP Cost: 6

Effect: Creates a barrier that reduces magic damage.

AP: 20

Learned: Multina Racket, Mythril Racket, Gold Choker, Cotton Robe, Moonstone

Name: Protect

MP Cost: 8

Effect: Creates a barrier that reduces physical damage.

AP: 20

Learned: Mythril Racket, Steepled Hat, Desert Boots

Name: Haste

MP Cost: 8  
Effect: Casts Haste on a character.  
AP: 30  
Learned: Fairy Flute, Emerald, Running Shoes

Name: Silence  
MP Cost: 8  
Effect: Inflicts Silence on an enemy.  
AP: 25  
Learned: Priest's Racket, Lamia's Flute, Magic Armlet

Name: Mini  
MP Cost: 8  
Effect: Inflicts Mini on an enemy or reverses the effect on an ally.  
AP: 35  
Learned: Magic Racket, Feather Boots

Name: Reflect  
MP Cost: 6  
Effect: Casts Reflect on an ally.  
AP: 25  
Learned: Mythril Racket, Reflect Ring, Ruby

Name: Float  
MP Cost: 6  
Effect: Casts Float on an ally or the party.  
AP: 25  
Learned: Lamia's Flute, Feather Boots

Name: Dispel  
MP Cost: 16  
Effect: Eliminates positive attributes on an enemy.  
AP: 35  
Learned: Tiger Racket, Siren's Flute

Name: Might  
MP Cost: 14  
Effect: Increases an allies attack power.  
AP: 25  
Learned: Priest's Racket, Hamelin

Name: Jewel  
MP Cost: 4  
Effect: Receive an Ore from an enemy.  
AP: 50  
Learned: Hamelin

Name: Holy  
MP Cost: 36  
Effect: Causes Holy damage on an enemy.  
AP: 110  
Learned: Angel Flute, White Robe

O-----O  
| Amarant |  
O-----O

Name: Chakra  
MP Cost: 4



Effect: Restors some HP and MP to an ally.

AP: 30

Learned: Cat's Claws, Leather Plate

Name: Spare Change

MP Cost: 0

Effect: Causes damage by throwing Gil at them.

AP: 90

Learned: Poison Knuckles, Rune Claws

Name: Curse

MP Cost: 12

Effect: Causes an enemy to become weak to an element.

AP: 20

Learned: Mythril Claws, Kaiser Knuckles

Name: Aura

MP Cost: 12

Effect: Casts Auto Life and Regen on a party member.

AP: 25

Learned: Scissor Fangs, Duel Claws

Name: No Mercy

MP Cost: 12

Effect: Causes non-elemental damage to an enemy.

AP: 25

Learned: Dragon's Claws, Duel Claws

Name: Revive

MP Cost: 20

Effect: Revives a fallen character.

AP: 35

Learned: Tiger Fangs, Rebirth Ring, Rune Claws

Name: Demi Shock

MP Cost: 20

Effect: Reduces an enemies HP dependant on their current HP.

AP: 50

Learned: Avenger, Rune Claws

Name: Countdown

MP Cost: 16

Effect: Inflicts Doom on an enemy.

AP: 40

Learned: Kaiser Knuckles

#### Passive Abilities

-----

This part will list the passive abilities in the game, how many Stone Points are needed to equip that skill and who can learn it.

Name: Ability Up

Stone Points: 3

Effect: Doubles AP earned in battle.

Characters: Zidane [95], Dagger [60], Vivi [55], Steiner [70], Freya [65], Quina [40], Eiko [55], Amarant [80]

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

Name: Absorb MP  
Stone Points: 6  
Effect: Absorbs MP from the enemy.  
Characters: Quina [80]  
Learned: Promist Ring

Name: Accuracy+  
Stone Points: 2  
Effect: Increases Accuracy.  
Characters: Zidane [30], Steiner [40], Freya [30], Amarant [30]  
Learned: Diamond Helm, Power Wrist, Black Hood, Lapis Lazuli, Genji Armor

Name: Add Status  
Stone Points: 3  
Effect: Adds the status effect from the weapons Add ST.  
Characters: Zidane [35], Vivi [25], Steiner [50], Quina [35], Freya [25],  
Amarant [20]  
Learned: Twist Headband, Feather Hat, Bone Wrist, Thunder Gloves, Bracer,  
Chimera Armlet, Glass Buckle

Name: Alert  
Stone Points: 4  
Effect: Negates back attacks on the party.  
Characters: Zidane [40], Steiner [60], Amarant [30]  
Learned: Ninja Gear, Barbut, Germinas Boots

Name: Antibody  
Stone Points: 4  
Effect: Negates Poison and Venom  
Characters: Zidane [20], Dagger [15], Vivi [30], Steiner [35], Quina [20],  
Freya [15], Eiko [20], Amarant [25]  
Learned: Mythril Helm, Mantra Band, Bronze Gloves, Glass Armlet, Survival Vest,  
Glass Buckle, Glutton's Robe

Name: Auto-Float  
Stone Points: 6  
Effects: Automatically casts Float.  
Characters: Zidane [20], Dagger [20], Vivi [20], Steiner [20], Quina [40],  
Freya [20], Eiko [25], Amarant [35]  
Learned: Feather Boots, Venetia Shield

Name: Auto-Haste  
Stone Points: 9  
Effect: Automatically casts Haste.  
Characters: Zidane [55], Dagger [55], Vivi [55], Steiner [65], Quina [70],  
Freya [75], Eiko [65], Amarant [70]  
Learned: Running Shoes

Name: Auto-Life  
Stone Points: 12  
Effect: Automatically casts Life.  
Characters: Zidane [130], Dagger [105], Vivi [70], Steiner [155], Quina [165],  
Freya [125], Eiko [100], Amarant [140]  
Learned: Rebirth Ring

Name: Auto-Potion  
Stone Points: 3  
Effect: Automatically uses a Potion when a character receives damage.  
Characters: Zidane [30], Dagger [20], Vivi [10], Steiner [20], Quina [30],

Freya [30], Eiko [30], Amarant [30]

Learned: Mythril Vest, Magician Robe, Demon's Vest, White Robe, Gold Choker, Extension

Name: Auto-Reflect

Stone Points: 15

Effect: Automatically casts Reflect.

Characters: Zidane [95], Dagger [75], Vivi [70], Steiner [95], Quina [75], Freya [95], Eiko [70], Amarant [85]

Learned: Reflect Ring

Name: Auto-Regen

Stone Points: 10

Effect: Automatically casts Regen.

Characters: Zidane [25], Dagger [35], Vivi [30], Steiner [75], Quina [30], Freya [25], Eiko [35], Amarant [35]

Learned: Golem's Flute, Golden Hairpin, Light Robe, Glutton's Robe, Brave Suit, Angel Earrings, Maiden Prayer, Carbini Mail

Name: Bandit

Stone Points: 5

Effect: Increases success rate of Steal.

Characters: Zidane [40]

Learned: Mythril Dagger

Name: Beast Killer

Stone Points: 4

Effect: Increases damage against beast type enemies.

Characters: Zidane [30], Steiner [55], Freya [25], Amarant [10]

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

Name: Bird Killer

Stone Points: 3

Effect: Increases damage against flying enemies.

Characters: Zidane [20], Steiner [25], Freya [30], Amarant [10]

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

Name: Body Temp

Stone Points: 4

Effect: Negates Freeze and Heat.

Characters: Zidane [25], Dagger [25], Vivi [15], Steiner [35], Quina [20], Freya [20], Eiko [20], Amarant [30]

Learned: Holy Miter, Jade Armllet, Glutton's Robe, Genji Armor, Diamond, Fairy Earrings, Madain's Ring

Name: Boost

Stone Points: 12

Effect: Increases the strength of Dagger's and Eiko's summons.

Characters: Dagger [190], Eiko [150]

Learned: Pumice Piece

Name: Bright Eyes

Stone Points: 4

Effect: Negates Darkness.

Characters: Zidane [35], Steiner [25], Freya [20], Amarant [25]

Learned: Feather Hat, Iron Helm, Ritual Hat, Cachusha

Name: Bug Killer

Stone Points: 2

Effect: Increases damage against insect enemies.

Characters: Zidane [35], Steiner [50], Freya [25], Amarant [10]

Learned: Bronze Helm, Mythril Gloves, Mythril Helm

Name: Chemist

Stone Points: 4

Effect: Doubles the effect of Potion items during battle.

Characters: Dagger [15], Steiner [20], Freya [35]

Learned: Cotton Robe, Grand Armor, Madain's Ring, Barette

Name: Clear Headed

Stone Points: 5

Effect: Negates Confusion.

Characters: Zidane [25], Dagger [25], Vivi [15], Steiner [30], Quina [25], Freya [35], Eiko [15], Amarant [30]

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

Name: Concentrate

Stone Points: 10

Effect: Increases the strength of spells.

Characters: Dagger [80], Eiko [90]

Learned: Robe of Lords, Rosetta Ring

Name: Counter

Stone Points: 8

Effect: Counters physical attacks.

Characters: Zidane [70], Steiner [100], Quina [55], Freya [85], Amarant [240]

Learned: Ritual Hat, Venetia Shield, Power Vest, Anklet, Power Belt, Cat's Claws, Poison Knuckles, Mythril Claws, Scissor Fangs, Dragon's Claws, Tiger Fangs, Avenger, Kaiser Knuckles, Duel Claws

Name: Cover

Stone Points: 6

Effect: Cover an ally to take damage instead of them.

Characters: Steiner [20], Freya [30], Amarant [90]

Learned: Gauntlets, Linen Cuirass, Mythril Armor

Name: Devil Killer

Stone Points: 2

Effect: Increases damage on demon enemies.

Characters: Zidane [25], Steiner [30], Freya [30], Amarant [10]

Learned: Chain Plate, Thunder Gloves, Demon's Vest

Name: Distract

Stone Points: 5

Effect: Distracts an enemy, lowering their physical accuracy.

Characters: Zidane [30], Steiner [30], Freya [25]

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

Name: Dragon Killer

Stone Points: 3

Effect: Increases damage on dragon enemies.

Characters: Freya [70]

Learned: Javelin, Barbut

Name: Eye 4 Eye

Stone Points: 5

Effect: Increases Counter rate.

Characters: Zidane [60], Steiner [35], Freya [35], Amarant [50]

Learned: Kaiser Helm, Flash Hat, Ninja Gear, Rubber Suit

Name: Flee-Gil

Stone Points: 3

Effect: Obtain Gil even if you escape from a battle.

Characters: Zidane [45], Amarant [30]

Learned: Wrist, Desert Boots, Gold Choker

Name: Gamble Defense

Stone Points: 1

Effect: Randomly sets your defense.

Characters: Zidane [20], Quina [40], Freya [20], Amarant [35]

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

Name: Guardian Mog

Stone Points: 3

Effect: Mog randomly protects Eiko.

Characters: Eiko [30]

Learned: Madain's Ring, Ribbon

Name: Half MP

Stone Points: 11

Effect: Halves MP use in battle.

Characters: Dagger [125], Vivi [140], Quina [90], Eiko [120]

Learned: Light Robe, Protect Ring

Name: Healer

Stone Points: 2

Effect: Restores the targets HP if equipped.

Characters: Dagger [30], Quina [60], Eiko [20], Amarant [40]

Learned: Healing Rod, Garnet, Anklet

Name: High Jump

Stone Points: 4

Effect: Increases attack power with the Jump command.

Characters: Freya [75]

Learned: Dragon Mail

Name: High Tide

Stone Points: 8

Effect: Increases Trance gauge.

Characters: Zidane [35], Dagger [30], Vivi [25], Steiner [35], Quina [250],

Freya [20], Eiko [30], Amarant [60]

Learned: Partisan, Dark Hat, Grand Helm, Jade Armlet, Genji Gloves, Gaia Gear,

Demon's Mail, Sapphire, Minerva's Plate, Fork, Needle Fork, Mythril Fork,

Silver Fork, Bistro Fork, Gastro Fork

Name: HP +10%

Stone Points: 4

Effect: Increases max HP by 10%.

Characters: Steiner [20], Freya [30], Amarant [10]

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

Name: HP +20%

Stone Points: 8

Effect: Increases max HP by 20%.

Characters: Zidane [40], Steiner [60], Freya [75], Amarant [40]

Learned: Mantra Band, Genji Helmet, Defense Gloves, Black Belt, Battle Boots,

Adaman Hat, Maximillian.

Name: Initiative  
Stone Points: 5  
Effect: Increases the chance of a first strike.  
Characters: Freya [95]  
Learned: Battle Boots, Obelisk

Name: Insomniac  
Stone Points: 5  
Effect: Negates Sleep.  
Characters: Zidane [30], Dagger [25], Vivi [25], Steiner [25], Quina [40], Freya [30], Eiko [25], Amarant [20]  
Learned: Bandana, Diamond Helm, Mythril Helm, Magician Cloak, Coral Ring, Gaia Gear, Holy Miter

Name: Jelly  
Stone Points: 4  
Effect: Negates Petrify and Gradual Petrify.  
Characters: Zidane [35], Dagger [40], Vivi [25], Steiner [30], Quina [35], Freya [30], Eiko [35], Amarant [15]  
Learned: Bronze Vest, Dark Gear, Mythril Armor, Circlet, Dark Hat, Dragon Wrist, Diamond Gloves

Name: Level Up  
Stone Points: 7  
Effect: Increase experience points earned in battle.  
Characters: Zidane [75], Dagger [50], Vivi [30], Steiner [50], Quina [60], Freya [40], Eiko [65], Amarant [50]  
Learned: Iron Helm, Fairy Earrings, Pearl Rogue, Egoist's Armet, Extension

Name: Locomotion  
Stone Points: 4  
Effect: Negates Stop  
Characters: Zidane [30], Dagger [30], Vivi [35], Steiner [35], Quina [20], Freya [25], Locomotion [15], Amarant [20]  
Learned: Black Hood, Golden Skullcap, Survival Vest, Plate Mail, Ninja Gear, Plate Mail, Anklet

Name: Long Reach  
Stone Points: 16  
Effect: Deal the same damage from the back row as you would from the front row.  
Characters: Zidane [170], Steiner [200], Freya [210], Amarant [210]  
Learned: Thief Hat, Protect Ring

Name: Loudmouth  
Stone Points: 4  
Effect: Negates Silence.  
Characters: Dagger [20], Vivi [40], Quina [30], Eiko [15]  
Learned: Mage's Hat, Silk Robe, White Robe, Pearl Rogue, Golden Hairpin

Name: Mag Elem Null  
Stone Points: 13  
Effect: Nullifies elemental magic.  
Characters: Vivi [115]  
Learned: Promist Ring, Protect Ring

Name: Man Eater  
Stone Points: 2  
Effect: Increases damage on human enemies.  
Characters: Zidane, Steiner [20], Freya [20], Amarant [10]  
Learned: Bandana, Coronet, Mythril Gloves, Coral Ring

Name: Master Thief  
Stone Points: 5  
Effect: Allows Zidane to steal better items easily.  
Characters: Zidane [50]  
Learned: Thief Gloves

Name: Millionaire  
Stone Points: 5  
Effect: Increase the amount of Gil earned after battle.  
Characters: Quina [100]  
Learned: Yellow Scarf

Name: MP Attack  
Stone Points: 5  
Effect: Uses a characters MP to increase physical damage dealt.  
Characters: Zidane [45], Steiner [50], Freya [20], Amarant [60]  
Learned: Cross Helm, Red Hat, Battle Boots, Power Belt.

Name: MP +10%  
Stone Points: 4  
Effect: Increases max MP by 10%.  
Characters: Quina [50], Freya [35], Eiko [15]  
Learned: Magician Robe, Magician Shoes, Magician Cloak, Emerald, Extension

Name: MP +20%  
Stone Points: 8  
Effect: Increases max MP by 20%.  
Characters: Dagger [45], Vivi [30], Eiko [50]  
Learned: Black Robe, Angel Earrings

Name: Mug  
Stone Points: 3  
Effect: Deal damage when you steal.  
Characters: Zidane [65]  
Learned: Chimera Armband, Survival Vest, Thief Hat

Name: Odin's Sword  
Stone Points: 5  
Effect: If Odin's instant kill fails, he deals damage instead.  
Characters: Dagger [50]  
Learned: Ancient Aroma

Name: Power Throw  
Stone Points: 19  
Effect: Increases the damage done when throwing items.  
Characters: Amarant [125]  
Learned: Bracer

Name: Power Up  
Stone Points: 3  
Effect: Increases the strength of Chakra.  
Characters: Amarant [30]  
Learned: Golden Skullcap

Name: Protect Girls  
Stone Points: 4  
Effect: Covers a female in the party.  
Characters: Zidane [35]  
Learned: Butterfly Sword, Leather Shirt

Name: Reflect x2  
Stone Points: 17  
Effect: Doubles the strength of reflect.  
Characters: Vivi [110]  
Leraned: Black Robe, Rosetta Ring

Name: Reflect-Null  
Stone Points: 7  
Effect: Negates Reflect attacks.  
Characters: Dagger [45], Vivi [30], Eiko [55]  
Learned: Robe of Lords, Pearl Rogue

Name: Restore HP  
Stone Points: 8  
Effect: Restore some HP when you're near death.  
Characters: Zidane [85], Steiner [100], Freya [85], Amarant [75]  
Learned: Platinum Helm, Minerva's Plate, Promist Ring, Grand Armor, Brave Suit

Name: Return Magic  
Stone Points: 9  
Effect: Returns magic back at the caster.  
Characters: Vivi [90], Amarant [170]  
Learned: Coronet, Brigandine

Name: Steal Gil  
Stone Points: 5  
Effect: Steal Gil with items.  
Characters: Zidane [40]  
Learned: Glass Armlet, Yellow Scarf

Name: Stone Killer  
Stone Points: 4  
Effect: Increases damage to stone enemies.  
Characters: Zidane [30], Steiner [20], Freya [20], Amarant [10]  
Learned: Platinum Helm, Gold Armor, Power Vest, Adaman Vest

Name: Undead Killer  
Stone Points: 2  
Effect: Increases damage to undead enemies.  
Characters: Zidane [45], Steiner [30], Freya [20], Amarant [10]  
Learned: Headgear, Ritual Hat, K-Kai Armlet, Silver Gloves, Plate Mail

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14.) Enemy List  
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This section will list all the enemies in the game and the stats you get when you scan them. Bosses will NOT be included in this section as there is already a boss section plus I can't get accurate stats such as HP and MP as they're nonscannable. Also there are a few enemies that can't be scanned as it's too late to find them again when Dagger learns Scan.

Name: Name of the enemy.  
Level: Level of the enemy.  
HP: Hit Points of the enemy.  
MP: Magic Points of the enemy.



Exp: Experience given by the enemy as if one person were alive.

Gil: Gil given by the enemy without the Millionaire ability equipped.

Steal: Items that can be stolen.

Found: Locations of the enemies.

Weak: The enemies weakness.

Eat: The Blue Magic Quina can learn from that enemy.

---

Name: Abadon

Level: 58

HP: 12,658

MP: 2479

Exp: 32,073

Gil: 2604

Steal: Vaccine, Phoenix Pinion, Garnet

Found: Pandemonium

Weak: Wind

Eat: Twister

---

Name: Abomination

Level: 15

HP: 879

MP: 428

Exp: 913

Gil: 388

Steal: Ore, Hi-Potion, Ether

Found: Fossil Roo

Weak: N/A

Eat: Night

---

Name: Adamantoise

Level: 31

HP: 3587

MP: 1043

Exp: 5096

Gil: 4433

Steal: Hi-Potion, Phoenix Down, Tent

Found: Zamo Basin, Lanar Island

Weak: Thunder

Eat: Earth Shake

---

Name: Agares

Level: 43

HP: 6775

MP: 1596

Exp: 14279

Gil: 1945

Steal: Soft, Ore, Tent

Found: Ipsen's Castle

Weak: N/A

Eat: N/A

---

Name: Amdusias  
Level: 54  
HP: 10926  
MP: 9282  
Exp: 26376  
Gil: 2316  
Steal: Ether, Tent  
Found: Pandemonium  
Weak: Wind  
Eat: LV4 Holy

---

Name: Anemone  
Level: 31  
HP: 3586  
MP: 1045  
Exp: 5080  
Gil: 1137  
Steal: Ore, Tent  
Found: Qu's Marsh  
Weak: Thunder  
Eat: Bad Breath

---

Name: Armstrong  
Level: 33  
HP: 4204  
MP: 1165  
Exp: 7150  
Gil: 1456  
Steal: Hi-Potion, Ore, Ether  
Found: Blairsurpass Plains, Seaways Canyon  
Weak: N/A  
Eat: Matra Magic

---

Name: Ash  
Level: 66  
HP: 21591  
MP: 3014  
Exp: 40329  
Gil: 2748  
Steal: Tent  
Found: Memoria  
Weak: Wind  
Eat: Doom

---

Name: Axe Beak  
Level: 6  
HP: 241  
MP: 267  
Exp: 123  
Gil: 224  
Steal: Ore, Hi-Potion, Ether

Found: Lindblum Plateau  
Weak: N/A  
Eat: Limit Glove

---

Name: Axolotl  
Level: 6  
HP: 211  
MP: 266  
Exp: 106  
Gil: 236  
Steal: Potion, Phoenix Pinion  
Found: Qu's Marsh  
Weak: Thunder  
Eat: Aqua Breath

---

Name: Bandersnatch  
Level: 14  
HP: 899  
MP: 464  
Exp: 787  
Gil: 347  
Steal: Potion, Tent  
Found: Alexandria Plateau  
Weak: N/A  
Eat: Pumpkin Head

---

Name: Basilisk  
Level: 6  
HP: 346  
MP: 267  
Exp: 167  
Gil: 233  
Steal: Soft, Hi-Potion  
Found: Burmecia  
Weak: Ice  
Eat: Pumpkin Head

---

Name: Behemoth  
Level: 71  
HP: 24123  
MP: 3338  
Exp: 53168  
Gil: 2764  
Steal: Phoenix Pinion  
Found: Memoria  
Weak: Ice  
Eat: Angel's Snack

---

Name: Blazer Beetle  
Level: 19

HP: 1468  
MP: 603  
Exp: 1548  
Gil: 740  
Steal: Hi-Potion, Ether, Phoenix Pinion  
Found: Pualei Plains, Banyano Shores  
Weak: N/A  
Eat: Limit Glove

---

Name: Bomb  
Level: 10  
HP: 526  
MP: 359  
Exp: 178  
Gil: 235  
Steal: Ore, Hi-Potion, Ether  
Found: Lindblum Plateau  
Weak: Ice, Water  
Eat: Mustard Bomb

---

Name: Cactuar  
Level: 30  
HP: 1939  
MP: 1018  
Exp: 4208  
Gil: 1021  
Steal: Tent, Phoenix Down  
Found: Gusty Valley, Blairsurpass Plains, Dyshnose Shores  
Weak: Fire  
Eat: 1000 Needles

---

Name: Carrion Worm  
Level: 9  
HP: 259  
MP: 345  
Exp: 329  
Gil: 319  
Steal: Annoyntment, Tent  
Found: Cleyra Trunk  
Weak: Ice  
Eat: Auto Life

---

Name: Carve Spider  
Level: 3  
HP: 123  
MP: 199  
Exp: 48  
Gil: 124  
Steal: Ore, Tent, Potion  
Found: Bentini Heights, Lindblum Plateau  
Weak: N/A  
Eat: LV3 Def-Less

---

Name: Catoblepas  
Level: 32  
HP: 3727  
MP: 1069  
Exp: 6609  
Gil: 1421  
Steal: Soft, Hi-Potion, Ether  
Found: Seaways Canyon  
Weak: N/A  
Eat: Limit Glove

---

Name: Cave Imp  
Level: 2  
HP: 74  
MP: 186  
Exp: 35  
Gil: 118  
Steal: Potion, Phoenix Down  
Found: Ice Cavern  
Weak: Fire  
Eat: N/A

---

Name: Cerberus  
Level: 44  
HP: 6977  
MP: 1625  
Exp: 15181  
Gil: 1984  
Steal: Ore, Tent, Ether  
Found: Ipsen's Castle  
Weak: N/A  
Eat: Auto Life

---

Name: Chimera  
Level: 67  
HP: 21901  
MP: 3053  
Exp: 42785  
Gil: 2732  
Steal: Vaccine, Remedy  
Found: Memoria  
Weak: Ice  
Eat: Freeze

---

Name: Clipper  
Level: 7  
HP: 294  
MP: 278  
Exp: 80

Gil: 190  
Steal: Ore, Hi-Potion  
Found: Lachenta Wetlands  
Weak: Thunder  
Eat: Aqua Breath

---

Name: Crawler  
Level: 10  
HP: 625  
MP: 358  
Exp: 480  
Gil: 323  
Steal: Antidote, Phoenix Down, Hi-Potion  
Found: Gargan Roo  
Weak: Ice  
Eat: N/A

---

Name: Dracozombie  
Level: 24  
HP: 2179  
MP: 760  
Exp: 3229  
Gil: 941  
Steal: Magic Tag, Hi-Potion, Ether  
Found: Iifa Tree  
Weak: Fire, Holy  
Eat: LV5 Death

---

Name: Dragonfly  
Level: 8  
HP: 348  
MP: 295  
Exp: 249  
Gil: 307  
Steal: Eye Drops, Tent  
Found: Gargan Roo, Cleyra's Trunk  
Weak: Ice  
Eat: Matra Magic

---

Name: Drakan  
Level: 30  
HP: 3192  
MP: 1018  
Exp: 5675  
Gil: 1118  
Steal: Antidote  
Found: Desert Palace  
Weak: Wind  
Eat: Vanish

---

Name: Epitaph  
Level: 32  
HP: 3732  
MP: 300  
Exp: 0  
Gil: 0  
Steal: Soft  
Found: Oeilvert  
Weak: N/A  
Eat: Angel's Snack

---

Name: Fang  
Level: 1  
HP: 68  
MP: 170  
Exp: 23  
Gil: 90  
Steal: Potion, Phoenix Down  
Found: Evil Forest  
Weak: Fire  
Eat: N/A

---

Name: Feather Circle  
Level: 13  
HP: 619  
MP: 448  
Exp: 629  
Gil: 378  
Steal: Ore, Annoyntment, Hi-Potion  
Found: Fossil Roo, Mitmakis Ice Field  
Weak: Thunder, Wind  
Eat: LV4 Holy

---

Name: Flan  
Level: 2  
HP: 75  
MP: 183  
Exp: 41  
Gil: 110  
Steal: Potion, Ore  
Found: Ice Cavern  
Weak: Fire  
Eat: N/A

---

Name: Gargoyle  
Level: 44  
HP: 6977  
MP: 1628  
Exp: 15181  
Gil: 1958  
Steal: Hi-Potion, Tent, Ether, Phoenix Pinion  
Found: Ipsen's Castle

Weak: Wind  
Eat: Mighty Guard

---

Name: Garuda  
Level: 35  
HP: 3521  
MP: 1216  
Exp: 6933  
Gil: 1279  
Steal: Ore, Ether, Hi-Potion, Phoenix Pinion  
Found: Esto Gaza, Oeilvert, Popos Heights  
Weak: Wind  
Eat: White Wind

---

Name: Ghost  
Level: 4  
HP: 118  
MP: 999  
Exp: 48  
Gil: 126  
Steal: Potion, Ore, Phoenix Pinion  
Found: Dali, Bentini Heights  
Weak: Wind  
Eat: Roulette

---

Name: Gigan Octopus  
Level: 31  
HP: 3584  
MP: 1044  
Exp: 6096  
Gil: 1840  
Steal: Eye Drops, Phoenix Down, Ether  
Found: Falstead Coast, Salvage Archipelago  
Weak: Thunder, Wind  
Eat: Might Guard

---

Name: Gigan Toad  
Level: 7  
HP: 297  
MP: 280  
Exp: 178  
Gil: 288  
Steal: Ore  
Found: Qu's Marsh (Most of them)  
Weak: Thunder  
Eat: Frog Drop

---

Name: Gimmie Cat  
Level: 36  
HP: 4683



MP: 1240  
Exp: 4  
Gil: 5000  
Steal: Echo Screen, Tent, Ether  
Found: Scarobless Island  
Weak: N/A  
Eat: N/A

---

Name: Gnoll  
Level: 18  
HP: 1375  
MP: 586  
Exp: 1368  
Gil: 691  
Steal: Hi-Potion, Phoenix Pinion, Ether  
Found: Mountain Path  
Weak: N/A  
Eat: Vanish

---

Name: Goblin  
Level: 1  
HP: 33  
MP: 72  
Exp: 23  
Gil: 88  
Steal: Potion  
Found: Evil Forest  
Weak: Fire  
Eat: Goblin Punch

---

Name: Goblin Mage  
Level: 15  
HP: 983  
MP: 485  
Exp: 913  
Gil: 568  
Steal: Potion, Ore  
Found: Donna Plains  
Weak: N/A  
Eat: Goblin Punch

---

Name: Grand Dragon  
Level: 60  
HP: 13206  
MP: 2550  
Exp: 35208  
Gil: 2604  
Steal: Tent, Ether  
Found: Popos Heights, Sacrobless Island  
Weak: Ice  
Eat: LV3 Def-Less

---

Name: Grenade  
Level: 36  
HP: 4685  
MP: 1240  
Exp: 7459  
Gil: 1336  
Steal: Ore, Tent, Ether  
Found: Mt. Gulug  
Weak: Ice  
Eat: Mustard Bomb

---

Name: Griffin  
Level: 16  
HP: 1470  
MP: 602  
Exp: 1858  
Gil: 602  
Steal: Ore  
Found: Fossil Roo, Donna Plains  
Weak: Wind  
Eat: White Wind

---

Name: Grimlock [Blue]  
Level: 30  
HP: 3292  
MP: 1018  
Exp: 6610  
Gil: 1363  
Steal: Hi-Potion, Ether  
Found: Desert Palace  
Weak: Physical Attacks  
Eat: Night

---

Name: Grimlock [Pink]  
Level: 30  
HP: 3292  
MP: 1018  
Exp: 6610  
Gil: 1363  
Steal: Hi-Potion, Ether  
Found: Desert Palace  
Weak: Magic Attacks  
Eat: Night

---

Name: Hecteyes  
Level: 51  
HP: 9567  
MP: 2033  
Exp: 17096  
Gil: 2049

Steal: Hi-Potion, Vaccine, Phoenix Pinion  
Found: Terra  
Weak: Fire, Holy  
Eat: Roulette

---

Name: Hedgehog Pie  
Level: 7  
HP: 295  
MP: 281  
Exp: 119  
Gil: 187  
Steal: Ore, Hi-Potion, Phoenix Pinion  
Found: Zamo Basin, Eunorous Plains  
Weak: N/A  
Eat: Pumpkin Head

---

Name: Hornet  
Level: 7  
HP: 293  
MP: 281  
Exp: 89  
Gil: 194  
Steal: Potion  
Found: Gizamaluke's Grotto  
Weak: Thunder, Wind  
Eat: Vanish

---

Name: Ironite  
Level: 11  
HP: 889  
MP: 374  
Exp: 577  
Gil: 269  
Steal: Hi-Potion, Soft  
Found: Burmecia, King Ed Plains  
Weak: Ice  
Eat: Angel's Snack

---

Name: Iron Man  
Level: 68  
HP: 21217  
MP: 3091  
Exp: 42996  
Gil: 2796  
Steal: Phoenix Down  
Found: Memoria  
Weak: Thunder  
Eat: N/A

---

Name: Jabberwock

Level: 30  
HP: 3442  
MP: 1019  
Exp: 4675  
Gil: 1156  
Steal: Ore, Hi-Potion  
Found: Blairsurpass Plains  
Weak: Thunder, Shadow  
Eat: Limit Glove

---

Name: Kraken [Crystal]  
Level: 72  
HP: 23354  
MP: 3381  
Exp: 0  
Gil: 4338  
Steal: Annoyntment, Eye Drops  
Found: Crystal World  
Weak: Thunder  
Eat: Freeze

---

Name: Ladybug  
Level: 6  
HP: 244  
MP: 266  
Exp: 89  
Gil: 193  
Steal: Eye Drops, Hi-Potion, Tent  
Found: Eunorus Plains  
Weak: Wind  
Eat: Pumpkin Head

---

Name: Lamia  
Level: 10  
HP: 994  
MP: 358  
Exp: 204  
Gil: 494  
Steal: Ore, Phoenix Down  
Found: Gizamaluke's Grotto  
Weak: N/A  
Eat: LV3 Def-Less

---

Name: Landworm  
Level: 29  
HP: 5269  
MP: 997  
Exp: 5151  
Gil: 1316  
Steal: Ore, Hi-Potion, Phoenix Pinion  
Found: Kiera Desert  
Weak: Water

Eat: Matra Magic

---

Name: Lich [Crystal]  
Level: 68  
HP: 22218  
MP: 3091  
Exp: 0  
Gil: 2828  
Steal: Ore  
Found: Crystal World  
Weak: Fire, Holy, Wind  
Eat: LV5 Death

---

Name: Lizard Man  
Level: 10  
HP: 589  
MP: 359  
Exp: 173  
Gil: 218  
Steal: Ore, Tent  
Found: Alexandria Plateau, Vube Desert  
Weak: Ice, Thunder  
Eat: LV3 Def-Less

---

Name: Magic Vice  
Level: 17  
HP: 297  
MP: 278  
Exp: 213  
Gil: 239  
Steal: Echo Screen, Ether  
Found: Burmecia  
Weak: N/A  
Eat: Magic Hammer

---

Name: Malboro  
Level: 57  
HP: 11687  
MP: 2334  
Exp: 30579  
Gil: 2572  
Steal: Ore, Vaccine  
Found: Pandemonium  
Weak: N/A  
Eat: Bad Breath

---

Name: Maliris [Crystal]  
Level: 69  
HP: 22535  
MP: 3127

Exp: 0  
Gil: 2860  
Steal: Phoenix Down, Phoenix Pinion  
Found: Crystal World  
Weak: Ice  
Eat: Mustard Bomb

---

Name: Mandragora  
Level: 9  
HP: 662  
MP: 344  
Exp: 307  
Gil: 595  
Steal: Echo Screen, Hi-Potion, Tent  
Found: Bentini Heights, Alexandria Plateau, Edgecry Coast  
Weak: Fire  
Eat: Limit Glove

---

Name: Mimic  
Level: 8  
HP: 346  
MP: 295  
Exp: 320  
Gil: 777  
Steal: Hi-Potion, Antidote  
Found: Burmecia  
Weak: Holy  
Eat: N/A

---

Name: Mistodon  
Level: 56  
HP: 11434  
MP: 2301  
Exp: 24276  
Gil: 2023  
Steal: Ore, Hi-Potion  
Found: King Ed Plains (Disc 4)  
Weak: Fire, Holy  
Eat: Angel's Snack

---

Name: Mover  
Level: 52  
HP: 7353  
MP: 2064  
Exp: 23801  
Gil: 2300  
Steal: Opal, Vaccine, Tent  
Found: Terra, Pandemonium  
Weak: N/A  
Eat: N/A

---

Name: Mu  
Level: 2  
HP: 77  
MP: 183  
Exp: 34  
Gil: 104  
Steal: Potion  
Found: Gunitas Basin  
Weak: N/A  
Eat: Limit Glove

---

Name: Myconid  
Level: 20  
HP: 1372  
MP: 584  
Exp: 1368  
Gil: 726  
Steal: Eye Drops, Tent  
Found: Iifa Tree  
Weak: Fire, Wind  
Eat: Mighty Guard

---

Name: Nymph  
Level: 9  
HP: 458  
MP: 345  
Exp: 329  
Gil: 303  
Steal: Echo Screen, Hi-Potion, Ore, Phoenix Pinion  
Found: Vube Desert  
Weak: Fire  
Eat: Night

---

Name: Ochu  
Level: 16  
HP: 3568  
MP: 622  
Exp: 2093  
Gil: 845  
Steal: Hi-Potion, Ether, Phoenix Pinion  
Found: Mountain Pain  
Weak: Fire  
Eat: LV3 Def-Less

---

Name: Ogre  
Level: 29  
HP: 3300  
MP: 996  
Exp: 5151  
Gil: 1281  
Steal: Annoyntment, Phoenix Pinion, Ether

Found: Desert Palace, Oeilvert

Weak: N/A

Eat: Matra Magic

---

Name: Python

Level: 2

HP: 75

MP: 184

Exp: 40

Gil: 106

Steal: Potion, Ore

Found: Nolrich Heights, Gunitas Basin

Weak: Ice

Eat: Pumpkin Head

---

Name: Red Dragon

Level: 36

HP: 8000

MP: 1242

Exp: 22377

Gil: 5156

Steal: Tent, Ether, Elixir

Found: Mt. Gulug

Weak: Ice

Eat: Twister

---

Name: Ring Leader

Level: 51

HP: 9569

MP: 2030

Exp: 18816

Gil: 1868

Steal: Echo Screen, Vaccine

Found: Terra

Weak: Wind

Eat: Magic Hammer

---

Name: Sahagin

Level: 18

HP: 1375

MP: 585

Exp: 1368

Gil: 684

Steal: Hi-Potion, Ether

Found: Qu's Marsh

Weak: Thunder

Eat: Aqua Breath

---

Name: Sand Golem

Level: 11



HP: 343  
MP: 376  
Exp: 677  
Gil: 589  
Steal: Hi-Potion, Eye Drops  
Found: Cleyra Trunk  
Weak: Ice  
Eat: N/A

---

Name: Sand Golem [Core]  
Level: 11  
HP: 1091  
MP: 377  
Exp: 0  
Gil: 0  
Steal: N/A  
Found: Cleyra Trunk  
Weak: Ice  
Eat: N/A

---

Name: Sand Scorpion  
Level: 10  
HP: 526  
MP: 360  
Exp: 400  
Gil: 315  
Steal: Ore, Antidote, Ether  
Found: Pinnacle Rocks, Cleyra Trunk  
Weak: Ice  
Eat: LV3 Def-Less

---

Name: Seeker Bat  
Level: 12  
HP: 594  
MP: 377  
Exp: 449  
Gil: 366  
Steal: Eye Drops, Tent  
Found: Pinnacle Rocks, Fossil Roo  
Weak: Wind  
Eat: Night

---

Name: Serpion  
Level: 8  
HP: 397  
MP: 295  
Exp: 139  
Gil: 184  
Steal: Antidote  
Found: King Ed Plains, Edgecry Coast  
Weak: Ice  
Eat: Mighty Guard

---

Name: Shell Dragon  
Level: 58  
HP: 12661  
MP: 2482  
Exp: 32073  
Gil: 2588  
Steal: Hi-Potion, Vaccine, Tent  
Found: Pandemonium  
Weak: Ice  
Eat: Earth Shake

---

Name: Skeleton  
Level: 8  
HP: 400  
MP: 293  
Exp: 104  
Gil: 209  
Steal: Ore, Hi-Potion, Ether  
Found: Vube Desert, Gizamaluke's Grotto  
Weak: Fire, Holy  
Eat: Pumpkin Head

---

Name: Stilva  
Level: 67  
HP: 21906  
MP: 3053  
Exp: 42785  
Gil: 2780  
Steal: Ether  
Found: Memoria  
Weak: Water  
Eat: Auto-Life

---

Name: Stroper  
Level: 21  
HP: 1840  
MP: 697  
Exp: 2346  
Gil: 915  
Steal: Soft, Phoenix Down, Peridot, Phoenix Pinion  
Found: Iifa Tree  
Weak: Fire  
Eat: LV5 Death

---

Name: Tiamat [Crystal]  
Level: 71  
HP: 24127  
MP: 3338  
Exp: 0

Gil: 2965  
Steal: Ether, Wing Edge  
Found: Crystal World  
Weak: Ice  
Eat: Twister

---

Name: Tonberry  
Level: 46  
HP: 7886  
MP: 1779  
Exp: 13297  
Gil: 1513  
Steal: Hi-Potion, Phoenix Down, Phoenix Pinion, Ether  
Found: Ipsen's Castle  
Weak: Ice  
Eat: N/A

---

Name: Torama  
Level: 30  
HP: 3292  
MP: 1018  
Exp: 5675  
Gil: 1118  
Steal: Antidote, Phoenix Pinion  
Found: Desert Palace  
Weak: Water  
Eat: LV4 Holy

---

Name: Trick Sparrow  
Level: 5  
HP: 191  
MP: 250  
Exp: 65  
Gil: 198  
Steal: Ore  
Found: Bentini Heights  
Weak: Wind  
Eat: Matra Magic

---

Name: Troll  
Level: 20  
HP: 1469  
MP: 623  
Exp: 2093  
Gil: 854  
Steal: Ore, Tent  
Found: Mountain Path, Pualei Plains, Lucid Plains  
Weak: N/A  
Eat: Vanish

---

Name: Vepal [Green]  
Level: 34  
HP: 4363  
MP: 1188  
Exp: 6434  
Gil: 1270  
Steal: Hi-Potion, Ether, Phoenix Pinion  
Found: Mitmakis Ice Field  
Weak: Fire  
Eat: Aqua Breath

---

Name: Vepal [Red]  
Level: 35  
HP: 4022  
MP: 1214  
Exp: 6933  
Gil: 1326  
Steal: Hi-Potion, Ether, Phoenix Pinion  
Found: Mt. Gulug  
Weak: Ice, Wind  
Eat: Mustard Bomb

---

Name: Veteran  
Level: 44  
HP: 6972  
MP: 1627  
Exp: 15181  
Gil: 1971  
Steal: Hi-Potion, Ether, Phoenix Pinion  
Found: Ipsen's Castle, Memoria  
Weak: Holy, Water, Wind  
Eat: Doom

---

Name: Vice  
Level: 4  
HP: 129  
MP: 209  
Exp: 48  
Gil: 128  
Steal: Echo Screen, Potion  
Found: King Ed Plains, Eunorus Plains, Zamo Basin  
Weak: N/A  
Eat: Vanish

---

Name: Whale Zombie  
Level: 32  
HP: 3730  
MP: 1066  
Exp: 6609  
Gil: 1528  
Steal: Antidote, Magic Tag  
Found: King Ed Plains (Beach area on Disc 4)

Weak: Fire, Holy, Wind  
Eat: LV5 Death

---

Name: Worm Hydra  
Level: 37  
HP: 4846  
MP: 1268  
Exp: 8010  
Gil: 1345  
Steal: Hi-Potion, Antidote  
Found: Mt. Gulug  
Weak: Ice  
Eat: Bad Breath

---

Name: Wraith [Blue]  
Level: 36  
HP: 4686  
MP: 1239  
Exp: 8950  
Gil: 1654  
Steal: Ore, Hi-Potion  
Found: Mt. Gulug  
Weak: Fire, Holy  
Eat: Freeze

---

Name: Wraith [Red]  
Level: 37  
HP: 4686  
MP: 1268  
Exp: 8010  
Gil: 1345  
Steal: Hi-Potion, Phoenix Pinion, Topaz  
Found: Mt. Gulug  
Weak: Ice, Holy  
Eat: Mustard Bomb

---

Name: Wyerd  
Level: 2  
HP: 129  
MP: 183  
Exp: 45  
Gil: 116  
Steal: Potion, Tent, Phoenix Down  
Found: Ice Cavern  
Weak: Fire  
Eat: N/A

---

Name: Yan  
Level: 72  
HP: 19465

MP: 3378  
Exp: 42673  
Gil: 2218  
Steal: Ore, Elixir  
Found: Vile Island  
Weak: Shadow  
Eat: Auto-Life

---

Name: Yeti  
Level: 9  
HP: 463  
MP: 342  
Exp: 133  
Gil: 221  
Steal: Eye Drops, Hi-Potion, Ore  
Found: Lucid Plains (Forest area)  
Weak: Shadow, Wind  
Eat: Pumpkin Head

---

Name: Zagnol  
Level: 16  
HP: 1189  
MP: 499  
Exp: 1261  
Gil: 546  
Steal: Ore, Tent, Ether  
Found: Pinnacle Rocks, Donna Plains  
Weak: Water  
Eat: Matra Magic

---

Name: Zemzelett  
Level: 20  
HP: 1571  
MP: 625  
Exp: 2093  
Gil: 889  
Steal: Ore, Hi-Potion, Ether  
Found: Dead Forest  
Weak: Wind  
Eat: White Wind

---

Name: Zombie  
Level: 19  
HP: 973  
MP: 603  
Exp: 1445  
Gil: 708  
Steal: Magic Tag, Tent, Ether  
Found: Iifa Tree  
Weak: Fire, Holy  
Eat: Roulette

-----  
Name: Zuu  
Level: 8  
HP: 1149  
MP: 293  
Exp: 320  
Gil: 384  
Steal: Potion, Ore, Hi-Potion, Phoenix Pinion  
Found: Cleyra Trunk  
Weak: Ice, Wind  
Eat: White Wind  
-----

=====  
15.) Credits/Thanks  
=====

GameFAQs and the other hosting sites: For hosting this guide.

[http://www.rootsecure.net/?p=ascii\\_generator](http://www.rootsecure.net/?p=ascii_generator): For the ASCII.

Shotgunnova: Many thanks to him for letting me use his guide as a reference whenever there were some holes in the notes I took.

RPGClassics: When I got stuck, their walkthrough helped me out a bunch as well.

FAQ Contributor Boards: You guys are awesome and keep me writing.

And a huge thanks to you, the readers. Without you guys I wouldn't be making these guides in the first place.

=====  
16.) Version History  
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Version 0.01 - March 17, 2008 - Started on the guide. Finished up to entering Gizamaluke's Grotto.

Version 0.02 - March 23, 2008 - Finished up to completing the four shrines.

Version 0.03 - March 24, 2008 - Finished the walkthrough, added a boss section and started on the sidequests section.

Version 0.04 - March 25, 2008 - Finished the sidequests section and the weapons section and got about 95% done on the armor section.

Version 0.05 - March 28, 2008 - Finished the armor list, item list, card list and magic list.

Version 0.06 - March 29, 2008 - Shop List is about 85% done.

Version 0.07 - March 30, 2008 - Finished the shop list, synthesis list, and

the ability list.

Version 1.0 - April 1, 2008 - Completed the entire guide from head to toe.

Version 1.1 - April 28, 2008 - Added in the Prison Cages as bosses.

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